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THE DECK ^{OF} MANY ANIMATED SPELLS

LEVEL 3 VOL 1

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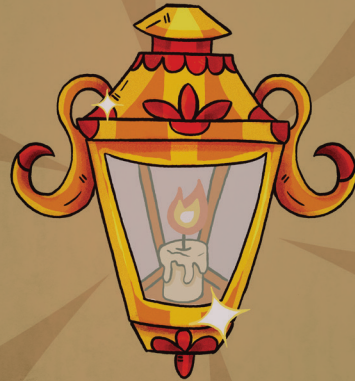
ANIMATE DEAD

LEVEL 3
NECROMANCY

⌚ 1 MIN 🎯 10' 🧛 V, S, M ⌚ INSTANT

ART: MENG HER

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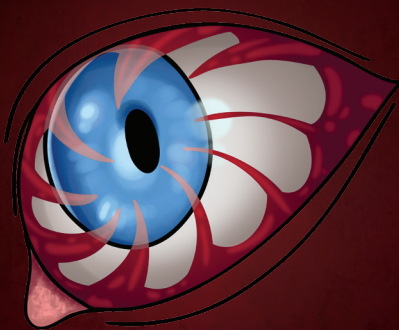
BEACON OF HOPE

LEVEL 3
ABJURATION

⌚ 1 ACTION 🎯 30' 🧛 V, S ⌚ C. 1 MIN

ART: NATALIA SOLIS

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BESTOW CURSE

LEVEL 3
NECROMANCY

⌚ 1 ACTION 🎯 TOUCH 🧛 V, S ⌚ C. 1 MIN

ART: GABRIEL LAVOVER

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BLINK

LEVEL 3
TRANSMUTATION

⌚ 1 ACTION 🎯 SELF 🧛 V, S ⌚ 1 MIN

ART: HUGO BLENDL

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BEACON OF HOPE

3RD LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S



DURATION

Concentration,
up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

CLERIC

ANIMATE DEAD

3RD LEVEL NECROMANCY



CASTING TIME

1 Minute



RANGE

10 Feet



COMPONENTS

V, S, M



DURATION

Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a **skeleton** if you chose bones or a **zombie** if you chose a corpse (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

MATERIAL COMPONENTS

A drop of blood, a piece of flesh, and a pinch of bone dust.

CLERIC | WIZARD

BLINK

3RD LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S



DURATION

1 Minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

SORCERER | WIZARD

BESTOW CURSE

3RD LEVEL NECROMANCY



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S



DURATION

Concentration,
up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

BARD | CLERIC | WIZARD



CALL LIGHTNING LEVEL 3
CONJURATION

1 ACTION 120' V, S C.10 MINS

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



CLAIRVOYANCE LEVEL 3
DIVINATION

10 MINS 1 MILE V, S, M C.10 MINS

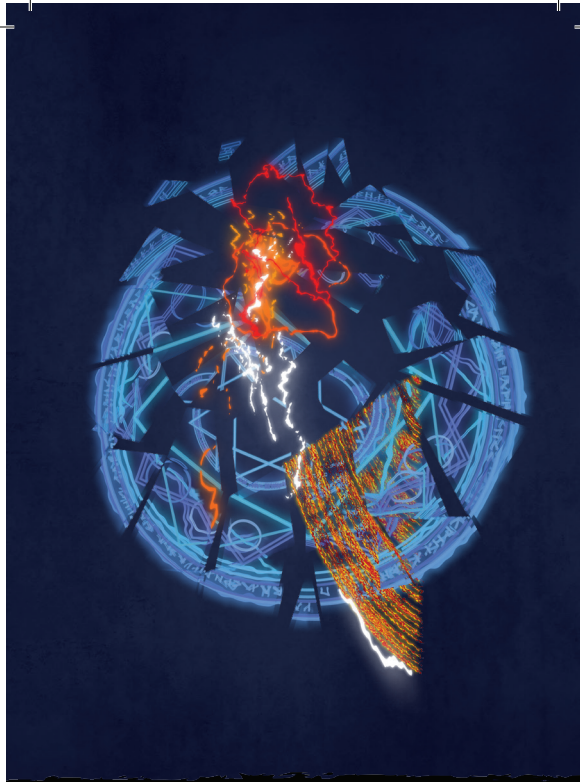
ART: PEGBARIANS THE DECK OF MANY © HIT POINT PRESS INC. 2019



CONJURE ANIMALS LEVEL 3
CONJURATION

1 ACTION 60' V, S C.1 HR

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



COUNTERSPELL LEVEL 3
ABJURATION

1 REACT 60' S INSTANT

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

CLAIRVOYANCE

3RD LEVEL DIVINATION



CASTING TIME

10 Minutes



RANGE

1 Mile



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from *see invisibility* or truesight) sees a luminous, intangible orb about the size of your fist.

MATERIAL COMPONENTS

A focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing.

BARD | CLERIC | SORCERER | WIZARD

CALL LIGHTNING

3RD LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

120 Feet
(60-Foot Cylinder)



COMPONENTS

V, S



DURATION

Concentration,
up to 10 minutes

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

DRUID

COUNTERSPELL

3RD LEVEL ABJURATION



CASTING TIME

1 Reaction



RANGE

60 Feet



COMPONENTS

S



DURATION

Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

CASTING TIME

1 reaction, which you take when you see a creature within 60 feet of you casting a spell.

SORCERER | WARLOCK | WIZARD

CONJURE ANIMALS

3RD LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

60 Feet



COMPONENTS

V, S



DURATION

Concentration,
up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th level slot, three times as many with a 7th level slot, and four times as many with a 9th level slot.

DRUID | RANGER



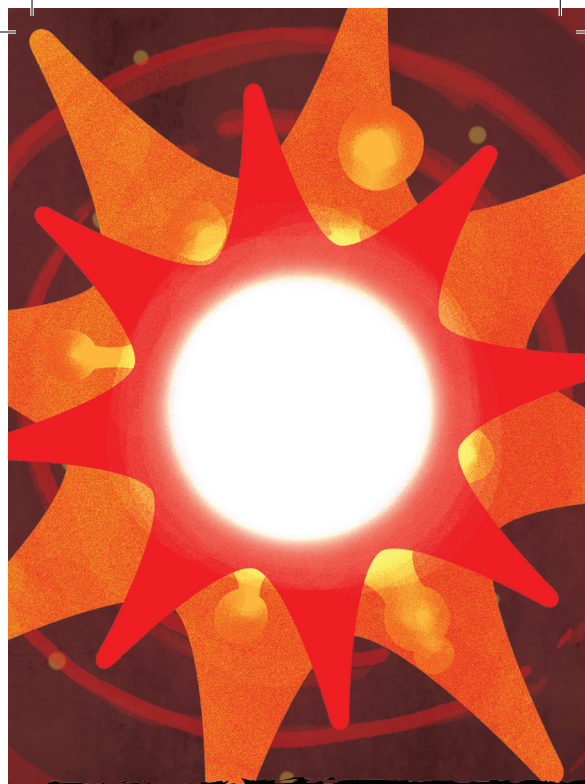
CREATE FOOD & WATER

LEVEL 3
CONJURATION

1 ACTION 30' V, S INSTANT

ART: GABRIEL LAVOYER

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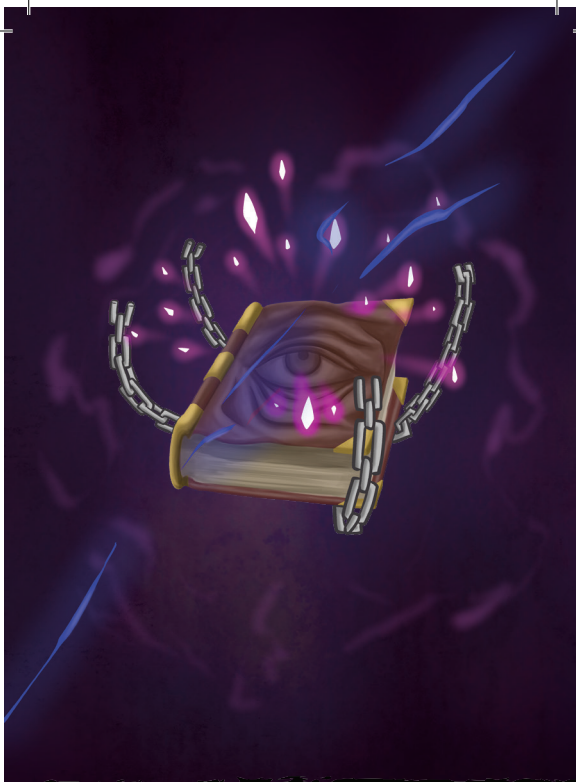
DAYLIGHT

LEVEL 3
EVOCATION

1 ACTION 60' V, S 1 HR

ART: NATALIA SOLIS

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DISPEL MAGIC

LEVEL 3
ABJURATION

1 ACTION 120' V, S INSTANT

ART: LIAM BERTELSEN

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FEAR

LEVEL 3
ILLUSION

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

ART: VINCENT ROCHETTE

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DAYLIGHT

3RD LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

60 Feet
(60-Foot-Radius Sphere)



COMPONENTS

V, S



DURATION

1 Hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

CLERIC | DRUID | PALADIN | RANGER | SORCERER

CREATE FOOD & WATER

3RD LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S



DURATION

Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

CLERIC | PALADIN

FEAR

3RD LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

Self (30-Foot Cone)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

MATERIAL COMPONENTS

A white feather or the heart of a hen.

BARD | SORCERER | WARLOCK | WIZARD

DISPEL MAGIC

3RD LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

120 Feet



COMPONENTS

V, S



DURATION

Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

BARD | CLERIC | DRUID | PALADIN | SORCERER | WARLOCK | WIZARD



FIREBALL

LEVEL 3
EVOCATION

1 ACTION 150' V, S, M INSTANT

ART: ÉTIENNE GAGNON

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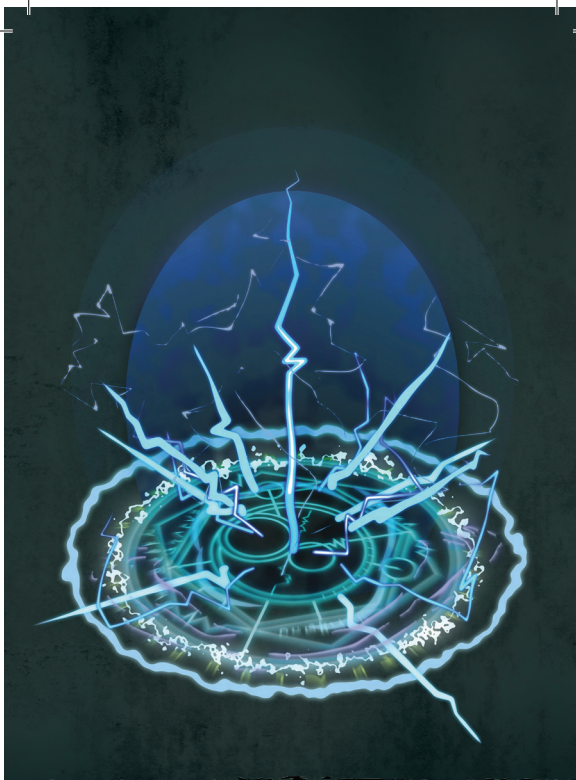
FLY

LEVEL 3
TRANSMUTATION

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

ART: ARIANE PETITCLERC

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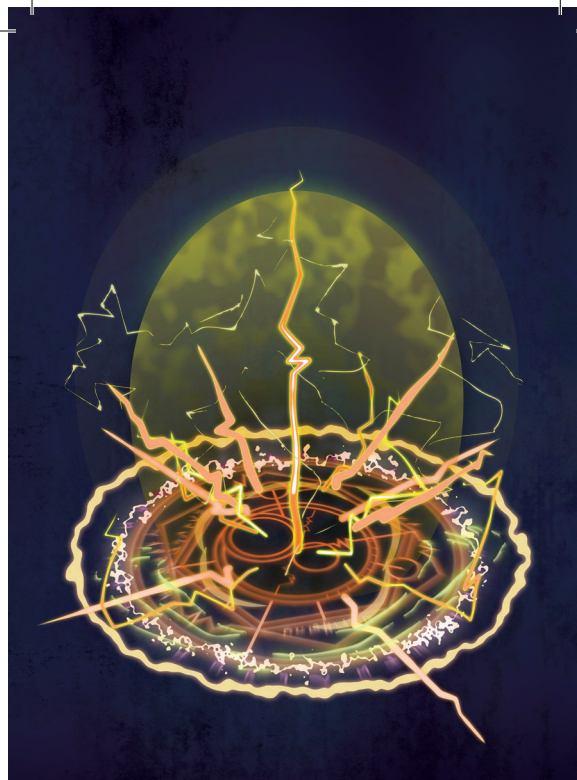
GLYPH OF WARDING

LEVEL 3
ABJURATION

1 HR TOUCH V, S, M DISPELLED/ TRIGGERED

ART: SAM ALLEN

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GLYPH OF WARDING (CONTINUED)

LEVEL 3
ABJURATION

ART: SAM ALLEN

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FLY 3RD LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

MATERIAL COMPONENTS

A wing feather from any bird.

SORCERER | WARLOCK | WIZARD

FIREBALL 3RD LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

150 Feet
(20-Foot-Radius Sphere)



COMPONENTS

V, S, M



DURATION

Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

MATERIAL COMPONENTS

A tiny ball of bat guano and sulfur.

SORCERER | WIZARD

GLYPH OF warding 3RD LEVEL ABJURATION

When you inscribe the glyph, choose *explosive runes* or a *spell glyph*.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a *spell glyph*, you can store any spell of up to the same level as the slot you use for the *glyph of warding*.

MATERIAL COMPONENTS

Incense and powdered diamond worth at least 200 gp, which the spell consumes.

BARD | CLERIC | WIZARD

GLYPH OF warding 3RD LEVEL ABJURATION



CASTING TIME

1 Hour



RANGE

Touch



COMPONENTS

V, S, M



DURATION

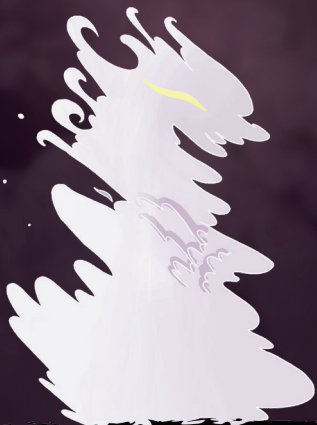
Until Dispell
ed or Triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.



GASEOUS FORM

LEVEL 3
TRANSMUTATION

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

ART: BEN RAVID

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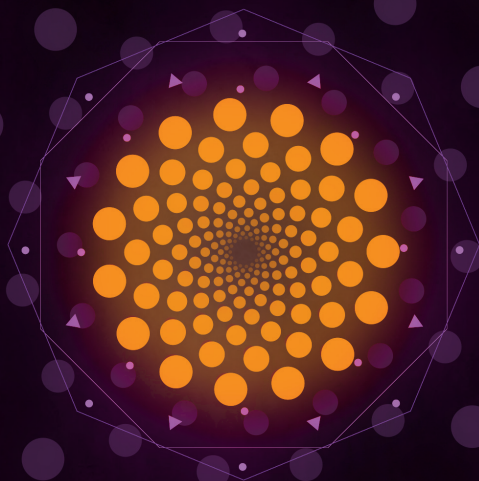
HASTE

LEVEL 3
TRANSMUTATION

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

ART: VINCENT ROCHETTE

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HYPNOTIC PATTERN

LEVEL 3
ILLUSION

1 ACTION 120' S, M C. 1 MIN

ART: ARIANE PETITCLERC

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LIGHTNING BOLT

LEVEL 3
EVOCATION

1 ACTION SELF V, S, M INSTANT

ART: JENNA WOLDENCA

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HASTE

3RD LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

MATERIAL COMPONENTS

A shaving of licorice root.

SORCERER | WIZARD

GASEOUS FORM

3RD LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

MATERIAL COMPONENTS

A bit of gauze and a wisp of smoke.

SORCERER | WARLOCK | WIZARD

LIGHTNING BOLT

3RD LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

Self (100-Foot Line)



COMPONENTS

V, S, M



DURATION

Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

MATERIAL COMPONENTS

A bit of fur and a rod of amber, crystal, or glass.

SORCERER | WIZARD

HYPNOTIC PATTERN

3RD LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

120 Feet
(30-Foot Cube)



COMPONENTS

S, M



DURATION

Concentration,
up to 1 minute

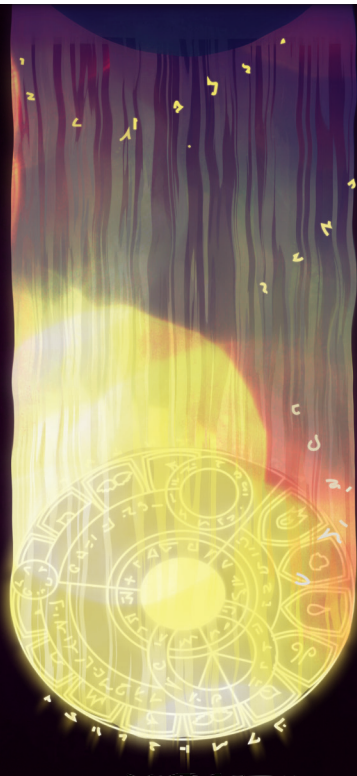
You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

MATERIAL COMPONENTS

A glowing stick of incense or a crystal vial filled with phosphorescent material.

BARD | SORCERER | WARLOCK | WIZARD



MAGIC CIRCLE

LEVEL 3
ABJURATION

1 MIN 10' V, S, M 1 HR

ART: SAM ALLEN

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MAJOR IMAGE

LEVEL 3
ILLUSION

1 ACTION 120' V, S, M C.10 MINS

ART: NATALIA SOLIS

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MAJOR IMAGE

3RD LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

120 Feet
(20-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 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other 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. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

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, and its other sensory qualities become faint to the creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

MATERIAL COMPONENTS

A bit of fleece.

BARD | SORCERER | WARLOCK | WIZARD

MAGIC CIRCLE

3RD LEVEL ABJURATION



CASTING TIME

1 Minute



RANGE

10 Feet
(10-Foot Cylinder)



COMPONENTS

V, S, M



DURATION

1 Hour

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

MATERIAL COMPONENTS

Holy water or powdered silver and iron worth at least 100 gp, which the spell consumes.

CLERIC | PALADIN | WARLOCK | WIZARD

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