

Spell Cards — Free Sample

20 spells · 20 cards · the complete 319-spell set, plus the 2024 rules, is at etsy.com/shop/OneGoodEvening · poker size, 9 to a sheet

HOW TO PRINT

- Print at **100% / Actual size**. Do not use "Fit to page" — it shrinks the cards and they stop matching sleeves.
- Cut along the hairlines. Cards share edges, so one cut serves two.
- Cards are 63×88mm (2.5×3.5in) — standard poker size, so they fit sleeves and deck boxes you already own.
- Printing on card stock is worth it. On plain paper, sleeve them.

HOW TO READ A CARD

- The circle in the top corner is the spell's **level**. **C** is a cantrip.
- The coloured bar is the **school of magic** — sort a deck by eye without reading.
- **Comp** lists components, and the material in brackets where one is needed.
- **Concentration** and **Ritual** are marked as tags when they apply.
- A long spell continues onto a second card, marked **1/2** and **2/2**. Nothing is abbreviated or cut short.

COMPATIBLE WITH FIFTH EDITION

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

Fire Bolt <i>Evocation cantrip</i> C CAST 1 action RANGE 120 feet COMP V, S DUR Instantaneous You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. At Higher Levels. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).	Eldritch Blast <i>Evocation cantrip</i> C CAST 1 action RANGE 120 feet COMP V, S DUR Instantaneous A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.	Sacred Flame <i>Evocation cantrip</i> C CAST 1 action RANGE 60 feet COMP V, S DUR Instantaneous Flame-like radiance descends on a creature that you can see within range. The target must succeed on a dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. At Higher Levels. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
Mage Hand <i>Conjuration cantrip</i> C CAST 1 action RANGE 30 feet COMP V, S DUR 1 minute A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.	Magic Missile <i>1st-level Evocation</i> 1 CAST 1 action RANGE 120 feet COMP V, S DUR 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 2nd level or higher, the spell creates one more dart for each slot level above 1st.	Cure Wounds <i>1st-level Evocation</i> 1 CAST 1 action RANGE Touch COMP V, S DUR Instantaneous A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.
Healing Word <i>1st-level Evocation</i> 1 CAST 1 bonus action RANGE 60 feet COMP V DUR 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 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.	Shield <i>1st-level Abjuration</i> 1 CAST 1 reaction RANGE Self COMP V, S DUR 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.	Bless <i>1st-level Enchantment</i> 1 CAST 1 action RANGE 30 feet COMP V, S, M (A sprinkling of holy water) DUR Up to 1 minute CONCENTRATION You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Guiding Bolt 1st-level Evocation 1 CAST 1 action RANGE 120 feet COMP V, S DUR 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 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.	Misty Step 2nd-level Conjururation 2 CAST 1 bonus action RANGE Self COMP V DUR Instantaneous Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.	Hold Person 2nd-level Enchantment 2 CAST 1 action RANGE 60 feet COMP V, S, M (A small, straight piece of iron) DUR Up to 1 minute CONCENTRATION Choose a humanoid that you can see within range. The target must succeed on a wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.
Web 2nd-level Conjururation 2 CAST 1 action RANGE 60 feet COMP V, S, M (A bit of spiderweb) DUR Up to 1 hour CONCENTRATION 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.	Spiritual Weapon 2nd-level Evocation 2 CAST 1 bonus action RANGE 60 feet COMP V, S DUR 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 the 2nd.	Fireball 3rd-level Evocation 3 CAST 1 action RANGE 150 feet COMP V, S, M (A tiny ball of bat guano and sulfur) DUR 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.
Counterspell 3rd-level Abjuration 3 CAST 1 reaction, which you take when you see a creature within 60 feet of you casting a spell RANGE 60 feet COMP S DUR 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.	Fly 3rd-level Transmutation 3 CAST 1 action RANGE Touch COMP V, S, M (A wing feather from any bird) DUR Up to 10 minutes CONCENTRATION 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.	Revivify 3rd-level Conjururation 3 CAST 1 action RANGE Touch COMP V, S, M (Diamonds worth 300gp, which the spell consumes) DUR 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.

Polymorph

4th-level Transmutation

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CAST 1 action
RANGE 60 feet
COMP V, S, M (A caterpillar cocoon)
DUR Up to 1 hour

CONCENTRATION

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Wall of Force

5th-level Evocation

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CAST 1 action
RANGE 120 feet
COMP V, S, M (A pinch of powder made by crushing a clear gemstone)
DUR Up to 10 minutes

CONCENTRATION

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.