



REFERENCE
CARDS

THE DECK ^{OF} MANY ANIMATED SPELLS

LEVEL 1 VOL 2

PRINT 'N PLAY PDF

JOIN OUR DISCORD:
deckofmany.com/discord


FOLLOW US ON TWITTER:
[@thedeckofmany](https://twitter.com/thedeckofmany)



GOODBERRY LEVEL 1
TRANSMUTATION

1 ACTION @ TOUCH V, S, M ⌚ INSTANT

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



GREASE LEVEL 1
CONJURATION

1 ACTION @ 60' V, S, M ⌚ 1 MIN

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



GUIDING BOLT LEVEL 1
EVOCATION

1 ACTION @ 120' V, S ⌚ 1 ROUND

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



HEALING WORD LEVEL 1
EVOCATION

1 BONUS @ 60' V ⌚ INSTANT

ANIMATION: LIAM BERTELSEN THE DECK OF MANY © HIT POINT PRESS INC. 2019

GREASE

1ST LEVEL CONJURATION



CASTING TIME

1 Action



RANGE

60 Feet



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

1ST 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.

DRUID | RANGER

HEALING WORD

1ST 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 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

BARD | CLERIC | DRUID

GUIDING BOLT

1ST LEVEL EVOCATION



CASTING TIME

1 Action



RANGE

120 Feet



COMPONENTS

V, S



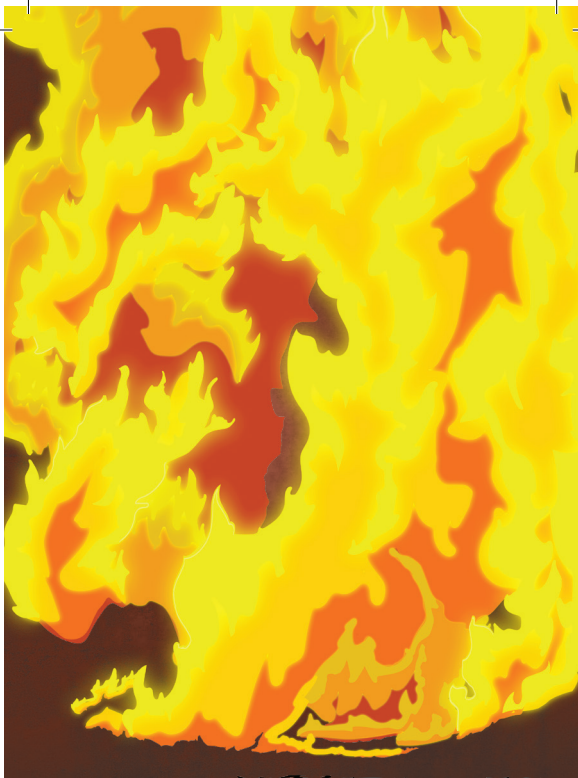
DURATION

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 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

CLERIC



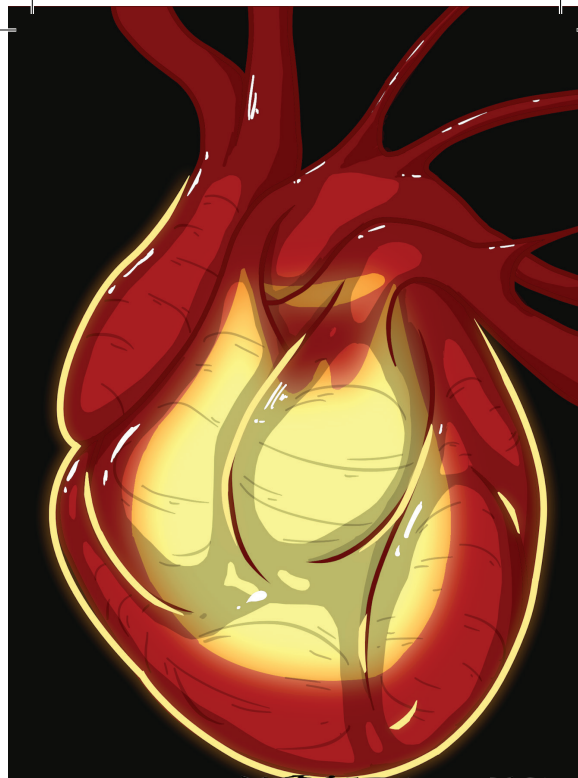
HELLISH REBUKE

LEVEL 1
EVOCATION

1 REACT 60' V, S INSTANT

ANIMATION: DANTE TUMMINELLO

THE DECK OF MANY © HIT POINT PRESS INC. 2019



HEROISM

LEVEL 1
ENCHANTMENT

1 ACTION TOUCH V, S C. 1 MIN

ANIMATION: GIOVANNI BARROTU

THE DECK OF MANY © HIT POINT PRESS INC. 2019

ART COMING SOON

ART COMING SOON

HIDEOUS LAUGHTER

LEVEL 1
ENCHANTMENT

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

ANIMATION:

THE DECK OF MANY © HIT POINT PRESS INC. 2019

HUNTER'S MARK

LEVEL 1
DIVINATION

1 ACTION 90' V C. 1 HR

ANIMATION: CRAIG YAMAMOTO

THE DECK OF MANY © HIT POINT PRESS INC. 2019

HEROISM

1ST 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 2nd level or higher, you can target one additional creature for each slot level above 1st.

BARD | PALADIN

HELLISH REBUKE

1ST 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 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

WARLOCK

HUNTER'S MARK

1ST 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 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

CLERIC | WIZARD

HIDEOUS LAUGHTER

1ST 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.

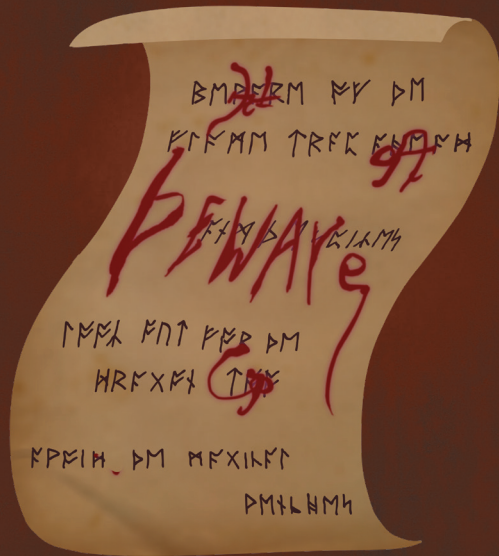
At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

MATERIAL COMPONENTS

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

BARD | WIZARD

ART COMING SOON



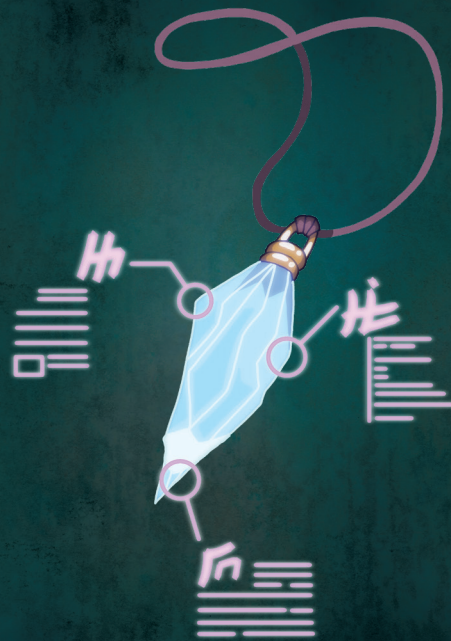
ILLUSORY SCRIPT

LEVEL 1
ILLUSION (R)

1 MIN TOUCH S, M 10 DAYS

ANIMATION: DANTE TUMMINELLO

THE DECK OF MANY © HIT POINT PRESS INC. 2019



IDENTIFY

LEVEL 1
DIVINATION (R)

1 MIN TOUCH V, S, M INSTANT

ANIMATION: CRAIG YAMAMOTO

THE DECK OF MANY © HIT POINT PRESS INC. 2019



INFLECT WOUNDS

LEVEL 1
NECROMANCY

1 ACTION TOUCH V, S INSTANT

ANIMATION:

THE DECK OF MANY © HIT POINT PRESS INC. 2019

JUMP

LEVEL 1
TRANSMUTATION

1 ACTION TOUCH V, S, M 1 MIN

ANIMATION: GIOVANNI BARROTU

THE DECK OF MANY © HIT POINT PRESS INC. 2019

IDENTIFY

1ST 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

ILLUSORY SCRIPT

1ST 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

JUMP

1ST 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

INFLECT WOUNDS

1ST 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 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

CLERIC



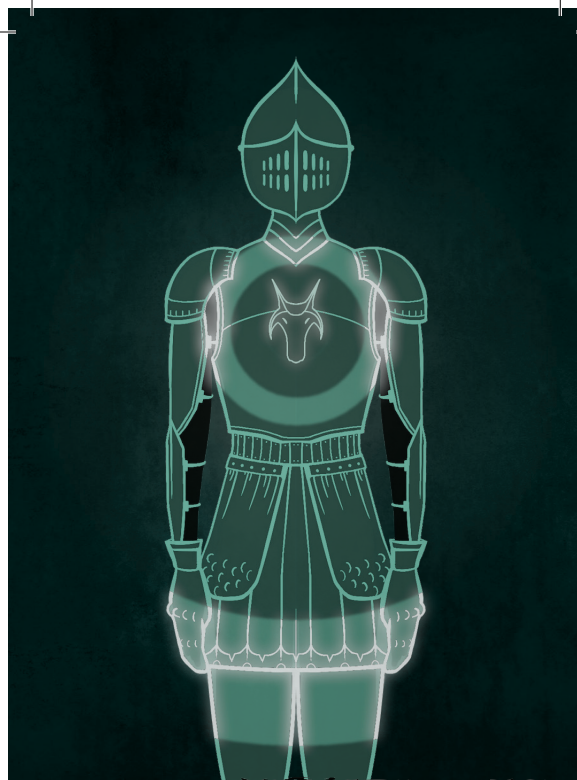
LONGSTRIDER

LEVEL 1
TRANSMUTATION

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

ANIMATION: GIOVANNI BARROTU

THE DECK OF MANY © HIT POINT PRESS INC. 2019



MAGE ARMOR

LEVEL 1
ABJURATION

1 ACTION 1 TOUCH 1 V, S, M 8 HRS

ANIMATION: GIOVANNI BARROTU

THE DECK OF MANY © HIT POINT PRESS INC. 2019



MAGIC MISSILE

LEVEL 1
EVOCATION

1 ACTION 1 120' 1 V, S INSTANT

ANIMATION: DARREN BIRD

THE DECK OF MANY © HIT POINT PRESS INC. 2019



PROTECTION FROM EVIL & GOOD

LEVEL 1
ABJURATION

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

ANIMATION: JOSH GRINLINTON

THE DECK OF MANY © HIT POINT PRESS INC. 2019

MAGE ARMOR

1ST 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

1ST 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 2nd level or higher, you can target one additional creature for each slot level above 1st.

MATERIAL COMPONENTS

A pinch of dirt.

SORCERER | WIZARD

PROTECTION FROM EVIL & GOOD

1ST 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.

CLERIC | PALADIN | WARLOCK | WIZARD

MAGIC MISSILE

1ST 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 2nd level or higher, the spell creates one more dart for each slot level above 1st.

SORCERER | WIZARD



PURIFY FOOD & DRINK

LEVEL 1
TRANSMUTATION (R)

1 ACTION 10' V, S INSTANT

ANIMATION: LIAM BERTELSEN

THE DECK OF MANY © HIT POINT PRESS INC. 2019



SANCTUARY

LEVEL 1
ABJURATION

1 BONUS 30' V, S, M 1 MIN

ANIMATION: MENG HER

THE DECK OF MANY © HIT POINT PRESS INC. 2019

ART COMING SOON



SHIELD

LEVEL 1
ABJURATION

1 REACT SELF V, S 1 ROUND

ANIMATION:

THE DECK OF MANY © HIT POINT PRESS INC. 2019

SHIELD OF FAITH

LEVEL 1
ABJURATION

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

ANIMATION: LIAM BERTELSEN

THE DECK OF MANY © HIT POINT PRESS INC. 2019

SANCTUARY

1ST 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

1ST LEVEL TRANSMUTATION (RITUAL)



CASTING TIME

1 Action



RANGE

10 Feet



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

1ST 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

1ST 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

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

SORCERER | WIZARD



SILENT IMAGE

LEVEL 1
ABJURATION

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

ANIMATION: MENG HER

THE DECK OF MANY © HIT POINT PRESS INC. 2019

SLEEP

LEVEL 1
ENCHANTMENT

1 ACTION 90' V, S, M 1 MIN

ANIMATION:

THE DECK OF MANY © HIT POINT PRESS INC. 2019

ART COMING SOON

ART COMING SOON

ART COMING SOON

SPEAK WITH ANIMALS

LEVEL 1
DIVINATION (R)

1 ACTION SELF V, S 10 MINS

ANIMATION:

THE DECK OF MANY © HIT POINT PRESS INC. 2019

THUNDERWAVE

LEVEL 1
EVOCATION

1 ACTION 15' CUBE V, S INSTANT

ANIMATION:

THE DECK OF MANY © HIT POINT PRESS INC. 2019

SLEEP

1ST LEVEL ENCHANTMENT



CASTING TIME

1 Action



RANGE

90 Feet



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.

MATERIAL COMPONENTS

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

BARD | SORCERER | WIZARD

SILENT IMAGE

1ST LEVEL ILLUSION



CASTING TIME

1 Action



RANGE

60 Feet



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

1ST 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 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BARD | DRUID | SORCERER | WIZARD

SPEAK WITH ANIMALS

1ST 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

ART COMING SOON

UNSEEN SERVANT

LEVEL 1
CONJURATION (R)



1 ACTION



60'



V, S, M



1 HOUR

ANIMATION:

THE DECK OF MANY © HIT POINT PRESS INC. 2019

UNSEEN SERVANT

1ST 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

LICENCE

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game

Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product

Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

PRODUCT IDENTITY

The following items are designated Product Identity, as defined in Section 1(e) of the Open Gaming License Version 1.0a and are subject to the conditions set forth in Section 7 of the Open Gaming Licence, and are not Open Content:

All artwork, including but not limited to, works created by Darren Bird, Meng Her, Liam Bertelsen, Josh Grinlinton, Giovanni Barrotou, Dante Tumminello, Craig Yamamoto, Jimmy Horner.

Hit Point Press Inc. branding, including but not limited to, logos, trademarks, graphic design, layouts and identifying marks,

The Deck of Many branding, including but not limited to logos, trademarks, graphic design, layouts and identifying marks,

The Deck of Many Animated Spells branding, including but not limited to, logos, trademarks, graphic design, layouts and identifying marks,

Graphic design elements of the Deck of Many, including but not limited to, layouts, box design, graphics, and iconography,

All text created by Hit Point Press Inc. not found in the Open Gaming License Version 1.0a, System Reference Document 5.1 found at the internet link http://media.wizards.com/2016/downloads/DND/SRD-OGL_V5.1.pdf,

Promotional materials for the Deck of Many, including but not limited to, video, animation, and social media content,

All merchandise associated with the Deck of Many, including but not limited to, enamel pins, deck boxes, books, figurines, card names, statistics, abilities, spells, and all information found on all cards.

OPEN GAMING CONTENT

All content from the System Reference Document 5.1 is Open Game Content as described in Section 1(d) of the License. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without permission.