



REFERENCE
CARDS

THE DECK ^{OF} MANY ANIMATED SPELLS

LEVEL 3 VOL 2

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MASS HEALING WORD

LEVEL 3
EVOCATION

1 BONUS 60' V INSTANT

ART: CLAUDIA TAN

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MELD INTO STONE

LEVEL 3
TRANSMUTATION (R)

1 ACTION TOUCH V, S 8 HRS

ART: NATALIA SOLIS

THE DECK OF MANY © HIT POINT PRESS INC. 2019



NONDETECTION

LEVEL 3
ABJURATION

1 ACTION TOUCH V, S, M 8 HRS

ART: SAM ALLEN

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PHANTOM STEED

LEVEL 3
ILLUSION (R)

1 MIN 30' V, S 1 HR

ART: FIKA PRODUCTIONS

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MELD INTO STONE

3RD LEVEL TRANSMUTATION (RITUAL)



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S



DURATION

8 Hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

CLERIC | DRUID

MASS HEALING WORD

3RD LEVEL EVOCATION



CASTING TIME

1 Bonus Action



RANGE

60 Feet



COMPONENTS

V



DURATION

Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain 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 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

CLERIC

PHANTOM STEED

3RD LEVEL ILLUSION (RITUAL)



CASTING TIME

1 Minute



RANGE

30 Feet



COMPONENTS

V, S



DURATION

1 Hour

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

WIZARD

NONDETECTION

3RD LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

8 Hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

MATERIAL COMPONENTS

A pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes.

BARD | RANGER | WIZARD



PLANT GROWTH

LEVEL 3
TRANSMUTATION

1 ACTION 150' V, S INSTANT

ART: STELLA HARTMAN

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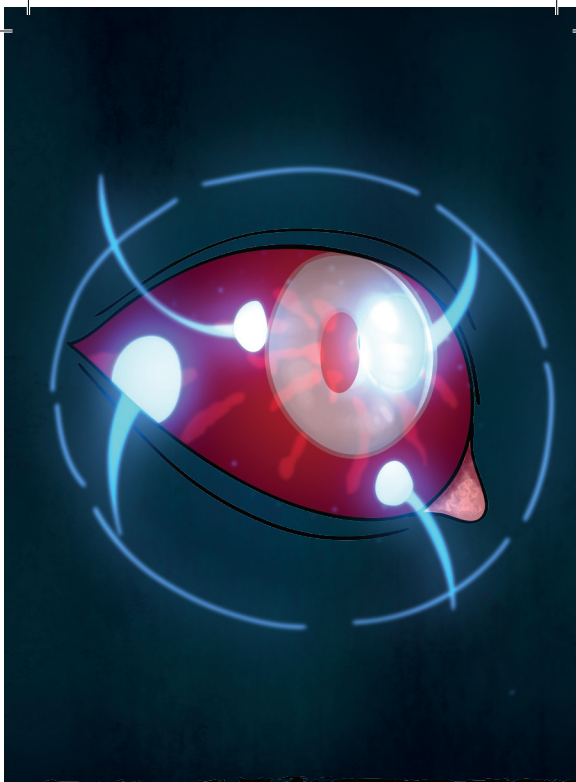
PROTECTION FROM ENERGY

LEVEL 3
ABJURATION

1 ACTION TOUCH V, S C.1 HR

ART: GABRIEL LAVOYER

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REMOVE CURSE

LEVEL 3
ABJURATION

1 ACTION TOUCH V, S INSTANT

ART: GABRIEL LAVOYER

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REVIVIFY

LEVEL 3
NECROMANCY

1 ACTION TOUCH V, S, M INSTANT

ART: MATEI MONORANU

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PROTECTION FROM ENERGY

3RD LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S



DURATION

Concentration,
up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

CLERIC | DRUID | RANGER | SORCERER | WIZARD

PLANT GROWTH

3RD LEVEL TRANSMUTATION



CASTING TIME

1 Action or 8 Hours



RANGE

150 Feet



COMPONENTS

V, S



DURATION

Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

BARD | DRUID | RANGER

REVIVIFY

3RD LEVEL NECROMANCY



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S, M



DURATION

Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

MATERIAL COMPONENTS

Diamonds worth 300 gp, which the spell consumes.

CLERIC | PALADIN

REMOVE CURSE

3RD LEVEL ABJURATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, S



DURATION

Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

CLERIC | PALADIN | WARLOCK | WIZARD



SENDING

LEVEL 3
EVOCATION

1 ACTION 1 UNLIMITED 1 V, S, M 1 ROUND

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



SLEET STORM

LEVEL 3
CONJURATION

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

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



SLOW

LEVEL 3
TRANSMUTATION

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

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



SPEAK WITH DEAD

LEVEL 3
NECROMANCY

1 ACTION 10' 1 V, S, M 10 MINS

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

SLEET STORM

3RD LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

150 Feet
(40-Foot Cylinder)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

MATERIAL COMPONENTS

A pinch of dust and a few drops of water.

DRUID | SORCERER | WIZARD

SENDING

3RD LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

Unlimited



COMPONENTS

V, S, M



DURATION

1 Round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

MATERIAL COMPONENTS

A short piece of fine copper wire.

BARD | CLERIC | WIZARD

SPEAK WITH DEAD

3RD LEVEL NECROMANCY



CASTING TIME

1 Action



RANGE

10 Feet



COMPONENTS

V, S, M



DURATION

10 Minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

MATERIAL COMPONENTS

Burning incense.

BARD | CLERIC

SLOW

3RD LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

120 Feet
(40-Foot Square)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

MATERIAL COMPONENTS

A drop of molasses.

SORCERER | WIZARD



SPEAK WITH PLANTS

LEVEL 3

TRANSMUTATION

1 ACTION 1 SELF 1 V, S 1 10 MINS

ART: NATALIA SOLIS

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SPIRIT GUARDIANS

LEVEL 3

CONJURATION

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

ART: JONATHAN HIGAREDA

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STINKING CLOUD

LEVEL 3

CONJURATION

1 ACTION 1 90° 1 V, S, M 1 C.1 MIN

ART: ÉTIENNE GAGNON

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TINY HUT

LEVEL 3

EVOCATION (R)

1 MIN 1 SELF 1 V, S, M 1 8 HRS

ART: MIMI CHIU

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SPIRIT GUARDIANS

3RD LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

Self (15-Foot Radius)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

MATERIAL COMPONENTS

A holy symbol.

CLERIC

SPEAK WITH PLANTS

3RD LEVEL TRANSMUTATION



CASTING TIME

1 Action



RANGE

Self
(30-Foot-Radius Sphere)



COMPONENTS

V, S



DURATION

10 Minutes

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the GM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the *entangle* spell to release a restrained creature.

BARD | DRUID | RANGER

TINY HUT

3RD LEVEL EVOCATION (RITUAL)



CASTING TIME

1 Minute



RANGE

Self (10-Foot-Radius Hemisphere)



COMPONENTS

V, S, M



DURATION

8 Hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

MATERIAL COMPONENTS

A small crystal bead.

BARD | WIZARD

STINKING CLOUD

3RD LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

90 Feet
(20-Foot-Radius Sphere)



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

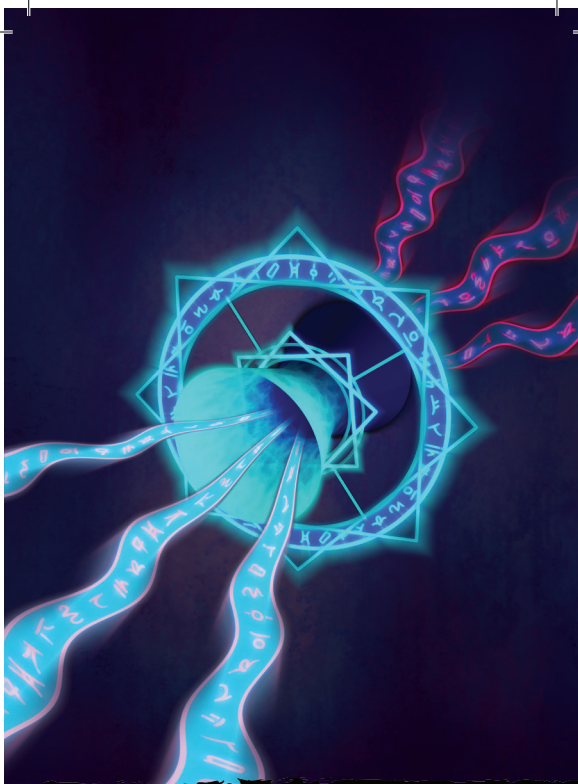
Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

MATERIAL COMPONENTS

A rotten egg or several skunk cabbage leaves.

BARD | SORCERER | WIZARD



TONGUES

LEVEL 3
DIVINATION

1 ACTION TOUCH V, M 1 HR

ART: SAM ALLEN

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VAMPIRIC TOUCH

LEVEL 3
NECROMANCY

1 ACTION SELF V, S C.1 MIN

ART: FIKA PRODUCTIONS

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WATER BREATHING

LEVEL 3
TRANSMUTATION (R)

1 ACTION 30' V, S, M 24 HRS

ART: GABRIEL LAVOYER

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WATER WALK

LEVEL 3
TRANSMUTATION (R)

1 ACTION 30' V, S, M 1 HR

ART: GABRIEL LAVOYER

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VAMPIRIC TOUCH

3RD LEVEL NECROMANCY



CASTING TIME

1 Action



RANGE

Self



COMPONENTS

V, S



DURATION

Concentration,
up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

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.

WARLOCK | WIZARD

TONGUES

3RD LEVEL DIVINATION



CASTING TIME

1 Action



RANGE

Touch



COMPONENTS

V, M



DURATION

1 Hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

MATERIAL COMPONENTS

A small clay model of a ziggurat.

BARD | CLERIC | SORCERER | WARLOCK | WIZARD

WATER WALK

3RD LEVEL TRANSMUTATION (RITUAL)



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

1 Hour

This spell grants the ability to move across any liquid surface — such as water, acid, mud, snow, quicksand, or lava — as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

MATERIAL COMPONENTS

A piece of cork.

CLERIC | DRUID | RANGER | SORCERER

WATER BREATHING

3RD LEVEL TRANSMUTATION (RITUAL)



CASTING TIME

1 Action



RANGE

30 Feet



COMPONENTS

V, S, M



DURATION

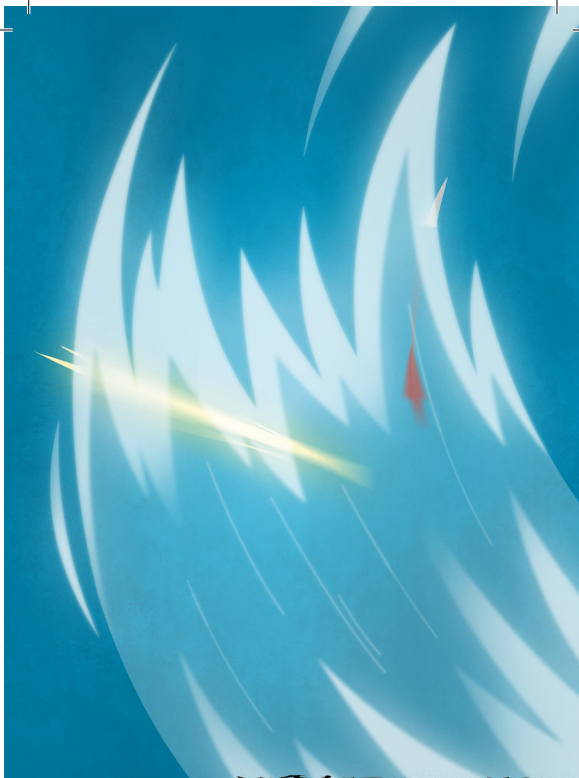
24 Hours

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

MATERIAL COMPONENTS

A short reed or piece of straw.

DRUID | RANGER | SORCERER | WIZARD



WIND WALL

LEVEL 3
EVOCATION

⌚ 1 ACTION 🎯 120' 🧑 V, S, M ⌚ C. 1 MIN

ART: MIMI CHIU

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WIND WALL

3RD LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

120 Feet



COMPONENTS

V, S, M



DURATION

Concentration,
up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

MATERIAL COMPONENTS

A tiny fan and a feather of exotic origin.

DRUID | RANGER

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