

ALTER SELF

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION Concentration, up to 1 hour

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

Aquatic Adaptation: You adapt your body to an aquatic environment, sprouting gills, and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

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

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

Wizard2nd Transmutation

ARCANE LOCK

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Until dispelled

gold dust worth at least 25 gp, which the spell consumes

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

Wizard2nd Abjuration

BLUR

CASTING TIME 1 action	RANGE Self
COMPONENTS V	DURATION Concentration, up to 1 minute

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

Wizard2nd Illusion

BLINDNESS/DEAFNESS

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V	DURATION 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Wizard2nd Necromancy

CONTINUAL FLAME

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Until dispelled

ruby dust worth 50 gp, which the spell consumes

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

Wizard2nd Evocation

CLOUD OF DAGGERS

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a sliver of glass

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. At Higher Levels: when you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Wizard2nd Conjuration

CROWN OF MADNESS

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Wizard2nd Enchantment

DARKNESS

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, M	DURATION Concentration, up to 10 minutes

bat fur and a drop of pitch or piece of coal

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of or lower, the spell that created the light is dispelled.

Wizard2nd Evocation

DARKVISION

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 8 hours

either a pinch of dried carrot or an agate

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

Wizard2nd Transmutation

DETECT THOUGHTS

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a copper piece

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.
You initially learn the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check if it succeeds, the spell ends.
Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.
You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30

Wizard2nd Divination

ENLARGE/REDUCE

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a pinch of powdered iron

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.
If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.
Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category - from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage.
Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category - from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4

Wizard2nd Transmutation

FLAMING SPHERE

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a bit of tallow, a pinch of brimstone, and a dusting of powdered iron

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.
As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.
When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Wizard2nd Conjunction

GUST OF WIND

CASTING TIME 1 action	RANGE Self (60-foot line)
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a legume seed

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.
The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.
As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Wizard2nd Evocation

GENTLE REPOSE (RITUAL)

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 10 days

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

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.
The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Wizard2nd Necromancy

HOLD PERSON

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a small, straight piece of iron

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Wizard2nd Enchantment

INVISIBILITY

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour

an eyelash encased in gum arabic

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Wizard2nd Illusion

KNOCK

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.
A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.
When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Wizard2nd Transmutation

LEVITATE

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes

either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.
The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.
When the spell ends, the target floats gently to the ground if it is still aloft.

Wizard2nd Transmutation

<div>LOCATE OBJECT</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 10 minutes</td></tr> </table> <div> <div>a forked twig</div> <p>Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.</p> <p>The spell can locate a specific object known to you, as long as you have seen it up close - within 30 feet - at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.</p> </div> <div> <div>Wizard</div> <div>2nd Divination</div> </div>		CASTING TIME	RANGE	1 action	Self	COMPONENTS	DURATION	V, S, M	Concentration, up to 10 minutes
CASTING TIME	RANGE								
1 action	Self								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 10 minutes								
<div>MELF'S ACID ARROW</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>90 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Instantaneous</td></tr> </table> <div> <div>powdered rhubarb leaf and an adder's stomach</div> <p>A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.</p> </div> <div> <div>Wizard</div> <div>2nd Evocation</div> </div>		CASTING TIME	RANGE	1 action	90 feet	COMPONENTS	DURATION	V, S, M	Instantaneous
CASTING TIME	RANGE								
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COMPONENTS	DURATION								
V, S, M	Instantaneous								
<div>MISTY STEP</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 bonus action</td><td>Self</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Instantaneous</td></tr> </table> <div> <p>Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.</p> </div> <div> <div>Wizard</div> <div>2nd Conjuration</div> </div>		CASTING TIME	RANGE	1 bonus action	Self	COMPONENTS	DURATION	V	Instantaneous
CASTING TIME	RANGE								
1 bonus action	Self								
COMPONENTS	DURATION								
V	Instantaneous								
<div>MIRROR IMAGE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>1 minute</td></tr> </table> <div> <p>Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.</p> <p>Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.</p> <p>If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.</p> <p>A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.</p> </div> <div> <div>Wizard</div> <div>2nd Illusion</div> </div>		CASTING TIME	RANGE	1 action	Self	COMPONENTS	DURATION	V, S	1 minute
CASTING TIME	RANGE								
1 action	Self								
COMPONENTS	DURATION								
V, S	1 minute								
<div>MAGIC MOUTH (RITUAL)</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 minute</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Until dispelled</td></tr> </table> <div> <div>a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes</div> <p>You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message. When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeats its message whenever the trigger occurs.</p> <p>The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves</p> </div> <div> <div>Wizard</div> <div>2nd Illusion</div> </div>		CASTING TIME	RANGE	1 minute	30 feet	COMPONENTS	DURATION	V, S, M	Until dispelled
CASTING TIME	RANGE								
1 minute	30 feet								
COMPONENTS	DURATION								
V, S, M	Until dispelled								
<div>MAGIC WEAPON</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 bonus action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Concentration, up to 1 hour</td></tr> </table> <div> <p>You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.</p> </div> <div> <div>Wizard</div> <div>2nd Transmutation</div> </div>		CASTING TIME	RANGE	1 bonus action	Touch	COMPONENTS	DURATION	V, S	Concentration, up to 1 hour
CASTING TIME	RANGE								
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COMPONENTS	DURATION								
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<div>NYSTUL'S MAGIC AURA</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>24 hours</td></tr> </table> <div> <div>a small square of silk</div> <p>You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.</p> <p>When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.</p> <p>False Aura: You change the way the target appears to spells and magical effects, such as detect magic, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.</p> <p>Mask: You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a symbol spell. You choose a creature type, and the target appears to be that creature.</p> </div> <div> <div>Wizard</div> <div>2nd Illusion</div> </div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S, M	24 hours
CASTING TIME	RANGE								
1 action	Touch								
COMPONENTS	DURATION								
V, S, M	24 hours								
<div>PHANTASMAL FORCE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <div>a bit of fleece</div> <p>You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.</p> <p>The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.</p> <p>The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.</p> <p>While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall - it was pushed, it slipped, or a strong wind might have knocked it off.</p> <p>An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to resemble a fire can burn the target.</p> </div> <div> <div>Wizard</div> <div>2nd Illusion</div> </div>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
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<div>RAY OF ENFEEBLEMENT</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p>A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.</p> <p>At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.</p> </div> <div> <div>Wizard</div> <div>2nd Necromancy</div> </div>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S	Concentration, up to 1 minute
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1 action	60 feet								
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V, S	Concentration, up to 1 minute								

ROPE TRICK

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 1 hour

powdered com extract and a twisted loop of parchment

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

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

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

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

Wizard2nd Transmutation

SEE INVISIBILITY

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION 1 hour

A pinch of Talc and a small sprinkling of powdered silver

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

Wizard2nd Divination

SHATTER

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Instantaneous

a chip of mica

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

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

At Higher Levels: When you cast this spell using a spell slot of or higher, the damage increases by 1d8 for each slot level above 2nd.

Wizard2nd Evocation

SCORCHING RAY

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Instantaneous

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

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

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

Wizard2nd Evocation

SUGGESTION

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, M	DURATION Concentration, up to 8 hours

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

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

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

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

Wizard2nd Enchantment

SPIDER CLIMB

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour

a drop of bitumen and a spider

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free.

The target also gains a climbing speed equal to its walking speed.

Wizard2nd Transmutation

WEB

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour

a bit of spider web

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

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

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

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

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

Wizard2nd Conjuration