GIFFYGLYPH'S
CARD CODEX

Printable cards and templates
for your D&D 5e games

5E

• GIFFYGLYPH •

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CARD CODEX

Version 0.2

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Ady Veisz Dragia (Collector Enthusiast), Alexander von Bose, Anthony Campla, Barkston, Birb Marrows, cappyCapslock, Dario Hajic, Dor Sivan, Faolan Twinbear, George, Hoots Kenku, JP Callahan Jr, Lex Raine, MickeyMinaj, Strider (The Great Distrupter), Tristan Bacinett, Velivanne, and 270 other patrons

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Giffyglyph's Card Codex

Before setting out into adventure, a wise adventurer knows to prepare ahead to ensure they have the right tools for the dangers ahead—weapons, armor, equipment, and spells.

But as a player, how do you keep track of all your gear and condition effects? As a DM, how do you hand out treasure and rewards to your players? If you like to use physical cards in your D&D 5e games, then welcome to *Giffyglyph's Card Codex*.

This supplement contains a variety of printable cards and templates to help you run your D&D games more easily—condition cards, equipment cards, templates and more in both color and print-friendly variants. Build up your deck, brave hero, and head out into adventure!

About

Version 0.2
Created by Giffyglyph, December 2020

If you like this project and want to see more in the future, you can help out by:

- **Becoming a Patron:** patreon.com/giffyglyph
- **Buying a Coffee:** ko-fi.com/giffyglyph
- **Spreading the word:** like / share / review

To keep up-to-date with my work, visit:

- **My website:** www.giffyglyph.com
- **Twitch:** www.twitch.tv/giffyglyph
- **Reddit:** reddit.com/r/darkerdungeons5e

If you have any questions, contact me at:

- **Discord:** Giffyglyph#7632
- **Email:** giffyglyph@gmail.com
- **Twitter:** twitter.com/giffyglyph

Features

- Create your own deck of printable cards for 5e status effects and conditions.
- Designs for both color and print-friendly card variants.
- Basic card templates—create custom cards for your own table and D&D campaigns.
- **Not for Resale:** These cards and templates are provided for personal use. Print them for use at your own gaming tables, but please don't use any of the artwork contained for resale or for profit.

Sigil Supporters

This 5e supplement was kindly supported by:

Ady Veisz Dragia, Alexander von Bose, Anthony Campla, Barkston, Birb Marrows, cappyCapslock, Dario Hajic, Dor Sivan, Faolan Twinbear, George, Hoots Kenku, JP Callahan Jr, Lex Raine, MickeyMinaj, Strider, Tristan Bacinett, Velivanne

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More 5e supplements

PART 1

Card Categories

1 **5e Conditions** p4
5e condition cards.

2 **Blank Cards** p8
Blank card templates.

3 **Card Backs** p10
Backing images for your cards.

1

5e Conditions

No adventurer stays in perfect health for long. Descend into danger and you're sure to find yourself afflicted with a debilitating condition—blinded, fatigued, grappled, etc.

To help you track your status conditions easily, this chapter introduces a deck of print-and-play condition cards suitable for any D&D 5e game.

Deck Contents

This deck contains 24 print-and-play poker-sized cards:

1. Blinded
2. Charmed
3. Dead
4. Deafened
5. Dying
6. Exhaustion
7. Exhaustion 1
8. Exhaustion 2
9. Exhaustion 3
10. Exhaustion 4
11. Exhaustion 5
12. Exhaustion 6
13. Fatigued
14. Frightened
15. Grappled
16. Incapacitated
17. Invisible
18. Paralyzed
19. Petrified
20. Poisoned
21. Prone
22. Restrained
23. Stunned
24. Unconscious

Combine these card fronts with your choice of card back.

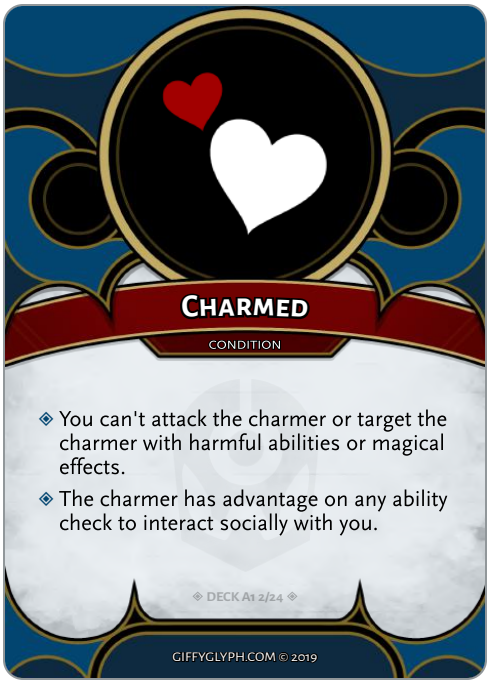
Placeholder

Expanding the Deck

These cards are available to print-and-play for both Patreon (www.patreon.com/giffyglyph) and Twitch supporters (www.twitch.tv/giffyglyph).

Let me know if you would like to suggest new cards that may be suitable for this deck.

BLINDED
CONDITION
You can't see.
You automatically fail any ability check that requires sight.
Attack rolls against you have advantage.
Your attack rolls have disadvantage.
DECK A1 1/24
GIFFYGLYPH.COM © 2019


CHARMED
CONDITION
You can't attack the charmer or target the charmer with harmful abilities or magical effects.
The charmer has advantage on any ability check to interact socially with you.
DECK A1 2/24
GIFFYGLYPH.COM © 2019

DEAD
CONDITION
You are dead.
DECK A1 3/24
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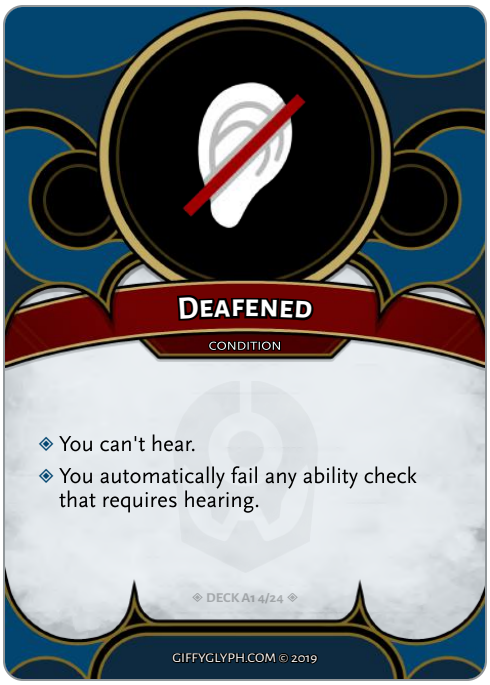
DEAFENED
CONDITION
You can't hear.
You automatically fail any ability check that requires hearing.
DECK A1 4/24
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DYING
CONDITION
You are Unconcious.
At the start of your turn, if you are on 0 hit points, make a death saving throw.
DECK A1 5/24
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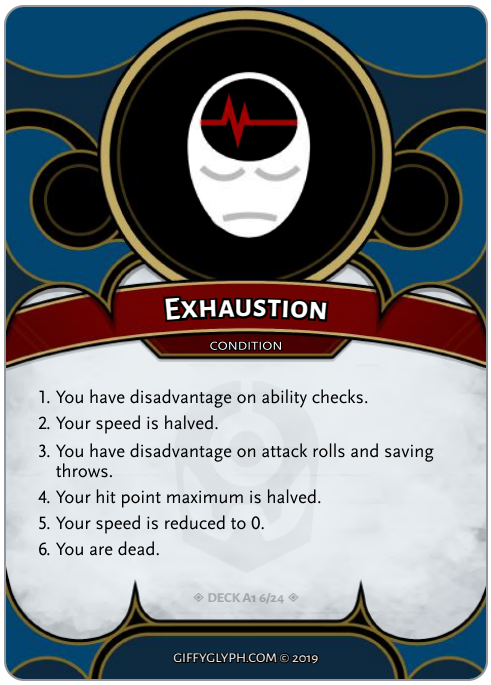
EXHAUSTION
CONDITION
1. You have disadvantage on ability checks.
2. Your speed is halved.
3. You have disadvantage on attack rolls and saving throws.
4. Your hit point maximum is halved.
5. Your speed is reduced to 0.
6. You are dead.
DECK A1 6/24
GIFFYGLYPH.COM © 2019

1
EXHAUSTION 1
CONDITION
You have disadvantage on ability checks.
DECK A1 7/24
GIFFYGLYPH.COM © 2019

2
EXHAUSTION 2
CONDITION
You have disadvantage on ability checks.
Your speed is halved.
DECK A1 8/24
GIFFYGLYPH.COM © 2019

3
EXHAUSTION 3
CONDITION
You have disadvantage on ability checks.
Your speed is halved.
You have disadvantage on attack rolls and saving throws.
DECK A1 9/24
GIFFYGLYPH.COM © 2019

4
Exhaustion 4
Condition
You have disadvantage on ability checks.
Your speed is halved.
You have disadvantage on attack rolls and saving throws.
Your hit point maximum is halved.
Deck A1 10/24
GIFFYGLYPH.COM © 2019

5
Exhaustion 5
Condition
You have disadvantage on ability checks.
You have disadvantage on attack rolls and saving throws.
Your hit point maximum is halved.
Your speed is reduced to 0.
Deck A1 11/24
GIFFYGLYPH.COM © 2019

6
Exhaustion 6
Condition
You are dead.
Deck A1 12/24
GIFFYGLYPH.COM © 2019

+1
Fatigued
Condition
You gain a level of exhaustion.
Deck A1 13/24
GIFFYGLYPH.COM © 2019

Frightened
Condition
You have disadvantage on ability checks and attack rolls while the source of your fear is within line of sight.
You can't willingly move closer to the source of your fear.
Deck A1 14/24
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Grappled
Condition
Your speed becomes 0, and you can't benefit from any bonus to your speed.
This condition ends if the grappler is Incapacitated, or if an effect removes you from the reach of the grappler or grappling effect.
Deck A1 15/24
GIFFYGLYPH.COM © 2019

Incapacitated
Condition
You can't take actions or reactions.
Deck A1 16/24
GIFFYGLYPH.COM © 2019

Invisible
Condition
You are impossible to see without the aid of magic or a special sense.
For the purpose of hiding, you are heavily obscured. Your location can be detected by any noise you make or any tracks you leave.
Attack rolls against you have disadvantage.
Your attack rolls have advantage.
Deck A1 17/24
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Paralyzed
Condition
You are Incapacitated and can't move or speak.
You automatically fail Strength and Dexterity saving throws.
Attack rolls against you have advantage. Any attack that hits you is a critical hit if the attacker is within 5 feet of you.
Deck A1 18/24
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Petrified

CONDITION

- You transform into a solid, inanimate substance. Your weight increases by x10, and you cease aging.
- You are *Incapacitated*, can't move or speak, and are unaware of your surroundings. Attack rolls against you have advantage, and you automatically fail Strength and Dexterity saving throws.
- You have resistance to all damage.
- You are immune to poison and disease.

DECK A1 19/24

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Poisoned

CONDITION

You have disadvantage on attack rolls and ability checks.

DECK A1 20/24

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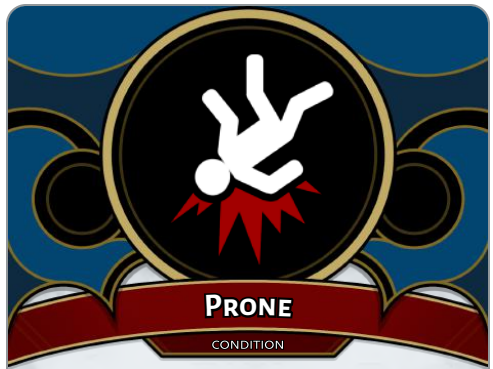

Prone

CONDITION

- Your only movement option is to crawl, unless you stand up and thereby end the condition.
- You have disadvantage on attack rolls. An attack roll against you has advantage if the attacker is within 5 feet of you. Otherwise, the attack roll has disadvantage.

DECK A1 21/24

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Restrained

CONDITION

- Your speed becomes 0, and you can't benefit from any bonus to your speed.
- Attack rolls against you have advantage, and your attack rolls have disadvantage.
- You have disadvantage on Dexterity saving throws.

DECK A1 22/24

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Stunned

CONDITION

- You are *Incapacitated*, can't move, and can speak only falteringly.
- You automatically fail Strength and Dexterity saving throws.
- Attack rolls against you have advantage.

DECK A1 23/24

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Unconscious

CONDITION

- You are *Incapacitated*, can't move or speak, and are unaware of your surroundings.
- You drop whatever you're holding and fall prone.
- You automatically fail Strength and Dexterity saving throws.
- Attack rolls against you have advantage. Any attack that hits you is a critical hit if the attacker is within 5 feet of you.

DECK A1 24/24

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2

Blank Cards

The wilds are a dangerous, unknowable place—you can never fully predict what will happen on any given adventure. This supplement contains a variety of premade card decks for you to use in your games—but if you need a set of *custom* cards for your adventures then look no further.

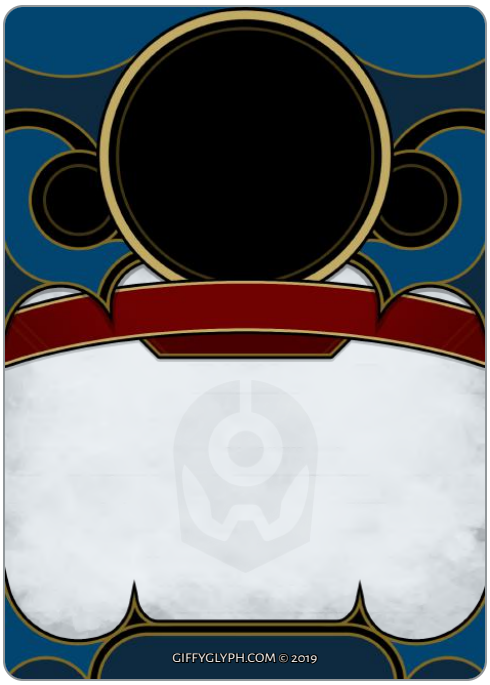
Combine these empty card fronts with your choice of card back to create a custom deck for your own games.

Placeholder

Expanding the Deck

These cards are available to print-and-play for both Patreon (www.patreon.com/giffyglyph) and Twitch supporters (www.twitch.tv/giffyglyph).

Let me know if you would like to suggest new cards that may be suitable for this deck.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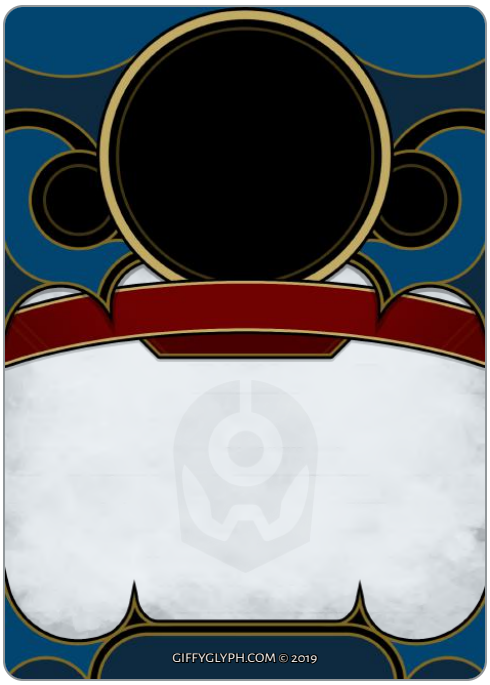
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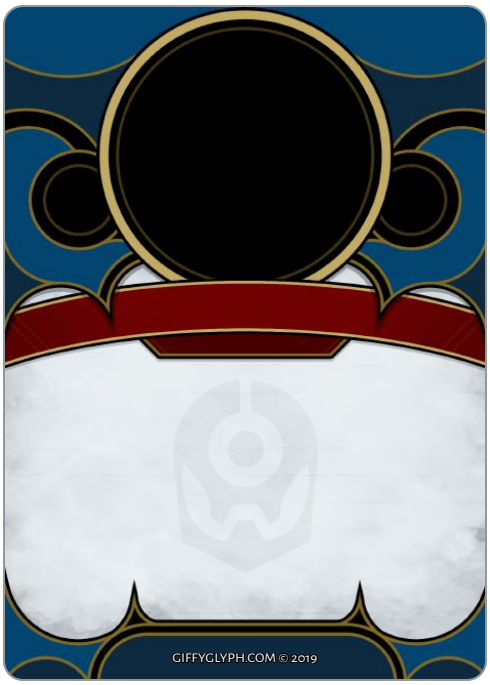
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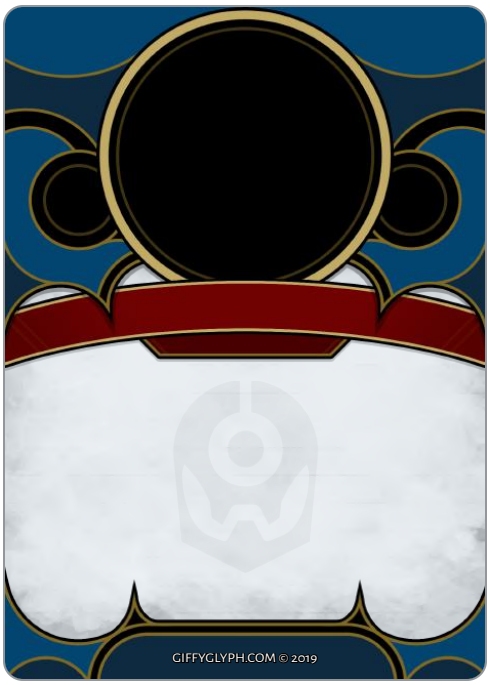
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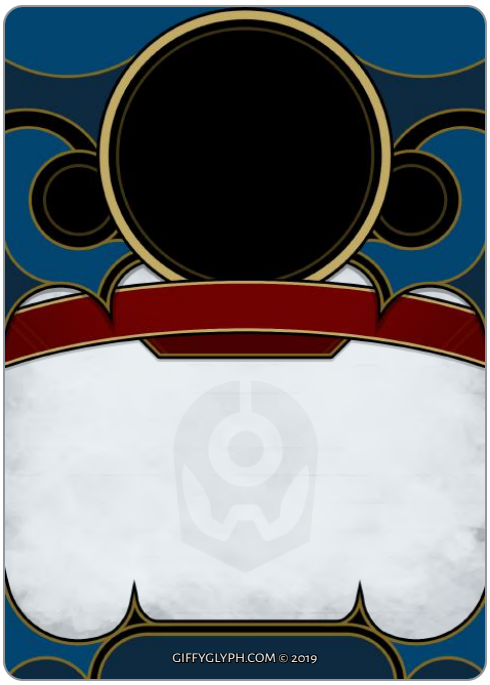
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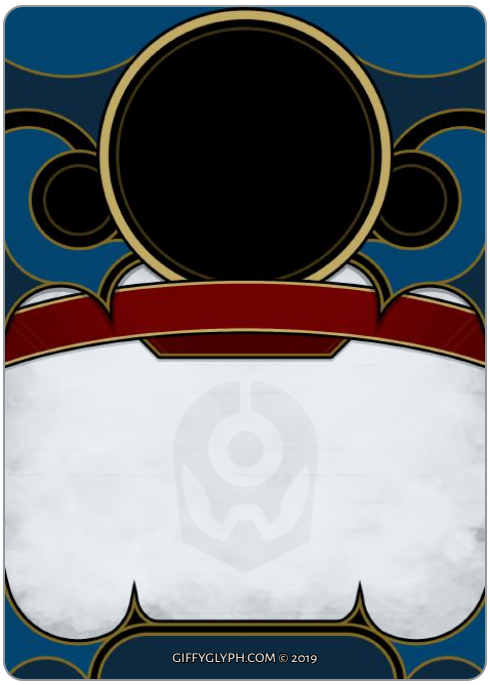
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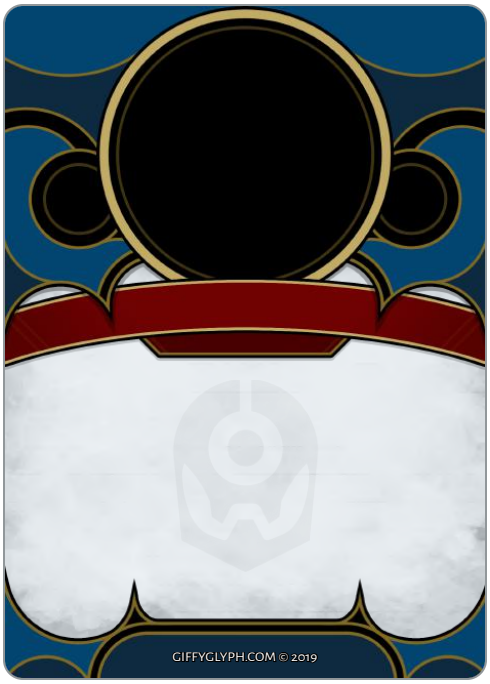
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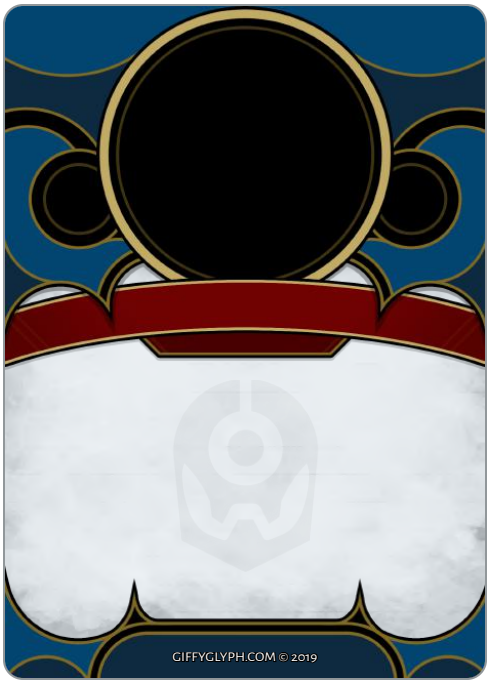
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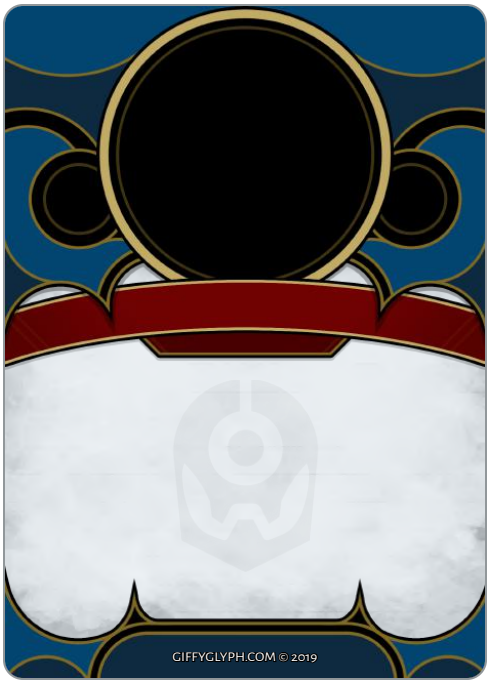
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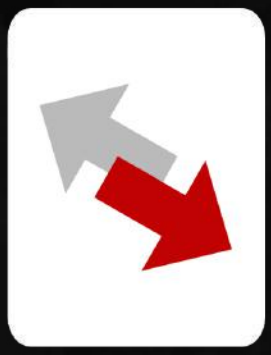

3

Card Backs

No deck of cards is complete without a suitable backing image. Use these card backs to create a custom card deck for your games.

Placeholder

Expanding the Deck

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Let me know if you would like to suggest new cards that may be suitable for this deck.

APPENDICIES

The Extras

A FAQ p13
Frequently asked questions.

FAQ

This section lists at some of the frequently asked questions regarding the *Card Codex*. If your question isn't answered here, feel free to contact me.

A Who's the artist?

The card artwork (including the other artwork in this book) was created by me—Giffyglyph. The base heading icons were created by the artists of **game-icons.net**.

- **Card Artwork:** Giffyglyph
- **Header Icons:** www.game-icons.net

B Do you do commissions?

If you have a project or some commission work you think I may be able to help with, please contact me at:

- **Commissions:** giffyglyph+commisions@gmail.com

C I have a card/deck suggestion

If you have a suggestion about new cards or card decks—or you've noticed an error in an existing card—contact me to let me know.

Some notable future expansions include:

- Weapon, armor, and equipment cards.
- Spell and class feature cards.
- Cards for the *Darker Dungeons* 5e supplement.

D Can I reference this?

Feel free to reference parts of this book in your own free homebrew—with an appropriate credit back to me. But please don't replicate my work wholesale, nor use it in any for-sale variant or product.

E Can I sell decks with this art?

No—the artwork in this supplement is provided for personal use only. You may print card decks for your own table and games, but please don't share, upload, or resell the art for any other purpose.

F Can I buy a printed deck?

Not at the moment, no. I'm currently looking into this as a few people have requested printed decks. In the meantime, this project (and most of my other work) is released on *Pay-What-You-Want* terms.

If this supplement has helped out your game and you'd like to support my work:

- **Patreon:** Become a Patron (patreon.com/giffyglyph) to support this and my other projects.
- **Ko-fi:** My Ko-fi page (ko-fi.com/giffyglyph) is always open to kind, one-off donations.
- **Spread the Word:** Share a tweet/like/review/etc if this supplement has helped your game.

Become a Patron

Talk on Twitch

Contact Me

Thanks for reading this! If you have any questions or feedback, you can DM me at /u/giffyglyph or @giffyglyph, email me at giffyglyph@gmail.com, or follow my other assorted works at www.giffyglyph.com.

THANKS FOR READING
WHAT'S NEXT?

Try these other supplements & tools

Darker Dungeons

Want to make your D&D 5e campaign more deadly for your players? Then try **Giffyglyph's Darker Dungeons**, 150+ pages of modular rules, tweaks, and advice:

- Manage equipment and gear with the **Active Inventory** system.
- Track **survival conditions** in your game with hunger, thirst, and fatigue.
- Add lingering **wounds and injuries** to combat.
- Add risk to casting magic with **magical burnout**.
- Create **randomised characters** and **0th-level rookies**.
- And more.

giffyglyph.com/darkerdungeons

Roll20 Character Sheet

Want to play *Giffyglyph's Darker Dungeons* online with Roll20? Then try **Giffyglyph's Roll20 Character Sheet**, a fully-featured and automated sheet compatible with any 5e game:

- A brand **new layout and design**.
- 6 carefully laid-out **tabs, panels, and options**.
- Compatible with **any D&D 5e game**.
- Full drag-and-drop **compendium support**.
- **Track your inventory** using weight or slots.
- Toggle **Darker Dungeons modules** on or off to suit your own game.
- And more.

giffyglyph.com/darkerdungeons

Monster Maker

Want to make some new D&D 5e monsters in just a few seconds? Then try **Giffyglyph's Monster Maker**, 60+ pages of monster tables, tweaks, and advice:

- Swap challenge ratings for easy **monster levels**.
- Build minions, elites, and solo monsters with simple **monster stats**.
- Give monsters an identity with **monster roles**.
- Add **traits & powers** for variety in your combat.
- Use **freeform attacks** for dynamic encounters.
- Build encounters in seconds with **monster points**.
- Run multi-phase **boss encounters**.
- And more.

giffyglyph.com/monstermaker

Monster Maker App

Want to create some new monsters using your phone or computer? Then try **Giffyglyph's Monster Maker webapp**:

- Create your own **monster vault** in a few clicks.
- Build **minions, standards, elites, & solos**.
- Apply **monster roles** for quick, balanced variety.
- **Save** your monster vault for later use.
- Customize monsters with **traits, powers, & notes**.
- **Export** your vault monsters to share with others.
- Build monsters in either **quickstart** or **manual** modes.
- Works on phone, tablet, or computer with a **mobile-friendly** and fully-responsive layout.
- And more.

giffyglyph.com/monstermaker/app

DELVE INTO DECKBUILDING

This supplement offers printable cards and templates to help you run your D&D games more smoothly.

New **printable cards** and for your D&D 5e games

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