

Animal Messenger

2nd-level enchantment (ritual)

- 1 action
- 24 hours
- 30 feet
- V, S, M (a morsel of food)

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as “a man or woman dressed in the uniform of the town guard” or “a red-haired dwarf wearing a pointed hat.” You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

Animal Messenger

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When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At higher level: If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

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.

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.

Barkskin

2nd-level transmutation

- 1 action
- Concentration, up to 1 hour
- Touch
- V, S, M (a handful of oak bark)

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Beast Sense

2nd-level divination (ritual)

- 1 action
- Concentration, up to 1 hour
- Touch
- S

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

Cordon Of Arrows

2nd-Level transmutation

- 1 action
- 8 hours
- 5 feet
- V, S, M (four or more arrows or bolts)

You plant four pieces of nonmagical ammunition—arrows or crossbow bolts—in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

Cordon Of Arrows

2nd-Level transmutation

At higher level: When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.

Darkvision


2nd-level transmutation


- 1 action
- 8 hours
- Touch
- V, S, M (either a pinch of dried carrot or an agate)

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

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.

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.


Locate Animals or Plants

2nd-level divination (ritual)

 1 action

 Instantaneous


 Self

 V, S, M (a bit of fur from a bloodhound)

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.


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


Locate Object


2nd-level divination

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.


Pass without Trace

2nd-level abjuration

 1 action

 Concentration, up to 1 hour

 Self


 V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

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.


Spike Growth

2nd-level transmutation

 1 action

 Concentration, up to 10 minutes

 150 feet

 V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.