



REFERENCE
CARDS

THE DECK OF MANY ANIMATED SPELLS

LEVEL 1 VOL 1

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ALARM

LEVEL 1
ABJURATION (R)

1 MIN 30' V, S, M 8 HRS

ART: LIAM BERTELSEN

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ANIMAL FRIENDSHIP

LEVEL 1
ENCHANTMENT

1 ACTION 30' V, S, M 24 HRS

ART: ANONYMOUS

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BANE

LEVEL 1
ENCHANTMENT

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

ART: BEN RAVID

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BLESS

LEVEL 1
ENCHANTMENT

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

ART: MENG HER

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ANIMAL FRIENDSHIP

1ST LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

24 Hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

MATERIAL COMPONENTS

A morsel of food.

BARD | DRUID | RANGER

ALARM

1ST LEVEL ABJURATION (RITUAL)



CASTING TIME

1 Minute



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

8 Hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

MATERIAL COMPONENTS

A tiny bell and a piece of fine silver wire.

RANGER | WIZARD

BLESS

1ST LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

MATERIAL COMPONENTS

A sprinkling of holy water.

CLERIC | PALADIN

BANE

1ST LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

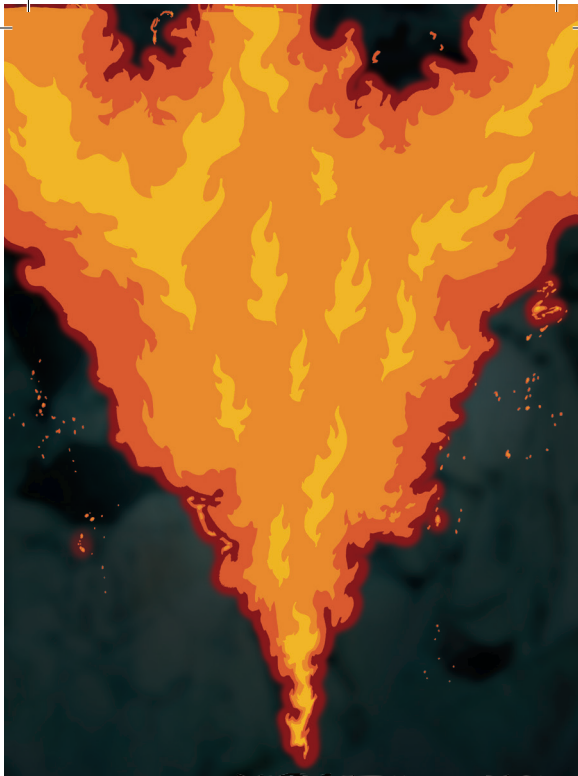
Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

MATERIAL COMPONENTS

A drop of blood.

BARD | CLERIC



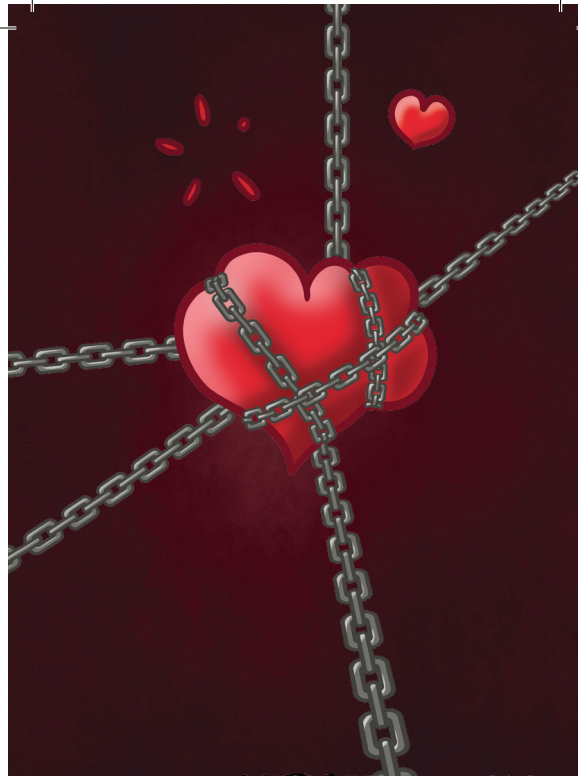
BURNING HANDS

LEVEL 1
EVOCATION

1 ACTION SELF V, S INSTANT

ART: DANTE TUMMINELLO

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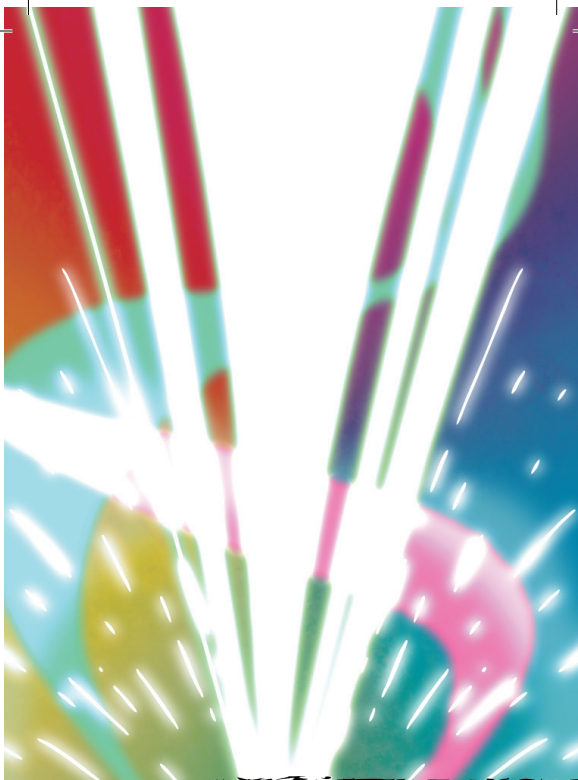
CHARM PERSON

LEVEL 1
ENCHANTMENT

1 ACTION 30' V, S 1 HR

ART: LIAM BERTELSEN

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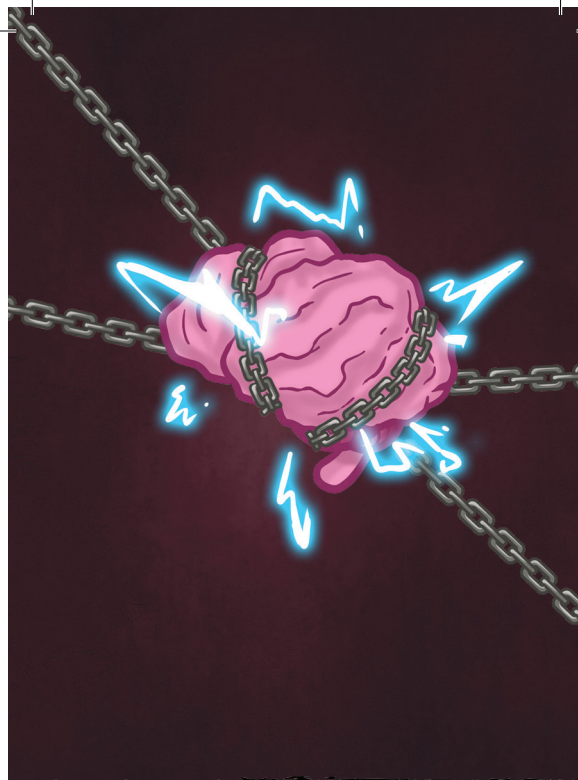
COLOR SPRAY

LEVEL 1
ILLUSION

1 ACTION SELF V, S, M 1 ROUND

ART: KOHL ALBAN

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COMMAND

LEVEL 1
ENCHANTMENT

1 ACTION 60' V 1 ROUND

ART: LIAM BERTELSEN

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CHARM PERSON

1ST LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S



DURATION

1 Hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

BARD | DRUID | SORCERER | WARLOCK | WIZARD

BURNING HANDS

1ST LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

Self (15-Foot Cone)



COMPONENTS

V, S



DURATION

Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

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

SORCERER | WIZARD

COMMAND

1ST LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

60 Feet



COMPONENTS

V



DURATION

1 Round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CLERIC | PALADIN

COLOR SPRAY

1ST LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

Self (15-Foot Cone)



COMPONENTS

V, S, M



DURATION

1 Round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

MATERIAL COMPONENTS

A pinch of powder or sand that is colored red, yellow, and blue.

SORCERER | WIZARD



COMPREHEND LANGUAGES LEVEL 1 DIVINATION (R)

1 ACTION SELF V, S, M 1 HR

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



CREATE OR DESTROY WATER LEVEL 1 TRANSMUTATION

1 ACTION 30' V, S, M INSTANT

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



CURE WOUNDS LEVEL 1 EVOCATION

1 ACTION TOUCH V, S INSTANT

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



DETECT EVIL & GOOD LEVEL 1 DIVINATION

1 ACTION SELF V, S C.10 MINS

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

CREATE OR DESTROY WATER

1ST LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

30 Feet
(30-Foot Cube)



COMPONENTS

V, S, M



DURATION

Instantaneous

You either create or destroy water.

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

MATERIAL COMPONENTS

A drop of water if creating water or a few grains of sand if destroying it.

CLERIC | DRUID

COMPREHEND LANGUAGES

1ST LEVEL DIVINATION (RITUAL)



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S, M



DURATION

1 Hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

MATERIAL COMPONENTS

A pinch of soot and salt.

BARD | SORCERER | WARLOCK | WIZARD

DETECT EVIL & GOOD

1ST LEVEL DIVINATION



CASTING TIME

1 Action



RANGE

Self
(30-Foot-Radius Sphere)



COMPONENTS

V, S



DURATION

Concentration,
up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

CLERIC | PALADIN

CURE WOUNDS

1ST LEVEL EVOCATION



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.

BARD | CLERIC | DRUID | PALADIN | RANGER



DETECT MAGIC

LEVEL 1
DIVINATION (R)

1 ACTION SELF V, S C.10 MINS

ART: MENCH HER

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DETECT POISON & DISEASE

LEVEL 1
DIVINATION (R)

1 ACTION SELF V, S, M C.10 MINS

ART: DANTE TUMMINELLO

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DISGUISE SELF

LEVEL 1
ILLUSION

1 ACTION SELF V, S 1 HR

ART: MENCH HER

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DIVINE FAVOR

LEVEL 1
EVOCAATION

1 BONUS SELF V, S C. 1 MIN

ART: KOHL ALBAN

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DETECT POISON & DISEASE

1ST LEVEL DIVINATION (RITUAL)



CASTING TIME

1 Action



RANGE

Self
(30-Foot-Radius Sphere)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

MATERIAL COMPONENTS

A yew leaf.

CLERIC | DRUID | PALADIN | RANGER

DETECT MAGIC

1ST LEVEL DIVINATION (RITUAL)



CASTING TIME

1 Action



RANGE

Self
(30-Foot-Radius Sphere)



COMPONENTS

V, S



DURATION

Concentration,
up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

BARD | CLERIC | DRUID | PALADIN | RANGER | SORCERER | WIZARD

DIVINE FAVOR

1ST LEVEL EVOCATION



CASTING TIME

1 Bonus Action



RANGE

Self



COMPONENTS

V, S



DURATION

Concentration,
up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

PALADIN

DISGUISE SELF

1ST LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S



DURATION

1 Hour

You make yourself — including your clothing, armor, weapons, and other belongings on your person — look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

BARD | SORCERER | WIZARD



ENTANGLE

LEVEL 1
CONJURATION

1 ACTION @ 90' V, S C. 1 MIN

ART: CRAIG YAMAMOTO

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EXPEDITIOUS RETREAT

LEVEL 1
TRANSMUTATION

1 BONUS @ SELF V, S C. 10 MINS

ART: MENG HER

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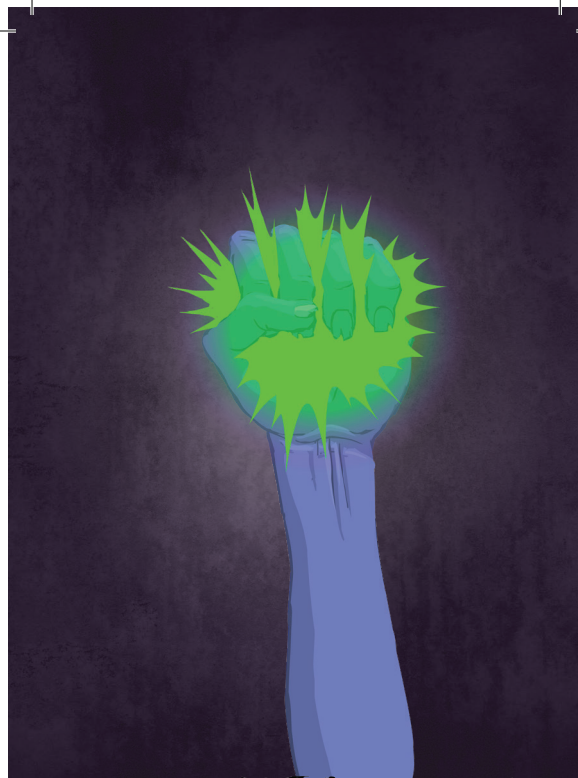
FAERIE FIRE

LEVEL 1
EVOCAATION

1 ACTION @ 60' V C. 1 MIN

ART: JOSHUA HERRON

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FALSE LIFE

LEVEL 1
NECROMANCY

1 ACTION @ SELF V, S, M 1 HR

ART: MENG HER

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EXPEDITIOUS RETREAT

1ST LEVEL TRANSMUTATION



CASTING TIME

1 Bonus Action



RANGE

Self



COMPONENTS

V, S



DURATION

Concentration,
up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

SORCERER | WARLOCK | WIZARD

ENTANGLE

1ST LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

90 Feet
(20-Foot Square)



COMPONENTS

V, S



DURATION

Concentration,
up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

DRUID

FALSE LIFE

1ST LEVEL NECROMANCY



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S, M



DURATION

1 Hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

MATERIAL COMPONENTS

A small amount of alcohol or distilled spirits.

SORCERER | WIZARD

FAERIE FIRE

1ST LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

60 Feet
(20-Foot Cube)



COMPONENTS

V



DURATION

Concentration,
up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

BARD | DRUID



FEATHER FALL

LEVEL 1
TRANSMUTATION

1 REACT 60' V, M 1 MIN

ART: CRAIG YAMAMOTO

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FIND FAMILIAR

LEVEL 1
CONJURATION (R)

1 HR 10' V, S, M INSTANT

ART: MENG HER

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FLOATING DISK

LEVEL 1
CONJURATION (R)

1 ACTION 30' V, S, M 1 HR

ART: CRAIG YAMAMOTO

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FOG CLOUD

LEVEL 1
CONJURATION

1 ACTION 120' V, S C. 1 HR

ART: GIOVANNI BARROTU

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FIND FAMILIAR

1ST LEVEL CONJURATION (RITUAL)



CASTING TIME
1 Hour



RANGE
10 Feet



COMPONENTS
V, S, M



DURATION
Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: **bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel.** Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

MATERIAL COMPONENTS

10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier.

WIZARD

FEATHER FALL

1ST LEVEL TRANSMUTATION



CASTING TIME
1 Reaction



RANGE
60 Feet



COMPONENTS
V, M



DURATION
1 Minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

CASTING TIME

1 reaction, which you take when you or a creature within 60 feet of you falls.

MATERIAL COMPONENTS

A small feather or piece of down.

BARD | SORCERER | WIZARD

FOG CLOUD

1ST LEVEL CONJURATION



CASTING TIME
1 Action



RANGE
120 Feet
(20-Foot-Radius Sphere)



COMPONENTS
V, S



DURATION
Concentration,
up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

DRUID | RANGER | SORCERER | WIZARD

FLOATING DISK

1ST LEVEL CONJURATION (RITUAL)



CASTING TIME
1 Action



RANGE
30 Feet



COMPONENTS
V, S, M



DURATION
1 Hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

MATERIAL COMPONENTS

A drop of mercury.

WIZARD



LICENCE

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