



REFERENCE
CARDS



THE DECK OF MANY ANIMATED SPELLS

LEVEL 2 VOL 2

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INVISIBILITY

LEVEL 2
ILLUSION

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

ART: GABRIEL LAVOYER

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KNOCK

LEVEL 2
TRANSMUTATION

1 ACTION 60' V INSTANT

ART: JOSH GRINLINTON

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LESSER RESTORATION

LEVEL 2
ABJURATION

1 ACTION TOUCH V, S INSTANT

ART: MENCH HER

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LEVITATE

LEVEL 2
TRANSMUTATION

1 ACTION 60' V, S, M C. 10 MINS

ART: CRAIG YAMAMOTO

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KNOCK

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

60 Feet



COMPONENTS

V



DURATION

Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

BARD | SORCERER | WIZARD

INVISIBILITY

2ND LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

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

An eyelash encased in gum arabic.

BARD | SORCERER | WARLOCK | WIZARD

LEVITATE

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

60 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

MATERIAL COMPONENTS

Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

SORCERER | WIZARD

LESSER RESTORATION

2ND LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S



DURATION

Instantaneous

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

BARD | CLERIC | DRUID | PALADIN | RANGER



LOCATE ANIMALS OR PLANTS LEVEL 2
DIVINATION (R)

1 ACTION SELF V, S, M INSTANT

ART: SAM ALLEN

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LOCATE OBJECT LEVEL 2
DIVINATION

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

ART: SAM ALLEN

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MAGIC MOUTH LEVEL 2
ILLUSION (R)

1 MIN 30' V, S, M UNTIL DISPELLED

ART: BEN RAVID

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MAGIC WEAPON LEVEL 2
TRANSMUTATION

1 BONUS TOUCH V, S C. 1 HR

ART ARIANE PETITCLERC

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LOCATE OBJECT

2ND LEVEL DIVINATION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

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.

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.

MATERIAL COMPONENTS

A forked twig.

BARD | CLERIC | DRUID | PALADIN | RANGER | WIZARD

LOCATE ANIMALS OR PLANTS

2ND LEVEL DIVINATION (RITUAL)



CASTING TIME

1 Action



RANGE

Self
(5-Mile-Radius Sphere)



COMPONENTS

V, S, M



DURATION

Instantaneous

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.

MATERIAL COMPONENTS

A bit of fur from a bloodhound.

BARD | DRUID | RANGER

MAGIC WEAPON

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Bonus Action



RANGE

Touch



COMPONENTS

V, S



DURATION

Concentration,
up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

PALADIN | WIZARD

MAGIC MOUTH

2ND LEVEL ILLUSION (RITUAL)



CASTING TIME

1 Minute



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

Until Dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

MATERIAL COMPONENTS

A small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes.

BARD | WIZARD



MIRROR IMAGE

LEVEL 2
ILLUSION

1 ACTION @ SELF V, S 1 MIN

ART: MENCH HER

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MISTY STEP

LEVEL 2
CONJURATION

1 BONUS @ SELF V INSTANT

ART: ROMAN GUILLANTON

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MOONBEAM

LEVEL 2
EVOCATION

1 ACTION @ 120' V, S, M C. 1 MIN

ART: ANONYMOUS

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PASS WITHOUT TRACE

LEVEL 2
ABJURATION

1 ACTION @ SELF V, S, M C. 1 HR

ART: MICHAEL WINN

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MISTY STEP

2ND LEVEL CONJURATION



CASTING TIME

1 Bonus Action



RANGE

Self



COMPONENTS

V



DURATION

Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

SORCERER | WARLOCK | WIZARD

MIRROR IMAGE

2ND LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S



DURATION

1 Minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10+ your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

SORCERER | WARLOCK | WIZARD

PASS WITHOUT TRACE

2ND LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 hour

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.

MATERIAL COMPONENTS

Ashes from a burned leaf of mistletoe and a sprig of spruce.

DRUID | RANGER

MOONBEAM

2ND LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

120 Feet
(5-Foot Cylinder)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

MATERIAL COMPONENTS

Several seeds of any moonseed plant and a piece of opalescent feldspar.

DRUID



PRAYER OF HEALING LEVEL 2
EVOCATION

10 MINS 30' V INSTANT

ART: BRENDAN BRAUN

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PROTECTION FROM POISON LEVEL 2
ABJURATION

1 ACTION TOUCH V, S 1 HR

ART: FELIPE ALMEIDA

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RAY OF ENFEEBLEMENT LEVEL 2
NECROMANCY

1 ACTION 60' V, S C. 1 MIN

ART: FER LOZADA

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ROPE TRICK LEVEL 2
TRANSMUTATION

1 ACTION TOUCH V, S, M 1 HR

ART: MENG HER

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PROTECTION FROM POISON

2ND LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S



DURATION

1 Hour

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.

CLERIC | DRUID | PALADIN | RANGER

PRAYER OF HEALING

2ND LEVEL EVOCATION



CASTING TIME

10 Minutes



RANGE

30 Feet



COMPONENTS

V



DURATION

Instantaneous

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 Levels. 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.

CLERIC

ROPE TRICK

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

1 Hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

MATERIAL COMPONENTS

Powdered corn extract and a twisted loop of parchment.

WIZARD

RAY OF ENFEEBLEMENT

2ND LEVEL NECROMANCY



CASTING TIME

1 Action



RANGE

60 Feet



COMPONENTS

V, S



DURATION

Concentration,
up to 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

WARLOCK | WIZARD



SCORCHING RAY

LEVEL 2
EVOCATION

1 ACTION 120' V, S INSTANT

ART: DARREN BIRD

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SEE INVISIBILITY

LEVEL 2
DIVINATION

1 ACTION SELF V, S, M 1 HR

ART: DEBBIE TRADER

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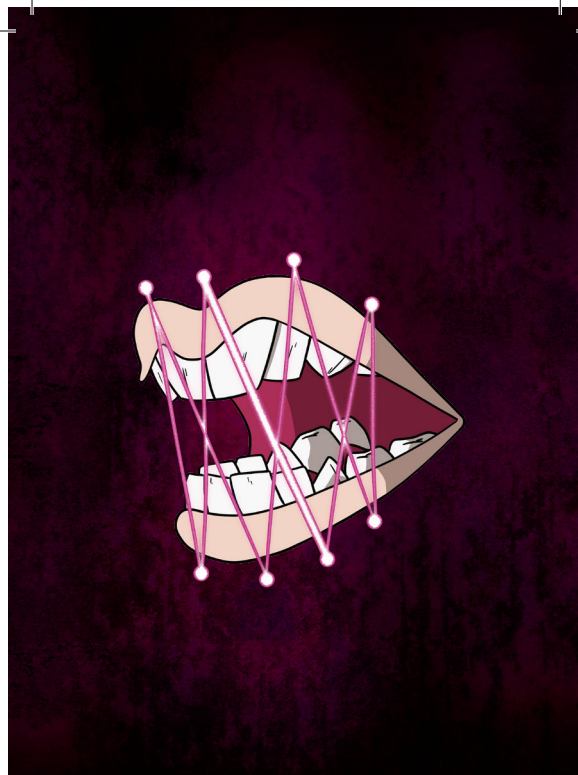
SHATTER

LEVEL 2
EVOCATION

1 ACTION 60' V, S, M INSTANT

ART: KOHL ALBAN

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SILENCE

LEVEL 2
ILLUSION (R)

1 ACTION 120' V, S C.10 MINS

ART: PEGBARIANS

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SEE INVISIBILITY

2ND LEVEL DIVINATION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S, M



DURATION

1 Hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

MATERIAL COMPONENTS

A pinch of talc and a small sprinkling of powdered silver.

BARD | SORCERER | WIZARD

SCORCHING RAY

2ND LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

120 Feet



COMPONENTS

V, S



DURATION

Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SORCERER | WIZARD

SILENCE

2ND LEVEL ILLUSION (RITUAL)



CASTING TIME

1 Action



RANGE

120 Feet
(20-Foot-Radius Sphere)



COMPONENTS

V, S



DURATION

Concentration,
up to 10 minutes

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. Casting a spell that includes a verbal component is impossible there.

BARD | CLERIC | RANGER

SHATTER

2ND LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

60 Feet
(10-Foot-Radius Sphere)



COMPONENTS

V, S, M



DURATION

Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

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 chip of mica.

BARD | SORCERER | WARLOCK | WIZARD



SPIDER CLIMB

LEVEL 2
TRANSMUTATION

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

ART: ÉTIENNE GAGNON

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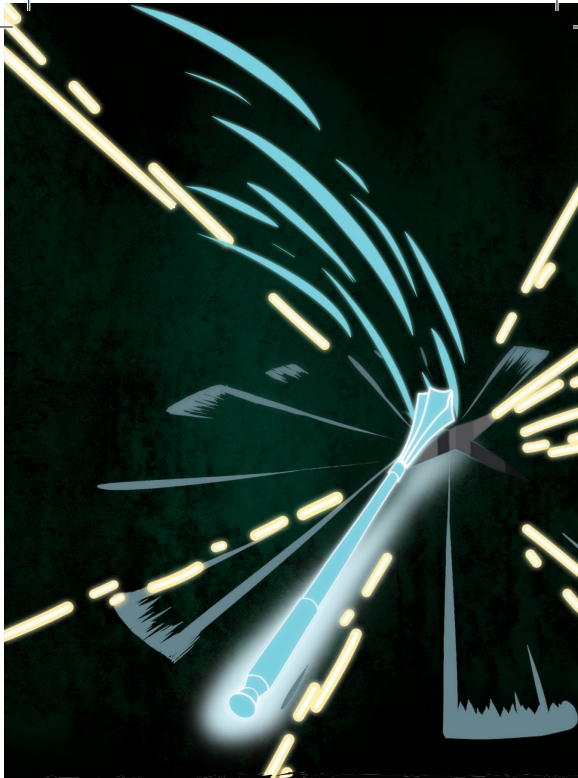
SPIKE GROWTH

LEVEL 2
TRANSMUTATION

1 ACTION 150' V, S, M C. 10 MINS

ART: DANTE TUMMINELLO

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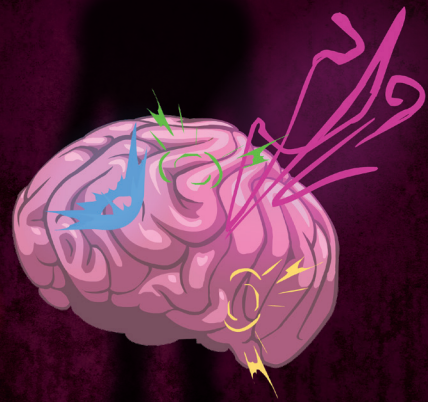
SPIRITUAL WEAPON

LEVEL 2
EVOCAATION

1 BONUS 60' V, S C. 1 MIN

ART: GIOVANNI BAROTTU

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SUGGESTION

LEVEL 2
ENCHANTMENT

1 ACTION 30' V, M C. 8 HRS

ART: MENG HER

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SPIKE GROWTH

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

150 Feet
(20-Foot-Radius Sphere)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

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.

MATERIAL COMPONENTS

Seven sharp thorns or seven small twigs, each sharpened to a point.

DRUID | RANGER

SPIDER CLIMB

2ND LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

MATERIAL COMPONENTS

A drop of bitumen and a spider.

SORCERER | WARLOCK | WIZARD

SUGGESTION

2ND LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, M



DURATION

Concentration,
up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

MATERIAL COMPONENTS

A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

BARD | SORCERER | WARLOCK | WIZARD

SPIRITUAL WEAPON

2ND LEVEL EVOCATION



CASTING TIME

1 Bonus Action



RANGE

60 Feet



COMPONENTS

V, S



DURATION

1 Minute

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.

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 Levels. 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.

CLERIC



WARDING BOND

LEVEL 2
ABJURATION

1 ACTION @ TOUCH V, S, M 1 HR

ART: SAM ALLEN

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WEB

LEVEL 2
CONJURATION

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

ART: KOHL ALBAN

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ZONE OF TRUTH

LEVEL 2
ENCHANTMENT

1 ACTION @ 60' V, S 10 MINS

ART: DARREN BIRD

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WEB

2ND LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

60 Feet
(20-Foot Cube)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

MATERIAL COMPONENTS

A bit of spiderweb.

SORCERER | WIZARD

WARDING BOND

2ND LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

1 Hour

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.

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.

MATERIAL COMPONENTS

A pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration.

CLERIC

ZONE OF TRUTH

2ND LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

60 Feet
(15-Foot-Radius Sphere)



COMPONENTS

V, S



DURATION

10 Minutes

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 a 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.

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.

BARD | CLERIC | PALADIN



LICENCE

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