Alter Self
2nd-Level Transmutation

1 action

Concentration, up to 1 hour

Self

V, S

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation:
You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers.

Alter Self
2nd-Level Transmutation

You can breathe underwater and gain a swimming speed equal to your walking speed.
Change Appearance:
You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Alter Self
2nd-Level Transmutation

Natural Weapons:
You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Arcane Lock
2nd-Level abjuration

1 action

Until dispelled

Touch

V, S, M (gold dust w orth at least 25 gp, which the spell consumes)

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes.

Arcane Lock
2nd-Level abjuration

While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

Arcanist's Magic Aura
2nd-Level illusion

1 action

24 hours

Touch

V, S, M (A small square of silk)

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature. When you cast the spell, choose one or both of the following effects. The effect lasts for the duration.

Arcanist's Magic Aura
2nd-Level illusion

If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

False Aura: You change the way the target appears to spells and magical effects, such as detect magic, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

Arcanist's Magic Aura
2nd-Level illusion

Mask: You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a symbol spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

Blindness/Deafness
2nd-level Necromancy

1 action

1 minute

30 feet

V

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

Blindness/Deafness
2nd-level Necromancy

At higher level: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Blur
2nd-Level illusion

1 action

Concentration, up to 1 minute

Self

V

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Continual Flame
2nd-level evocation

1 action

Until dispelled

Self

V, S, M (ruby dust worth 50 gp, which the spell consumes)

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

Darkness
2nd-Level evocation

1 action

Concentration, up to 10 minutes

60 feet

V, M (bat fur and a drop of pitch or piece of coal)

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it.

Darkness
2nd-Level evocation

Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Darkvision
2nd-level transmutation

1 action

8 hours

Touch

V, S, M (either a pinch of dried carrot or an agate)

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Detect Thoughts
2nd-Level divination

1 action

Concentration, up to 1 minute

Self

V, S, M (a copper piece)

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

Detect Thoughts
2nd-Level divination

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Detect Thoughts
2nd-Level divination

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Enlarge/Reduce
2nd-level transmutation

1 action

Concentration, up to 1 minute

30 feet

V, S, M (a pinch of powdered iron)

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it.

Enlarge/Reduce
2nd-level transmutation

Any item dropped by an affected creature returns to normal size at once.

Enlarge: The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category-- from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Enlarge/Reduce
2nd-level transmutation

Reduce: The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category--from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Flaming Sphere
2nd-level conjuration

1 action

Concentration, up to 1 minute

60 feet

V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet.

Flaming Sphere
2nd-level conjuration

If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Gentle Repose
2nd-level necromancy (ritual)

1 action

10 days

Touch

V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

You touch a corpse or other remains. For the duration, the target is protected from decay and can’t become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don’t count against the time limit of spells such as "raise dead (lvl 5)".

Gust of Wind
2nd-level evocation

1 action

Concentration, up to 1 minute

Self (60-foot line)

V, S, M (a legume seed)

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

Gust of Wind
2nd-level evocation

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected fiames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Hold Person
2nd-level enchantment (ritual)

1 action

Concentration, up to 1 minute

60 feet

V, S, M (a small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Hold Person
2nd-level enchantment (ritual)

At higher level: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Invisibility
2nd-level illusion

1 action

Concentration, up to 1 hour

Touch

V, S, M (an eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Knock
2nd-level transmutation

1 action

Instantaneous

60 feet

V

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock ar that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

Knock
2nd-level transmutation

If you choose a target that is held shut with "arcane lock (lvl 2)", that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Levitate
2nd-level transmutation

1 action

Concentration, up to 10 minutes

60 feet

V, S, M (either a small leather loop or a pieee of golden wire bent into a cup shape with a long shank on one end)

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

Levitate
2nd-level transmutation

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

Locate Object
2nd-level divination

1 action

Concentration, up to 10 minutes

Self

V, S, M (a forked twig)

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close - within 30 feet — at least once.

Locate Object
2nd-level divination

Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Magic Mouth
2nd-level illusion (ritual)

1 minute

Until dispelled

30 feet

V, S, M (a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes)

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see that isn't being worn or carried by another creature, then speak the message, which must be 25 words or less, though it can be delivered over as long as ten minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

Magic Mouth
2nd-level illusion (ritual)

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue) the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet.

Magic Weapon
2nd-level transmutation

1 bonus action

Concentration, up to 1 hour

Touch

V, S

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At higher level: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Mirror Image
2nd-level illusion

1 action

1 minute

Self

V, S

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Mirror Image
2nd-level illusion

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

Mirror Image
2nd-level illusion

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Misty Step
2nd-level conjuration

1 bonus action

Instantaneous

Self

V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Ray of Enfeeblement
2nd-level necromancy

1 action

Concentration, up to 1 minute

60 feet

V, S

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Rope Trick
2nd-level transmutation

1 action

1 hour

Touch

V, S, M (powdered corn extract and a twisted loop of parchment)

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope.

Rope Trick
2nd-level transmutation

The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

Scorching Ray
2nd-level evocation

1 action

Instantaneous

120 feet

V, S

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

Scorching Ray
2nd-level evocation

At higher level: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

See Invisibility
2nd-level divination

1 action

1 hour

Self

V, S, M (a pinch of tale and a small sprinkling of powdered silver)

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Shatter
2nd-level evocation

1 action

Instantaneous

60 feet

V, S, M (a chip of mica)

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a lO-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Shatter
2nd-level evocation

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At higher level: When you cast this spell using a spell slot of 3rd levei or higher, the damage increases by ld8 for each slot level above 2nd.

Spider Climb
2nd-level transmutation

1 action

Concentration, up to 1 hour

Touch

V, S, M (a drop of bitumen and a spider)

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a c1imbing speed equal to its walking speed.

Suggestion
2nd-level enchantment

1 action

Concentration, up to 8 hours

30 feet

V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

Suggestion
2nd-level enchantment

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

Web
2nd-level conjuration

1 action

Concentration, up to 1 hour

60 feet

V, S, M (a bit of spiderweb)

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

Web

2nd-level conjuration

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it suceeeds, it is no longer restrained.

Web

2nd-level conjuration

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.