

A wizard with a long dark beard and hair, wearing a dark robe, stands in a dark, atmospheric setting. He holds two cards in his hands. Numerous other cards with glowing purple symbols are scattered around him, some appearing to float or be falling. In the background, a goblin-like creature with horns and a dark cloak is visible, looking towards the wizard. The scene is lit with dramatic, low-key lighting, creating a sense of mystery and magic.

# THE LUDUMANCER

**D&D 5E HOMEBREW**

By Ash V Williams



# The Ludumancer

A human man sits at a table in his local tavern. He goes all in on a pair of 10's. The gentleman to his right calls and their hands are shown, revealing a single pair of 7's. The gentleman pulls a dagger on the gambler, but before he can even move, the gambler's already pulled a hidden card from his sleeve and a flash of magic sends the not-so-gentle-man flying across the bar.

A young gnomish girl begins her homework of studying the use of sigils for spellcasting. She gets bored very quickly and turns to the deck of cards on her nightstand for a distraction. She begins to wonder at the seemingly infinite combinations of possible hands and comes to the realization that it is not in fact infinite, but is in actuality a predictable (and very manipulatable) result. The dots connect, and she flies back into her homework with aplomb.

A tiefling is chased into an alley by a band of thugs demanding her coin purse. She reaches into her pouch, and in her heart of hearts feels the exact draw she needs. She pulls out a card and reads it: *Summon Nightmare / Commander*. A wide grin shoots across her face as the fiendish figure apparates between her and her assailants. She jumps on the spectral war horse and waves an arrogant hand as she rides away, a trail of blue fire hoofprints the only thing left behind.

Ludumancers are magic wielders that revel in the random chance of the universe. They weave the arcane energies of the world into a personalized deck of cards that allows them to summon forth monster and magic alike. The battlefield is but another table to stage a game; hopefully the deck is in your favor.

This class changes a core mechanic of 5th Edition in a big way: spellcasting. A different type of resource system for spells is used and how you cast them is different from other 9th level spellcasters, so it does take some time to understand how the class functions. That said, it is designed so that anybody, regardless of experience, can pick it up and have a blast! It is recommended that you use an actual deck of cards for this class, however if you do not have one available there is hope (albeit some extra math)! If you would like to play with an actual deck, then please refer to the section titled 'Using Cards to Play Dice'. If you do not have a physical deck and are not using an online program, please refer to the section titled 'Using Dice to Play Cards'.

## Fonts of Mana

Ludumancers are able to tap into the everpresent energy that permeates reality known as Mana. From this well they draw forth their power, energizing their cards and evoking the magic held within forth. It is in utilizing this power that ludumancers are able to practice their magic in a vastly different way than other spellcasters. Each card cast by the ludumancer has been imbued with their Mana during the

card's creation. A single drop of blood in the ritual is all it takes in order to change a fancy yet otherwise mundane playing card, into an arcane catalyst ready to bring forth monsters and magic of vast scale.

Ludumancy is a very niche practice of magic because of this reliance on Mana; without a proper vessel to imbue your essence into, Mana is actually fairly weak. It does not hold onto magic in the same way ley, druidic, or divine energy does. However, the combination of arcane study and the injection of this life energy into a single object propels Mana into soaring heights of possible power.



## Lives of Possibility

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All ludumancers are driven by the rush of possibility; pulling the exact card you need at the exact time you need it. And not just in their games, but in their knowledge seeking as well. What is possible given the current laws of the cosmos and how can you break them or bend them to your will? How powerful of a force is Mana compared to the arcane or the eldritch? Given the infinite randomness of the universe, what kind of person will I find in this certain town on this day at this time, and most importantly, can I beat them in a game of cards?

Ludumancers, very much akin to wizards, constantly seek answers to questions. Most ludumancers end up travelling the world because of this love of possibility, although some do it in the spirit of competition, seeking to challenge new foes to their own games.

This globe trotting usually has a ludumancer landing amongst like-minded adventurers, either those seeking fame and glory, or those seeking challenge and excitement. Ludumancers and wizards usually have a friendly rivalry as both schools of thought circle around the gathering and uncovering of knowledge, but their differences in application more often than not lead to some squabbling.


Other spellcasters may also find the ludumancer's usage of Mana and chance to be strange and unreliable; likewise, a ludumancer may question the presumed mundanity of another practitioner's magical arts. In any case, the wonders of the world and the promise (or at least the possibility) of a good challenge are historically reason enough for many ludumancers to adventure forth into the great wild beyond.

## Creating a Ludumancer

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While creating your Ludumancer, the most important aspect to think of is how they got attuned to their Mana. Was there a major event that unlocked their Mana source, or did they naturally stumble upon it? Did they start by playing cards or studying magic? Are you a member of a larger order of magic users? Are they a performer and lover of spectacle or are they more reserved and strategic?

Think about your character's background and why they chose to practice their magic through cards. Do they think about traveling and learning more about the world and the arcane arts? Do they enjoy using the chaos of the universe or seek to minimize it for their advantage? What kind of games do you like to play and how does that inform your ludumancy? Maybe your family comes from a military background and strategy runs in your blood. Perhaps Lady Luck has always smiled on you, and you chose to use that edge to your advantage. You could have a knack for leadership, and with that comes a penchant for battlefield control.



Because of its connection to life and the natural world, Mana can be separated into four main elements: fire, water, air, and earth; it also has a connection to necrotic and divine energies through its connection with a living creature's soul, but to a much lesser extent. However tenuous the connection though, there are still some ludumancy practitioners that fall to the darker arts; their curiosity leading them down dark paths. Though rare, it is not unheard of that a ludumancer would form a pact with a powerful demon of the Abyss in order to draw forth the eldritch might to enhance their Mana, and subsequently, their cards.

Possibility is the bread and butter of a ludumancer; the only true limit being their willingness to accept fate.



## The Ludumancer

Level	Proficiency Bonus	Features	Cantrips Known	Deck Size	Hand Size	Mana
1st	+2	Spellcasting, Mana Pool, Access to 1-2 cost cards	2	12	5	5
2nd	+2	Searchcasting	2	12	-	7
3rd	+2	Playstyle, Access to 3 cost cards	2	12	-	9
4th	+2	Ability Score Improvement	3	12	-	11
5th	+3	Access to 4-6 Mana cost cards	3	12	-	14
6th	+3	Gambit	3	12	-	16
7th	+3	Mana Tap, Deck Size Increases	3	24	6	18
8th	+3	Ability Score Improvement	3	24	-	20
9th	+4	Access to 7-14 Mana cost cards	3	24	-	24
10th	+4	Playstyle Feature	4	24	-	26
11th	+4	Side Deck	4	24	-	28
12th	+4	Ability Score Improvement	4	24	-	30
13th	+5	Access to 15-23 Mana cost cards	4	24	-	34
14th	+5	Improved Mana Tap, Deck Size Increases	4	36	7	35
15th	+5	Searchcasting Improvement	4	36	-	36
16th	+5	Ability Score Improvement, Playstyle Feature	4	36	-	37
17th	+6	Access to 24+ Mana cost cards	4	36	-	38
18th	+6	Side Deck Improvement	4	36	-	39
19th	+6	Ability Score Improvement	4	36	-	40
20th	+6	King of Games, Deck Size Increases	4	48	8	50

### Quick Build

You can make a Ludumancer quickly by following these suggestions. First, Intelligence should be your highest ability score followed by Constitution. Choose Charisma if you want your character to be more performative and showy, or Wisdom if your character is more strategic and observant. Second, choose the charlatan or the sage background. Third, choose the firebolt and chill touch cantrips, along with the following cards for your deck: *burning hands*, *healing word* x2, *shield*, and *summon wolf* x2.

### Class Features

As a ludumancer, you gain the following class features.

#### Hit Points

**Hit Dice:** 1d8 per Ludumancer level

**Hit Points at 1st Level:** 8 + Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + Constitution modifier per Ludumancer level after 1st

**Armor:** Light

**Weapons:** Simple weapons

**Tools:** Painter's Supplies or Calligraphy Supplies

**Saving Throws:** Intelligence and Charisma

**Skills:** Choose two from Arcana, Insight, Perception, Performance, Persuasion, Sleight of Hand

#### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Quarterstaff or (b) Dagger
- (a) light crossbow or (b) short bow
- (a) a scholar's pack or (b) an explorer's pack
- Padded armor, (a) painter's supplies or (b) calligraphy supplies
- An Arcane Deck, Deckpouch, Graveyard, and Deckbook

If you are using starting wealth, you have 3d4 x 10 in funds.

### Proficiencies



## Spellcasting

You have developed the beginnings of your arcane deck, now able to utilize the magically infused cards within to cast spells, summon monsters, and reinvigorate your Mana. As you discover more spells, you will be able to create more cards, strengthening your deck for bigger and harder challenges.

### Cantrips

You have inscribed the back margins of your cards with simple cantrips for consistent usage. You may choose two from the ludumancer spell list. You learn additional cantrips at higher levels as shown on the Ludumancer table.

### Mana Pool

A ludumancer does not cast spells in the same way as other casters; instead, they tap into the innate magical essence that all things have: Mana. In order to use their arcane cards, a ludumancer must use their Mana to spark the magic held within them. Each card has a denoted amount of Mana you must expend in order to use it. Fear not, as you also have cards in your deck that are infused with Mana itself in order to keep your pool from running empty too soon. Your total Mana pool is shown on the Ludumancer table. Your Mana pool resets after you finish a long rest.

### Arcane Deck

At 1st level, you have an arcane deck containing 12 cards. Half of your deck must consist of Mana cards. The other half you may choose from the Ludumancer spell list, only choosing cards with a Mana cost you have access to based on your Ludumancer level. At first level you have six cards crafted for your deck. The cards that you add to your deck as you gain levels reflect the experience you've gained by travelling the world and meeting new people. You might also find new spells you'll be able to craft into a card on your journeys. You could discover a spell recorded on a dusty old scroll for sale in a small harbor town's general shop, for example. Talk with your DM about crafting a card that may not be in the Ludumancer spell table.

## Your Arcane Deck

**The Deck's Appearance.** A Ludumancer's deck is personalized to the user's tastes and sensibilities. Both the front and back of the cards will have your own personal flair on them. The deck isn't the only part of your repertoire as a ludumancer either, you also have your deckpouch and graveyard. One houses your deck and acts as the catalyst between your Mana and the cards' magic that allows you to draw the magic forth; the other retrieves the cards once the magic is spent. All parts of the ludumancer's arsenal are tailor made by the user themselves.

**Crafting New Cards.** When you find a ludumancer spell of 1 Mana cost or higher, you can add it to your cardbook if it is of a cost for which you can cast. You must spend five hours and 20gp per Mana cost to craft the card. For example, an 8 Mana cost card would take 5 hours and 160gp to craft. The cost represents materials used to paint the card, the fine inks used to transcribe the arcane sigils onto it, and the time spent imbuing it with Mana. Once you have crafted this card, you may attune it to your deckpouch and graveyard for use in your Arcane Deck. Mana cards have a flat cost of 4gp. You can also craft cards based on your experiences, such as viewing a monster or spell in action.

**Replacing the Deck.** While you may only have a limited number of cards in your deck, the best and most experienced ludumancers know to not only keep several decks, but backups as well. Part of the card crafting process involves you making notes on the card you are creating so you may recreate it if it or your entire deck were to be lost or destroyed.

If you lose your entire deck, you can use the same procedure to craft each card you may have lost, halving the time and gold cost due to prior knowledge and your own notes assisting your recreation.

If you lose your deckpouch and graveyard, you must go through the process of finding the components in order to recreate them. You need two gems worth 100gp each, two containers that would fit your deck, and a drop of your blood for each gemstone. It might sound a little grisly, but the blood is to ensure that the deckpouch and graveyard are attuned to your Mana specifically.



## Preparing and Casting Spells

The Ludumancer table shows your deck size at your current level and your hand size when you draw cards. Now whereas there are limits on decks and draws, there are none whatsoever for your total number of cards crafted and owned; the best ludumancers always have a cardbook. Think of it akin to a wizard's spellbook, it holds all of the cards you own and is what you use to prepare your deck for each day.

You may change your deck when you finish a long rest. Preparing a new arcane deck requires time spent attuning your cards to your deckpouch and graveyard so they may properly draw and reset; at least 1 minute per Mana cost for each card in your deck.

You may not have more than 3 cards of the same spell or summon in a single deck.

## Spellcasting Ability

Intelligence is your spellcasting ability for your Ludumancer spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a ludumancer spell you cast and when making an attack roll with one.

**Spell Save DC** = 8 + your proficiency bonus +  
your Intelligence modifier

**Spell attack modifier** = your proficiency bonus +  
your Intelligence modifier

## Ritual Casting

You can cast a ludumancer card as a ritual if it has the ritual tag and it is currently in your deck.

## Spellcasting Focus

You can use your Arcane Deck as your arcane focus for casting ludumancer spells.

## Learning Spells After 1st Level

Each time you gain a Ludumancer level, you can add two ludumancer cards of your choice to your total cards. Each of these cards must be of a Mana cost for which you have access to, as shown on the Arcane Deck table. Reminder: you **MUST** have half of your total number of cards in your deck as Mana cards. These cards do not incur the cost outlined in the *Crafting New Cards* section.

## Using Your Deck In & Out of Combat

**In Combat.** Draw a number of cards to your hand as shown on the Ludumancer table when you roll initiative and at the end of your turn each round. You may put any number of Mana cards aside into a secondary hand for reserve as a bonus action. At the end of your turn, any cards used get sent to your graveyard and the cards you have not used disappear and get magically reshuffled back into your deckpouch.

In order to play a card you must expend the amount of Mana indicated on the card, shown on the Arcane Deck table. You may also play a card "face down", utilizing one of the Cantrips inscribed on the back for a 0 Mana cost. If a card is played face down it is not sent to your graveyard, it is instead reshuffled back into your deckpouch.

You may use one Mana card as a single free action to recover some of your Mana pool. Each Mana card recovers one point to your Mana pool.

If you cycle through all of the cards in your deck, you can only draw from your graveyard and use the Cantrips printed on the backs.

At the end of combat you reshuffle your graveyard and deck back together to prepare for the next fight.

**Out of Combat.** A good ludumancer knows to always have a backup plan. You may at all times have two cards prepared outside of combat, referred to as 'Jokers'. You may choose the cards during your deck preparation at the end of a long rest. These cards get magically reshuffled back into your deck before you draw a full hand when combat initiates, ensuring proper deck chance. If used, they get sent to your graveyard as normal.

## Searchcasting

At level 2, you learn Searchcasting. Sometimes a Ludumancer needs access to all their spells outside of combat, this is where Searchcasting comes in. Normally, a ludumancer would need to use their arcane deck by drawing from their deckpouch, utilizing the Mana infused within to charge the magic on the cards to be used in an instant; however, in cases outside of combat a ludumancer still has access to the magic of their deck.

Searchcasting involves the ludumancer shuffling through their deck to find the card they need, taking it out, and proceeding to decrypt the arcane sigils into a faster form of a ritual cast. The process takes 1 minute longer than the card's normal activation time, but allows the ludumancer a more consistent way to access their magic. If the card states that the spell can be ritual casted, you may spend the extra 10 minutes to negate the Mana cost as well.

## Playstyle

At 3rd level, you decide on a playstyle. Your choice grants you features at 3rd level and again at 10th level and 16th level.

## Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Gambit

At 6th level, you may use an Action to sacrifice a card in order to gain its Mana cost back into your pool. This cannot exceed your Mana pool's limit. The sacrificed card then gets sent to your graveyard.



## Mana Tap

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When you reach level 7, the amount of Mana regained from your cards is increased to +2 per card. This increases again at level 14 to +3 per card.

## Side Deck

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At 11th level, your mastery over Mana and your cards allows you to swap out half of your non Mana cards during a short rest. At 18th level this increases to ALL of your non Mana cards.

## Searchcasting Improvement

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At 15th level, you know your cards inside and out. You may now use an Action to Searchcast instead of 1 minute. You must still spend the time stated on the spell to actually cast it, but you no longer need a full minute to search for and decrypt the card you need.

## King of Games

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When you reach 20th level, the connection between you and your deck is a bond that can never be broken.

- Your cards can no longer be destroyed by anything as long as you are alive.
- The time and GP cost for you to make a card is halved.
- You regain half of your spent Mana on a short rest.

## Playstyle

Ludumancers come in a variety of different people, but their particular style of play usually falls into one of a few different categories. A few of those styles are described here.

## High Roller

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You like to live life on the edge of Lady Luck's personal dagger. High stakes means high rewards, and what stake is higher than betting with your own life? 'Course, the reward is far sweeter; riches, glory, your name etched into history as one of the greatest Ludumancers to ever live. Now the question is: are you willing to roll the dice?

## Fold

When you choose the High Roller playstyle at 3rd level, you gain the ability to redraw your entire hand on your first draw as a free action.

## Color Up

Also at 3rd level, you know that to win big you gotta spend big. You are able to cast your spell cards at higher levels by putting in 3 extra Mana points per level.

## Three of a Kind

At 10th level, for every pair of three of the same card you have in your deck, gain +1 to your total Mana pool.

## Double or Nothing

When you reach 16th level, you've learned throughout your travels that sometimes you just need to risk it all. You may consume double a spell card's Mana cost, on a successful hit you double the card's damage and regain the card's normal Mana cost.

If the spell requires a saving throw and the target succeeds, they take damage according to the spell's normal save conditions and you do not regain the Mana cost. If the spell requires you to make a spell attack and you roll a critical hit, you regain all Mana expended on that card. This ability resets on a long rest.

## Summoner

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A good Ludumancer doesn't rely on their cards, but their strategy. You know this better than anyone, and as such, you know that the best defense is an unbeatable offense. And what better than a metaphysical menagerie of the planes' deadliest monsters all under your command. Well, what are you waiting for? It's time to duel!

## Mulligan

When you choose the Summoner playstyle at 3rd level, you gain the ability to redraw half of your hand rounded down on your first draw as a free action.

## Special Summoning

Also at 3rd level, Summon type cards now cost a bonus action for you to play.

## Duel Monster

When you reach 10th level, you've learned to gain more control over your Summons. As such, you are able to summon more monsters onto the battlefield, some exclusive only to Summoner type ludumancers. The maximum amount of Summons you may have out at a single time increases to half of your Intelligence modifier rounded up (maximum of 3). However you may only summon one monster in each Mana cost range, as shown on the Ludumancer summons list. Giving a Summon a command now only costs a Bonus Action.



## Commander Card

At 16th level, throughout your time crafting and battling with this deck, you've grown fond of one specific Summon. Choose one 14 Mana or less Summon card to be your Commander card. You may draw and play that card at any time as a free action for normal Mana cost. This card shares a link to your soul and draws from the vast power sources of the universe that connect to its Mana. This link unlocks extra abilities for the Summon detailed in the 'Commander' section of the card.

You may only have one Commander Card in your deck, however, if applicable, you may still have multiple regular cards of the same Summon type ie. two Flying Swords with one being your Commander.

## Card Shark

You've tried countless times over countless games across countless players to find a winning strategy, but to no avail. Maybe you're not cut out for this. Maybe it's time to try something different. Or maybe it's time to even the odds a bit? Some may use their infinite wisdom to craft a perfect strategy; others just bank on the random chance of the cosmos; you however, know how to stack the deck in your favor. Life's not fair, so why play it as such?

### Up Your Sleeve

When you choose the Card Shark playstyle at 3rd level, you gain the ability to redraw a select number of cards in your hand on your first draw as a free action. This can be any number of cards in your hand.

### Ace in the Hole

Also at 3rd level, you may now have 3 Jokers instead of 2.

### Heart of the Cards

At 10th level, you may use a bonus action to draw an extra card from your deck. The card can be whichever card you have in your deck that isn't currently in your hand. If you do not use that card, it gets sent to your graveyard regardless. This feature resets on a short or long rest.

### Sleeve Draw

When you reach 16th level, your expertise and mastery over your deck (and some sleight of hand) has allowed you to develop a secondary, albeit smaller, version of your deckpouch. It is only able to hold 4 cards, but you are able to place whichever cards you wish into it as a safeguard against the odds. These cards do not count against your total deck size. Your Jokers do not count as a part of your Sleeve. As a bonus action, you may swap 1-4 cards in your hand with your Sleeve cards; cards swapped this way return to your deck and are reshuffled. Once all Sleeve cards have been drawn, the Sleeve is empty and must be reset at the end of a long rest during your deck preparation.

## Multiclassing

If you wish to multiclass into a Ludumancer, the prerequisites and proficiencies gained are listed below.

### Ludumancer Multiclassing Prerequisites

### Ability Score Minimum

Intelligence 13

### Ludumancer Multiclassing Proficiencies

Proficiencies gained

Light armor, simple weapons, painter's supplies or calligraphy supplies, and one skill from the class's skill list.



# Using Cards to Play Dice

## Building Your Deck

You can't call yourself a Ludumancer without first establishing your deck. You may use any type of cards for this: official 5E spell cards, spare MTG cards, drawing on index cards, or you can even order your own custom deck of cards online! All that matters is you have enough cards to fully make your Arcane Deck. Remember, you need to save half of your deck for Mana cards, which means for the maximum deck size of 48 you'll need 24 Mana cards. Now, onto the hard part (don't worry, it's not that hard).

A good idea for starting would be to look at the Ludumancer spell list and decide which spells you'd want to use in your first 6 levels. Why 6? You only have access to cards of 1-2 Mana cost at the beginning, gain access to 3 cost cards at level 3, and access to 6 cost cards at level 5; your deck also doubles in size at level 7, so starting small will help keep you from overthinking too much too quickly.

Now, once you've made a rough idea of your deck, pick out some cards that would fit appropriately. If you're using official 5E spell cards or you're making your own cards, then just pick the spells.

If you're using a deck from a different game, talk with your DM about which cards could be used as stand-ins for your Arcane Deck. Remember that you may only have 3 of the same card in a deck at one time, so no need to get 6 cards to stand in for 1 singular spell.

Congratulations! You now have an Arcane Deck and are ready to start on the path of Ludumancy.

# Using Dice to Play Cards

## Building Your Deck Table

If you are not able to use a physical or electronic deck of cards, this section is for you. It's a little more involved than simply using a deck of cards, but it makes the class accessible to everyone! Follow these instructions on how to create your Deck Table:

Percentage per card =  $(1/\text{Current Deck Size}) \times 100$ , round to nearest whole number AFTER multiplying per card. Here are some examples of card percentages when your deck is full, and then once you've used some cards throughout your adventuring day.

- 12 size deck:  $(1/12) \times 100 = 8.33\%$ ; 8 cards left in deck:  $(1/8) \times 100 = 12.5 = 13\%/\text{card}$
- 24 size deck:  $(1/24) \times 100 = 4.16\%$ ; 17 cards left in deck:  $(1/17) \times 100 = 5.88 = 6\%/\text{card}$
- 36 size deck:  $(1/36) \times 100 = 2.77\%$ ; 29 cards left in deck:  $(1/29) \times 100 = 3.44 = 3\%/\text{card}$
- 48 size deck:  $(1/48) \times 100 = 2.50\%$ ; 13 cards left in deck:  $(1/13) \times 100 = 7.69 = 8\%/\text{card}$

Once you use a card, take its individual percentage and spread it as evenly amongst the other cards as you can using only whole numbers. Don't worry about the percentages not adding up to 100 all the time; fate bends strangely for those who practice magic, and the best ludumancers revel in the chaos! Re-evaluate your deck's total percentages after combat is over.

Make sure to make a table that includes the cards' names, the amount you have, the cost, and the percentage to roll them.

## Ludumancer Deck Table Examples

### 12 Cards | Percentage per card: 8% | Hand draw = 5d100

Name	Amount	Mana Cost	Roll
Mana	6/6	-	1-50
Burning Hands	3/3	2	51-75
Cure Wounds	2/2	1	76-92
Summon Tiger	1/1	2	93-100

### 24 Cards | Percentage per card: 4% | Hand draw = 6d100

Name	Amount	Mana Cost	Roll
Mana	12/12	-	1-50
Burning Hands	1/1	2	51-54
Death Ward	1/1	6	55-58
Counterspell	1/1	5	59-62
Revivify	1/1	6	63-66
Magic Missile	1/1	2	67-70
Haste	2/2	4	71-78
Cure Wounds	2/2	1	79-86
Fireball	3/3	4	87-100



# Spellcasting & Summoning



he Ludumancer gains access to many different spells and summons. Please refer to the spell descriptions in their respective books or by using an online tool. If a spell has a component cost that is consumed by the spell's activation, you must also have that component to cast the spell properly.

## Cantrips

Acid Splash  
Blade Ward  
Chill Touch  
Control Flames  
Firebolt  
Friends  
Frostbite  
Gust  
Light  
Mage Hand  
Poison Spray  
Ray of Frost  
Shape Water  
Shocking Grasp  
Sword Burst  
Thaumaturgy  
Thunderclap

## 1-2 Mana

### 1 Mana

Absorb Elements  
Bane  
Bless  
Cause Fear  
Color Spray  
Cure Wounds  
Detect Magic  
Disguise Self  
Dissonant Whispers  
Entangle  
False Life  
Feather Fall  
Fog Cloud  
Heroism  
Identify  
Mage Armor  
Silent Image  
Sleep  
Tasha's Hideous Laughter

### 2 Mana

Burning Hands  
Charm Person  
Chromatic Orb  
Command

Faerie Fire  
Healing Word  
Ice Knife  
Inflict Wounds  
Magic Missile  
Ray of Sickness  
Shield  
Thunderwave  
Witch Bolt

## 3-4 Mana

### 3 Mana

Aid  
Blindness/Deafness  
Blur  
Calm Emotions  
Crown of Madness  
Dragon's Breath  
Earthbind  
Enthrall  
Flaming Sphere  
Heat Metal  
Invisibility  
Lesser Restoration  
Misty Step  
Ray of Enfeeblement  
Rope Trick  
Scorching Ray  
See Invisibility  
Silence

### 4 Mana

Enlarge/Reduce  
Hold Person  
Mind Spike  
Mirror Image  
Phantasmal Force  
Shatter

## 5-6 Mana

### 5 Mana

Blink  
Counterspell  
Daylight  
Dispel Magic  
Fear  
Fireball

The Summons used by the Ludumancer are unique to the class and so have their own section with an explanation on how they function detailed after the spells.

Fly  
Hypnotic Pattern  
Leomund's Tiny Hut  
Lightning Bolt  
Major Image  
Mass Healing Word  
Protection from Energy  
Stinking Cloud

## 6 Mana

Aura of Vitality  
Call Lightning  
Haste  
Revivify  
Tidal Wave  
Vampiric Touch  
Death Ward  
Dimension Door

## 7-11 Mana

### 7 Mana

Fire Shield  
Freedom of Movement  
Hallucinatory Terrain  
Stoneskin

### 8 Mana

Confusion

### 9 Mana

Banishment

### 10 Mana

Blight  
Charm Monster  
Otiluke's Resilient Sphere  
Polymorph

### 11 Mana

Greater Invisibility  
Ice Storm  
Phantasmal Killer  
Wall of Fire

## 12-14 Mana

### 12 Mana

Danse Macabre  
Greater Restoration  
Legend Lore

Reincarnate  
Scrying

## 13 Mana

Bigby's Hand  
Insect Plague  
Maelstrom  
Mislead  
Telekinesis

## 14 Mana

Cloudkill  
Cone of Cold  
Contagion  
Dominate Person  
Flame Strike  
Geas  
Immolation  
Mass Cure Wounds  
Modify Memory  
Synaptic Static  
Wall of Force

## 15-19 Mana

### 15 Mana

Arcane Gate

### 16 Mana

Forbiddance  
Heroes' Feast  
Sunbeam

### 17 Mana

Blade Barrier  
Globe of Invulnerability  
Move Earth

### 18 Mana

Circle of Death  
Eyebite  
Flesh to Stone  
Mass Suggestion

### 19 Mana

Chain Lightning  
Disintegrate  
Harm  
Heal  
Scatter



## 20-23 Mana

### 20 Mana

Etherealness  
Mordenkainen's  
Magnificent Mansion  
Plane Shift

### 21 Mana

Power Word: Pain  
Regenerate  
Resurrection

### 22 Mana

Crown of Stars  
Delayed Blast Fireball  
Forcecage  
Whirlwind

### 23 Mana

Finger of Death  
Fire Storm

Prismatic Spray  
Teleport

## 24-27 Mana

### 25 Mana

Demiplane  
Maze

### 26 Mana

Antimagic Field  
Control Weather  
Earthquake  
Mind Blank  
Power Word: Stun  
Sunburst

### 27 Mana

Dark Star  
Dominate Monster  
Feeblemind  
Illusory Dragon  
Incendiary Cloud

Maddening Darkness  
Reality Break

## 28+ Mana

### 28 Mana

Astral Projection  
True Resurrection

### 29 Mana

Gate  
Weird

### 30 Mana

Foresight

### 31 Mana

Imprisonment

### 33 Mana

Blade of Disaster

### 34 Mana

Invulnerability

Power Word: Heal

### 35 Mana

Mass Polymorph

### 36 Mana

Time Stop

### 37 Mana

Meteor Swarm  
Ravenous Void

### 38 Mana

Mass Heal  
Power Word: Kill  
Shapechange  
True Polymorph

### 39 Mana

Prismatic Wall

### 40 Mana

Wish

## Summons

When a Ludumancer summons a monster, they are not summoning the monsters themselves, but rather arcane manifestations of them. They are much simpler simulacrum of the creatures, partly so that the ludumancer can properly control them, but mostly due to the constraints of the arcane. If a creature cannot normally move or survive in the environment the ludumancer is in, the summon can.

Similar to Concentration spells, you may only have a maximum of one Summon out at a single time. If you wish to bring out a different Summon, the first one will disappear.

For the purposes of saving throws and ability checks, all Summon stats are treated as 10(+0) unless otherwise specified. All Summons use your Spell Attack Modifier to attack and your Spell save DC for effects. Summons get 1 Action per command. You must use an Action to give a Summon a command. The command includes movement and any actions taken by the Summon.

For the purposes of spell effects, the summons are considered to be both Constructs and their normal creature types.

## 1-2 Mana

### 1 Mana

Awakened Shrub

### 2 Mana

Giant Snake  
Giant Spider  
Wolf

## 3-4 Mana

### 3 Mana

Animated Armor  
Flying Sword

### 4 Mana

Hunter Shark

## 5-6 Mana

### 6 Mana

Fire Snake

## 7-11 Mana

### 8 Mana

Undead  
Shadowspawn

### 10 Mana

Manticore  
Water Weird  
Aberration  
Construct

## 12-14 Mana

### 12 Mana

Nightmare

## 13 Mana

Celestial

## 14 Mana

Elemental Spirit  
Helmed Horror -  
*Summoner Only*

## 15-19 Mana

### 16 Mana

Fiend

### 18 Mana

Shambling Mound

### 19 Mana

Gorgon - *Summoner Only*  
Shadow

## 20+ Mana

### 22 Mana

Chimera

### 23 Mana

Medusa - *Summoner Only*

### 27 Mana

Adult Dragon  
Bone Devil  
Glabrezu  
Mind Flayer - *Summoner Only*

## 40 Mana - Summoner Only

Demon Lord Aspect  
Elder Elemental Aspect



# Summon Descriptions

The Summons are presented in alphabetical order. 40 Mana Summons are detailed at the end.

## Aberration

---

### 10 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 45

**AC:** 13

**Speed:** 35ft, fly 15ft (**Beholderkin**)

**Duration:** 1 minute

You summon forth a Beholderkin, Slaad, or Star Spawn.

### Passive Effects

**Regeneration (Slaad):** The Aberration regains a number of hit points equal to your Intelligence modifier hit points at the start of its turn if it has at least 1 hit point.

**Whispering Aura (Star Spawn):** At the start of each of the Aberration's turn, each creature within 5ft of it must succeed on a Wisdom save against your spell save DC or take 1d8 psychic damage.

**Flying Death (Beholderkin):** If the Aberration you summon is a Beholderkin, it gains a fly speed of 15ft.

### Actions

**Eye Ray (Beholderkin):** *Ranged 30ft, one target.* Hit: 2d8+6 psychic damage.

**Claws (Slaad):** *Melee, one target.* Hit: 1d10+4 slashing damage. If the target is a creature, it can't regain hit points until the start of your next turn.

**Psychic Slam (Star Spawn):** *Melee, one target.* Hit: 2d6+4 psychic damage.

### Commander

Your soul link has connected deeper into the Far Realm, allowing for even deadlier, alien entities to be brought forth. You may now summon forth a **Death Kiss**, **Blue Slaad**, or **Star Spawn Seer**. The Passive Effects carry over.

**HP:** 50

**AC:** 14

**Speed:** 35ft

### Death Kiss

#### Actions

**Tentacle:** *Melee, 10ft reach, one target.* Hit: 3d6+8 piercing damage and the target is grappled if it is a Huge or smaller creature, escape DC 15. Until the grapple ends, the target is restrained, and the Aberration can't use the same tentacle on another target. The Aberration has three tentacles.

**Blood Drain (1 use per summon):** One creature grappled by a tentacle must make a Constitution save against your spell save DC. On a failed save, the target takes 4d10 lightning damage and you regain half as many hit points.

## Blue Slaad

### Actions

**Claws:** *Melee, one target.* Hit: 2d8+4 slashing damage. If the target is a humanoid, it must succeed on a CON save against your spell save DC or be infected with a disease called Chaos Phage. While infected, the target can't regain hit points and its hit point maximum is reduced by 2d6. The target is diseased for 3 rounds or until the Aberration is destroyed.

## Star Spawn Seer

### Actions

**Comet Staff:** *Melee, one target.* Hit: 1d6+6 bludgeoning damage plus 4d8 psychic damage. The target must also make a Constitution save against your spell save DC or be incapacitated until the end of its next turn.

**Collapse Distance (1 use per summon):** The Aberration warps space around a creature it can see within 15ft of it. That creature must make a Wisdom save against your spell save DC. On a failed save, the target is magically teleported up to 30ft to an unoccupied space the Aberration can see and all other creatures within 10ft of the target's original space each take 3d10 psychic damage. On a successful save, the target takes half damage.

## Adult Dragon

---

27 Mana, you may only have two 27 cost cards in your deck

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 100

**AC:** 19

**Speed:** 50ft, fly 30ft

**Duration:** 1 minute

You summon forth an Adult Dragon of your choice of type.

### Actions

**Bite:** *Melee, one target.* Hit: 2d10+4 piercing damage plus 1d6 damage of the dragon's elemental type.

**Claw:** *Melee, one target.* Hit: 2d8+6 slashing damage

**Tail:** *Melee, 10ft reach, one target.* Hit: 2d6+6 bludgeoning damage.

**Breath Attack (2 use per summon):** The Dragon exhales in a 30ft cone. Each creature in the area must make a Dexterity saving throw against your spell save DC or take 16d6 damage of the dragon's elemental type, or half as much on a successful save.



## Animated Armor

---

### 3 Mana

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 20  
**AC:** 15  
**Speed:** 15ft  
**Duration:** 1 minute

**You summon forth a suit of Animated Armor.**

### Actions

**Slam:** *Melee, one target.* Hit: 1d6+2 bludgeoning damage.

### Commander

**The Armor has been outfitted with better training and equipment.**

**HP:** 30  
**AC:** 17  
**Speed:** 15ft

### Actions

**Double Strike:** *Melee, one target.* Hit: 2d8+8 piercing damage. The Armor makes a rapid series of attacks with its rapier against a target.

## Awakened Shrub

---

### 1 Mana

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 10  
**AC:** 9  
**Speed:** 10ft  
**Duration:** 1 minute

**You summon forth an Awakened Shrub.**

### Actions

**Rake:** *Melee, one target.* Hit: 1d4 slashing damage.

### Commander

The Shrub transcends and has become and **Ascended Shrub**.

### Actions

**Rake:** *Melee, one target.* Hit: 1d4+1 slashing damage.

**Heal (1 use per summon):** The Shrub may cast Heal at 6th level.

**Nature's Wrath (1 use per summon):** The Shrub may cast Wrath of Nature at 5th level.

## Bone Devil

---

**27 Mana, you may only have two 27 cost cards in your deck**

**Casting Time:** 1 action

**Range:** 10ft  
**HP:** 90  
**AC:** 18  
**Speed:** 35ft  
**Duration:** 1 minute

**You summon forth a Bone Devil.**

### Actions

**Claw:** *Melee, one target.* Hit: 2d8+4 slashing damage.

**Sting:** *Melee, 10ft reach, one target.* Hit: 1d8 piercing damage plus 4d6 poison damage. The target must succeed on a Constitution save using your spell save DC or become poisoned for 3 rounds. The target can repeat the save at the end of each of its turns, ending the effect on a success.

## Celestial

---

### 13 Mana

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 50  
**AC:** 15  
**Speed:** 40ft  
**Duration:** 1 minute

**You summon forth an Avenger or Defender celestial.**

### Actions

**Radiant Bow (Avenger):** *Ranged 30ft, one target.* Hit: 2d6+6 radiant damage.

**Radiant Mace (Defender):** *Melee, one target.* Hit: 1d10+5 radiant damage. The Defender can choose itself or another creature it can see within 10ft of the target, the chosen creature gains 1d6 temporary hit points.

**Healing Touch (1 use per summon):** The Celestial touches another creature. The target magically regains hit points equal to 2d8 plus your Intelligence modifier.

### Commander

The soul link you share with your Celestial has augmented the Summon's divine power and granted it special abilities.

### Divine Hunter

**HP:** 60  
**AC:** 16  
**Speed:** 50ft

**Radiant Bow:** *Ranged 30ft, one target.* Hit: 3d6+6 radiant damage.

**Mark of Radiance (1 use per summon):** The Celestial takes aim with its bow and makes a shot against one target. Ranged 40ft. Hit: 2d8+4 radiant damage and all melee attacks against the target have advantage until the beginning of the Celestial's next turn.



**Healing Touch (1 use per summon):** The Celestial touches another creature. The target magically regains hit points equal to 2d8 plus your Intelligence modifier.

## Divine Bastion

**HP:** 60  
**AC:** 17  
**Speed:** 40ft

**Radiant Mace:** *Melee, one target.* Hit: 2d10+5 radiant damage. The Celestial can choose itself or another creature it can see within 10ft of the target, the chosen creature gains 1d10 temporary hit points.

**Divine Shield (1 use per summon):** The Celestial grants a globe of radiant shielding to a target, negating the next attack entirely and giving 2d12 temporary hit points.

**Healing Touch (1 use per summon):** The Celestial touches another creature. The target magically regains hit points equal to 2d8 plus your Intelligence modifier.

## Chimera

---

### 22 Mana

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 70  
**AC:** 12  
**Speed:** 40ft  
**Duration:** 1 minute

**You summon forth a Chimera.**

### Actions

**Bite:** *Melee, one target.* Hit: 2d6+4 piercing damage.

**Horns:** *Melee, one target.* Hit: 1d12+4 bludgeoning damage.

**Claws:** *Melee, one target.* Hit: 2d6+4 slashing damage.

**Fire Breath (1 use per summon):** The dragon head exhales fire in a 15 foot cone. Each creature in the area must make a Dexterity save against your spell save DC. On a failed save, they take 6d8 fire damage or half as much on a successful one.

## Construct

---

### 10 Mana

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 55  
**AC:** 15  
**Speed:** 30ft  
**Duration:** 1 minute

**You summon forth a Construct comprised of Clay, Metal, or Stone.**

### Actions

**Slam:** *Melee, one target.* Hit: 1d8+6 bludgeoning damage.

**Berserk Lashing (Clay):** When the construct takes damage, it makes a slam attack against a random creature within 5ft of it. If no creature is within reach, the construct moves up to half its speed toward an enemy it can see, without provoking opportunity attacks. It does not make an attack if it moves in this way.

**Heated Body (Metal):** A creature that touches the construct or hits it with a melee attack while within 5ft of it takes 1d10 fire damage.

**Stone Lethargy (Stone):** When a creature the construct can see starts its turn within 10ft of the construct, the construct can force it to make a WIS save against your spell save DC. ON a failed save, the target can't use reactions and its speed is halved until the start of its next turn.

## Commander

The link to your soul has bolstered the Construct's design and protective capabilities.

**HP:** 70  
**AC:** 18  
**Speed:** 30ft

### Passive Effects

**Bulwark:** When a creature makes an attack against an ally within 5ft of the Shield Guardian, the Guardian grants a +2 bonus to the ally's AC.

### Actions

**Fist:** *Melee, one target.* Hit: 2d8+6 bludgeoning damage.

## Elemental Spirit

---

### 14 Mana

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 55  
**AC:** 15  
**Speed:** 25ft  
**Duration:** 1 minute

**You summon forth an Elemental Spirit of Fire, Water, Air, or Earth.**

### Actions

**Slam:** *Melee, one target.* Hit: 1d10+4 bludgeoning damage plus 4 fire (Fire Elemental), cold (Water Elemental), lightning (Wind Elemental), or thunder (Earth Elemental) damage.

## Commander

The soul link that binds the Elemental Spirit and you has strengthened the Spirit to become an Elemental Myrmidon equipped with better weapons, tactics, and protection.

**HP:** 75  
**AC:** 18  
**Speed:** 30ft



## Fire Myrmidon

A roaring fury of flame that employs a quite literal slash-and-burn combat style.

### Actions

**Scimitar:** *Melee, one target.* Hit: 1d6+4 slashing damage

**Fiery Strikes (1 use per summon):** The Myrmidon makes three attacks with its scimitar. Each attack that hits deals an extra 2d8 fire damage to the target.

## Water Myrmidon

You summon forth a roiling tidal wave that can chill its foes from near or afar.

### Actions

**Trident:** *Melee; Ranged 20ft, one target.* Hit: 1d6+4 piercing damage.

**Freezing Strikes (1 use per summon):** The Myrmidon makes two attacks with its trident. Each attack that hits deals an extra 1d10 cold damage and the target hit has its speed reduced by 10ft until the end of your next turn.

## Air Myrmidon

A swirling storm of air that strikes like lightning, both literally and metaphorically.

### Actions

**Flail:** *Melee, one target.* Hit: 1d8+4 bludgeoning damage

**Lightning Strike (1 use per summon):** The Myrmidon makes a flail attack. On a hit, the target takes an extra 4d8 lightning damage and must succeed on a Constitution save using your spell save DC or be stunned until the end of your next turn.

## Earth Myrmidon

A solid mass of rock and stone that acts as both the rock and the hard place.

### Actions

**Maul:** *Melee, one target.* Hit: 2d6+4 bludgeoning damage.

**Thunderous Strike (1 use per summon):** The Myrmidon makes one maul attack. On a hit, the target takes an extra 3d10 thunder damage and must succeed on a Strength save using your Spell save DC or be knocked prone.

## Fiend

---

### 16 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 55

**AC:** 16

**Speed:** 30

**Duration:** 1 minute

You summon forth a Demon, Devil, or Yugoloth.

### Passive Effects

**Death Throes (Demon Only):** When the Fiend drops to 0 hit points or the spell ends, the fiend explodes, and each creature within 10 feet of it must make a Dexterity saving throw against your spell save DC. A creature takes 2d10+5 fire damage on a failed save, or half as much damage on a successful one.

**Devil's Sight (Devil Only):** Magical darkness doesn't impede the Fiend's darkvision.

### Actions

**Bite (Demon Only):** *Melee, one target.* Hit: 1d12+10 necrotic damage.

**Claws (Yugoloth):** *Melee, one target.* Hit: 2d8+8 slashing damage. Immediately after the attack hits or misses, the Fiend can magically teleport up to 20 feet to an unoccupied space it can see.

**Hurl Flame (Devil Only):** *Ranged 30ft, one target.* Hit: 2d6+10 fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

## Fire Snake

---

### 6 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 20

**AC:** 14

**Speed:** 20ft

**Duration:** 1 minute

You summon forth a Fire Snake.

### Passive Effects

**Heated Body:** A creature that hits the Snake with a melee attack while within 5 feet of it takes 1d6 fire damage.

### Actions

**Bite:** *Melee, one target.* Hit: 2d4+2 piercing damage plus 1d6 fire damage

**Tail:** *Melee 10ft reach, one target.* Hit: 2d4+2 bludgeoning damage plus 1d6 fire damage

### Commander

The link between your soul and tumultuous elemental planes empower and transform the Snake into an entity of chaotic, ever changing energy. Pick **fire**, **cold**, **lightning**, or **thunder** for the Snake's elemental energy.

**HP:** 40

**AC:** 16

**Speed:** 15ft



## Passive Effects

**Chaotic Composition:** A creature that hits the Snake with a melee attack while within 5 feet of it takes 3d6 elemental damage.

## Actions

**Bite:** *Melee, one target.* Hit: 2d6+4 piercing damage plus 2d6 elemental damage

**Tail:** *Melee 10ft reach, one target.* Hit: 2d6+4 bludgeoning damage plus 2d6 elemental damage

## Flying Sword

---

### 3 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 10

**AC:** 16

**Speed:** 25ft

**Duration:** 1 minute

**You summon forth a Flying Sword.**

## Actions

**Longsword:** *Melee, one target.* Hit: 1d8+2 slashing damage

## Commander

The Flying Sword has been reforged into a larger, deadlier **Flying Greatsword.**

**HP:** 40

**AC:** 18

**Speed:** 30ft

## Actions

**Omnislash:** *Melee, one target.* Hit: 4d12+4 slashing damage.

**Plunge:** *Ranged 20ft, one target.* Hit: 2d12+4 piercing damage.

## Giant Snake

---

### 2 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 25

**AC:** 11

**Speed:** 15ft

**Duration:** 1 minute

**You summon forth a Giant Snake.**

## Actions

**Bite:** *Melee, one target.* Hit: 2d4+2 piercing damage.

**Constrict:** *Melee, one target.* Hit: 2d8+2 bludgeoning damage. The target is grappled, escape DC is equal to your spell save DC. The Giant Snake may not move while it is constricting a target.

## Commander

The Snake transforms and grows a large pair of venomous fangs.

**HP:** 30

**AC:** 14

**Speed:** 25ft

## Actions

**Bite:** *Melee, one target.* Hit: 4d4+4 piercing damage. The target must make a Constitution save against your spell save DC, on a fail they take 4d6 poison damage and are poisoned for 1 minute. On a success, they take half damage and are not poisoned.

**Constrict:** *Melee, one target.* Hit: 2d12+6 bludgeoning damage. The target is grappled, escape DC is equal to your spell save DC. The Giant Snake may not move while it is constricting a target.

## Giant Spider

---

### 2 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 20

**AC:** 12

**Speed:** 20ft, climb 10ft

**Duration:** 1 minute

**You summon forth a Giant Spider.**

## Passive Effects

**Spider Climb:** The Spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## Actions

**Bite:** *Melee, one target.* Hit: 1d8+2 piercing damage plus 2d6 poison damage. The target must make a Constitution save against your spell save DC, on a successful save it takes half the poison damage.

## Commander

The Spider transforms and becomes more ferocious.

**HP:** 30

**AC:** 14

**Speed:** 30ft, climb 25ft

## Actions

**Bite:** *Melee, one target.* Hit: 2d8+4 piercing damage plus 2d6 poison damage. The target must make a Constitution save against your spell save DC, on a fail it is also poisoned for 1 minute.

**Web (1 use per summon):** *Ranged 30ft, one creature.* On a hit, the target is restrained. As an action, the restrained target can make a Strength save against your spell save DC to escape. The webbing can be destroyed if attacked. HP: 10, AC: 10.



## Glabrezu

---

**27 Mana, you may only have two 27 cost cards in your deck**

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 90  
**AC:** 17  
**Speed:** 30ft  
**Duration:** 1 minute

**You summon forth a Glabrezu.**

### Actions

**Pincer:** *Melee, one target.* Hit: 2d10+5 bludgeoning damage. If the target is Medium or smaller, it is grappled, the escape DC being your spell save DC. The Glabrezu has two pincers, each of which can grapple one target. The Glabrezu cannot use its pincers if they are already grappling a target.

**Fist:** *Melee, one target.* Hit: 2d8+4 bludgeoning damage.

## Gorgon

---

### Summoner Only

**19 Mana**

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 70  
**AC:** 18  
**Speed:** 30ft  
**Duration:** 1 minute

**You summon forth a Gorgon.**

### Actions

**Gore:** *Melee, one target.* 2d12+4 piercing damage.

**Petrifying Breath (1 use per summon):** The Gorgon exhales petrifying gas in a 15 foot cone. Each creature in the area must succeed on a Constitution save using your spell save DC. On a failed save, the target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the target is petrified for 1 minute.

## Helmed Horror

---

### Summoner Only

**14 Mana**

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 60  
**AC:** 18  
**Speed:** 30ft  
**Duration:** 1 minute

**You summon forth a Helmed Horror.**

### Actions

**Longsword:** *Melee, one target.* Hit: 1d10+5 slashing damage.

**Shield Bash:** The Horror attempts to bash an opponent with its shield. On a hit, the target must make a Constitution save against your spell save DC. On a fail, the target is stunned until the end of its next turn.

### Commander

The Horror is bolstered by the soul link and gains increased defensive and offensive capabilities.

**HP:** 65  
**AC:** 20  
**Speed:** 30ft

### Passive Effects

**Elemental Resistance:** The Horror is resistant to spells that deal fire, cold, lightning, or thunder damage.

### Actions

**Multiattack:** The Horror makes two longsword attacks. It may split these attacks up between two separate targets.

**Longsword:** *Melee, one target.* Hit: 2d8+6 slashing damage.

**Shield Bash:** *Melee, one target.* The Horror attempts to bash an opponent with its shield. On a hit, the target must make a Constitution save against your spell save DC. On a fail, the target is stunned until the end of its next turn.

## Hunter Shark

---

**4 Mana**

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 35  
**AC:** 12  
**Speed:** 25ft  
**Duration:** 1 minute

**You summon forth a Hunter Shark.**

### Actions

**Bite:** *Melee, one target.* Hit: 2d8+4 piercing damage.

### Commander

The Shark swells in size and ferocity.

**HP:** 45  
**AC:** 15  
**Speed:** 25ft

### Passive Effects

**Blood Frenzy:** The Shark gains advantage on attacks against creatures that don't have all of its hit points.

### Actions



**Bite:** *Melee, one target.* Hit: 4d6+6 piercing damage.

## Manticore

---

### 10 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 45

**AC:** 14

**Speed:** 35ft

**Duration:** 1 minute

**You summon forth a Manticore.**

### Actions

**Bite:** *Melee, one target.* 1d6+2 piercing damage.

**Claw:** *Melee, one target.* 1d6+2 slashing damage.

**Tail Spike:** *Ranged 30ft, one target, 3 uses.* 1d8+3 piercing damage.

### Commander

The Manticore's tails, claws, and fangs grow longer and darker, becoming hardened and even more deadly.

**HP:** 50

**AC:** 16

**Speed:** 40ft

### Actions

**Bite:** *Melee, one target.* 2d8+5 piercing damage.

**Claw:** *Melee, one target.* 2d8+5 slashing damage.

**Tail Spike:** *Ranged 30ft, one target, 6 uses.* 4d6+6 piercing damage.

## Medusa

---

### Summoner Only

#### 23 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 80

**AC:** 14

**Speed:** 25ft

**Duration:** 1 minute

**You summon forth a Medusa.**

### Actions

**Snake Hair:** *Melee, one target.* Hit: 8d4+8 piercing damage plus 4d6 poison damage. The target must also make a Constitution save against your spell save DC or become poisoned for 1 minute.

**Longbow:** *Ranged 40ft, one target.* Hit: 4d8+4 piercing damage plus 2d6 poison damage.

**Petrifying Gaze (1 use per summon):** The Medusa can force any creature that can see its eyes within 30ft of it to make a Constitution save using your spell save DC. On a fail, the creature begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts for 1 minute.

## Mind Flayer

---

### Summoner Only

**27 Mana, you may only have two 27 cost cards in your deck**

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 60

**AC:** 14

**Speed:** 20ft

**Duration:** 1 minute

**You summon forth a Mind Flayer.**

### Actions

**Tentacles:** *Melee, one target.* Hit: 2d10+4 psychic damage. If the target is Medium or smaller, it is grappled (Escape DC 15) and must succeed on an Intelligence save using your spellcasting modifier or be stunned for 1 round.

**Extract Brain:** *Melee, one target (incapacitated humanoid grappled by the Mind Flayer).* Hit: 8d10 piercing damage.

**Mind Blast (1 use per summon):** The Mind Flayer emits psychic energy in a 20ft cone. Each creature in that area must succeed on an Intelligence save using your spell save DC or take 5d8+4 psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turn, ending the effect on a success.

## Nightmare

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#### 12 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 50

**AC:** 13

**Speed:** 55ft

**Duration:** 1 minute

**You summon forth a Nightmare.**

### Actions

**Hooves:** *Melee, one target.* Hit: 2d8+2 bludgeoning damage plus 2d6 fire damage.

### Commander

The Nightmare grows in size to a war horse and its flames burn a bright, wicked blue.



**HP:** 50  
**AC:** 15  
**Speed:** 60ft

## Actions

**Hooves:** *Melee, one target.* Hit: 3d6+4 bludgeoning damage plus 3d6 fire damage.

**Hellish Stride:** If the Nightmare is within 5 feet of you, you may choose to ride atop it. It cannot attack while you are riding on it, but any hostile creature within 5ft will take 1d12 fire damage.

## Shadow

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### 19 Mana

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 15  
**AC:** 15  
**Speed:** 40ft  
**Duration:** 1 minute

You summon forth a Shadow.

## Passive Effects

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**Shadow Born:** The Shadow may become invisible in dim or dark light.

## Actions

**Strength Drain:** *Melee, one target.* 4d6+6 necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0, otherwise the reduction lasts until the target finishes a short or long rest. If the Shadow kills a creature, you refund its total Mana cost.

## Shadowspawn

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### 8 Mana

**Casting Time:** 1 action  
**Range:** 10ft  
**HP:** 30  
**AC:** 13  
**Speed:** 25ft  
**Duration:** 1 minute

You summon forth a Shadowspawn that embodies a certain emotion: **Fury, Despair, or Fear.**

## Passive Effects

**Terror Frenzy (Fury):** The Shadowspawn has advantage on attack rolls against frightened creatures.

**Weight of Sorrow (Despair):** Any creature other than you that starts its turn within 5ft of the Shadowspawn has its speed reduced by 15ft until the end of the creature's next turn.

**Shadow Strike (Fear):** While in dim light or darkness, the Shadowspawn gains advantage on attack rolls.

## Actions

**Chilling Hand:** *Melee, one target.* Hit: 1d12+4 cold damage.

## Commander

The Shadowspawn's emotional turmoil has been deepened due to its link to your soul. The summons are transformed into Sorrowsworn - The Angry, The Lost, or The Lonely

## The Angry

The furious nature of the Shadowspawn has manifested into a being of pure malice and hatred.

**HP:** 50  
**AC:** 15  
**Speed:** 30ft

## Passive Effects

**Rising Anger:** If The Angry is attacked, its attack rolls have advantage on its next turn. On the first hit, it deals an extra 3d12 psychic damage. If The Angry has not been attacked since the end of its last turn, it has disadvantage on attacks.

## Actions

**Hook:** *Melee, one target.* Hit: 2d12+5 piercing damage

## The Lost

The anxiety and despair from the Shadowspawn has coalesced into a creature searching endlessly for embrace.

**HP:** 45  
**AC:** 14  
**Speed:** 30ft

## Actions

**Arm Spike:** *Melee, one target.* Hit: 2d10+4 piercing damage

**Embrace (1 use per summon):** *Melee, one target.* Hit: 4d10+6 piercing damage, the target is also grappled if it is a Medium or smaller creature. Until the grapple ends, the target is frightened and it takes 4d6 psychic damage at the end of each of its turns. In order to escape, it must make an Athletics (Strength) or Acrobatics (Dexterity) check against your spell save DC. The Lost can only embrace one creature at a time.

## The Lonely

Of the many fears that stemmed from the Shadowspawn, none are more powerful than the fear of being alone.

**HP:** 50  
**AC:** 14  
**Speed:** 25ft

## Actions



**Harpoon Arm:** *Melee 20ft reach, one target.* Hit: 3d8+4, the target is also grappled if it is a Medium or smaller creature. The Lonely has two harpoon arms and can grapple up to two creatures at once.

**Sorrowful Welcoming (1 use per summon):** Each creature grappled by The Lonely must make a Wisdom save against your spell save DC. A creature takes 2d10 psychic damage on a failed save, or half as much on a successful one. In either case, The Lonely pulls each creature grappled by it up to 20ft straight toward it.

## Shambling Mound

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### 18 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 75

**AC:** 16

**Speed:** 15ft

**Duration:** 1 minute

You summon forth a Shambling Mound.

### Actions

**Slam:** *Melee, one target.* Hit: 4d8+4 bludgeoning damage

**Engulf:** The Mound targets a Medium or smaller creature and attempts to engulf it. The target must succeed on either a Strength save or Dexterity save to avoid being engulfed. On a fail, the engulfed target is blinded, restrained, and unable to breathe. In order to escape, the engulfed creature must use an Action to attempt an Athletics (Strength) or Acrobatics (Dexterity) check against your spell save DC, or a friendly creature must use an Action to succeed on a Strength check against your spell save DC to pull the creature out. The Mound cannot move while it has a creature engulfed.

## Undead

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### 8 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 30

**AC:** 12

**Speed:** 20ft

**Duration:** 1 minute

You summon forth a Ghostly, Putrid, or Skeletal undead.

### Passive Effects

**Festering Aura (Putrid):** Any creature other than you that starts its turn within 5 feet of the Undead must succeed on a Constitution save against your spell save DC or be poisoned until the end of its next turn.

**Apparate (Ghostly):** The Undead may teleport to an unoccupied space within 10ft of it without provoking opportunity attacks.

### Actions

**Deathly Touch (Ghostly):** *Melee, one target.* Hit: 1d8+4 necrotic damage. The creature must succeed on a Wisdom save against your spell save DC or be frightened of the undead until the end of the target's next turn. The target becomes immune to this effect after a successful save.

**Rotting Claw (Putride):** *Melee, one target.* Hit: 1d6+4. If the target is poisoned, it must succeed on a CON save against your spell save DC or be paralyzed until the end of its next turn.

**Grave Bolt (Skeletal):** *Ranged 30ft, one target.* Hit: 2d4+4 necrotic damage.

### Commander

The Undead have been bolstered by your soul link and have thus become even more powerful.

### Ghostly

The Ghostly entity is able to manifest its energy into a creature, taking control.

**HP:** 40

**AC:** 14

**Speed:** 30ft

### Actions

**Withering Touch:** *Melee, one target.* Hit: 4d8+4 necrotic damage. The creature must succeed on a Wisdom save against your spell save DC or be frightened of the undead until the end of the target's next turn. The target gains advantage to save for this effect after a successful save.

**Possession (1 use per summon):** One creature that the Ghost can see within 5ft of it must succeed on a Charisma save using your spell save DC or be possessed. The target is incapacitated but aware of its state, and the Undead now controls its body. The Undead cannot be targeted by any attack, spell, or effect except for ones that turn undead. The possession lasts for 3 rounds and upon leaving the creature, it takes 6d6 necrotic damage.

### Putrid

The rotting flesh of the Undead has begun to swell and boil, the stench becoming unbearable to most.

**HP:** 45

**AC:** 14

**Speed:** 30ft

### Passive Effects

**The Smell of Death:** Any creature other than you that starts its turn within 5 feet of the Undead must succeed on a Constitution save against your spell save DC or be poisoned for 1 minute. It also takes 1d8 poison damage when it enters 5ft of the Undead and if it ends its turn within 5ft of the Undead.

### Actions

**Rotting Claw:** *Melee, one target.* Hit: 2d6+6 plus 2d6 poison damage. If the target is poisoned, it must succeed on a Constitution save against your spell save DC or be



paralyzed until the end of its next turn.

## Skeletal

The Undead has grown more powerful in the ways of the arcane.

**HP:** 35

**AC:** 13

**Speed:** 15ft

### Actions

**Necrotic Chain:** *Ranged 30ft, one target.* Hit: 1d12+6 necrotic damage. The Undead sends out a sickly green beam to a target. On a hit, an ethereal chain connects from it back to the Undead. The Undead can then use its Action to deal 1d12 necrotic damage to the target automatically. The spell ends if it uses its Action to do anything else.

**Counterspell (1 use per summon):** The Undead attempts 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.

## Water Weird

### 10 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 50

**AC:** 12

**Speed:** 30ft

**Duration:** 1 minute

### You summon forth a Water Weird.

### Actions

**Constrict:** *Melee 10ft reach, one target.* Hit: 2d6+2 bludgeoning damage. If the target is Medium or smaller, it is grappled and pulled 5 feet toward the Water Weird. In order to escape, the creature must make an Athletics (Strength) or Acrobatics (Dexterity) check against your spell save DC.

### Commander

The Water Weird gains an extra charge of elemental energy from your soul link; **Ice** or **Lightning**.

**HP:** 50

**AC:** 15

**Speed:** 35ft

### Actions

**Constrict:** *Melee 10ft, one target.* Hit: 3d6+2 bludgeoning damage plus 2d6 cold damage. If the target is Medium or smaller, it is grappled and pulled 5 feet toward the Water Weird. It uses your Spell save DC as the escape DC.

**Freeze (Ice):** Once a target is Constricted, the Water Weird can then use its Action to freeze its constricted target. The target takes 5d6 cold damage and is petrified for 1 round.

**Electrocute (Lightning):** Once a target is Constricted, the Water Weird can then use its Action to electrocute its constricted target. The target takes 3d6 lightning damage and is paralyzed for 1 round.

## Wolf

### 2 Mana

**Casting Time:** 1 action

**Range:** 10ft

**HP:** 15

**AC:** 13

**Speed:** 25ft

**Duration:** 1 minute

### You summon forth a Wolf.

### Actions

**Bite:** *Melee, one target.* Hit: 2d4+2 piercing damage. If the target is a creature, it must succeed on a Strength save against your spell save DC or be knocked prone.

### Commander

The Wolf is imbued with elemental power from your soul link and becomes either a **Hell Hound** or a **Winter Wolf**.

**HP:** 45

**AC:** 16

**Speed:** 40ft

### Actions

**Bite:** *Melee, one target.* Hit: 4d4+6 piercing damage plus 3d6 elemental damage. If the target is a creature, it must succeed on a Strength save against your spell save DC or be knocked prone.

**Fire Breath (Hell Hound, 2 uses per summon):** 15 foot cone. Each creature in the area must make a Dexterity save against your spell save DC, taking 6d6 fire damage on a fail or half on a success. The creatures are also ignited, taking 1d4 fire damage at the start of each of their turns until they use an Action to put out the flames.

**Ice Breath (Winter Wolf, 2 uses per summon):** 15 foot cone. Each creature in the area must make a Dexterity save against your spell save DC, taking 8d6 cold damage on a fail or half on a success. The creatures are also slowed to 10ft of movement for 1 round as the cold chills them to their bones.



# 40 mana cost cards

## Demon Lord Aspect

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### Summoner Only

**40 Mana, you may only have one 40 cost card in your deck**

**Casting Time:** 1 action  
**Range:** 10ft

### Baphomet

**HP:** 100  
**AC:** 19  
**Speed:** 40ft  
**Duration:** 1 minute

**You summon forth an aspect of Baphomet, Demon Prince of Beasts.**

### Actions

**Gore:** *Melee, one target.* Hit: 2d6+10 piercing damage.  
**Horned King (1 use per summon):** Baphomet charges 15ft in a straight line toward a target then hits it with a gore attack. Hit: 2d6+10 piercing damage plus 3d10 piercing damage. If the target is a creature, it must make a Strength save against your Spell save DC or be pushed 10ft away and knocked prone.  
**Reckless (1 use per summon):** At the start of his turn, Baphomet can gain advantage on all melee weapon attack rolls for two rounds, but attack rolls against him also have advantage until the effect ends.

### Demogorgon

**HP:** 100  
**AC:** 18  
**Speed:** 40ft  
**Duration:** 1 minute

**You summon forth an aspect of Demogorgon, the Sibilant Beast.**

### Actions

**Tentacle:** *Melee, one target.* Hit: 3d12+8 bludgeoning damage. If the target is a creature, it must succeed on a Constitution save using your Spell save DC or its hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts 1 hour.

**Prince of Demons (1 use per summon):** Demogorgon can cast weird on a target it can see within 25ft of it. Demogorgon does not need to concentrate on the spell.

**Gaze (1 use per summon):** Demogorgon turns his magical gaze toward one creature that it can see within 30ft of it. The target must make a Wisdom save against your Spell save DC. The target can avert its eyes to avoid the gaze using a reaction and automatically succeed on the save. If it does so, it cannot see until the start of Demogorgon's next turn. If the target looks at Demogorgon at any point before its turn starts, it must immediately make the save. If the target fails the save, it suffers one of the following effects (chosen by you).

**Insanity Gaze:** The target suffers the effect of the confusion spell. The effect lasts until the start of Demogorgon's next turn. Demogorgon does not need to concentrate on the spell.  
**Beguiling Gaze:** The target is stunned until the start of Demogorgon's next turn or until Demogorgon is no longer within line of sight.

### Juiblex

**HP:** 100  
**AC:** 18  
**Speed:** 30ft, climb 30ft  
**Duration:** 1 minute

**You summon forth an aspect of Juiblex, the Faceless Lord.**

### Passive Effects

**Spider Climb:** Juiblex can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Oozing Hunger:** Every time Juiblex damages an enemy, you regain hit points equal to half your Ludumancer level rounded down.

### Actions

**Acid Lash:** *Melee, one target.* Hit: 4d6+8 acid damage.

**Eject Slime (1 use per summon):** Juiblex spews out a corrosive slime, targeting one creature that it can see within 30ft of it. The target must make a DEX save using your Spell save DC. On a failure, the target takes 10d10 acid damage. If the target succeeds, they take no damage. If the target takes damage, any metal armor worn by the target takes a permanent -1 penalty to its AC and any metal weapons it is carrying takes a permanent -1 penalty to damage rolls.

### Orcus

**HP:** 100  
**AC:** 20  
**Speed:** 30ft  
**Duration:** 1 minute

**You summon forth an aspect of Orcus, Lord of the Undead.**



## Actions

**Wand of Orcus:** *Melee, one target.* Hit: 3d8+8 bludgeoning damage plus 2d12 necrotic damage.

**Tail:** *Melee 10ft, one target.* Hit: 3d8+8 piercing damage plus 2d8 poison damage.

**Demon Prince of Undeath (1 use per summon):** Orcus may cast True Resurrection on any creature within 50ft of it.

**Blood Lord (1 use per summon):** Orcus may cast Vampiric Touch at 6th level. It makes a *Melee* spell attack, on a hit the target takes 6d6 necrotic damage. You regain hit points equal to half the amount of damage dealt.

## Elder Elemental Aspect

### Summoner Only

*40 Mana, you may only have one 40 cost card in your deck*

**Casting Time:** 1 action  
**Range:** 10ft

### Leviathan

**HP:** 100  
**AC:** 17  
**Speed:** 40ft  
**Duration:** 1 minute

**You summon forth an aspect of Leviathan, the Elder Water Elemental.**

## Actions

**Slam:** *Melee 10ft, one target.* Hit: 1d10+8 bludgeoning damage plus 1d10 cold damage and 1d10 acid damage.

**Tail:** *Melee 10ft, one target.* Hit: 1d12+8 bludgeoning damage plus 1d12 cold damage and 1d12 acid damage.

**Tsunami (1 use per summon):** The Leviathan conjures a tsunami within 5ft of it 50ft tall, 50ft long, and 20ft thick. The tsunami lasts up to 4 rounds. When the tsunami appears, each creature in its area must make a Strength saving throw against your Spell save DC. On a failed save, the creature takes 5d10 bludgeoning damage or half as much on a successful save. The Leviathan can use its Action to move the tsunami up to 10ft, and every time it chooses to do so, the wave's height is reduced by 10ft and the damage is reduced by 1d10. Any Huge or smaller creature inside the tsunami or whose space the tsunami enters when it moves must succeed on a Strength saving throw or take 4d10. A creature caught in the wall can move by swimming on a successful Strength check against your Spell save DC. If it fails, it cannot move at all.

## Phoenix

**HP:** 100  
**AC:** 17  
**Speed:** 60ft  
**Duration:** 1 minute

**You summon forth an aspect of Phoenix, the Elder Fire Elemental.**

## Actions

**Beak:** *Melee 10ft, one target.* Hit: 2d6+8 fire damage. If the target is a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns.

**Fiery Talons:** *Melee 10ft, one target.* Hit: 2d8+4 fire damage. If the target is a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns.

**Fiery Death (1 use per summon):** When the Phoenix dies, or if you choose to sacrifice it, it explodes. Each creature within 20ft of it must make a Dexterity save against your spell save DC or take 10d10 fire damage, or half as much on a successful save. The fire ignites flammable objects not being worn or carried.

## Tempest

**HP:** 100  
**AC:** 18  
**Speed:** 50ft  
**Duration:** 1 minute

**You summon forth an aspect of Tempest, the Elder Wind Elemental.**

## Actions

**Thunderous Slam:** *Melee 15ft, one target.* Hit: 4d6+8 thunder damage.

**Lightning Storm (1 use per summon):** All hostile creatures within 40ft of the Tempest must make a Dexterity save against your spell save DC or take 8d12 lightning damage, or half as much on a successful save. If the target's saving throw fails by 5 or more, it is also stunned until the end of its next turn.

## Zaratan

**HP:** 100  
**AC:** 21  
**Speed:** 30ft  
**Duration:** 1 minute

**You summon forth an aspect of Zaratan, the Elder Earth Elemental.**

## Actions

**Bite:** *Melee 10ft, one target.* Hit: 6d8+10 piercing damage.

**Spit Rock:** *Ranged 30ft, one target.* Hit: 6d6+10 bludgeoning damage.

**Spew Debris (1 use per summon):** The Zaratan exhales rocky debris in a 30ft cube. Each creature in that area must make a Dexterity save against your spell save DC. A creature takes 8d10 bludgeoning damage on a failed save or half as much on a successful one. A creature that fails the save by 5 or more is knocked prone.



# Credits

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