



REFERENCE  
CARDS

# THE DECK <sup>OF</sup> MANY ANIMATED SPELLS

## LEVEL 1 VOL 2

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**GOODBERRY** LEVEL 1  
TRANSMUTATION

1 ACTION TOUCH V, S, M INSTANT

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



**GREASE** LEVEL 1  
CONJURATION

1 ACTION 60' V, S, M 1 MIN

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



**GUIDING BOLT** LEVEL 1  
EVOCATION

1 ACTION 120' V, S 1 ROUND

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



**HEALING WORD** LEVEL 1  
EVOCATION

1 BONUS 60' V INSTANT

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



## GREASE

### 1<sup>ST</sup> LEVEL CONJURATION



#### CASTING TIME

1 Action



#### RANGE

60 Feet  
(10-Foot Square)



#### COMPONENTS

V, S, M



#### DURATION

1 Minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

#### MATERIAL COMPONENTS

A bit of pork rind or butter.

WIZARD

## GOODBERRY

### 1<sup>ST</sup> LEVEL TRANSMUTATION



#### CASTING TIME

1 Action



#### RANGE

Touch



#### COMPONENTS

V, S, M



#### DURATION

Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

#### MATERIAL COMPONENTS

A sprig of mistletoe.

DRUID | RANGER

## HEALING WORD

### 1<sup>ST</sup> LEVEL EVOCATION



#### CASTING TIME

1 Bonus Action



#### RANGE

60 Feet



#### COMPONENTS

V



#### DURATION

Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 2<sup>nd</sup> level or higher, the healing increases by 1d4 for each slot level above 1<sup>st</sup>.

BARD | CLERIC | DRUID

## GUIDING BOLT

### 1<sup>ST</sup> LEVEL EVOCATION



#### CASTING TIME

1 Action



#### RANGE

120 Feet



#### COMPONENTS

V, S



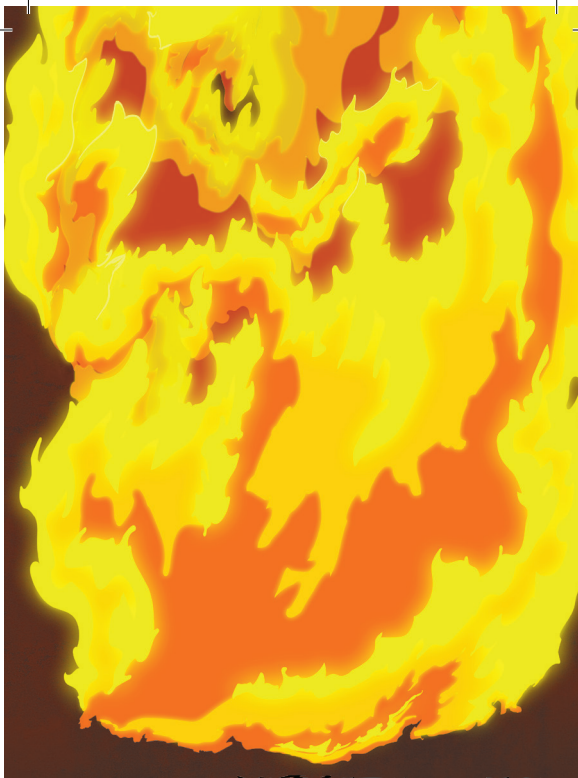
#### DURATION

1 Round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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

CLERIC



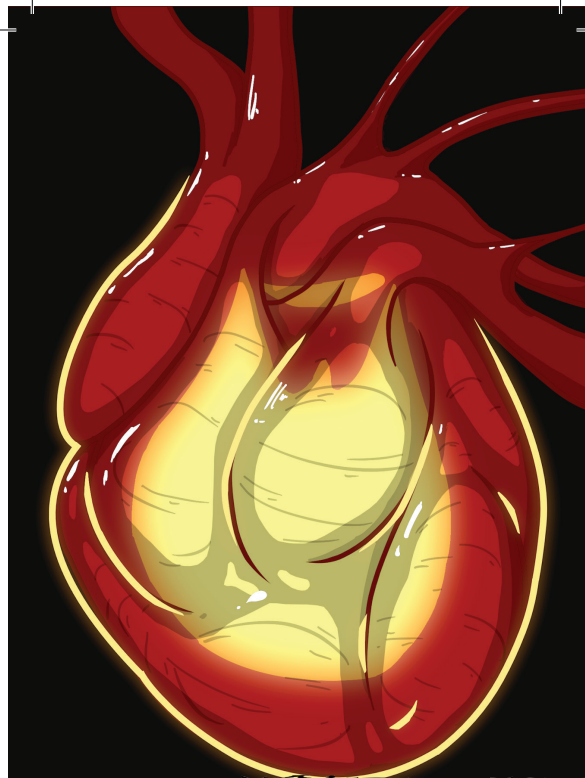
## HELLISH REBUKE

LEVEL 1  
EVOCATION

1 REACT 60' V, S INSTANT

ART. DANTE TUMMINELLO

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## HEROISM

LEVEL 1  
ENCHANTMENT

1 ACTION TOUCH V, S C. 1 MIN

ART. GIOVANNI BARROTU

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## HIDEOUS LAUGHTER

LEVEL 1  
ENCHANTMENT

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

ART. PEGBARIANS

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## HUNTER'S MARK

LEVEL 1  
DIVINATION

1 ACTION 90' V C. 1 HR

ART. SAM ALLEN

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## HEROISM

1<sup>ST</sup> LEVEL ENCHANTMENT



### CASTING TIME

1 Action



### RANGE

Touch



### COMPONENTS

V, S



### DURATION

Concentration,  
up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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

BARD | PALADIN

## HELLISH REBUKE

1<sup>ST</sup> LEVEL EVOCATION



### CASTING TIME

1 Reaction



### RANGE

60 Feet



### COMPONENTS

V, S



### DURATION

Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d10 for each slot level above 1<sup>st</sup>.

### CASTING TIME

1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see.

WARLOCK

## HUNTER'S MARK

1<sup>ST</sup> LEVEL DIVINATION



### CASTING TIME

1 Bonus Action



### RANGE

90 Feet



### COMPONENTS

V



### DURATION

Concentration,  
up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> or 4<sup>th</sup> level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5<sup>th</sup> level or higher, you can maintain your concentration on the spell for up to 24 hours.

RANGER

## HIDEOUS LAUGHTER

1<sup>ST</sup> LEVEL ENCHANTMENT



### CASTING TIME

1 Action



### RANGE

30 Feet



### COMPONENTS

V, S, M



### DURATION

Concentration,  
up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

### MATERIAL COMPONENTS

Tiny tarts and a feather that is waved in the air.

BARD | WIZARD

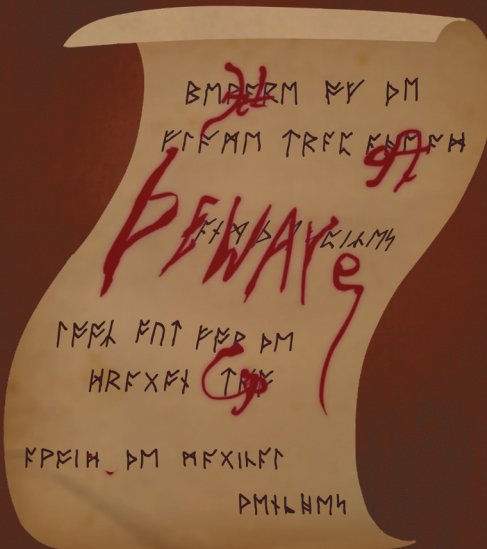


**IDENTIFY**

LEVEL 1  
DIVINATION (R)

1 MIN TOUCH V, S, M INSTANT

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



**ILLUSORY SCRIPT**

LEVEL 1  
ILLUSION (R)

1 MIN TOUCH S, M 10 DAYS

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



**INFLECT WOUNDS**

LEVEL 1  
NECROMANCY

1 ACTION TOUCH V, S INSTANT

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



**JUMP**

LEVEL 1  
TRANSMUTATION

1 ACTION TOUCH V, S, M 1 MIN

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



## ILLUSORY SCRIPT

1<sup>ST</sup> LEVEL ILLUSION (RITUAL)



### CASTING TIME

1 Minute



### RANGE

Touch



### COMPONENTS

S, M



### DURATION

10 Days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear.

A creature with truesight can read the hidden message.

#### MATERIAL COMPONENTS

A lead-based ink worth at least 10 gp, which the spell consumes.

BARD | WARLOCK | WIZARD

## IDENTIFY

1<sup>ST</sup> LEVEL DIVINATION (RITUAL)



### CASTING TIME

1 Minute



### RANGE

Touch



### COMPONENTS

V, S, M



### DURATION

Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

#### MATERIAL COMPONENTS

A pearl worth at least 100 gp and an owl feather.

BARD | WIZARD

## JUMP

1<sup>ST</sup> LEVEL TRANSMUTATION



### CASTING TIME

1 Action



### RANGE

Touch



### COMPONENTS

V, S, M



### DURATION

1 Minute

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

#### MATERIAL COMPONENTS

A grasshopper's hind leg.

DRUID | RANGER | SORCERER | WIZARD

## INFLECT WOUNDS

1<sup>ST</sup> LEVEL NECROMANCY



### CASTING TIME

1 Action



### RANGE

Touch



### COMPONENTS

V, S



### DURATION

Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d10 for each slot level above 1<sup>st</sup>.

CLERIC



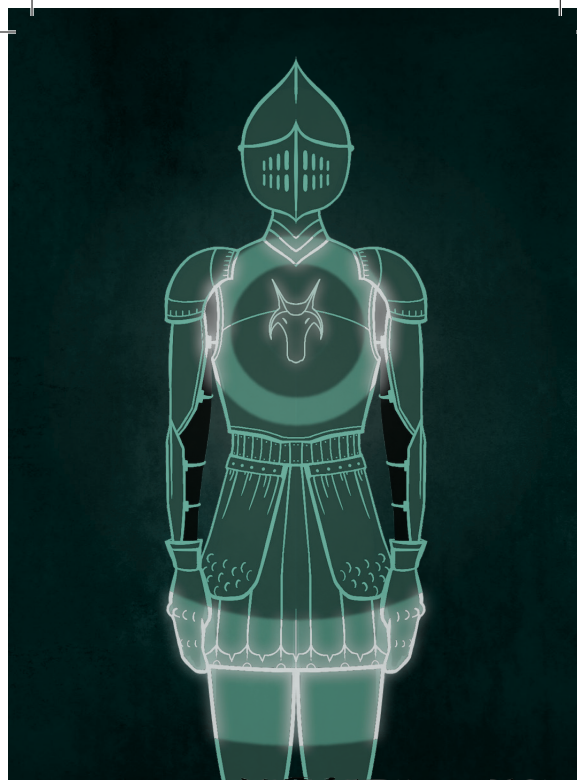
## LONGSTRIDER

LEVEL 1  
TRANSMUTATION

1 ACTION TOUCH V, S, M 1 HR

ART: GIOVANNI BARROTU

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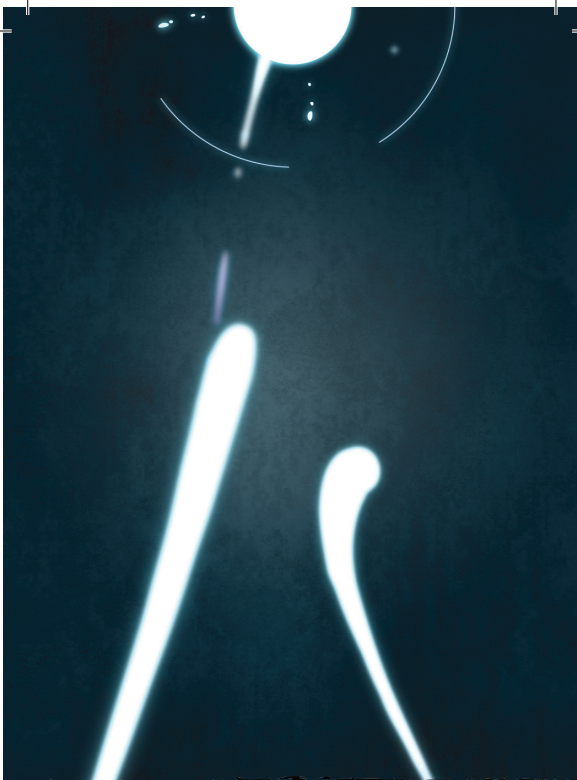
## MAGE ARMOR

LEVEL 1  
ABJURATION

1 ACTION TOUCH V, S, M 8 HRS

ART: GIOVANNI BARROTU

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## MAGIC MISSILE

LEVEL 1  
EVOCATION

1 ACTION 120' V, S INSTANT

ART: DARREN BIRD

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## PROTECTION FROM EVIL & GOOD

LEVEL 1  
ABJURATION

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

ART: JOSH GRINLINTON

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### MAGE ARMOR

1<sup>ST</sup> LEVEL ABJURATION



#### CASTING TIME

1 Action



#### RANGE

Touch



#### COMPONENTS

V, S, M



#### DURATION

8 Hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

#### MATERIAL COMPONENTS

A piece of cured leather.

SORCERER | WIZARD

### LONGSTRIDER

1<sup>ST</sup> LEVEL TRANSMUTATION



#### CASTING TIME

1 Action



#### RANGE

Touch



#### COMPONENTS

V, S, M



#### DURATION

1 Hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

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

#### MATERIAL COMPONENTS

A pinch of dirt.

BARD | DRUID | RANGER | WIZARD

### PROTECTION FROM EVIL & GOOD

1<sup>ST</sup> LEVEL ABJURATION



#### CASTING TIME

1 Action



#### RANGE

Touch



#### COMPONENTS

V, S, M



#### DURATION

Concentration,  
up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

#### MATERIAL COMPONENTS

Holy water or powdered silver and iron, which the spell consumes.

CLERIC | PALADIN | WARLOCK | WIZARD

### MAGIC MISSILE

1<sup>ST</sup> LEVEL EVOCATION



#### CASTING TIME

1 Action



#### RANGE

120 Feet



#### COMPONENTS

V, S



#### DURATION

Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the spell creates one more dart for each slot level above 1<sup>st</sup>.

SORCERER | WIZARD



## PURIFY FOOD & DRINK

LEVEL 1

TRANSMUTATION (R)

1 ACTION 10' V, S INSTANT

ART: LIAM BERTELSEN

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## SANCTUARY

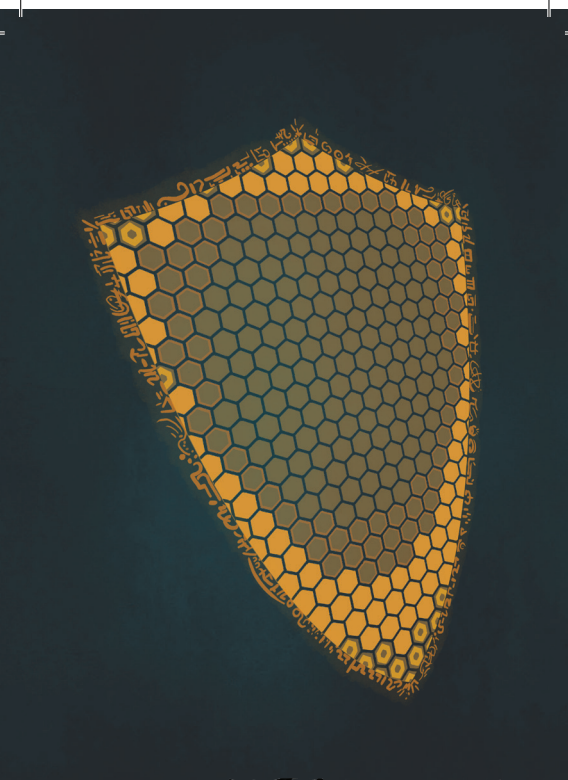
LEVEL 1

ABJURATION

1 BONUS 30' V, S, M 1 MIN

ART: MENG HER

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## SHIELD

LEVEL 1

ABJURATION

1 REACT SELF V, S 1 ROUND

ART: JOSH GRINLINTON

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## SHIELD OF FAITH

LEVEL 1

ABJURATION

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

ART: LIAM BERTELSEN

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### SANCTUARY

1<sup>ST</sup> LEVEL ABJURATION



#### CASTING TIME

1 Bonus Action



#### RANGE

30 Feet



#### COMPONENTS

V, S, M



#### DURATION

1 Minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

#### MATERIAL COMPONENTS

A small silver mirror.

CLERIC

### PURIFY FOOD & DRINK

1<sup>ST</sup> LEVEL TRANSMUTATION (RITUAL)



#### CASTING TIME

1 Action



#### RANGE

10 Feet  
(5-Foot-Radius Sphere)



#### COMPONENTS

V, S



#### DURATION

Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

CLERIC | DRUID | PALADIN

### SHIELD OF FAITH

1<sup>ST</sup> LEVEL ABJURATION



#### CASTING TIME

1 Bonus Action



#### RANGE

60 Feet



#### COMPONENTS

V, S, M



#### DURATION

Concentration,  
up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

#### MATERIAL COMPONENTS

A small parchment with a bit of holy text written on it.

CLERIC | PALADIN

### SHIELD

#### 1<sup>ST</sup> LEVEL ABJURATION



#### CASTING TIME

1 Reaction



#### RANGE

Self



#### COMPONENTS

V, S



#### DURATION

1 Round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

#### CASTING TIME

1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell.

SORCERER | WIZARD



## SILENT IMAGE

LEVEL 1  
ILLUSION

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

ART: MENG HER

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## SLEEP

LEVEL 1  
ENCHANTMENT

1 ACTION 90' V, S, M 1 MIN

ART: BEN RAVID

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## SPEAK WITH ANIMALS

LEVEL 1  
DIVINATION (R)

1 ACTION SELF V, S 10 MINS

ART: MIMI CHIU

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## THUNDERWAVE

LEVEL 1  
EVOCATION

1 ACTION SELF V, S INSTANT

ART: CHARLENE FENTON

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## SLEEP

1<sup>ST</sup> LEVEL ENCHANTMENT



### CASTING TIME

1 Action



### RANGE

90 Feet  
(20-Foot-Radius Sphere)



### COMPONENTS

V, S, M



### DURATION

1 Minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. 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.

Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, roll an additional 2d8 for each slot level above 1<sup>st</sup>.

### MATERIAL COMPONENTS

A pinch of fine sand, rose petals, or a cricket.

BARD | SORCERER | WIZARD

## SILENT IMAGE

1<sup>ST</sup> LEVEL ILLUSION



### CASTING TIME

1 Action



### RANGE

60 Feet  
(15-Foot Cube)



### COMPONENTS

V, S, M



### DURATION

Concentration,  
up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

### MATERIAL COMPONENTS

A bit of fleece.

BARD | SORCERER | WIZARD

## THUNDERWAVE

1<sup>ST</sup> LEVEL EVOCATION



### CASTING TIME

1 Action



### RANGE

Self (15-Foot Cube)



### COMPONENTS

V, S



### DURATION

Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d8 for each slot level above 1<sup>st</sup>.

BARD | DRUID | SORCERER | WIZARD

## SPEAK WITH ANIMALS

1<sup>ST</sup> LEVEL DIVINATION (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 GM's discretion.

BARD | DRUID | RANGER



# UNSEEN SERVANT

LEVEL 1

CONJURATION (R)

 1 ACTION

 60'

 V, S, M

 1 HR

ART: MENG HER

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## UNSEEN SERVANT

1<sup>ST</sup> LEVEL CONJURATION (RITUAL)



### CASTING TIME

1 Action



### RANGE

60 Feet



### COMPONENTS

V, S, M



### DURATION

1 Hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

### MATERIAL COMPONENTS

A piece of string and a bit of wood.

BARD | WARLOCK | WIZARD

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