



REFERENCE
CARDS

A green wizard's staff with a dragon head at the top, emitting a trail of green sparks and stars. The staff is positioned diagonally across the cover.

THE DECK OF MANY ANIMATED SPELLS

LEVEL 2 VOL 1

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ACID ARROW LEVEL 2
EVOCATION

1 ACTION  90'  V, S, M  INSTANT

ART: MENCH HER THE DECK OF MANY © HIT POINT PRESS INC. 2019



AID LEVEL 2
ABJURATION

1 ACTION  30'  V, S, M  8 HRS

ART: JOSH GRINLINTON THE DECK OF MANY © HIT POINT PRESS INC. 2019



ALTER SELF LEVEL 2
TRANSMUTATION

1 ACTION  SELF  V, S  C. 1 HR

ART: MENCH HER THE DECK OF MANY © HIT POINT PRESS INC. 2019



ANIMAL MESSENGER LEVEL 2
ENCHANTMENT (R)

1 ACTION  30'  V, S, M  24 HRS

ART: ANONYMOUS THE DECK OF MANY © HIT POINT PRESS INC. 2019

AID

2ND LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

8 Hours

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 Levels. 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.

MATERIAL COMPONENTS

A tiny strip of white cloth.

CLERIC | PALADIN

ACID ARROW

2ND LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

90 Feet



COMPONENTS

V, S, M



DURATION

Instantaneous

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.

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.

MATERIAL COMPONENTS

Powdered rhubarb leaf and an adder's stomach.

WIZARD

ANIMAL MESSENGER

2ND LEVEL ENCHANTMENT (RITUAL)



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

24 Hours

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.

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 Levels. 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.

MATERIAL COMPONENTS

A morsel of food.

BARD | DRUID | RANGER

ALTER SELF

2ND LEVEL TRANSMUTATION



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 can'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 your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

SORCERER | WIZARD



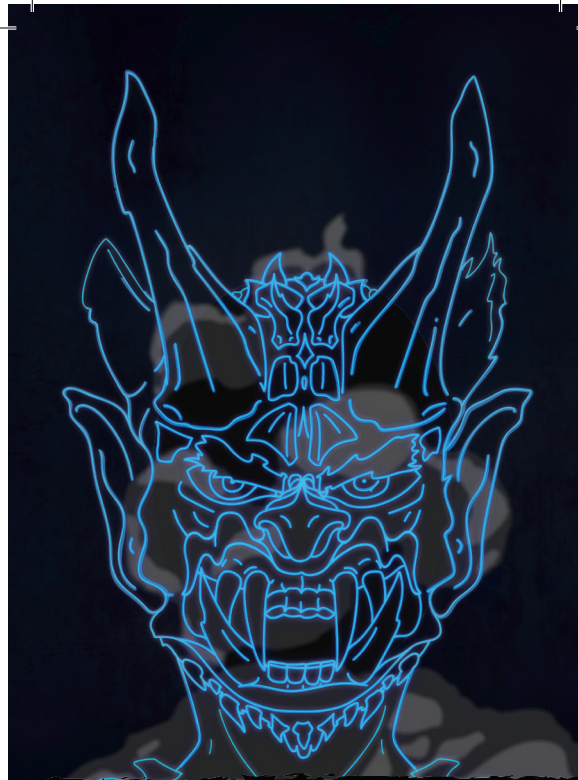
ARCANE LOCK

LEVEL 2
ABJURATION

1 ACTION TOUCH V, S, M UNTIL DISPELLED

ART: MENC HER

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ARCANIST'S MAGIC AURA

LEVEL 2
ILLUSION

1 ACTION TOUCH V, S, M 24 HRS

ART: DANTE TUMMINELLO

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AUGURY

LEVEL 2
DIVINATION (R)

1 MIN SELF V, S, M INSTANT

ART: KOHL ALBAN

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BARKSKIN

LEVEL 2
TRANSMUTATION

1 ACTION TOUCH V, S, M C.1 HR

ART: GABRIEL LAVOYER

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ARCANIST'S MAGIC AURA

2ND LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

24 Hours

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.

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.

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.

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 other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

MATERIAL COMPONENTS

A small square of silk.

WIZARD

ARCANIC LOCK

2ND LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Until Dispelled

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.

MATERIAL COMPONENTS

Gold dust worth at least 25 gp, which the spell consumes.

WIZARD

BARKSKIN

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 hour

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.

MATERIAL COMPONENTS

A handful of oak bark.

DRUID | RANGER

AUGURY

2ND LEVEL DIVINATION (RITUAL)



CASTING TIME

1 Minute



RANGE

Self



COMPONENTS

V, S, M



DURATION

Instantaneous

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 GM chooses from the following possible omens:

- **Weal**, for good results
- **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 GM makes this roll in secret.

MATERIAL COMPONENTS

Specially marked sticks, bones, or similar tokens worth at least 25 gp.

CLERIC



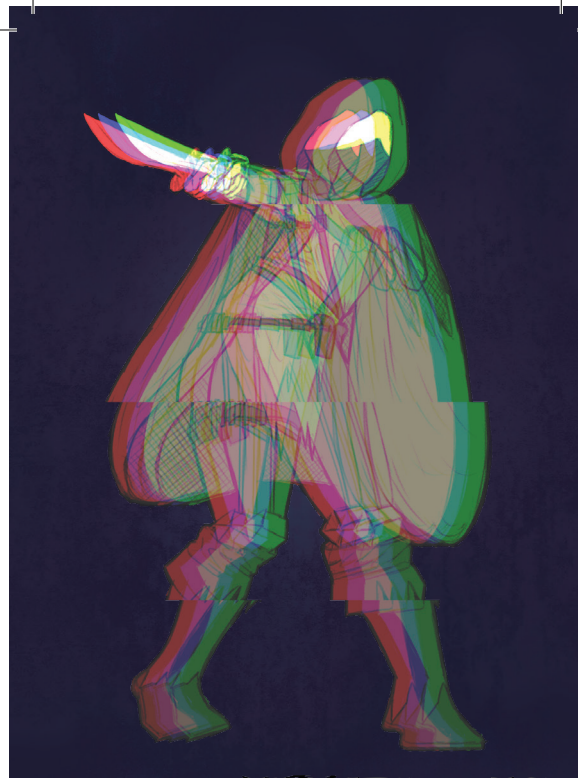
BLINDNESS/DEAFNESS

LEVEL 2
NECROMANCY

1 ACTION @ 30' A V 1 MIN

ART: JOSH GRINLINTON

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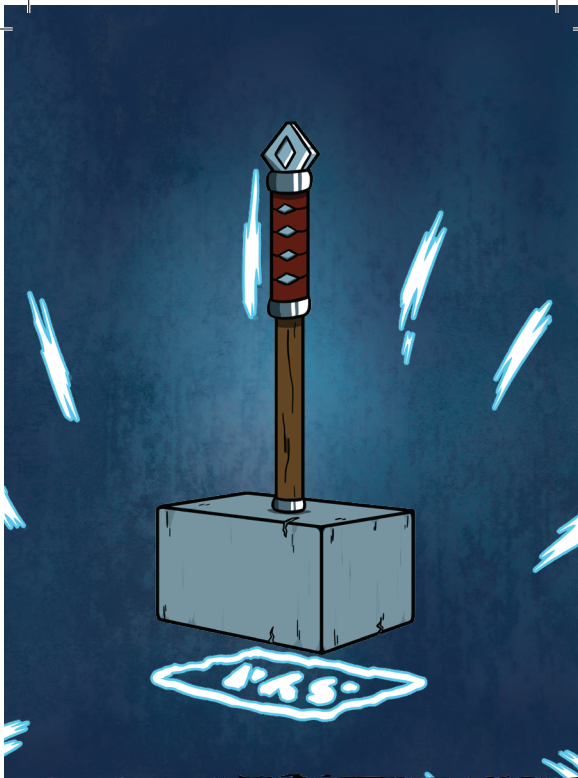
BLUR

LEVEL 2
ILLUSION

1 ACTION @ SELF A V C. 1 MIN

ART: GIOVANNI BARROTU

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BRANDING SMITE

LEVEL 2
EVOCATION

1 BONUS @ SELF A V C. 1 MIN

ART: PEGBARIANS

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CALM EMOTIONS

LEVEL 2
ENCHANTMENT

1 ACTION @ 60' A V, S C. 1 MIN

ART: MATEI MONORANU

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BLUR

2ND LEVEL ILLUSION



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.

SORCERER | WIZARD

BLINDNESS/DEAFNESS

2ND LEVEL NECROMANCY



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.

BARD | CLERIC | SORCERER | WIZARD

CALM EMOTIONS

2ND LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

60 Feet
(20-Foot-Radius Sphere)



COMPONENTS

V, S



DURATION

Concentration,
up to 1 minute

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. 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 GM rules otherwise.

BARD | CLERIC

BRANDING SMITE

2ND LEVEL EVOCATION



CASTING TIME

1 Bonus Action



RANGE

Self



COMPONENTS

V



DURATION

Concentration,
up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

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

PALADIN



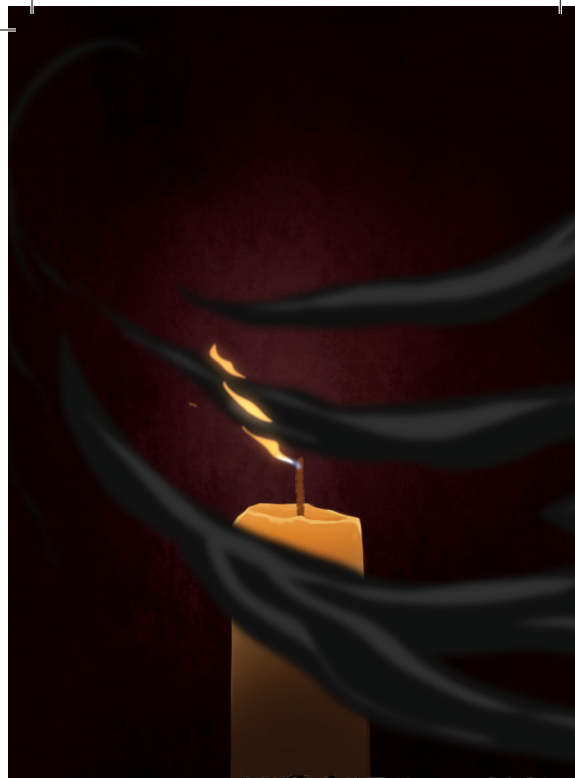
CONTINUAL FLAME

LEVEL 2
EVOCATION

1 ACTION TOUCH V, S, M UNTIL DISPELLED

ART: CRAIG YAMAMOTO

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DARKNESS

LEVEL 2
EVOCATION

1 ACTION 60' V, M C.10 MINS

ART: GABRIEL LAVOYER

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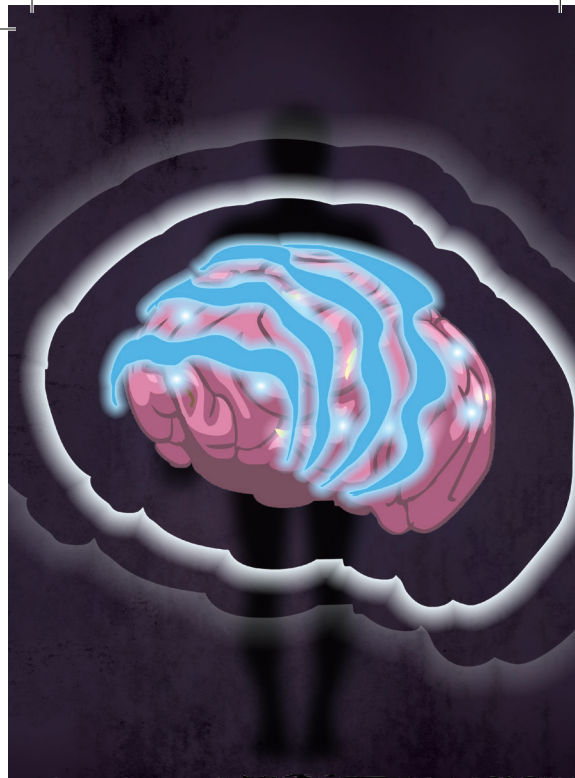
DARKVISION

LEVEL 2
TRANSMUTATION

1 ACTION TOUCH V, S, M 8 HRS

ART: MIMI CHIU

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DETECT THOUGHTS

LEVEL 2
DIVINATION

1 ACTION SELF V, S, M C.1 MIN

ART: MENG HER

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DARKNESS

2ND LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

60 Feet
(15-Foot-Radius Sphere)



COMPONENTS

V, M



DURATION

Concentration,
up to 10 minutes

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 2nd level or lower, the spell that created the light is dispelled.

MATERIAL COMPONENTS

Bat fur and a drop of pitch or piece of coal.

SORCERER | WARLOCK | WIZARD

CONTINUAL FLAME

2ND LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Until Dispelled

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.

MATERIAL COMPONENTS

Ruby dust worth 50 gp, which the spell consumes.

CLERIC | WIZARD

DETECT THOUGHTS

2ND LEVEL DIVINATION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

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 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

MATERIAL COMPONENTS

A copper piece.

BARD | SORCERER | WIZARD

DARKVISION

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

8 Hours

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.

MATERIAL COMPONENTS

Either a pinch of dried carrot or an agate.

DRUID | RANGER | SORCERER | WIZARD



ENHANCE ABILITY LEVEL 2
TRANSMUTATION

1 ACTION TOUCH V, S, M C. 1 HR

ART: SAM ALLEN

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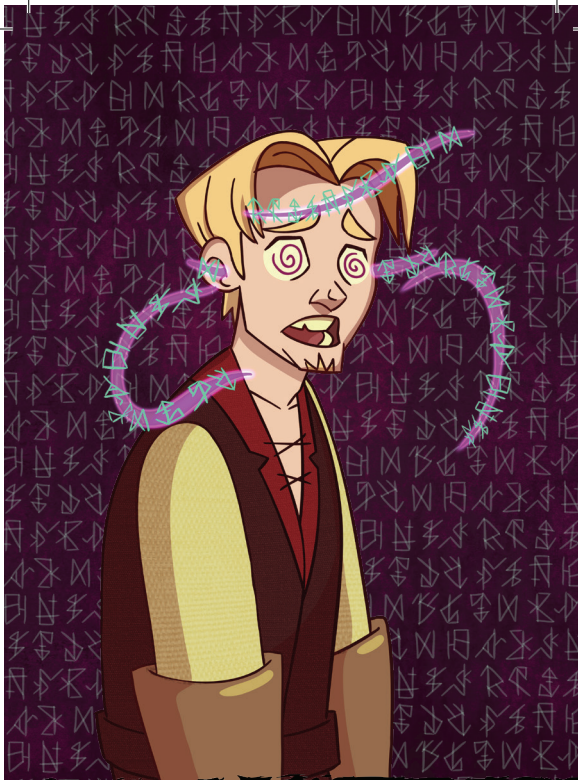


ENLARGE/REDUCE LEVEL 2
TRANSMUTATION

1 ACTION 30' V, S, M C. 1 MIN

ART: JOSH GRINLINTON

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ENTHRALL LEVEL 2
ENCHANTMENT

1 ACTION 60' V, S 1 MIN

ART: HUGO BLENDL

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FIND STEED LEVEL 2
CONJURATION

10 MINS 30' V, S INSTANT

ART: FIKA PRODUCTIONS

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ENLARGE/REDUCE

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

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 attacks 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 less damage (this can't reduce the damage below 1).

MATERIAL COMPONENTS

A pinch of powdered iron.

SORCERER | WIZARD

ENHANCE ABILITY

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 hour

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.

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.

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.

MATERIAL COMPONENTS

Fur or a feather from a beast.

BARD | CLERIC | DRUID | SORCERER

FIND STEED

2ND LEVEL CONJURATION



CASTING TIME

10 Minutes



RANGE

30 Feet



COMPONENTS

V, S



DURATION

Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a **warhorse**, a **pony**, a **camel**, an **elk**, or a **mastiff**. (Your GM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

PALADIN

ENTHRALL

2ND LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

60 Feet



COMPONENTS

V, S



DURATION

1 Minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

BARD | WARLOCK



FIND TRAPS

LEVEL 2
DIVINATION

1 ACTION @ 120' V, S INSTANT

ART: MENCH HER

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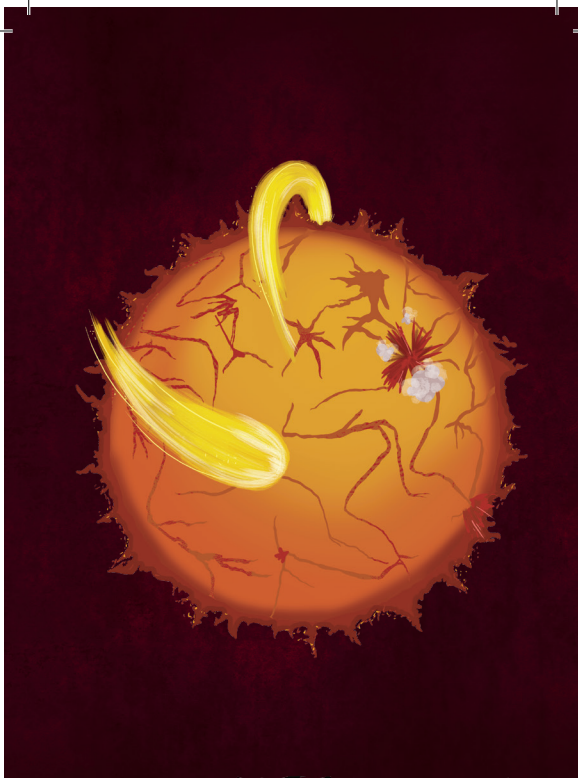
FLAME BLADE

LEVEL 2
EVOCATION

1 BONUS @ SELF V, S, M C.10 MINS

ART: DANTE TUMMINELLO

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FLAMING SPHERE

LEVEL 2
CONJURATION

1 ACTION @ 60' V, S, M C.1 MIN

ART: FER LOZADA

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GENTLE REPOSE

LEVEL 2
NECROMANCY (R)

1 ACTION @ TOUCH V, S, M 10 DAYS

ART: JAMES FRIO

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FLAME BLADE

2ND LEVEL EVOCATION



CASTING TIME

1 Bonus Action



RANGE

Self



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

MATERIAL COMPONENTS

Leaf of sumac.

DRUID

FIND TRAPS

2ND LEVEL DIVINATION



CASTING TIME

1 Action



RANGE

120 Feet



COMPONENTS

V, S



DURATION

Instantaneous

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* spell, a *glyph of warding*, 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.

CLERIC | DRUID | RANGER

GENTLE REPOSE

2ND LEVEL NECROMANCY (RITUAL)



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

10 Days

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*.

MATERIAL COMPONENTS

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

CLERIC | WIZARD

FLAMING SPHERE

2ND LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

60 Feet
(5-Foot-Diameter Sphere)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

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.

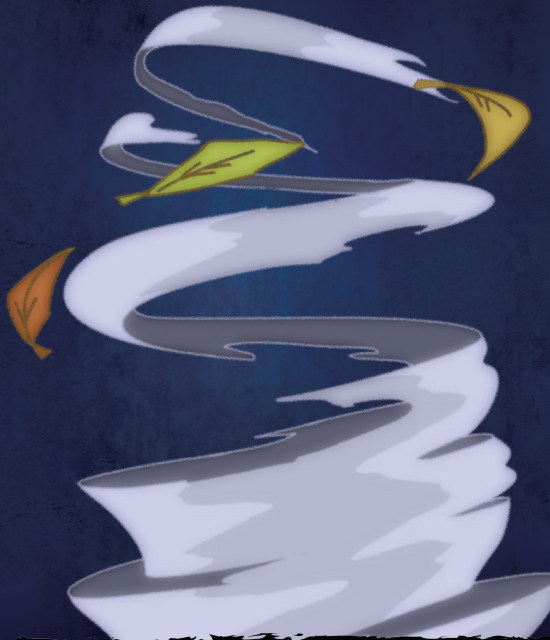
When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

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.

MATERIAL COMPONENTS

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

DRUID | WIZARD



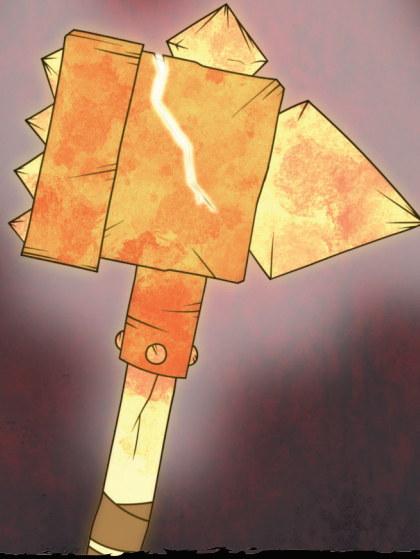
GUST OF WIND

LEVEL 2
EVOCATION

1 ACTION SELF V, S, M C. 1 MIN

ART: CRAIG YAMAMOTO

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HEAT METAL

LEVEL 2
TRANSMUTATION

1 ACTION 60' V, S, M C. 1 MIN

ART: KOHL ALBAN

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HOLD PERSON

LEVEL 2
ENCHANTMENT

1 ACTION 60' V, S, M C. 1 MIN

ART: HUGO BLENDL

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HEAT METAL

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

60 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

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

MATERIAL COMPONENTS

A piece of iron and a flame.

BARD | DRUID

GUST OF WIND

2ND LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

Self (60-Foot Line)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

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.

MATERIAL COMPONENTS

A legume seed.

DRUID | SORCERER | WIZARD

HOLD PERSON

2ND LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

60 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

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 one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

MATERIAL COMPONENTS

A small, straight piece of iron.

BARD | CLERIC | DRUID | SORCERER | WARLOCK | WIZARD



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