

CURE WOUNDS	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V,S	DURATION Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

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

a grasshopper's hind leg
You touch a creature. The creature's jump distance is tripled until the spell ends.

SPEAK WITH ANIMALS (RITUAL)	
CASTING TIME 1 action	RANGE Self
COMPONENTS V,S	DURATION 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Ranger1st level EvocationRanger1st level TransmutationRanger1st level Divination