

Rite Publishing Presents

101 Second Level Spells



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Rite Publishing Presents:

101 Second Level Spells

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Dedication: To The Companions of the Bargewright Inn
—A paradigm shift in gaming.



Beguild

Spell Lists

2nd-Level Bard Spells

Beguild: Target has disadvantage on saves against enchantment and illusion spells and Wisdom(perception) checks. (bonus action)

Break Object: Inflicts damage on a single object or damages a construct creature.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Curse of Prevarication: Subject cannot tell the truth.

Damage Loins: Target takes 3d6 bludgeoning damage and becomes incapacitated.

Deathchant: Chanting saps the life from living creatures.

Delude Divination: Divination attempts against target may fail and produce random results.

Dimension Hop: You, touched objects, and your familiar or companion teleport to any spot within 50 feet.

Disguise Wounds: You cause the subject to appear resilient to various forms of damage.

Distortion Field: Grants total concealment against blindsight.

Euphoria: Gain advantage against a target for social rolls and target suffers a -2 penalty on saves against your enchantment spells. (bonus action)

Exhaustion: Target gains levels of exhaustion.

Expeditious Charge: You temporarily are faster and more agile. (bonus action or reaction)

Fit of Pique: Force target to attack its ally.

Flexarmor: You increase the dexterity bonus to armor class, remove any penalties to stealth, and gain proficiency with the armor for a short time.

Frigid Slowness: Causes 5d4 cold damage and prevents the target from taking all its actions.

Hesitate: Several subjects go last in the initiative order and do not take their first attacks of opportunity each round.

Insomnia: Subject is unable to sleep, suffers from fatigue and is unable to heal naturally.

Lifechant: Your chanting renews living creatures in an area.

Memory Crystal: Permanently store a memory in a crystal or gem.

Mute: Subject cannot produce sounds from its mouth.

Nightmare: You cause a very deep, very short sleep to fall upon a target.

Oathbind: Willing participants immediately gain awareness that another party has violated the terms of a written contract.

Obscure Text: Magical or mundane writing appears illegible.

Scout's Hike: Target receives +1 to Dex attacks, advantage on Dex skills, and doubles its base land speed.

Shadow Sentry: A shadowy warrior guards, patrols or attacks on your command.

Silent Ray: You emit a beam of supersonic vibrations causing 3d8 thunder damage to one target. (bonus action)

Torn Muscle: One living creature has disadvantage on attacks, skills and ability checks and all attacks against the creature have advantage until it is healed.

Vertigo: You cause creatures to become dizzy to the point of being sickened and perhaps fall prone.

2nd-Level Cleric Spells

Angry Wound: Touch deals 2d8 necrotic and 1d8 necrotic damage each round after. (bonus action)

Augment Poison: Changes a poison's DC, makes the subject save with disadvantage, and adds to damage.

Bear's Curse: Subject suffers a -4 or -2 circumstance penalty to Constitution saves and checks and a loss of maximum hit points.

Break Object: Inflicts damage on a single object or damages a construct creature.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Bull's Curse: Subject suffers a -4 or -2 circumstance penalty to Strength checks and saves and disadvantage on Strength attacks.

Cat's Curse: Subject suffers a -4 or -2 circumstance penalty to Dexterity checks and saves and disadvantage on Dexterity attacks.

Code Skill: Gives a construct proficiency in a single skill.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Curse of Prevarication: Subject cannot tell the truth.

Damage Loins: Target takes 3d6 bludgeoning damages and becomes incapacitated.

Destabilize Magic: All saves in an area are made with disadvantage.

Eagle's Curse: Subject suffers a -4 or -2 circumstance penalty to Charisma checks and saves and disadvantage on Charisma-based spell attacks.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5 foot radius.

Flexarmor: You increase the dexterity bonus to armor class, remove the any penalties to stealth, and gain proficiency with the armor for a short time.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, and poisons.

Fox's Curse: Subject suffers a -4 or -2 circumstance penalty to Intelligence checks and saves and disadvantage on Intelligence-based spell attacks.

Future's Boon: Touched creature's luck increases against one roll of its choice.

Hex of Chaos: Target suffers a random curse every round.

Nightmare: You cause a very deep, very short sleep to fall upon a target.

Oathbind: Willing participants immediately gain awareness that another party has violated the terms of a written contract.

Owl's Curse: Subject suffers a -4 or -2 circumstance penalty to Wisdom checks and saves and disadvantage on Wisdom-based spell attacks.

Program Feat: Gives one construct the benefits of a single feat.

Shooting Star: You cause a fiery stone to fall from the sky doing 3d6 bludgeoning and 3d6 fire damage to a single target.

Shunt: Place target into the Ethereal Plane for 1 round.

Thief Ward: Dexterity(sleight of hand) and Dexterity(stealth) checks are made at disadvantage.

Web Shelter: You create a small but relatively secure shelter out of sticky webs.

Weltering Wave: You cause chaotic energies to shake and disorient targets.

2nd-Level Druid Spells

Arboreal Archer: You grant intelligence to a plant, enabling it to hurl missiles at a designated target.

Augment Poison: Changes a poison's DC, makes the subject save with disadvantage, and adds to damage.

Break Object: Inflicts damage on a single object or damages a construct creature.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Chilling Mist: Icy vapor grants concealment and deals 1d6 cold damage per round.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Dire Form: Animals or magical beasts become feral and more powerful.

Dust Wall: Curtain of airborne dust grants half cover, blinds living creatures.

Earthmaw: Gaping maw in the ground bites to grapple and swallow any creature in its space.

Earthskin: Gain damage resistance against magic weapons until discharged.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5 foot radius.

Flexarmor: You increase the dexterity bonus to armor class, remove the any penalties to stealth, and gain proficiency with the armor for a short time.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, and poisons.

Luckwing: Summons a 1 foot long butterfly; caster can see, hear, and feel everything the butterfly does.

Mire of Stone and Earth: Earth entangle foes.

Nauseating Pollen: You conjure a cloud of pollen that inflicts the poisoned condition and prevents actions.

Ride Winds: Fall safely, levitate, or fly by floating on the air.

Rolling Boulder: Boulder moves through battlefield knocking creatures prone, dealing 3d6 bludgeoning damage.

Scout's Hike: Target receives +1 to Dex attacks, advantage on dex skills, and doubles its base land speed.

Shooting Star: You cause a fiery stone to fall from the sky doing 3d6 bludgeoning and 3d6 fire damage to a single target.

Slime Harden: You cause the outer surface of an ooze to harden, negating its special abilities. (bonus action)

Stoneburst: Thrown object explodes for 5d4 fire damage. (bonus action)

Stonefist: Stony shell encases your hand, grants bonuses on unarmed strikes. (bonus action)

Storm Cellar: You create an extradimensional space in the ground.

Water Jet: High-pressure water extinguishes fires, deals 3d6 bludgeoning damage, can knock creatures back.

Web Shelter: You create a small but relatively secure shelter out of sticky webs.

Wildheart: Target gains physical ability and speed bonuses.

2nd-Level Paladin Spells

Confront Outsider: You reveal the presence of an outsider and possibly learn its name.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Coward's Bane: You gain a bonus to attack and damage against dishonorable foes.

Flexarmor: You increase the dexterity bonus to armor class, remove any penalties to stealth, and gain proficiency with the armor for a short time.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, poisons.

Intercept Attack: You suffer all damage meant for an adjacent ally. (no action)

Peace Bonding: Creatures within an area must sheathe, and may not unsheathe, their weapons.

Righteous Armor: You store in or summon your armor from an extradimensional space. (bonus action or reaction)

Stand Your Ground: You gain advantage to avoid being being grappled, escape a grapple, be moved, charmed, frightened, restrained, or be knocked prone until you move. (bonus action)

Take My Hand: You prevent an adjacent ally from falling. (reaction)

Thief Ward: Dexterity(sleight of hand) and Dexterity(stealth) checks are made at disadvantage.

To The Rescue: You and your mount exchange places with a helpless creature. (reaction)

Unseen Guardian: Creates magical sensor that alerts you to danger.

Utter Determination: For 5 rounds you ignore the dead, dying, exhaustion, and/or unconscious conditions.

2nd-Level Ranger Spells

Arboreal Archer: You grant intelligence to a plant, enabling it to hurl missiles at a designated target.

Augment Poison: Changes a poison's DC, makes the subject save with disadvantage, and adds to damage.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Dire Form: Animals or magical beasts become feral and more powerful.

Dust Wall: Curtain of airborne dust grants half cover, blinds living creatures.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5 foot radius.

Flexarmor: You increase the dexterity bonus to armor class, remove any penalties to stealth, and gain proficiency with the armor for a short time.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, poisons.

Luckwing: Summons a 1 foot long butterfly; caster can see, hear, and feel everything the butterfly does.

Mire of Stone and Earth: Earth entangles foes.

Nauseating Pollen: You conjure a cloud of pollen that inflicts the poisoned condition and prevents actions.

Scout's Hike: Target receives +1 to Dex attacks, advantage on dex skills, and doubles its base land speed.

Unseen Guardian: Creates magical sensor that alerts you to danger.

Web Shelter: You create a small but relatively secure shelter out of sticky webs.

Wildheart: Target gains physical ability and speed bonuses.

2nd-Level Warlock Spells

Angry Wound: Touch deals 2d8 necrotic and 1d8 necrotic damage each round after. (bonus action)

Bear's Curse: Subject suffers a -4 or -2 circumstance penalty to Constitution saves and checks and a loss of maximum hit points.

Bull's Curse: Subject suffers a -4 or-2 circumstance penalty to Strength checks and saves and disadvantage on Strength attacks.

Cat's Curse: Subject suffers a -4 or-2 circumstance penalty to Dexterity checks and saves and disadvantage on Dexterity attacks.

Curse of Prevarication: Subject cannot tell the truth.

Damage Loins: Target takes 3d6 bludgeoning damages and becomes incapacitated.

Distortion Field: Grants total concealment against blindsight.

Eagle's Curse: Subject suffers a -4 or-2 circumstance penalty to Charisma checks and saves and disadvantage on Charisma-based spell attacks.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5 foot radius.

Exhaustion: Target becomes exhausted.

Fit of Pique: Force target to attack its ally.

Fox's Curse: Subject suffers a -4 or-2 circumstance penalty to Intelligence checks and saves and disadvantage on Intelligence-based spell attacks.

Hex of Chaos: Target suffers a random curse every round.

Insomnia: Subject is unable to sleep, suffers from fatigue and is unable to heal naturally.

Langor: Melee spell attack reduces the maximum hit points, spells, and attack proficiency for one hour on one target.

Mute: Subject cannot produce sounds from its mouth.

Oathbind: Willing participants immediately gain awareness that another party has violated the terms of a written contract.

Owl's Curse: Subject suffers a -4 or-2 circumstance penalty to Wisdom checks and saves and disadvantage on Wisdom-based spell attacks.

Phantasmal Foe: Fearsome illusion inflicts frightened or disadvantage on subject.

Phantom Familiar: You alter the appearance of your familiar.

Shadow Ribbons: You fire three rays as ranged spell attack that inflict the grappled condition.

Shooting Star: You cause a fiery stone to fall from the sky, doing 3d6 bludgeoning and 3d6 fire damage to a single target.

Thief Ward: Dexterity(sleight of hand) and Dexterity(stealth) checks are made at disadvantage.

Torn Muscle: One living creature has disadvantage on attacks, skills and ability checks and all attacks against the creature have advantage until it is healed.

True Casting: The save DC of your spells improves consecutively until your target fails a save. (bonus action)

Utter Failure: Target takes -10 on next attack roll, automatically misses covered or concealed targets.

2nd-Level Sorcerer/Wizard Spells

Abjuration

Arcane Seal, Lesser: Magic seal protects door or other closure, can deal energy damage if broken.

Earthskin: Gain damage resistance against magic weapons until discharged.

Ice Aegis: Gain deflection bonus and fire immunity.

Shift Aim: Target becomes difficult to successfully target with ranged attacks and spell attacks cast at range.

Thief Ward: Dexterity(sleight of hand) and Dexterity(stealth) checks are made at disadvantage.

Conjuration

Amber Globes: Up to three globes of energy deal 1d6 lightning damage each as ranged and area weapon, or can be detonated remotely.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Chaotic Bolt: One energy bolt causes 5d4 damage of random energy type; the spell continues over several rounds.

Chilling Mist: Icy vapor grants concealment and deals 1d6 cold damage per round.

Dimension Hop: You, touched objects, and your familiar or companion teleport to any spot within 50 feet.

Guardian Beast: Absorbs 6d6 damage from one attack.

Shooting Star: You cause a fiery stone to fall from the sky, doing 3d6 bludgeoning and 3d6 fire damage to a single target.

Shunt: Place target into the Ethereal Plane for 1 round.

Support Beam: You instantly conjure a cluster of pillars that temporarily supports a collapsing ceiling. (reaction)

Divination

Examine Coffin: Allows the caster to probe the contents of a sealed coffin.

Memory Crystal: Permanently store a memory in a crystal or gem.

Oathbind: Willing participants immediately gain awareness that another party has violated the terms of a written contract.

Speak with Objects: You communicate telepathically with manufactured objects.

True Casting: The save DC of your spells improves consecutively until your target fails a save. (bonus action)

Enchantment

Curse of Prevarication: Subject cannot tell the truth.

Fit of Pique: Force target to attack its ally.

Hesitate: Several subjects go last in the initiative order and do not take their first attacks of opportunity each round.

Insomnia: Subject is unable to sleep, suffers from fatigue and is unable to heal naturally.

Utter Failure: Target takes -10 on next attack roll, automatically misses covered or concealed targets.

Evocation

Distortion Field: Grants total concealment against blindsight.

Dust Wall: Curtain of airborne dust grants half cover, blinds living creatures.

Force Club: You create a club made of force energy.

Reciprocity: You significantly damage another, but take half of that damage yourself.

Rolling Boulder: Boulder moves through battlefield knocking creatures prone, dealing 3d6 bludgeoning damage.

Staffstrike, Lesser: Shockwaves from your staff deal bludgeoning and thunder damage and deafen creatures when you slam your staff.

Stonefist: Stony shell encases your hand, grants bonuses on unarmed strikes. (bonus action)

Subduing Ray: You shoot up to 2 rays of nonlethal force causing 2d6 force damage each.

Water Jet: High-pressure water extinguishes fires, deals 3d6 bludgeoning damage, can knock creatures back.

Illusion

Delude Divination: Divination attempts against target may fail and produce random results.

Disguise Wounds: You cause the subject to appear resilient to various forms of damage.

Obscure Text: Magical or mundane writing appears illegible.

Phantasmal Foe: Fearsome illusion inflicts frightened or disadvantage on subject.

Phantasmal Pit: Fearsome illusion inflicts prone and/or stunned condition on subject.

Phantasmal Swarm: Fearsome illusion causes the subject to lose its ability to perform reactions and only may only move on its turn.

Phantom Familiar: You alter the appearance of your familiar.

Shadow Ribbons: You fire three rays as ranged spell attack that inflict the grappled condition.

Shadow Sentry: A shadowy warrior guards, patrols or attacks on your command.

Vertigo: You cause creatures to become dizzy to the point of being sickened and perhaps fall prone.

Wall of Shadow: Wall blocks line of sight and is considered opaque; passing through the wall grapples the subjects.

Necromancy

Angry Wound: Touch deals 2d8 necrotic and 1d8 necrotic damage each round after. (bonus action)

Bear's Curse: Subject suffers a -4 or -2 circumstance penalty to Constitution saves and checks and a loss of maximum hit points.

Bull's Curse: Subject suffers a -4 or -2 circumstance penalty to Strength checks and saves and disadvantage on Strength attacks.

Cat's Curse: Subject suffers a -4 or -2 circumstance penalty to Dexterity checks and saves and disadvantage on Dexterity attacks.

Damage Loins: Target takes 3d6 bludgeoning damages and becomes incapacitated.

Eagle's Curse: Subject suffers a -4 or -2 circumstance penalty to Charisma checks and saves and disadvantage on Charisma-based spell attacks.

Exhaustion: Target becomes exhausted.

Fox's Curse: Subject suffers a -4 or -2 circumstance penalty to Intelligence checks and saves and disadvantage on Intelligence-based spell attacks.

Frigid Slowness: Causes 5d4 cold damage and prevents the target from taking all its actions.

Hex of Chaos: Target suffers a random curse every round.

Languor: Melee spell attack reduces the maximum hit points, spells, and attack proficiency for one hour on one target.

Mute: Subject cannot produce sounds from its mouth.



Dire Form

Necrophage: Pale yellow slime devours the flesh of a corpse or undead target.

Owl's Curse: Subject suffers a -4 or -2 circumstance penalty to Wisdom checks and saves and disadvantage on Wisdom-based spell attacks.

Torn Muscle: One living creature has disadvantage on attacks, skills and ability checks and all attacks against the creature have advantage until it is healed.

Transmutation

Augment Poison: Changes a poison's DC, makes the subject save with disadvantage, and adds to damage.

Break Object: Inflicts damage on a single object or damages a construct creature.

Code Skill: Gives a construct proficiency in a single skill.

Dire Form: Animals or magical beasts become feral and more powerful.

Earthmaw: Gaping maw in the ground bites to grapple and swallow any creature in its space.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5 foot radius.

Expeditious Charge: You temporarily are faster and more agile.

Exploding Critical: A weapon's critical hits deal additional force damage.

Fall Up: You reverse gravity for yourself.

Flexarmor: You increase the dexterity bonus to armor class, remove any penalties to stealth, and gain proficiency with the armor for a short time.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, and poisons.

Giant Boulder: Magical stones are hurled and strike targets as boulders.

Program Feat: Gives one construct the benefits of a single feat.

Ride Winds: Fall safely, levitate, or fly by floating on the air.

Scout's Hike: Target receives +1 to Dex attacks, advantage on Dex skills, and doubles its base land speed.

Spell Descriptions

Amber Globes

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (one amber bead per globe)

Duration: instantaneous

You create up to three globes of electricity energy about the size of acorns, which can be hurled at targets by you or another creature, or can be detonated on command. Each globe is a ranged weapon with a range increment of 30/60 feet, and requires a ranged spell attack to hit. Each globe is capable of dealing 2d4 lightning damage to the primary target. Each globe also hits adjacent engaged creatures for 1d6 lightning damage. You can hurl globes singly or as multiple attacks. Throwing any number of globes is an attack action that can be made as part of casting the spell. Globes not thrown during the round in which you cast the spell can be held for throwing in a subsequent round, or can be handed to other characters as an action. Each globe explodes upon striking any hard surface, and in addition to dealing its regular lightning damage to the target, deals 1d6 lightning damage per globe to all adjacent, engaged creatures. Creatures within this splash area that make a successful Dexterity saving throw take only half this damage, but creatures struck directly are not allowed a saving throw against the globe's primary damage.

Alternatively, you can gently toss or place a globe within 5 feet of you so that it does not explode on contact. Once in place, you can cause one or more globes to detonate by speaking a command word as an action if you are within 200 feet. When it detonates, the globe deals 2d4 lightning damage to all targets within a 5-foot radius. Creatures in the area

that make a successful Dexterity saving throw take only half damage.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you are able to conjure another globe for each spell slot above 2nd.

Angry Wounds

2nd-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of broken glass)

Duration: Concentration, up to 10 rounds

Upon concluding the dreadful incantation, you become fueled with awful power; your touch causes flesh to burst and weep freely. With a melee spell attack, you open an ugly wound on a living creature, dealing 2d8 necrotic damage. Each round thereafter, the target must succeed on a Constitution saving throw or take an additional 1d8 necrotic damage as its flesh bursts and suppurates. If the target succeeds on two consecutive saves, the effect ends.

Arboreal Archer

2nd-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You imbue limited intelligence to one non-sentient tree or shrub no less than 20 feet tall, allowing you to telepathically communicate simple instructions to the tree. On your command, the tree pulls back its branches and fires a volley of acorns, branches, or other debris at any target that you designate. The tree receives one ranged attack per round and uses your spellcasting attack bonus for its attack roll. Its attack deals 1d8 + your spellcasting ability modifier piercing and bludgeoning damage and has a range increment of 30/60 feet. The tree is immobile, has an AC of 16, and 30 hit points. The tree is incapable of defending itself; it only attacks when directed as a bonus action on each of your turns.

Arcane Seal, Lesser

2nd-level abjuration

Casting Time: 1 minute

Range: touch

Components: V, S, M (sealing wax, gem dust worth 25gp)

Duration: Permanent until discharged

You create a magic seal that bears your visible arcane mark (and though you do not have to cast *arcane mark* to cast *lesser arcane seal*, it must be a spell you know). The seal you create resembles the wax seal one sees on letters and documents, and can measure from 1 to 6 inches across.

A *lesser arcane seal* is exceedingly tough, having a AC of 20 and 60 hit points. When placed on a door or other closure (a chest, window, and so forth), the *lesser arcane seal* grants the portal a +5 bonus to AC. The seal is unaffected by *knock* spells unless the caster makes a DC 15 spellcasting + proficiency check. Any character can break the seal with a DC 20 Dexterity check. At your option, you can also imbue



Augment Poison

the seal with magical energy so that any creature breaking it takes 1d8 acid, cold, lightning, fire, or thunder damage. Each kind of damaging seal also has a particular effect:

- **Acid:** A lesser acid seal leaves a patch of acid on the victim if it fails a Dexterity saving throw, dealing 1 point of continuing acid damage each round for 1d4 rounds. The affected creature can make another Dexterity save as a full-round action to neutralize the acid (assuming no other means to do so is available).
- **Cold:** A lesser cold seal *slows* the victim (as the spell) for 1d4 rounds on a failed Constitution saving throw.
- **Electricity:** A lesser electricity seal leaves the victim stunned for 1 round on a failed Constitution saving throw.
- **Fire:** A lesser fire seal causes the victim to have disadvantage on attacks, checks, and saving throws for 1d4 rounds on a failed Dexterity saving throw.
- **Sonic:** A lesser sonic seal produces an audible wail for 1 round when broken, audible to anyone within 60 feet. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall, then triple the result for quiet conditions (to a maximum of 180 feet).

When you add a damaging effect to the seal, you must add additional runes to the seal. Anyone can read these runes and discover the seal's effect with a DC 12 Intelligence(arcana) check.

You can disable a *lesser arcane seal* simply by touching it and using a standard action to dismiss the spell. At the

time you create the seal, you can specify a password or phrase that allows other creatures to break the seal with no difficulty, and without triggering any damaging effects.

Augment Poison

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 60 minutes

This spell makes poison more potent and toxic. Any dose of poison affected by the spell has its Constitution saving throw changed to the spell caster's spell save DC and imposes disadvantage on any saving throw to avoid or end the poison's effects. Furthermore, any damage caused by the poison does extra damage equal to the spell caster's spell casting ability modifier and its duration is increased by 1 round.

If the duration of the spell expires, the augmented effect ends immediately.

This spell only affects discrete doses of poison, though they may already be placed on a weapon, trap, or other item. Thus, if the spell were cast on a 10-gallon vat of wyvern poison, it would have no effect.

A dose of poison under the effect of this spell is considered a magically modified poison and does radiate magic.

Bear's Curse

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M(bear hair)

Duration: 1 hour, removed, or save

You place a curse on the subject, and the target must make a Constitution saving throw. On a success, the spell fails. However, if the target fails the Constitution saving throw, you impose a -4 penalty to Constitution saves and checks and the target loses 2 hit points per hit die from their maximum hit points. At the end of the target's turn, the target may make a Constitution saving throw. Upon a successful save, this penalty is reduced to -2 and the target now only loses 1 hit point per hit die from their maximum. After a third successful Constitution save, the penalty is eliminated, and the target regain their normal hit point maximum.

The curse bestowed by this spell cannot be dispelled, but it can be removed with an *enhance ability*(*bear's endurance*), *greater restoration*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you may target one additional target for each spell slot above 2nd.

Bequile

2nd-level enchantment

Casting Time: 1 bonus action

Range: 50 feet

Components: V

Duration: Concentration, up to 1 minute

Choose a target in range. That target makes a Wisdom Saving throw. On a failure, you cloud the mind of the target creature, making it more susceptible to charms and illusions. The subject has disadvantage on all saving throws against enchantment and illusion spells and Wisdom(perception) checks.

Break Object

2nd-level transmutation

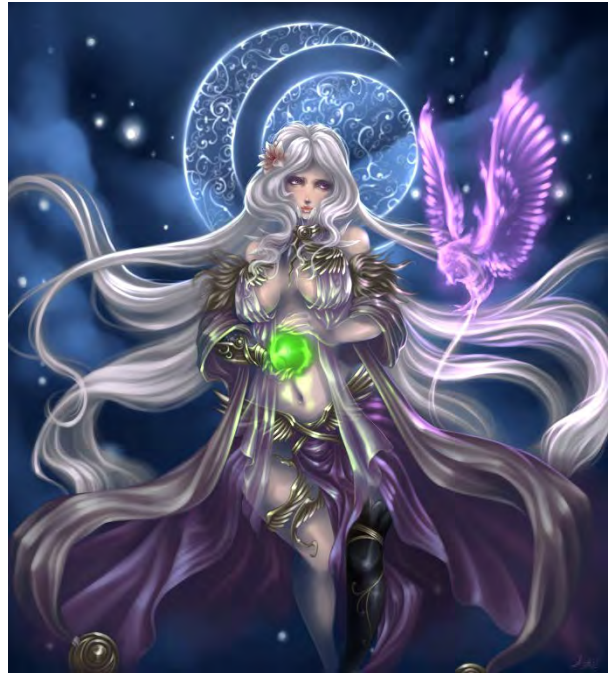
Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

This spell damages objects, reducing the object's hit point total to one hit point below half its maximum hit point total (the object cannot be repaired or gain hit points using this spell). Magic items can be



Brightmatter

targeted by this spell. If the object is held or magical, the wielder or object itself must make a Charisma saving throw. If the object is not attained, then the damage happens instantaneously.

This spell also deals 6d6 bludgeoning damage when cast on a construct creature, but the spell cannot reduce the construct's total hit point total to one hit point below half its maximum hit point total. Any construct creature targeted by this spell may attempt a Constitution saving throw to negate the damage. When *break object* is used on a construct creature, the spell bypasses any immunity or resistance to magic or bludgeoning damage.

Brightmatter

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 8 hours

You create a luminous mass of ectoplasm that generates bright light in a 20-foot radius and Dim light in a 40-foot radius. The mass is sticky and pliable, and can adhere to inanimate objects, walls, ceilings, floors, and so on. You can divide the *brightmatter* into smaller separate pieces, but doing so reduces the amount of light that each piece sheds.

Pieces	Bright	Dim
1 piece	20 ft.	40 ft.
2 pieces	15 ft.	30 ft.
3 pieces	10 ft.	20 ft.
4 pieces	5 ft.	10 ft.
5 pieces		5 ft.

Brightmatter does not generate heat.

Bull's Curse

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V,S, M(bull hair)

Duration: 1 hour, removed, or save

You place a curse on the subject, and the target must make a Strength saving throw. On a success, the spell fails. However, if the target fails the Strength saving throw, you impose a -4 penalty to Strength saves and checks and the target has disadvantage on all Strength-based attacks. At the end of the target's turn, the target may make a Strength saving throw. Upon a successful save, this penalty to saves and checks is reduced to -2 and the target now only has -2 to Strength-based attacks. After a third successful Strength save, all penalties are eliminated.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *enhance ability(bull's strength)*, *greater restoration*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you may target one additional target for each spell slot above 2nd.

Cat's Curse

2nd-level necromancy

Casting Time: 1 action

Range: touch

Components: V,S, M(cat fur)

Duration: 1 hour, removed, or save

You place a curse on the subject, and the target must make a Dexterity saving throw. On a success, the spell fails. However, if the target fails the Dexterity saving throw, you impose a -4 penalty to Dexterity saves and checks and the target has disadvantage on all Dexterity-based attacks. At the end of the target's turn, the target may make a Dexterity saving throw. Upon a successful save, this penalty to saves and checks is reduced to -2 and the target now only has -2 to Dexterity-based attacks. After a third successful Dexterity save, all penalties are eliminated.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *enhance ability(cat's grace)*, *greater restoration*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you may target one additional target for each spell slot above 2nd.

Chaotic Bolt

2nd-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M(A crossbow bolt)

Duration: Concentration, up to 10 rounds

A bolt of the chaotic energies of creation springs from your hand and speeds to its target. You must succeed on a ranged spell attack to hit your target. The bolt deals 5d4 points of damage of a random type. Unless neutralized, the energy lasts for another round (to a maximum of 10 additional rounds), creating another bolt that deals another 5d4 points of damage in each round. You must concentrate on the spell, but do not have to make a new attack roll after the first attack as the damage is automatic. Each round, roll on the chart to determine the damage type.

d10	Energy Type
1-2	Acid
3-4	Cold
5-6	Lightning
7-8	Fire
9-10	Thunder

Chilling Mist

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 minute

You cause a stationary cloud of icy vapor to rise in a 20-foot radius from a point in range. The vapor partially obscures sight, including darkvision, beyond 5 feet, making the area heavily obscured. In addition, all creatures take 1d6 cold damage each round they remain in the mist. Creatures are entitled to a Constitution saving throw each round to halve the damage.

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the mist in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage. This spell does not function underwater.

Code Skill

2nd-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 8 hours

Code skill gives a construct proficiency in a skill that another creature touched by the caster has when the spell is cast. The proficiency bonus for the creature is equal to the proficiency bonus of the other creature when the spell is cast.

Confront Outsider

2nd-level abjuration

Casting Time: 1 bonus action

Range: 25 feet radius

Components: V, S, M (holy water)

Duration: Concentration, up to 1 minute

You cause outsiders within range to lose any benefits of concealment and you gain advantage on Wisdom(perception) checks to notice a hidden or disguised outsider. On a failed save, outsiders must reveal their true name, granting you a bonus to attack and damage against evil outsiders equal to your proficiency bonus.

Contingent Light Healing

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes or until discharged

You bestow a small blessing on a target creature. Whenever the creature takes 4 or more points of damage, the spell discharges, suffusing the creature with positive energy causing it to regain 1d8 + your spellcasting modifier hit points. If used against undead, you must make a melee spell attack. If successful, the spell instead deals 2d8 points of additional damage the next time the undead target takes normal damage. A creature may only be under the effect of one *contingent healing* spell (of any sort) at a time. This spell counts as a *cure wounds* for any other class abilities and effects.

At Higher Levels. When cast at a spell slot of 3rd level or higher, the healing or damage increases by 1d8 for each spell slot above 2nd.

Coward's Bane

2nd-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain a bonus to your attack and damage rolls equal to your proficiency bonus. This opponent must in the current encounter have attempted a dishonorable attack. Dishonorable attacks include all ranged attacks, sneak attacks, ambushes, poison use, subtle magical attacks

(subject to GM adjudication), or attempted an attack while you are helpless, surprised, or massively and obviously outclassed (CR is 7 or greater than your current character level).

Curse of Prevarication

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (tooth of a liar)

Duration: 10 days

You touch a creature who must make a Charisma saving throw. On a failure, the victim of this curse is unable to tell the truth. While under its effects, the subject must speak the opposite of any truthful phrases it intended. It can choose not to speak, but nothing it says can be true. Any affected creature magically compelled to tell the truth must make a saving throw with a bonus equal to the difference in levels between *curse of prevarication* and the other spell. If the magic effect is from an ability, the subject just makes a new saving throw.

Damage Joins

2nd-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You point at a living, non-construct creature in range and perform a vile gesture. That creature must make a Constitution saving throw, or it is affected with a painful contusion to the groin. The target takes 3d6 bludgeoning damage, and is stunned. At the end of each of its turns, it may make a Constitution saving throw to end the stunned condition and gain the poisoned condition. At the end of each of its rounds, it may make a Constitution saving throw to end the poisoned condition.

At Higher Levels. When cast at a spell slot of 3rd level or higher, the damage increases by 1d6 for each spell slot above 2nd.

Deathchant

2nd-level necromancy

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (miniature knife)

Duration: Concentration, 10 rounds plus two rounds after

Your chanting creates a wave of negative energy that spreads out from you to a 30-foot radius in range, dealing 5 points of necrotic damage each round to all living creatures in the area of effect. If a creature makes a successful Constitution saving throw when it enters or

starts its turns in the area, it is immune to the effects of that particular casting of the spell (even if it leaves the area of effect but later enters it again). A creature that fails a save stops taking damage if it leaves the area, but resumes taking damage if it enters again later. After the caster stops concentrating on the spell, the area continues for two additional rounds.

Because undead are powered by negative energy, this spell heals such creatures instead of damaging them 5 hit points.

Delude Divination

2nd-level illusion

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 24 hours

You touch one creature or object as large as a 10-foot cube. Divinations cast on the target are scrambled, giving random results to effects that detect auras (*detect evil*, *detect magic*, *discern lies*, and the like). If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a Wisdom saving throw. If successful, the divination works normally for its duration. Otherwise, the divination is nullified, giving random results each minute.

For spells that detect presence or absence, there is a 50% chance for either possibility, rolled each minute that the divination is focused on the target. For spells that determine intensity, roll 1d6.

d6 Indicated result

1	Non-existent
2	Dim (or Faint if this category does not normally exist for the divination)
3	Faint
4	Moderate
5	Strong
6	Overwhelming

This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).

Destabilize Magic

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a bottle of wine and 25gp worth of cold-iron dust, all of which must be sprinkled around the area)

Duration: 24 hours

This spell imbues a 20-foot radius with chaotic energies. All spells and magical abilities within the area are resisted

with disadvantage. Spells or effects without saves are not affected by this spell.

Dimension Hop

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (loop of twisted parchment)

Duration: Instantaneous

You and one unattended object or creature instantly hop from your current location to any other spot within range. If the spot you choose is within your line of sight, you arrive there unerringly and can take a move action if you have one available to you. If your destination is not in line of sight, you must be able to visualize the spot or state the direction and distance to it, but your hop has a 25% chance of a mishap, and you cannot take any further actions until your next turn. No matter what your destination, you can transport only yourself and a maximum 100 lb. (or your maximum load, whichever is less) of objects you carry or touch. You cannot transport any creature except for your familiar or an animal companion (whose weight counts against your load limit).

If you suffer a mishap or arrive in a place already occupied by a solid body, you and any creatures with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 points of damage and are shunted to the Astral Plane.

Dire Form

2nd-level Transmutation

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a hair from a dire creature)

Duration: 10 minutes

Dire form causes a regular animal or magical beast to change into a more feral, more powerful form. The target animal or magical beast, which must have a challenge rating of less than your level, gains advantage on attacks, advantage on Strength and Constitution skills and saves, and a +2 bonus to armor class. All of the target's natural weapons improve one step. This spell does not provide you with any additional way of controlling the animals affected, and indeed, it tends to make them more aggressive (it gains a second chance to break any charm or compulsion effects, and creatures have disadvantage on any skill check to control the animal).

Disguise Wounds

2nd-level illusion

Casting Time: 1 action

Range: Touch

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

Duration: 1 hour

The caster of this spell can give to the subject the visual and auditory illusion of any combination of: damage reduction, resistance, immunity to damage, fast healing or regeneration. The nature of the illusion is chosen at the time of casting and cannot be changed. A creature that interacts with the glamour may attempt to disbelieve the illusion by making a Wisdom saving throw.

Distortion Field

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V

Duration: 10 minutes

Distortion field constantly emits fluctuating ultrasonic pulses of sound and vibration in a 20-foot radius circle within range designed to confuse creatures that rely upon blindsight to gather sensory information from their immediate vicinity. Such creatures must make Wisdom(perception) checks to pinpoint the location of any creature within its blindsight range. Any opponent the creature cannot see is considered totally obscured, and the creature is considered to have the blinded condition against these foes. Creatures with blindsight affected by *distortion field* are affected by visibility conditions and will be impacted accordingly (such as not being able to navigate reliably in the dark, etc.). If the creature has another mode to observe its surroundings, it may use that method and avoid the *distortion field*.

Dust Wall

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V,S,M (a pinch of dirt or sand)

Duration: Concentration, up to 1 minute

You raise a roiling curtain of airborne dust about a foot thick that can be up to 15 feet high and 60 feet long. Living creatures passing through the wall must make a successful Constitution saving throw or be blinded for 1 round. The wall is semi solid and does not block line of sight or line of effect, but provides half cover to anyone behind it. The area containing the wall is difficult terrain. The wall must always stand on the ground, and you can make it twice as long by making it half as high. As a move action, you can direct it to move along the ground at up to 20 feet each round.

Eagle's Curse

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V,S, M (eagle feather)

Duration: 1 hour, removed, or save

You place a curse on the subject, and the target must make a Charisma saving throw. On a success, the spell fails. However, if the target fails the Charisma saving throw, you impose a -4 penalty to Charisma saves and checks and the target has disadvantage on all Charisma-based spell attacks. At the end of the target's turn, the target may make a Charisma saving throw. Upon a successful save, this penalty to saves and checks is reduced to -2 and the target now only has -2 to Charisma-based spell attacks. After a third successful Charisma save, all penalties are eliminated.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *enhance ability*(*eagle's splendor*), *greater restoration*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you may target one additional target for each spell slot above 2nd.

Earthmaw

2nd-level transmutation

Casting Time: 1 action

Range: 50 feet

Components: V,S,M (a pinch of dirt or sand)

Duration: Concentration, up to 1 minute

You transmute a section of the ground into a gaping maw. The spell affects normal earth, such as sand, clay, or stone, but not wood or metal. The maw tries to bite any creature standing on or stepping into the square where you create it (including you or your allies), attacking using your spell attack modifier. It automatically grabs the target of a successful attack. If the maw successfully bites and grabs a target, it deals 1d6 + your spellcasting ability modifier bludgeoning damage.

The maw can grab or hold only one creature at a time, but if a creature starts its turn grabbed by the maw, the maw automatically deals damage as above and makes a new attack. If it succeeds with a second attack against a Medium or smaller creature, the maw swallows it, dealing another 1d6 bludgeoning damage. There is no air inside the maw, and a swallowed creature also automatically takes 1d6 bludgeoning damage each round until the spell ends or it manages to escape. The maw can hold one Medium, two Small, four Tiny, eight Diminutive, or sixteen Fine creatures, and can grapple (but not swallow) other creatures even when it is full.

Creatures still in the maw when the spell ends are expelled from the earth, taking 1d6 damage. The maw itself is impervious to damage, but anything that destroys or alters the 5-foot cube of earth ends the spell and frees any creature held inside.

Earthskin

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V,S

Duration: 10 min or until discharged

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains resistance to nonmagical bludgeoning, piercing, and slashing damage. After *earthskin* has prevented 20 points of damage, it is discharged.

At Higher Levels. When cast at a spell slot of 3rd level or higher, the damage prevented by the spell increases by 10 for each spell slot above 2nd.



Earthskin

Envenomed Skin

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V,S, M (a frog)

Duration: 10 min

The caster's skin becomes mottled with violet, poison-filled pustules. Any time the caster suffers physical damage (but not energy damage), one or more of the pustules will rupture, spewing forth a poison. Anyone within 5 feet must make a Dexterity saving throw or be struck by the magically and afflicted by the poison. The save for the poison itself is a Constitution saving throw of the same DC as *envenomed skin*. If afflicted, the creature takes 2d6 poison damage at the start of each of its turns and has the poisoned condition. At the end of each of its turns, the creature makes a Constitution saving throw to end the effect. No frogs are harmed in the casting of the spell.

Euphoria

2nd-level enchantment

Casting Time: 1 bonus action

Range: 50 feet

Components: V

Duration: 1 minute

Your voice fills the target with feelings of pleasure and joy. Choose a target in range to make a Charisma saving throw. Against any target who fails its save you have advantage on any social interaction roll you make. In addition, the target takes a -2 penalty on all saving throws against enchantment spells and effects cast by you for the duration of *euphoria*. Regardless of the success or failure of the save, the target is unaware that a spell has been cast.

Examine Coffin

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V,S, M(a small glass lens)

Duration: 1 minute

Examine coffin allows the caster to touch any sealed burial receptacle and see its contents. The spell magically illuminates the coffin's interior, although it does not enable the caster to see through magical darkness or to view the inside of a casket protected by magical means or lead sheeting. Upon touching the coffin, the caster receives a cursory view of the coffin's interior that reveals no hidden objects or precise details. On the subsequent round, the caster may attempt a Wisdom(perception) or Intelligence(investigation) check to locate any objects not in plain view, or gather additional details, but he still cannot see objects concealed by an intervening barrier, such as the body itself or a false bottom.

Viewing the coffin's interior in the former manner only requires an action, while conducting a more thorough examination necessitates one minute. The caster may touch and examine multiple coffins until the spell expires.

Exhaustion

2nd-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: Instantaneous

Choose a target in range, and that subject must make a Constitution saving throw. Any subject who fails this spell gains three levels of exhaustion. You can not reduce a subject to lower than the third stage of exhaustion with this spell. Since this spell is instantaneous, the effect cannot be dispelled. Spells that relieve the exhaustion condition will work normally on the subject.



Expeditious Charge

Expeditious Charge

2nd-level transmutation

Casting Time: 1 bonus action or reaction

Range: Self

Components: V,S

Duration: 1 round

You gain the abilities to move quickly and to better move past enemies. Your base land speed increases by 20 feet. You also gain advantage on Dexterity (acrobatics) and Strength(athletics) checks, and opportunity attacks against you have disadvantage.

Exploding Critical

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

This spell instills the target weapon with a hidden potential. Whenever the weapon deals a successful critical hit, it deals an additional 2d8 force damage. If the weapon has a critical modifier of x3 it instead deals 3d8, and if the modifier is x4 it deals 4d8. Even creatures immune to critical hits suffer this damage.

Fall Up

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V,S

Duration: 10 minutes

After casting this spell, gravity reverses for you and all of your equipment. You fall upwards at the normal rate. You continue to fall until the duration ends, or something stops your fall (such as a ceiling, ropes, etc.). You may act normally upside down. Any items that leave your possession are affected by gravity normally, and any item that enters your possession has its gravity reversed. Once the duration of the spell ends, you fall gently at a rate of 60 feet for one round and suffer no damage if you reach the ground. After that you fall normally.

Fit of Pique

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V,S

Duration: 1 round

Your words cause your target's face to twist and contort as he turns to vent his wrath on his ally. Chose a target in range to make a Wisdom saving throw. If it fails, you force a target to attack its nearest ally. This attack can be of any sort, but it must be an attack that, to the creature's knowledge, deals damage and is the most effective form of attack in the target's arsenal. If the creature has no ally,

or if all its allies are out of attack range, it takes no actions but defends itself normally.

Flexarmor

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 10 minutes

Flexarmor causes a single set of armor or a shield to become more malleable and less restrictive. The target's armor bonus from Dexterity increases by 2, and if the armor imposes disadvantage on Dexterity (stealth) checks, that penalty is removed. If the person is not proficient with the armor, they gain the proficiency with the armor for the duration of the spell.

At Higher Levels. When cast as a 4th level spell, the duration of the spell is for 1 hour instead of 10 minutes.

Fool's Luck

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 minutes

The transmuted creature becomes luckier with respect to traps and hazards. The spell grants advantage to all saves and checks against traps, hazards, and poisons. While subject to *fool's luck*, any damage dealt by traps or hazards is reduced by 5 points.

Force Club

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You create a shimmering club of pure force energy to appear in your hand or in the hand of any one creature you touch. This weapon is wielded as a club for weapon proficiency. It deals 1d6 + the caster's spellcasting modifier + the wielder's Strength modifier force damage. If the wielder ever relinquishes hold of the club, it dematerializes and cannot be reformed. As this weapon does force damage, this spell can affect ethereal and incorporeal creatures that are normally resistant to weapon damage for full damage.

Fox's Curse

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (fox fur)

Duration: 1 hour, removed, or save

You place a curse on the subject, and the target must make an Intelligence saving throw. On a success, the spell fails. However, if the target fails the Intelligence saving throw, you impose a -4 penalty to Intelligence saves and checks and the target has disadvantage on all Intelligence-based spell attacks. At the end of the target's turn, the target may make an Intelligence saving throw. Upon a successful save, this penalty to saves and checks is reduced to -2 and the target now only has -2 to Intelligence-based spell attacks. After a third successful Intelligence save, all penalties are eliminated.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *enhance ability* (fox's cunning), *greater restoration*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you may target one additional target for each spell slot above 2nd.

Frigid Slowness

2nd-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V

Duration: Instantaneous

You call upon the powers of unlife and choose a single target in range to make a Constitution saving throw. On a failure, the target is dealt 5d4 cold damage and the target can only take a move, action, or bonus action each round for 2d4 rounds. Treat the reduction in actions as a condition. At the end of each round, the target may make a new Constitution saving throw to regain all its actions on a turn. A successful save results in half damage and negates the additional effect.

At Higher Levels. When you cast this at a spell slot of 3rd level or higher, the damage and duration of the condition increased by 1d4 per slot level above 2nd.

Future's Boon

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours or until used

Only clerics with the luck domain gain access to this spell. You gain advantage on one check, save, or attack roll and adds your spellcasting modifier to the check. The subject may choose which die roll to affect before or after the roll is made, at which point the spell discharges. The subject may reroll both dice if an inspiration is spent after the roll as well. You may only be under the effect of one *future's boon* at a time.

Giant Boulder

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V,S,M (strand of giant hair)

Duration: 1 hour or until used

With this spell you magically enhance three stones, such that when you throw them, they transform into giant boulders, similar to those hurled by stone giants. You throw these weapons by making a ranged spell attack roll or may make a melee spell attack roll to hit an engaged opponent. These boulders deal 2d6 bludgeoning damage plus your casting ability modifier. You may throw all the boulders now, or save them for the duration of the spell. But, after the round that these boulder were created, you may only throw one boulder or attack with one boulder as an action. The boulders have a range increment of 60/300 feet. The boulders strike as bludgeoning weapons, rather than spells, and are considered magic weapons for purposes of damage reduction. The stones can be enhanced with spells as though they were projectiles. Once a stone strikes (or misses) its target, the magic within it is discharged, and the stone reverts to normal.

At Higher Levels. When you cast this at a spell slot of 3rd level or higher, the number of stones enhanced is increased by 1 per slot level above 2nd.

Guardian Beast

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V,S,M (the hair of a trained guard animal)

Duration: 8 hours or until dispelled

You call into existence a vaguely shaped, shadowy beast that stands about knee high. The beast is silent, amorphous in shape, can spread itself out like a cloak or sail to cover a large area, and leap to interpose attacks from above. It places itself between the caster and the most apparent danger, even when threatened by invisible, flanking, or otherwise unseen attackers you are unaware of, and cannot be fooled or magically contacted. This magical guardian beast blocks damage from the next successful attack made against you, absorbing 6d6 points of damage. No matter how much or how little damage is actually inflicted by the attack, the guardian beast winks out of existence as soon as it prevents damage from one attack, any excess damage is still taken by the caster. The effect also only prevents damage; any additional effects of an attack are not prevented (for example the effect of a *vorpal* weapon).

A guardian beast cannot prevent damage dealt by area effect spells or similar effects. For example, it can prevent damage from a single magic missile but not multiples or from a fireball.



Guardian Beast

Hesitate

2nd-level enchantment

Casting Time: 1 action

Range: 50 feet

Components: V,S,M (a snail)

Duration: 1 round

Hesitate causes a number of creatures in the area to hesitate and second-guess their actions. Choose a number of creatures equal to your spell casting bonus all within 30 feet of a point in the range of the spell. Each creature must make a Wisdom saving throw. On a failure, an affected creatures go last in the initiative order and ignore the first attack of opportunity they could take in each round. If more than one creature is affected by hesitate their relative initiative order remains the same relative to one another, even though as a group they are moved to the end of the order.

At Higher Levels. When you cast this at a spell slot of 3rd level or higher, the number of subjects is increased by 1 per slot level above 2nd.

Hex of Chaos

2nd-level necromancy

Casting Time: 1 action

Range: 50 feet

Components: V,S

Duration: 10 rounds or until removed

d12 Effect

1	Unconscious
2	Blinded
3	Stunned
4	Deafened
5	shrink (as per reduce)
6	Charmed
7	Frightened
8	Grappled (break free by making a Strength(athletics) or Dexterity(acrobatics) check as an against the DC of this spell.
9	May only move on its turn (no actions)
10	Poisoned
11	Paralyzed
12	Disadvantage to Str, Dex, Con, Int, Wis, or Cha checks and saves (roll 1d6 to determine Ability Score).

You point at the target and utter a word in the dark tongue. A target in range must make a Wisdom saving throw. On a failure, this spell inflicts a new random curse on the target and at the start of its turn each round of the spell's duration. At the start of the target's turn, the target may make another Wisdom saving throw to end the effect. Roll on the following table to see what the effect of the curse is, until the duration of the spell ends, the target saves, or the spell is discharged via *dispel magic*, *remove curse*, *greater restoration*, *wish*, *miracle*. The target may not have the same condition twice, so reroll if the same curse is selected twice. The spell ends on the start of the target's 11th turn under the spell.

Ice Aegis

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V,S

Duration: 10 minutes or until discharged

This spell sheathes you in a thin layer made entirely of ice. This ice radiates no cold and does not harm you, even as it grants you a +3 bonus to AC and fire immunity. Every 10 points of fire damage prevented by the spell reduces the spell's AC bonus by 1. When the AC bonus drops to 0, the spell is discharged.

Insomnia

2nd-level enchantment

Casting Time: 1 action

Range: 50 feet

Components: V,S

Duration: Until dispelled

You steal away a creature's ability to rest or sleep if the target fails a Wisdom saving throw. The target of this spell cannot sleep, accruing penalties for fatigue in addition to being unable to heal naturally. Even creatures such as elves that normally do not sleep are unable to get a proper rest with which to re-energize to gain spells or heal naturally. This spell can be countered by a *sleep* spell and it can be used to counter a *sleep* spell or other magical means of inducing sleep.

Intercept Attack

2nd-level abjuration

Casting Time: no action or reaction

Range: Self

Components: V,S

Duration: instantaneous

If there is an ally within five feet of you, this spell wards the ally and creates a mystic connection so that all of its wounds transfer to you. The ally takes no damage from a singular attack (including those dealt by special abilities and spells) that deal hit point damage or conditions. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not deal the types listed above such as being blown away, charmed, and knocked down conditions and effects, are not affected.

Languor

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V,S

Duration: instantaneous

You cause a black aura of negative energy to form on your hand that suppresses the life force of any living creature you touch. You must make a melee spell attack to hit. If you hit, the subject reduces its maximum hit points by a maximum of one of its hit dice, loses one of its highest level spell slots, and has a -1 to all attacks, checks, and saves for one hour. This penalty does stack with other effects, but not with itself.

Assuming the subject survives, the penalties, spell slot, and maximum hit points are regained after a short rest.

Lifechant

2nd-level conjuration

Casting Time: 1 round

Range: 50 feet

Components: V,S, M (miniature knife)

Duration: Concentration, up to 1 minute, + 2 rounds

Your chanting creates a wave of positive energy that spreads out from a point in range in a 30-foot radius, curing 5 points of damage each round to all living creatures in the area of effect. Because undead are powered by negative energy, this spell deals such creatures a like amount of damage rather than curing

them. If an undead creature makes a successful Charisma saving throw, it is immune to the effects of that particular casting of the spell (even if it leaves the emanation but later enters it again). Undead that fail their saves stop taking damage if they leave the area, but resume taking damage if they enter it again later.

Luckwing

2nd-level conjuration

Casting Time: 1 round

Range: 25 feet

Components: V,S, M (one dead butterfly)

Duration: Concentration, up to 10 minutes

Casting this spell creates a one-foot-long obviously magical flying creature (use stats for a stirge except it does not possess its melee attack, scent ability, or its special abilities). This creature is under your complete control, and you are empowered to see, hear, and feel everything the creature does. The creature triggers any traps and suffers any damage a normal stirge would.

Memory Crystal

2nd-level Divination

Casting Time: 1 round

Range: Touch

Components: V,S, M (crystal of gem worth 50 gp)

Duration: Until dispelled

You store personal memories into a small crystal or gem. The memory must be one that you experienced or saw firsthand (which means you store the memory of hearing a tale told to you that you didn't experience, but not of the tale itself). The stored memory can last no longer than ten minutes. The gem can hold only one memory regardless of length.

You can recall the memory at any time. The recalled memory takes the form of a mental picture of the memory viewed in front of you as though literally through your eyes. As a result of this, others near you can also possibly see the memory. In order to recall a memory from a *memory crystal* that was not created by the person attempting the recall, the character must make a Charisma saving throw with the DC set by the caster of the original *memory crystal* at its time of creation.

The caster of the *memory crystal* can dispel the memory from the gem at will, making it a normal crystal or gem again (this is a free action). You can put a new memory into the crystal or gem at that time by casting this spell again (this erases the former memory). Others must use a *dispel magic* spell targeted on the *memory crystal* in order to destroy the memories stored within.

Mire of Stone and Earth

2nd-level transmutation

Casting Time: 1 action

Range: 400 feet



Luckwing

Components: V,S

Duration: 10 minutes

The very earth twists and writhes in a 40-foot radius in range, causing creatures that fail a Dexterity saving throw within the area to be restrained. Creatures that succeed on their save move at only half their base speed in the area. Those that remain in the area must save again at the end of their turn. Creatures that move into the area must save immediately. Those that fail must end their movement and are restrained. Restrained creatures can attempt to break free as a move action, making a Strength(athletics) or Dexterity(acrobatics) check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

Creatures with burrow speeds are immune to the effects of *mire of stone and earth*.

Mute

2nd-level necromancy

Casting Time: 1 round

Range: 100 feet

Components: V,S

Duration: Concentration, up to 10 minutes

If the target of this spell fails a Constitution saving throw, this spell renders its target incapable of speech. It is not physiological so much as a localized area around the target's mouth (or mouths) from which no sound is able to be emitted. Thus, the target cannot grunt or otherwise

produce verbal sounds of any sort, although it still may make sounds such as walking, snapping fingers, or clapping. This prevents any sort of spellcasting that requires verbal components.

Nauseating Pollen

2nd-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V,S, M (ground mica)

Duration: 10 rounds

A cloud of visible and invisible airborne pollen particles covers everyone and everything in the a 10-foot radius in range. Any living, breathing creature that enters or starts its turn in the area must make a Constitution saving throw. On a failure, the creature becomes poisoned and may only move each turn, losing its action and reaction. This lasts until the start of its next turn, but if the creature is still in the area, it must make a new saving throw.

Necrophage

2nd-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V,S, M (a maggot, alive or dead)

Duration: 10 rounds

You create a pale yellow slime on a solid undead target. The slime begins to devour the target's flesh rapidly, causing 2d6 acid damage per round. An undead creature may attempt a Constitution saving throw in the first round of the spell to reduce all damage caused by the slime by half. The application of one flask of strong alcohol or an attack that deals at least 5 fire damage to the target negates any further damage from the spell. A small or smaller corpse is destroyed in 1 round, a medium corpse in 2 rounds, a large corpse in 3 rounds; for each size category above large add 2 rounds to the time it takes to destroy it.

Nightmare

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tiny fruit tart and a feather)

Duration: 10 rounds

You select a target in range that is humanoid and alive to make a Wisdom saving throw. If the target fails its saving throw, you spin a web of pale, dreamy light, causing a comatose slumber to come upon the target (which may include causing the subject to fall prone, any damage from which does not awaken the victim if it only falls to its feet; damage from falling from greater heights would awaken the target). A victim of *nightmare* is helpless and



Nightmare

asleep. Each round at the end of its turn, the subject may attempt a new save to end the effect. Slapping or wounding the target rouses the individual immediately, but normal noise does not. Rousing a sleeper with slaps or wounds requires an attack action that does not provoke an attack of opportunity. The sleeper rouses automatically when the duration of *nightmare* ends.

Oathbind

2nd-level divination

Casting Time: 1 round

Range: See text

Components: V, S, M (a drop of each participant's blood)

Duration: Until Dispelled

Whenever two or more parties enter into a binding, written contract, this spell enables all of the parties to instantaneously become aware of a breach in that contract as long as the offender and the affected parties are on the same plane of existence. The spell only affects willing participants that have signed the contract and is typically employed as a means of ensuring trustworthiness rather than enforcing the terms of the contract. At the time of the casting, all of the willing

participants that signed the contract must be within the same enclosed space as the contract. (The exclusion of unwilling participants does not negate the spell.) From that point forward, all of the spell's recipients receive a brief, visual image showing the individual that broke the terms of the contract, and how he violated the terms of the agreement.

Alternatively, a recipient can dismiss the spell's effects upon him at any time, although all of the remaining recipients become aware of his action as if he violated the contract. The GM has sole discretion when determining if the spell's conditions have been met and the precise nature of the information provided by the spell.

Obscure Text

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (gold dust worth 50 gp)

Duration: 10 days

This spell causes writings, inscriptions, and even magical symbols and glyphs to become temporarily unintelligible. The writing looks normal to the casual viewer, but seems meaningless whenever anyone tries to actively read it.

When this spell is applied to nonmagical writing, characters can attempt to piece together the meaning by attempting an Intelligence check equal to the spell save DC of the caster. Placing this spell on magical writing such as a scroll or spellbook increases the DC to decipher by the casters proficiency modifier.

Placing this spell on a scribed magical ward does not disrupt the ward's function but might prevent it from being recognized. For example, *explosive runes* with an *obscure text* spell applied still detonates when an attempt to read them is made, but the attempt won't reveal the runes' meaning (if any). Likewise, an *illusory script* with an *obscure text* spell applied still implants its suggestion in the minds of unauthorized readers. The DC to identify a ward under the effects of *obscure script* increases an additional amount equal to the spell casters proficiency modifier, but note that placing this spell on a ward triggered by touch activates the ward. *Obscure text* is difficult to dispel, causing disadvantage on any checks to dispel.

Owl's Curse

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (owl Feather)

Duration: 1 hour, removed, or save

You place a curse on the subject, and the target must make a Wisdom saving throw. On a success, the spell fails. However, if the target fails the Wisdom saving

throw, you impose a -4 penalty to Wisdom saves and checks and the target has disadvantage on all Wisdom-based spell attacks. At the end of the target's turn, the target may make a Wisdom saving throw. Upon a successful save, this penalty to saves and checks is reduced to -2 and the target now only has -2 to Wisdom-based spell attacks. After a third successful Wisdom save, all penalties are eliminated.

The curse bestowed by this spell cannot be dispelled, but it can be removed with an *enhance ability*(owl's wisdom), *greater restoration*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you may target one additional target for each spell slot above 2nd.

Peace Bonding

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 minutes

Creatures within 20 feet of the target space (or those who enter it) sheath or secure their manufactured weapons and can't unsheathe or unsecure them. Each potentially affected creature is allowed a Charisma saving throw to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may choose to prepare unarmed attacks, spells or natural weapons. Creatures who leave the area and or are not in the area are free to use weapons as they choose, such as ranged weapons.

Phantasmal Foe

2nd-level illusion

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 round or concentration, up to 10 rounds, see text

You create a phantasmal image of an enemy of the subject simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: this enemy. Only the spell's subject can see the *phantasmal foe*. You see only a vague shape. The target first gets a Wisdom saving throw to recognize the image as unreal. If that save fails, the phantasm touches the subject and the subject must succeed on a second Wisdom saving throw or is afflicted with the frightened condition from fear. At the end of the creature's turn, the target may make another Wisdom saving throw to disbelieve the creature and act normally next round. This continues up to 10 rounds Even if the second Wisdom save is successful, the subject has disadvantage for all attacks, checks, and saves for one round.



Phantasmal Foe

If the subject of *phantasmal foe* succeeds in disbelieving and possesses telepathy or is using an item that allows for telepathic communication, the foe can be turned upon you. You must then disbelieve it or become subject to the frightened condition (Wisdom save negates) for one round.

Phantasmal Pit

2nd-level illusion

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 round or 10 rounds, see text

You create a phantasmal image of a pit simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: an infinite pit. Only the spell's subject can sense the *phantasmal pit*. You see only a vague shape on the ground. The target first gets a Wisdom saving throw to recognize the sensation as unreal. If that save fails, the subject believes it is falling and falls prone. The subject then must succeed on a second Wisdom save or is afflicted with the stunned condition from fear. At the end of the creature's turns, it may make another Wisdom saving throw to disbelieve the pit and act normally next round. This continues up to 10 rounds.

If the subject of *phantasmal pit* succeeds in disbelieving and possesses telepathy or is wearing an item that grants telepathy, the fear of the pit can be turned upon you. You must then disbelieve it (Wisdom saving throw) or become subject to believing you're falling, fall prone, and succeed on your second Wisdom saving throw or be stunned for one round.

Phantasmal Swarm

2nd-level illusion

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 round or 10 rounds, see text

You create a phantasmal image of a swarm simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: this swarm. Only the spell's subject can see the *phantasmal swarm*. You see only a vague shape. The target first gets a Wisdom saving throw to recognize the image as unreal. If that save fails, the phantasmal swarm touches the subject and the subject must succeed on a second Wisdom save or the target constantly feels like vomiting and can only take a move on each of its turns (no action or bonus action) as well as losing the ability to perform a reaction. At the end of the creature's turns, it may make a Wisdom saving throw to disbelieve the swarm and end

the effect. This effect continues for 10 rounds or until the subject saves. Even if the second Wisdom save is successful, the subject is can only make a move (no action or bonus action) and loses its ability to perform reactions for one round.

If the subject of *phantasmal swarm* succeeds in disbelieving and possesses telepathy or is wearing an item that grants telepathy, the swarm can be turned upon you. You must then disbelieve it (Wisdom saving throw) or become subject to the swarm and must succeed on a second Wisdom saving throw or only be able to perform a move (no action or bonus action) and lose your ability to perform a reaction for one round.

Phantom Familiar

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (special dust worth 50gp)

Duration: Permanent

You make your familiar including its clothing, armor, weapons, and equipment look different. It can seem 1 foot shorter or taller, thin, fat, or in between. You can change its apparent creature type to any magical beast or animal. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or have it look like an entirely different creature. You can change this appearance as an action.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile or audible properties of it or its equipment. If you use this spell to create a disguise, the familiar gets advantage on all Charisma(deception) check. A creature that interacts with the glamour gets a Wisdom saving throw to recognize it as an illusion.

Program Feat

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Program feat gives a construct the benefits of a single feat possessed by another creature the caster is touching when the spell is cast.

Reciprocity

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Instantaneous

When cast, this spell creates an arc of pure magical energy between you and a target in range. The spell deals 4d8 damage to the target, but it also deals half that amount of damage to you. The damage dealt to you cannot be negated or reduced by any means, but the damage to the target can be negated by any means that would normally do so. There is no saving throw for this spell.

At Higher Levels. When cast at a spell slot of 3rd level or higher, the damage increases by 1d8 for each spell slot above 2nd.

Ride Winds

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (flight feather from an eagle)

Duration: Concentration, up to 1 minute

This spell grants you the ability to float on the air for a short time, allowing you to fall safely, to levitate, or even to fly depending on the force of the wind. In addition to gaining advantage on all Dexterity(acrobatics) checks while the spell is in effect, you gain the following abilities, depending on wind speed and the load you carry.

- *Calm (0 mph):* You cannot fly or levitate, but you can fall or jump down a distance of 30 feet or less as a move action, provided you are not encumbered.
- *Light Wind (1-10mph):* You can levitate if you are not encumbered, descending up to 40 feet or ascending up to 20 feet as a move action, or simply hovering in place. Alternatively, you can fall safely (as above) while encumbered.
- *Moderate Wind (11-20mph):* You can fly at a speed of 30 feet so long as you are not encumbered. If are encumbered, you can levitate (as above), or can fall safely if you are heavily encumbered.
- *Strong or Powerful Wind (21mph and above):* As moderate wind. You are still susceptible to being blown away or knocked down, but wind affects you as though you are flying even if you aren't.

Righteous Armor

2nd-level conjuration

Casting Time: 1 bonus action or reaction

Range: Touch

Components: V

Duration: instantaneous

You send the armor you are wearing to an extradimensional space, or you can summon the armor from its extradimensional space.

Rolling Boulder

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (smooth spherical pebble)

Duration: Concentration, up to 1 minute

A spherical boulder of elemental earth rolls around the battlefield under your control. It moves up to 20 feet in a straight line every round (less if it strikes an immovable object) in a direction of your choice, bowling over creatures in its path. Creatures struck by the boulder must make a successful Dexterity saving throw or be knocked prone, taking 3d6 bludgeoning damage as the boulder rolls over them.

The boulder has AC 8, 180 hit points, and is resistant to slashing and piercing damage.

Scout's Hike

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (dirt from a fresh trail)

Duration: 1 hour

The target creature gains a +1 to all Dexterity-based attacks, advantage on all Dexterity-based skills, and doubles its base land speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Shadow Ribbons

2nd-level illusion

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Instantaneous

You blast your enemies with clinging ribbons of shadow. You may fire three rays. Each ray requires a ranged spell attack to hit and inflicts the grappled condition. Grappled creatures can attempt to break free as a move action, making a Strength(athletics) or Dexterity(acrobatics) check. The DC for this check is equal to the DC of the spell. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you are able to fire another ray for each spell slot above 2nd.

Shadow Sentry

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tiny replica sword made of onyx worth 25 gp)

Duration: 8 hours

Shadow sentry creates either a shadowy or faceless humanoid warrior (AC 12) under your command. The sentry may be commanded to "guard," which will cause it

to shout an alarm if it notices anyone approaching within 30 feet (using the caster's passive perception score, and if the caster is not proficient in Wisdom(perception), adding the caster's proficiency bonus to this score), "patrol," which will cause it to follow a route first walked by the caster and call an alarm if it notices anyone approach within 30 feet, and "attack," which will cause it to attack with its shadowy sword (1d8 damage + spellcasting ability modifier). The sentry has an attack bonus equal to the caster's spellcasting attack bonus. The sentry may engage any creature for any effects that require an ally to be engaged with an enemy. The sentry is discharged after being successfully struck for any damage.

Shift Aim

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of moss found on a tree)

Duration: Concentration, up to 8 hours or until discharged

The target of this spell is protected by intense fluctuations in the space around him. This distortion protects against all forms of individually targeted missile attacks, including spells and spell-like abilities that require an attack roll. Whenever an individual missile attack is directed at the targeted creature, the attack's actual target is determined randomly among all creatures within 15 feet of the creature, including the creature protected. In mid-flight the missile changes course toward its new target with normal chances to hit. The attack roll should be rolled before the target is determined.

If the protected creature is struck by an individual missile attack, the spell is discharged. If several people are protected by *shift aim* spells the missile only changes course once but can affect the entire protected area.

Shooting Star

2nd-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a piece of meteoric iron)

Duration: Instantaneous

A fiery, stony mass falls from thin air, tracing a red-hot streak onto a designated target. You make a ranged spell attack to strike the target. The *shooting star* deals 3d6 of bludgeoning and 3d6 fire damage.

At Higher Levels. When cast at a spell slot of 3rd level or higher, the bludgeoning and fire damage both increase by 1d6 for each spell slot above 2nd.

Shunt

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet
Components: V, S
Duration: 1 round

Shunt briefly and forcibly pushes a target creature within range into the Ethereal Plane for 1 round. If the creature succeeds on a Charisma saving throw, the spell fails and has no effect. If cast while on the Ethereal Plane, this spell functions in reverse, forcing a creature onto the Material Plane for 1 round.

Silent Ray

2nd-level evocation

Casting Time: 1 bonus action

Range: 50 feet

Components: V

Duration: Instantaneous

Your voice magically creates a focused beam of sonic energy too shrill to hear. With this ray, you may make a ranged spell attack roll against a single target. On a hit, you inflict 3d8 thunder damage.

At Higher Levels. When you cast this at a spell slot of 3rd level or higher, the damage increases by 1d8 per slot level above 2nd.

Slime Harden

2nd-level transmutation

Casting Time: 1 bonus action

Range: 25 feet

Components: V

Duration: 1 day

Point at one ooze creature within range to make a Wisdom saving throw. On a failure, you cause the outer surface of the target ooze to harden, granting it a +1 Armor Class but reducing its speed by half. *Slime harden* also negates an ooze's engulf, corrosive form, corrode metal, amorphous, and split special abilities.

Speak with Objects

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You can comprehend and communicate telepathically with manufactured objects, including animated objects and constructs. You are able to ask questions and receive answers from objects. An inanimate object's sense of its surroundings is limited, so it won't be able to give or recognize detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make animated objects or constructs any more friendly or cooperative than normal. Furthermore, they are likely to make inane comments. If an animated object or construct is friendly toward the



Stand Your Ground

caster, it may do some favor or service for the caster (as determined by the DM).

Stand Your Ground

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 10 minutes or until you move

You gain advantage on all checks and saves to avoid being grappled, escape a grapple, be moved, charmed, frightened, restrained, or be knocked prone for the duration of the spell so long as you do not move from your current location.

Staffstrike, Lesser

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a quarterstaff, magic staff, or walking stick to use in the spell)

Duration: 10 minutes or until you move

Slamming your staff on the ground, you send forth shockwaves dealing 2d6 bludgeoning and 2d6 thunder damage to all creatures and objects within a 15-foot cone

in front of you. Living creatures are deafened for 1d4 rounds; a successful Constitution saving throw negates the deafness and reduces the damage by half.

At Higher Levels. When cast at a spell slot of 3rd level or higher, increase the damage by 1d6 bludgeoning and 1d6 thunder damage for each spell slot above 2nd.

Stoneburst

2nd-level evocation

Casting Time: 1 bonus action

Range: touch

Components: V, S

Duration: 10 minutes or until discharged

This spell imbues small stone objects (of a size and shape of an object the caster can easily throw) with explosive force. When thrown as a separate action, each object detonates on impact, dealing 5d4 fire damage in addition to its normal damage when thrown (if any). If the object misses, the spell is discharged from the object.

Stonefist

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

One of your empty hands (your choice) becomes encased in a stony shell. You cannot hold anything in the affected hand while the spell lasts, but you can use the hand to make unarmed strikes. You are considered proficient with this weapon, can use either Strength or Dexterity to make the attack, and deal 1d6 points of damage when you strike with the *stonefist*, plus you gain a +1 bonus on your attack and damage rolls, as your *stonefist* is considered magic weapon with a +1 bonus.

At Higher Levels. When you cast this at a spell slot of 4th level or higher, the bonus to attack rolls and damage becomes +2. If use use a spell slot of 6th level or higher, the bonus increases to +3.

Storm Cellar

2nd-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 8 hours

When you cast this spell, a sturdy trapdoor appears at the intended location, opening into an extradimensional space beneath the ground. A ladder descends 15 feet into a small chamber capable of sheltering the caster and up to five other creatures. The shelter exists outside of normal space, therefore spells and effects emanating or affecting one side of the door exert no influence on the

other side of the door. *Storm cellar* provides protection from natural hazards, such as forest fires, tornadoes, hurricanes, falling trees, thunderstorms, and blizzards. Of course, if a tree falls on top of the door, the room's occupants must contend with it when they leave the cellar.

Creatures within the extradimensional space can see through the door, although creatures on the other side of the door cannot look into the room. However, creatures on the outside can force open the door with a Strength(athletics) check (DC equal to spell save DC + 5) or break it (AC 8; 20 hp). Casting other spells that create extradimensional spaces or using extradimensional items, such as a *bag of holding*, while within the cellar is extremely dangerous and react as if taken into a portable hole.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you are able to fit one additional creature or each spell slot above 2nd.

Subduing Ray

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Instantaneous

You blast your enemies with a beam of nonlethal force. You may fire up to two rays. Each ray requires a ranged spell attack to hit and deals 2d6 force damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. When the ray hits, if the target would normally die, you may choose to knock the target unconscious instead.

At Higher Levels. When cast at a spell slot of 3rd level or higher, you are able to fire another ray for each spell slot above 2nd.

Support Beam

2nd-level conjuration

Casting Time: reaction

Range: 50 feet

Components: V

Duration: 1 hour

You instantaneously conjure a cluster of thin, magically reinforced iron pillars capable of supporting any type of ceiling in the event of a cave-in or collapse in a 10 foot radius; in addition; it stops traps such as deadfalls and crushing ceilings and floors (but not walls). Creatures and objects within the spell's area of effect suffer no damage from falling debris or crushing rooms while adjacent spaces outside of this area still experience the cave-in, collapse, or trap's full effects. Creatures protected by the spell must still find a way out by digging through the surrounding rubble or via other means.

Support beam only provides protection against cave-ins, falling objects, collapsing natural or magical ceilings; it grants no special benefits against flying or falling creatures. When the spell's duration expires, the ceiling collapses raining debris on any creatures or objects still within its area of effect.

Take My Hand

2nd-level transmutation

Casting Time: reaction

Range: Self

Components: V

Duration: instantaneous

If there is an ally adjacent to you who is about to fall, you can grab hold of that ally and stop his fall. However, if the character weighs more than your maximum load and/or a Strength check is required (subject to GM Adjudication), you gain advantage on the Strength check.

Thief Ward

2nd-level abjuration

Casting Time: 1 action

Range: 50 feet

Components: V,S, M(small magnifying glass)

Duration: 10 minutes

Thief ward creates a 50 foot radius circle around a point in range where sounds are magnified, shadows lessened, and details brightened. All Dexterity(sleight of hand) and Dexterity(stealth) checks made within the area have disadvantage.

To The Rescue

2nd-level conjuration

Casting Time: reaction

Range: 100 feet

Components: V

Duration: Instantaneous

You instantly exchange locations with another helpless creature within range and line of sight. You can bring along unattended objects as long as their weight doesn't exceed your maximum load. You may also bring any mount (carrying gear or objects up to its maximum load). You and your mount to be transported must be in contact with one another.

Torn Muscle

2nd-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V

Duration: Until dispelled

You choose a target within range and the target must make a Strength saving throw. On a failure, the target immediately gets a sharp cramp in his chest, back or side and becomes short of breath, imposing a disadvantage on

attack rolls, skill checks, and ability checks. More importantly, attacks against this creature have advantage, and the creature cannot take the dash action. A conjuration spell of 2nd level or higher negates the effects of this spell, as does regeneration and other magical healing.

At Higher Levels. When you cast this at a spell slot of 3rd level or higher, you may target one additional creature per slot level above 2nd.

True Casting

2nd-level divination

Casting Time: 1 bonus action

Range: 150 feet

Components: V

Duration: see text

You gain temporary, intuitive insight into the immediate future that assists with your spell casting against a singular opponent. Your next spell that targets a single creature (if it is made before the end of the next round) gains a +1 bonus to the spell save DC. If that creature successfully saves, your next spell that targets that same creature and only that creature (if it is made before the end of the following round) gains a +2 bonus to the save DC. This process continues until your bonus reaches its maximum of +5, you fail to cast a spell targeting the same singular creature in each following round, or the target creature fails a saving throw.

Unseen Guardian

2nd-level divination

Casting Time: 1 action

Range: 50 feet

Components: V,S

Duration: 8 hours or until discharged

You create an immobile, magical sensor that continually scans the area around it, looking for your enemies. The sensor has darkvision to a range of 30 feet. The sensor can make Wisdom(perception) checks (with a bonus equal to your spellcasting ability modifier and proficiency bonus) to note hidden or invisible creatures and has advantage on all checks that rely on smell within 30 feet. If the sensor sees or smells any creature that presents a potential threat (from intelligent creatures sneaking up on you, to animals which might potentially attack if they stumble upon you by accident), it alerts you mentally, provided you are within 120 feet, and is then discharged.

Utter Determination

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V,S

Duration: five rounds

You ignore the dead, dying, exhaustion, and/or unconscious conditions. You are also immune to all

healing spells and effects and even temporary hit points. At the end of this spell's duration, you suffer the cumulative effects of all the conditions you were ignoring.

Utter Failure

2nd-level enchantment

Casting Time: 1 action

Range: touch

Components: V, S

Duration: one hour or until discharged

Your touch fills a target creature with melancholy feelings of inferiority. The target must make a Charisma saving throw. If the target fails it takes a -10 penalty on its next attack roll. Additionally, the target automatically misses if its next attack is against a target with cover, concealment such as darkness or fog, or if the target has disadvantage from any other effect. The spell discharges immediately after either effect.

Vertigo

2nd-level illusion

Casting Time: 1 action

Range: 150 feet

Components: V(bard only), S

Duration: Concentration, up to 10 rounds, + 2 rounds

A twisting distortion of perceptions occurs, sickening creatures within 10-feet of a point in range. Roll 10d8 and add your spellcasting ability modifier to determine the total number of hitpoint of creatures affected. Creatures with the fewest HD are affected first, and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become poisoned by the distortion, and creatures that move more than half their speed must make an additional Wisdom saving throw or fall prone. Once a creature leaves the area, it may make a Wisdom saving throw to end the condition at the end of their turns. As a bonus action on each of the caster's turns, the caster may move the area 30 feet. A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

At Higher Levels. When you cast this at a spell slot of 3rd level or higher, the number of hit points affected increases by 2d8 per slot level above 2nd.

Wall of Shadow

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 rounds

A vertical curtain of shadow appears. It is 2 feet thick, 40 feet long, and 20 feet high, and considerably opaque. It blocks line of sight for attacks and spells, and creatures within 5 feet of the other side of the wall have are considered lightly obscured, while creatures beyond 5 feet are considered heavily obscured. Passing through the wall results in shadow stuff clinging to the creature or object, and inflicts the grappled condition. Grappled creatures can attempt to break free as a move action, making a Strength(athletics) or Dexterity(acrobatics) check. The DC for this check is equal to the DC of the spell.

Water Jet

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S, M(bladder filled with water)

Duration: Instantaneous

A stream of high-pressure water erupts from your hand, extinguishing nonmagical fires of medium size or smaller (candles, torches, campfires, and other exposed flames), and dealing 3d6 bludgeoning damage to all creatures and fires in a 50 foot line. A Strength saving throw reduces damage by half, but creatures in the jet may be knocked down or pushed back if they fail their saves. A Tiny or smaller creature or unsecured object on the ground is knocked prone and blown away to the end of the jet's range. Small creatures or objects are knocked prone and blown away 1d6 x 10 feet (2d6 x 10 feet if flying), while Medium creatures are knocked prone by the force of the water, or blown away 1d4 x 10 feet if flying. A Large or larger creature suffers no additional effects from a failed save. Anything rolled along the ground by the jet takes an additional 1d6 bludgeoning damage per 10 feet moved, while flying creatures blown away take only 1d6 bludgeoning damage total.

Web Shelter

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 8 hours

You create a shelter of slightly sticky webbing. You may create a hemisphere with a diameter of between 5 and 20 feet or a sphere with a diameter of between 5 and 10 feet. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Creatures other than the caster and those designated by her at the time of the casting touching the *web shelter* become grappled by the sticky fibers and must make a Strength(Athletics) or Dexterity(acrobatics) check to

escape, with a DC equal to the spell's DC, or remain grappled.

The shelter is watertight and insulated with the door closed. Its surface has AC 10 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire (not half damage like most objects) and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

Weltering Wave

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 4 rounds

You cause chaotic energies to violently shake and disorient the targets of this spell. Those in a 20 foot radius

of the center of the spell suffer -2 penalty on attacks, weapon damage rolls, and saving throws for 1 round and must make Strength saving throw or fall prone; the Strength saving throw is required each round a creature starts it turn or enters the area of effect.

Wildheart

2nd-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (charred or torn leaf)

Duration: Concentration, up to 10 minutes

You are able to tap into the ancient, terrible might of nature, granting the subject of the spell a +2 bonus to Strength, Dexterity, and Constitution saves and checks. It also gains an increase of 10 feet to base speed for all its natural movement modes (but not those granted by a spell or effect, such as *fly*).



Wildheart

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