

Aid

2nd-level abjuration

 1 action

 8 hours

 30 feet

 V, S, M (a tiny strip of white cloth)

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Augury

2nd-level divination (ritual)

 1 minute

 Instantaneous

 Self

 V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

- Weal, for good results

Augury

2nd-level divination (ritual)

- Woe, for bad results
- Weal and woe*, for both good and bad results
- Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Blindness/Deafness

2nd-level Necromancy

 1 action

 1 minute

 30 feet

 V

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

Blindness/Deafness

2nd-level Necromancy

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

Calm Emotions

2nd-level Enchantment

 1 action

 Concentration, up to 1 minute

 60 feet

 V, S

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened.

Calm Emotions

2nd-level Enchantment

When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

Continual Flame

2nd-level evocation

 1 action

 Until dispelled

 Self

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

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

Enhance Ability

2nd-level transmutation

 1 action

 Concentration, up to 1 hour

 Touch

 V, S, M (fur or a feather from a beast)

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Endurance: The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Enhance Ability

2nd-level transmutation

Bull's Strength: The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace: The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor: The target has advantage on Charisma checks.

Fox's Cunning: The target has advantage on Intelligence checks.

Owl's Wisdom: The target has advantage on Wisdom checks.

Enhance Ability

2nd-level transmutation

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

Find Traps

2nd-level divination

 1 action

 Instantaneous

 120 feet

 V, S

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the "alarm (lvl 1)" spell, a "glyph of warding (lvl 3)", or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

Find Traps

2nd-level divination

This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Gentle Repose

2nd-level necromancy (ritual)

 1 action

 10 days

 Touch

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

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

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

Hold Person

2nd-level enchantment (ritual)

 1 action

 Concentration, up to 1 minute

 60 feet

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

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

Hold Person

2nd-level enchantment (ritual)

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

Lesser Restoration

2nd-level abjuration

 1 action

 Instantaneous

 Touch

 V, S

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Locate Object

2nd-level divination

 1 action

 Concentration, up to 10 minutes

 Self

 V, S, M (a forked twig)

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

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

Locate Object

2nd-level divination

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

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

Prayer of Healing

2nd-level evocation

 10 minutes

 Instantaneous

 30 feet

 V

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Protection from Poison

2nd-level abjuration

 1 action

 1 hour

 Touch

 V, S

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Silence

2nd-level illusion (ritual)

 1 action

 Concentration, up to 10 minutes

 120 feet

 V, S

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it.

Spiritual Weapon

2nd-level evocation

 1 bonus action

 1 minute

 60 feet

 V, S

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

Spiritual Weapon

2nd-level evocation

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Warding Bond

2nd-level abjuration

 1 action

 1 hour

 Touch

 V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

Warding Bond

2nd-level abjuration

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

Zone of Truth

2nd-level enchantment

 1 action

 10 minutes

 60 feet

 V, S

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

Zone of Truth

2nd-level enchantment

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.