

THE DEALER

A 5e class that embraces the chaotic nature of drawing cards



TABLE OF CONTENTS

Dealer

Introduction

Origin in Chaos

Charismatic Agents

Creating a Dealer

Class Features

Enchanted Deck

Stacked Deck

Gambling Box

Ability Score Improvement

Expertise

Dual Decking

Creating Luck

Enchanted Deck

Cardshark

Cartomancer

Summoner

Minor Arcana Cantrips

Major Arcana Spells

Summoner Creatures

Jack

Queen

King

Ace

Joker

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



Written by Artem Bank | <https://www.metallicsunmedia.com>
All content © Artem Bank 2018, unless otherwise noted.

Cover Art: "Malzakus - The Runaway Apprentice" © Rezan Gungor 2018 | <https://www.artstation.com/rezzyg>

Thank you to my wonderful D&D friends - Tony, Ryan, Richard, Sidney, and Andrew, in no particular order. I bother the hell out of them with this stuff and it would never get made if I couldn't bounce my ideas off of them and actually playtest it with them.

Thank you to reddit users Spoolicus, Mittenmagic, Strykers, lotictrance, MelancholyOnAGoodDay, PaytonZane, some_hippies, Malinhion, ss4mario, 7ortuga, ShareDVI, and HeadmasterDitto for reading over the original version 1 of this class and giving support and feedback on how to make it play better. It feels like a much bigger and more full class now.

DEALER

In a dark and musty den sits a toothy grinned elf expertly shuffling a deck of cards. Surrounding the table is a pack of unkind and roguish orcs, bugbears, and goblins that flash dangerous eyes. The elf deals everyone a hand, but unknown to everyone surrounding, he pulls from the bottom of the deck to his hand. There is an angered groan as the pot is slid toward the elf for the fifth time this night.

A triton searching for his long lost mother sits down at his campfire for the night and draws cards. One by one, they paint him a vivid picture of family beyond the mountains. As he looks to the stars, his attention falls to the north where a snow dusted peak lies. Before he lays down to sleep however, a twig snaps behind him and he draws another card, glowing with energy.

A halfling walks through the town market, searching for some wonderful spiced rum. She hears some commotion from the center of the market, with a rather brutish human manhandling a woman. She takes a hold of her deck, and flings three cards toward the man with expert precision. The first two deter him away from the girl, but the third card hits a stock of combustible material in the stall behind, causing quite more of a scene than she bargained for.

A dealer is more than just someone who has given themselves a fantastic sleight of hand, but rather they are masters in the art of chaotic destiny. Where most spellcasters hone their craft to specific spells or items, dealers thrive with wild magic and embrace the gamble of never knowing how their power will manifest. But like any good gambler, they know how to stack the deck in their favor.

ORIGIN IN CHAOS

Much like the magic itself, the start to a dealer's journey is often one of uncertainty. In a fantastic sort of irony, the only surefire constant between dealers is the existence of chaos in their life beforehand. Magic users that might have awakened as sorcerers otherwise can find themselves as dealers if they participate too much in a gambler's den. Those that like to make ill-fated deals with chaotic beings make find themselves slaves to chaos. Or perhaps a diviner might actually find themselves staring into the third eye of fate when telling their own fortune one day. Most dealers have no mentors in this craft, but even if they learned it themselves they usually have no problem sharing it with others.

CHARISMATIC AGENTS

These cardsharks always with a penchant for conversing or at least lying to others. They are perhaps the most social of all spellcasters, save perhaps a famous bard. Regardless of how the powers appear, the people who wield this wild magic appear in one of two ways most of the time. Some may come off as aggressive, channeling an offensive chaotic power into the cards, and use them as weapons themselves. Others take a stance of letting the cards support them as they let the wild energy choose what happens to them or perhaps their companions.

THE DEALER

Level	Proficiency Bonus	Features	Hand Size
1st	+2	Enchanted Deck	-
2nd	+2	Stacked Deck, Gambling Box	1
3rd	+2	Enchanted Deck feature	1
4th	+2	Ability Score Improvement	1
5th	+3	Expertise, Gambling Box improvement	2
6th	+3	Enchanted Deck feature	2
7th	+3	-	2
8th	+3	Ability Score Improvement	2
9th	+4	Enchanted Deck feature	2
10th	+4	Expertise	3
11th	+4	-	3
12th	+4	Ability Score Improvement	3
13th	+5	Gambling Box improvement	3
14th	+5	Enchanted Deck feature	3
15th	+5	Dual Decking	4
16th	+5	Ability Score Improvement	4
17th	+6	Enchanted Deck feature	4
18th	+6	Gambling Box improvement	4
19th	+6	Ability Score Improvement	5
20th	+6	Creating Luck	5

CREATING A DEALER

When you decide on how your dealer came to be, think about what they did before they had this magic ability. Was this a cause of a bad bet? Did this spark to life after using cards recreationally? Are they willingly giving themselves to chaos or are they the unlucky victims of fate?

Most dealers are quite chaotic in nature and so that alignment is typical of them, but neutral or lawful characters can find themselves holding the deck just the same. Neutral characters may find themselves just going with the flow, or a lawful character may find solace in following the whim of fate and destiny.

Be aware that actually playing a dealer requires using at least a deck of standard playing cards, though a tarot deck may make the Cartomancer subclass more enjoyable to play.

QUICK BUILD

You can make a dealer quick by following these suggestions. First, make your highest ability scores in Dexterity and Charisma. Second, choose the charlatan background.

CLASS FEATURES

As a dealer, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per dealer level

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

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

PROFICIENCIES

Armor: Light Armor, Shields

Weapons: Simple Weapons

Tools: Both gaming sets (dice, cards)

Saving Throws: Dexterity, Charisma

Skills: Choose two from Arcana, Deception, Insight, Persuasion, and Sleight of Hand

EQUIPMENT

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

- (a) any simple weapon or (b) a shield
- (a) an entertainer's pack or (b) a scholar's pack
- a gaming set, leather armor, and a dagger

ENCHANTED DECK

At 1st level you gain access to an enchanted deck of cards. This deck can be bought/found/gifted, or created from a set of cards that you have been using for a long time. The deck of cards is bound to you and is not magical for others. If this deck of cards is somehow misplaced, it reappears in your possession following a short rest. If it is destroyed, a new deck of cards may be enchanted with the same abilities as the previous ones for 200g in materials (including a card set) and 8 hours of time.

You choose whether this deck is a standard 52 card playing card deck or a 78 card Tarot deck. This choice details what kind of dealer you are: a Cardshark, Cartomancer, or Summoner, all of which are detailed at the end of the class description. Cardsharks and Summoners use standard decks, while the Cartomancer uses a tarot deck. Your choice grants you features at 1st level and again at 3rd, 6th, 9th, 14th, and 17th level.

STACKED DECK

At 2nd level, you gain the ability to cheat chaos. When you roll initiative, you may draw a card before combat begins and leave it in your "hand." When you draw a card from the deck as a part of combat, if you are unhappy with the choice fate has made, you may substitute the card picked earlier.

Once per combat, before using any cards in your hand you may, as a bonus action, mulligan the draw. Shuffle the cards and pick a new card for your hand.

The cards you may stock in your hand increase by one at 5th, 10th, 15th, and 19th levels.

GAMBLING BOX

Beginning at 2nd level, you start to dabble with wild magic in other traditional game mediums. You start a box for a set of magical gaming items that you imbue with chaotic magic over time. Like your deck of cards, they are bound magically to you and reappear in the box if they are used, destroyed or misplaced after a short rest. As an action, you may use one item from the box. You create a new piece for your gaming box at 5th, 13th, and 18th level.

GAMING ITEMS

2nd Level - Misplaced Caltrops. When this set of d4 dice is thrown onto the ground, they multiply to cover a 20 foot radius. You choose a point you can see within 30 feet as the edge of the circle. From the position they fall in, roll a d4. If 1, they spread north; 2 to the east, 3 to the south, and 4 to the west. They make the area rough terrain. Creatures that move into or through this area for the first time this round take 1d4 damage. The caltrops vanish after one minute.

5th Level - Bullseye Darts. A set of four darts that you throw all at once. Choose up to four targets you can see within 120 feet to send these darts toward. For each dart, there is a 50% chance that it will hit the enemy or the closest ally to that enemy. If no allies are near the enemy, they will hit you. Each dart does 1d6 piercing damage.

13th Level - Un/Lucky Coin. When you toss this coin, it's outcome changes the way that fate looks on your luck. Toss a coin and call it. If you win the toss, all of your rolls for 5 rounds have advantage. If you lose the coin toss, all of your rolls for 5 rounds have disadvantage.

18th Level - Doom Dice. At 18th level, you enchant a twenty sided dice with a mass of entropy. When you roll this dice, one of twenty effects can occur. You must choose a spot within 30 feet that you roll this dice to. The doom dice only reappears in the box after a long rest. Refer to the chart on the next page for the effect of the dice when used.

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.

EXPERTISE

At 5th level, you choose one skill proficiency. Your proficiency bonus is doubled for any ability check you make that uses either that proficiency or any gaming set.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

DOOM DICE ROLLS

Roll Effect

- 1 You instantly fall unconscious but are stable.
- 2 It feels like there is a rock in your shoe. It ruins your mood. When you check, there is no rock.
- 3 *Stinking Cloud* is cast with you as the centerpoint.
- 4 Every creature within 20 feet of the dice must make a dexterity saving throw or take 4d6 lightning damage as the dice erupts into sparks. Saving deals half damage.
- 5 Three creatures closest to the dice gain 4d4 temporary HP.
- 6 You may choose to take 10 instead of rolling on the next 3 rolls you make.
- 7 A geyser of 2000 gold spouts up from the ground.
- 8 The effects of *Fly* are cast on you for one minute, but your nearest ally controls your movement.
- 9 You understand every language for the next week.
- 10 A beautiful bouquet of flowers appears in your hand.
- 11 Choose one creature within earshot that understands a language you speak. You utter one insult at the target. The DM rules if your insult is scathing enough. If it is, the target instantly takes 1d8 charisma damage as it closes up inside. I hope you're happy, *monster*.
- 12 Three candies appear in your hand. They expire in 5 hours. If a creature eats one of these candies, you absorb 1d4 of that creature's intelligence for the next 5 hours.
- 13 Two bolts of lightning strike you dealing 5d6 damage.
- 14 The two closest trees are connected by one unbroken piece of string.
- 15 Choose one creature you can see. For the next minute, you gain advantage on all attack rolls and skill checks against those creatures.
- 16 A torrential downpour of plush toys falls upon one creature of your choice within 60 feet. It must make a strength saving throw or take 10d10 bludgeoning damage. Saving consolidates all of the toys into one that the creature gets to keep.
- 17 A healthy, sturdy warhorse appears for one day and is loyal to you.
- 18 Cast *Wish*. Then cry for an hour straight.
- 19 You are restored to full health and clear of all conditions.
- 20 The creature closest to the dice must make a DC18 constitution saving throw or fall to zero immediately. On a save, it takes half of its max HP in damage.

DUAL DECKING

Starting at 15th level, when you use a card from your enchanted deck, instead of placing it at the bottom of the deck, you may choose to create a discard pile for the duration of combat. You may choose to draw from this pile instead of your main deck. Cards used from this pile go to the bottom of your deck. After using this feature, you may only use it again after a long rest.

CREATING LUCK

At 20th level you become a master of chaos and entropy. When fate is not to your liking, you simply change it. Twice per short rest, you may re-roll any roll, including those of others if they are within 30 feet.

ENCHANTED DECK

The bread and butter of a dealer is their enchanted deck, imbued with wild magic that is just as unpredictable as a drawn card. But how one deals the cards has a large effect on what they do.

CARDSHARK

Some dealers prefer to use their finesse and aggressive nature in their cards. These prefer to use regular playing cards from a 52 card deck with the suits club, spade, hearts, and diamonds. You must shuffle your deck at the start of combat.

COMBAT DECK

When starting their journey, the cardshark takes their playing cards and delicately sharpens the edges. Their great dexterity with these cards allows for a violent and accurate fling of a randomly drawn card. Cards that you draw must immediately be thrown, and reappear at the bottom of the deck afterwards. You gain proficiency with the Combat Deck.

The combat deck is a two handed exotic weapon with a normal range of 40 and a maximum range of 60. When you attack with the combat deck, you draw from your deck of cards. When you draw 2-10, the deck deals 1d4 slashing damage, and when you draw a face card or ace, it deals 2d4 slashing damage.

When rolling a critical hit, you draw a joker and the card deals 3d4 slashing damage before the crit. You specifically remember that there were no jokers in your deck before, but here it is.

CARD TRICKS

Also at 1st level, your dexterity with your cards takes on a whole new meaning in combat. First, you gain a number of Trick Points equal to half your dealer level (minimum 1) plus your charisma modifier. You may use these points to perform special card tricks. You must gain the benefits of a short or long rest to restore these trick points.

You learn three tricks immediately at 3rd level, and learn the remaining 3 tricks at 7th level.

Saving Throws. Some of your tricks require the target to make a saving throw to resist the effects of the trick. Your saving throw DC is calculate as follows:

$$\text{Trick save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

Ace up the Sleeve. When an enemy's attack misses you, you may spend one trick point to make a single immediate attack against them with your combat deck.

Assistant Performance. On your turn, you may use a bonus action and spend a trick point to pump up one ally. When you do so, choose an ally that can see or hear you. They gain advantage on their next roll.

Double Lift. When you make an attack with the Combat Deck, you may spend one trick point to immediately make another attack with the Combat Deck. You may only use this trick once per turn.

Misdirection. When you successfully hit a target with an attack using your combat deck you may expend one trick point to attract that creature's attention. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Silver Tongue Slice. You may spend a trick point to make a bonus action against a creature that can hear and understand you. You fling it an insult on it's performance. It must make a Charisma saving throw or make its next attack roll at disadvantage.

Street Magic Retreat. You may spend a trick point to make the disengage action as a bonus action.

FACE VALUE

Upon reaching 3rd level, you may add half the numeric value of the card drawn to the damage dealt. Aces count as one and face cards continue on from 10 (e.g. Jack = 11.)

MULTI-DRAW

Your tenacity lets you take multiple cards from your deck. Upon reaching 6th level, when you use your action to attack with the Combat Deck, you may spend your bonus action to make another attack with your deck. You may draw one more additional card attack to this bonus at 11th and 17th levels.

MAGICAL FLAIR

At 9th level, you truly show your magician's skill. Your attacks with the combat deck become magical, and you may change the damage type depending on the suit drawn. Diamonds deliver cold damage, hearts conjure fire, spades energize lightning, and clubs permeate acid.

LUCKY DRAW

Your time with cards has told you a strong hand is everything. At 14th level, when you use your Multi-Draw, if cards that form a set you may add extra damage dice if all of the set hits.

Draw	Damage Dice
3 of a Kind	1d8
Straight (3 Cards)	2d4
Flush (3 Cards)	1d10
4 of a Kind	2d6
Straight Flush (4 Cards)	2d8
Royal Flush (4 Cards)	3d6

52 PICKUP

In a true showing of force, at 17th level, you learn the mightiest trick of all. Once per long rest you may spend five trick points to fling the entirety of your deck in front of you. All creatures in a 15 foot cone in front of you must make a dexterity saving throw, or be dealt 10d20 force damage. Saving halves this damage. Once this feature is used, the deck will reappear to you only after a long rest.

CARTOMANCER

Some people derive more than just gambling fun from the cards, but instead recognize their connection to the stars and the path that lies in destiny. They choose to give in to the fate that the cards put upon them.

MINOR ARCANA

A cartomancer separates their tarot deck into two portions: Minor and Major arcana. The Minor Arcana contains all numbered and face cards of each suit. At 1st level, they enchant their minor arcana with wild magic. When you roll initiative you must shuffle this deck.

As an action, you may draw a card from the Minor Arcana deck. The value of the card and suit determine a cantrip that must immediately be cast. You may use your movement before casting the card. The card then goes to the bottom of the deck. If a spell is not cast by the end of your turn, the card explodes to deal 1d4 fire damage to the wielder. This may be thrown as a ranged weapon attack with a range of 30 feet instead.

The chart shows what spells are cast depending on the card drawn. Cantrips listed in bold are detailed at the end of the class description. Others may be found in official Wizards of the Coast materials.

If using a standard deck, Swords = Spades, Cups = Hearts, Pentacles = Diamonds, and Staves = Clubs.

Suit	Draw	Spell Choice
Swords	Jack-King	Unfortune.
Swords	6-10	Logic Pause.
Swords	1-5	<i>Gust</i>
Cups	Jack-King	Cup of Care.
Cups	6-10	Fool's Love.
Cups	1-5	<i>Shape Water</i>
Pentacles	Jack-King	Gilded.
Pentacles	6-10	Fortuitus Shield.
Pentacles	1-5	<i>Mold Earth</i>
Staves	Jack-King	Fire Lasso.
Staves	6-10	Wit Sap.
Staves	1-5	<i>Control Flames</i>

MAJOR ARCANA

The Major Arcana are another set of cards in a tarot deck that are titled and number from 0 to XXI. As you grow in level, you enchant more and more Arcana with powerful magics and learn new spells.. The Major Arcana are not randomly chosen, but instead you decide when to cast the spells learned. You may cast Major Arcana spells once per long rest.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Minor and Major Arcana spells, since you use your presence to connect to destiny and fate to change them. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a dealer spell you cast and when Making an Attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Level Spells Learned

1	The Fool, I The Magician
2	II The High Priestess
3	III The Empress, IV The Emperor, V The Hierophant
4	VI The Lovers
5	VII The Chariot, VIII Strength
6	IX The Hermit
7	X Wheel of Fortune
8	XI Justice
9	XII The Hanged Man, XIII Death
10	XIV Temperance
11	XV The Devil
13	XVI The Tower
15	XVII The Star
17	XVIII The Moon
18	XIX The Sun
19	XX Judgement
20	XXI The World

FATE VISION

When you open your eyes for the first time at 3rd level, you see the world from a different viewpoint. Once per long rest as a bonus action, you may enter a form of blindsight in which you see the threads of fate that connect the world together. Certain benefits and penalties apply with this newfound sensation. Once a dealer enters Fate Vision, it lasts for two hours.

- Advantage on Perception (Sound, Touch) and Insight
- Advantage on Arcana when viewing a magical item
- Advantage on saves against illusion magic
- Disadvantage on Perception/Investigation (Sight)
- Disadvantage on ranged weapon attacks
- Disadvantage on saves against thunder

BENDING FATE

At 6th level, when you draw from the Minor Arcana, you instead choose your cantrip based on the suit only and not the draw. If you draw a swords suited card for instance, you may choose to cast either the Unfortune, Logic Pause, or Gust cantrips.

In addition, if you choose to let a card explode on you after you draw from the Minor Arcana, roll a d20. On a 20, you can immediately cast a Major Arcana spell without expending it's use for the day, provided that the spell level is no greater than 1/4 your total level, with a minimum of 1. You also take no damage from the explosion on a 20.

STAR SPEAKER

When you reach 9th level, you find that as you can read the cards, you can read the stars as well. You always know exactly where you are if you can see the stars and roll with advantage when the roll is regarding the stars or constelations. In addition, you always know which direction is north, and you gain proficiency with navigating waterborne vehicles at night.

You also become so adept at reading the cards that you can sense things about people or places even if they are not there. This power functions much like the spell *Scrying* does for the purposes of it's saving throws.

Once per short rest you may attempt to divine information about a subject of your choice. Though you cannot see or hear your subject, you may know it's current feelings, immediate thoughts and situation, and one question about it's immediate future (1 hour) must be answered truthfully by the DM.

SOOTHING SOOTHSAYER

You truly become connected to the cards after your proloned use. At 14th level, when you use a Minor Arcana card, you may spend a bonus action to regain health equal to the card's face value. Aces count as one and face cards continue on from 10 (e.g. Jack = 11.)

FORESIGHT

You gain flashes of the future at 17th level. When a creature attacks you, as a reaction you may draw a Minor Arcana card and immediately use it's effect on either yourself or that creature. The effect of the card resolves before that creature's attack does.

SUMMONER

Sometimes the magic enchanting the cards makes them take a life of their own. The dealer wielding them can see the life blooming inside of them, and use their energies to conjure powerful creatures to their aid.

FACE DECK

The standard 52 card deck (plus two jokers) is split into two halves. Jacks, Queens, Kings, Aces, and Jokers are enchanted with the power to call forth unique creatures, while the numbered cards are enchanted with lesser magics. These two portions create two separate decks.

At 1st level you gain access to the face deck and can summon creatures when you throw down a card. You must use your action to give telepathic commands for the creature to follow, at which point the creature gains a full turn to spend. You may use this feature twice per short rest, and the creature remains loyal and follows your orders for two hours, or until the creature's HP reaches zero, at which point it vanishes.

You must shuffle the face deck before you draw a card from it. Cards drawn from the Face Deck may not be added to a dealer's hand with the Stacked Deck feature. When a card is drawn and used, it is removed from the deck completely until a long rest.

Creatures summoned from the face deck gain upgraded features at 5th, 10th, 15th, and 18th levels. The creatures are detailed at the end of the class focus.

NUMBERED DECK

The rest of the 36 cards have the magical prowess to support your summoned creature. Starting at 3rd level, after a creature is summoned via the face deck, you may spend your bonus actions to draw a card from the Numbered Deck and use it's effects immediately upon the summoned creature. The effects last until the start of your next turn unless otherwise stated.

Card Effect

- 2 Choose one stat. For one turn, your summoned creature is granted a +2 bonus in that stat.
- 3 You choose whether your summoned creature grows one size category larger or smaller. Its land movement speed, reach, and attack damage raise or lower by 5 respectively, though its AC raises or lowers by 2 inversely.
- 4 Choose one stat. For one turn, your summoned creature makes all rolls related to that stat with advantage.
- 5 Your summoned creature gains truesight for one turn.
- 6 For one turn, your summoned creature is insivible to everyone including yourself.
- 7 When your summoned creature deals damage this turn, you may heal yourself for a quarter of the damage dealt.
- 8 One of your summons is healed for 2d8. You may expend your hit dice for extra healing.
- 9 Your summoned creature gains sentience and acts of its own accord for three rounds.
- 10 Your current summon gains the ability to take a single action immediately after another creature's turn once this combat.

EMPOWERED CREATURES

When you reach 6th level, the creatures you summon come as extra variants based on the suit they are drawn as. This affords each creature powerful abilities depending on the suit drawn. Refer to the creature stat blocks for the corresponding suit-special abilities.

TOP DECKING

Starting at 9th level, you may choose to draw up to half your charisma modifier (minimum 1) in cards from your face deck as a replacement for that many numbered deck cards as part of your hand at the start of combat.

LEGENDARY CARDS

Your deck is upgraded with fancy holographic cards that contain much more power within them. At 14th level, your summons may take any of their actions immediately following the end of another creature's turn up to three times per summon.

In addition, you may now use up to four face cards per short rest.

BLANK CARD

Once per month at 17th level, you may create one blank card that is not part of your deck. You may not have more one of these blank cards at a time. This card vanishes upon a failed use, and returns to your deck on a short rest.

When you use this card against a creature, it must make a Constitution saving throw (DC determined by your charisma modifier.) If the creature's CR is half of your level or lower - or it has a quarter or less of its health left, it makes this save at disadvantage. Upon a failed save, this card is added to your Face Deck, and you may summon this creature at the level it was captured as you would any other card you would draw from that deck.

MINOR ARCANA CANTRIPS

UNFORTUNE

Divination cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You tug on another's thread of fate. One creature you can see within 90 feet must make a constitution saving throw or take 1d10 force damage.

At higher levels. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

LOGIC PAUSE

Enchantment cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You pose a deep philosophical question to one creature within earshot. That creature must make an Intelligence saving throw or be unable to make reactions, and only move up to half speed until your next turn.

CUP OF CARE

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You pour a cup of pure vitality. If a creature drinks from the cup, it gains a number of temporary hit points equal to 2d4 + your spellcasting ability modifier. The cup, and any HP it gave vanish on your next turn.

FOOL'S LOVE

Enchantment cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 round

One creature you can see must make a wisdom saving throw. On a failed save, the creature will protect you to the best of it's ability until your next turn. If on a successful save, the creature takes damage, or the spell ends, the creature turns hostile to you if it was not already.

GILDED

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

Your or an ally's weapon within 30 feet becomes magic and gold until the start of your next turn.

FORTUITOUS SHIELD

Enchantment Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You or an ally you can touch gain 2 AC until the start of your next turn.

FIRE LASSO

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You conjure a rope of fire to constrict one target within 30 feet. The target must make a strength saving throw or take 1d6 fire damage and be grappled until your next turn.

At higher levels. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WIT SAP

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

One creature within 30 feet must make a wisdom saving throw or take 1d4 wisdom damage. This damage is healed on your next turn.

MAJOR ARCANA SPELLS

THE FOOL

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You give a new face to an old friend. You may change one willing subject into a physically similar substitute for the duration of the spell. The chosen substitute must be of the same size class and similar body form (bipedal, four legged, etc.) The target keeps their own statistics and abilities, but appears as this disguised form. Their voice, or any other characteristics other than appearance stay the same. Other creatures that make a successful Intelligence (Investigation) check against your spell saving throw to see through the illusion. If the your ally is touched by another creature, the spell ends.

I THE MAGICIAN

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

You create a new thread of fate that seeks to pain enemies. The card turns into a needle and thread that extends from you for 90 feet. The thread may only make right angles when turning and cannot pass through stone, metal, and may not change in elevation. If the thread passes through a creature, it must make a Constitution saving throw or take 3d6 piercing damage. Creatures made of or wearing stone or metal make this save with advantage. A creature takes half damage on a successful save.

II THE HIGH PRIESTESS

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a figure of female authority in an attempt to disrupt any current forward thoughts or feelings. The figure conjured is not chosen by the caster, but rather by the strongest authority the creature would know (i.e. their queen, mother, etc.) and appears different for each creature. Each humanoid in a 20-foot-radius Sphere centered on the figure you create within range must make a Wisdom saving throw. A creature can choose to fail this saving throw if it wishes.

If a creature fails its saving throw the figure will convince them that their current course of action (whether combat, traveling, researching, etc.) is foolish and stop to pursue something else for the duration of the spell. Their own subconscious pilots their new actions. This change of heart ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature returns to its previous nature, unless the DM rules otherwise.

If this spell is cast on a sleeping subject, the figure appears in the subject's dream. When the caster speaks, they speak as the figure created and any replies from the subject are spoken verbally while they sleep. The subject may remake the save if the figure says something drastically out of character for the figure that is created.

III THE EMPRESS

1st-level abjuration

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: Instantaneous

Up to three pod vines with one bean each sprout in front of up to three creatures of your choice that you can see within range. When a creature eats the bean from one of the pods it instantly regains hit points equal to 2d4 + your spellcasting ability modifier. A creature may use its bonus action to eat a bean if adjacent to a vine.

The beans have no effect on Undead or constructs. The beans rot away if not eaten within one round of being picked. The vines wither away three days after sprouting up.

IV THE EMPEROR

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be forced to follow a new rule for the Duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Choose one rule that lasts for the duration of the spell:

- **Cardinal Ban.** You choose one cardinal direction that the target may not move in for the duration of the spell.
- **Sensory Deprivation.** You choose one sense. All Perception, Investigation, and Insight checks involving that sense are made at disadvantage.
- **Fight or Flight.** The target may either make a movement or an attack action per turn, but not both.

V THE HIEROPHANT

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, when you make movement during your turn, each affected target must immediately make the same movement. It cannot take its movement action on its turn. At the end of each of its turns, and whenever the target is forced to move, it can make another Wisdom saving throw to end the effects of the spell. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit.

VI THE LOVERS

2nd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You implant a thought of intense physical and emotional attraction between two willing parties. If and when the two targets kiss, they are both immediately given 3d6 temporary hitpoints. Once the two kiss, the spell ends and the attraction dissipates to what it once was before the spell was cast.

VII THE CHARIOT

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You use your immense inner strength to push and glide forward in one direction. You may move in one direction up to your base move speed. Any creatures that you encounter within 5 feet of your path must make a dexterity saving throw or take 3d8 bludgeoning damage and be knocked prone and 5 feet to the side away from you. On a save, creatures take half as much damage and are not knocked prone.

VIII STRENGTH

3rd-level transmutation

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Concentration, up to 1 hour

Choose up to 3 creatures within range (you may be a target) to magically empower. For the duration of the spell, the creatures you chose make all checks and saves of one ability of your choice with advantage.

IX THE HERMIT

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You attempt to lock away a creature that you can see within the confines of the darkness of its own mind. The target must succeed on a Willpower saving throw or be transported to a plane of its own mind's creation.

While there, the target is Incapacitated. The target may remake the save at the end of each of its turns. Otherwise, it remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

For each turn, including when first put there, that the target spends in its own mind's hellscape, it takes 3d6 psychic damage.

X WHEEL OF FORTUNE

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneously

You create a magical wheel that spins around and may land on various effects. Roll 1d4. The outcome of the roll determines what happens to up to four creatures of your choice within range.

- **1** = The creatures you chose gain 3d6 temporary hit points.
- **2** = The creatures you chose are healed of one disease or condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.
- **3** = The creatures are immune from gaining the blinded, deafened, paralyzed, or poisoned conditions for 10 minutes.
- **4** = The creatures are healed for 25 HP.

XI JUSTICE

4th-level divination

Casting Time: 1 action

Range: touch

Components: S

Duration: Concentration, up to 1 hour

This spell attempts to put fairness into the world and remove the illusions around you. Choose one of the two effects to cast upon the a willing creature you can touch:

- **Truth of Sight** - For the Duration, the creature gains the ability of Fate Vision like the Cartomancer that bestows it has.
- **Truth of Word** - For the Duration, the creature knows when speech, telepathy, signage, or other text is untrue.

XII THE HANGED MAN

4th-level necromancy

Casting Time: 1 action

Range: 50 feet

Components: S

Duration: Instantaneous

You pay the ultimate sacrifice for the greater good. Choose up to four creatures within range. You instantly drop to 0 HP and the creatures you selected are healed for the HP you lost instantly.

XIII DEATH

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 or 10 minutes

Choose one willing creature within range to give one of the two effects to:

- **Change.**

The transformation lasts for 10 minutes, or until the target drops to 0 hit points or dies. The new form can be any creature whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). Above CR 5, only beasts may be chosen. The target's game Statistics, including mental Ability Scores, are replaced by the Statistics of the chosen creature.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of Dropping to 0 Hit Points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked Unconscious.

The creature is limited in the actions it can perform by the nature of its new form and the target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its Equipment.

- **Immortality**

For the duration of the spell, the target cannot fall Unconscious due to loss of hitpoints to zero. The target continues to act as normal. Instead, any damage taken that would bring the target past zero goes into a pool of negative hitpoints. If the target is lower than zero hitpoints when the spell ends or the target's negative hitpoint pool equals their maximum hit points, the target has a 50% chance of dying immediately.

If the target were to succumb to the effects of massive damage or other instant death (such as a spell like Power Word Kill), they immediately fall unconscious and the spell ends..

XIV TEMPERANCE

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 10 minutes

You create a mystical set of jars that continually flow water to and from one another at a point within range. The jars have an aura within 30 feet that nullifies any advantage or disadvantage that any creature would otherwise have. The jars are indestructable and vanish when the spell ends.

XV THE DEVIL

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You attempt to force a wicked feeling of consumption and pleasure upon the enemy. A banquet of food, sex, and drugs is laid out and attracts creatures out in a 20-foot-radius Sphere from a point within range. Each creature in that area must make a Willpower saving throw. On a failed save, the target must gorge upon the feast of debauchery for each of its turns, and it immediately takes 4d6 for the turn it failed. It may be snapped out of it by another creature's action.

Every turn a creature enthralled by the allure must make a constitution saving throw against the things it ingests. On a failed save, it takes another 4d6 damage. On a success it takes half as much damage and may make willpower saving throw to end the enthrallment.

XVI THE TOWER

7th-level evocation

Casting Time: 1 action

Range: 200 feet

Components: S

Duration: Instantaneous

Choose one creature or structure that you see within range. You may choose one of the following effects to immediately befall it:

- **Unlucky.** A creature makes a charisma saving throw or else it makes all rolls of a chosen ability at disadvantage for 12 hours. It may not nullify this with advantage. On a successful save, this is lessened to 4 hours and it may nullify with advantage.
- **Turmoil.** A creature makes a wisdom saving throw or instantly takes 12d8 damage, half on a successful save.
- **Topple.** A structure takes 200 damage from a bolt of force that strikes it.

XVII THE STAR

8th-level divination

Casting Time: 10 minutes

Range: Self

Components: S

Duration: 1 hour

You may spend 10 minutes reading the stars to find a version of your future that is full of hope and serenity. For the duration of the spell you cannot be charmed, exhausted, frightened, or surprised. In addition, you make all wisdom saving throws with advantage.

While others are within 10 feet of you with this spell active, your confidence and hope rubs off on them. Allies within 10 feet gain immunity to charm, exhaustion, and fear. They also add your spellcasting modifier to all of their saving throws.

XVIII THE MOON

9th-level illusion

Casting Time: 1 action

Range: 150 feet

Components: S

Duration: Instantaneous

You attempt to use a creature's own insecurities and fears against itself. You create a vortex in front of a creature you see within range to suck the joy and hope from it. It must make a charisma saving throw, or be reduced to 0 charisma. On a successful save it only take 2d4 charisma damage.

When a creature is brought to 0 charisma as a result of this spell, it is put into a catatonic state of pain and misery where it wallows in its own thoughts. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends and its charisma is returned to normal.

The spell can also be ended by Greater Restoration, heal or wish.

XIX THE SUN

5th-level transmutation

Casting Time: 1 hour

Range: 30 feet

Components: S

Duration: Instantaneous

You create a 30 foot diameter sphere centered on you from which time stands still for a brief moment as you summon the sun. This spell instantly moves time forward to just after the next dawn, with the sun in the air. Creatures within the bubble that bask in the warmth of the new sun instantly receive the benefits of a long rest.

Other creatures that are not within the bubble confer no benefits and spend the time as they would normally. To other creatures, the bubble is nonexistent and the creatures inside are not visible or corporeal. This spell may not be used for another week once it is cast.

XX JUDGEMENT

6th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: Instantaneous

You may speak the true name of a creature that has been dead for no more than three years. The spell opens a portal to a celestial plane where you and two other creatures of your choice within range must verbally convince the powers of the afterlife why this creature must be brought back to life. Collectively you must pass a DC50 persuasion in order to free the creature's soul. If the creature's soul is freed and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all Diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs or limbs. The spell can even provide a new body if the original no longer exists, in which case the creature appears from the celestial portal.

XXI THE WORLD

7th-level Conjuration

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: One minute

You create a door which lasts for one minute. It can open to any place that you have been to before on your current plane. The door lasts for one minute before vanishing. The door itself is a rather ordinary looking solid wooden door that is about 8 feet tall and 4 feet wide. It has 30HP and if it is destroyed, it simply falls apart on the side which it was attacked and vanishes from the other.

If a creature is in between the two halves when the door is either destroyed or the spell duration ends, the creature takes 1d100 force damage. If it survives, it is pushed randomly out to either side.

SUMMONER CREATURES

JACK

Medium outsider, true evil

Jack is a hideous creature born of some other plane of existence. It is one solid form of something like flesh but not of the right sheen, with an enormous iron ball attached to one of its arms via a chain. It seems to have limitless stamina in whirling it above its head.

Level	1	5	10	15	18
HP	26	84	136	150	179

- **Armor Class** 16 (natural armor)
- **Speed** 30ft.

Level	STR	DEX	CON	INT	WIS	CHA
1	15 (+2)	12 (+1)	14 (+2)	11 (0)	8 (-1)	10 (0)
5	17 (+3)	12 (+1)	14 (+2)	11 (0)	8 (-1)	10 (0)
10	19 (+4)	12 (+1)	16 (+3)	11 (0)	8 (-1)	10 (0)
15	21 (+5)	12 (+1)	16 (+3)	11 (0)	8 (-1)	10 (0)
18	23 (+6)	12 (+1)	16 (+3)	11 (0)	8 (-1)	10 (0)

Condition Immunities Charmed

Senses passive Perception 9

Languages None

Challenge 1/5/10/15/18

Level 5 - Total Defense. When an enemy moves within 5 feet of Jack, it can make an immediate opportunity attack with its Ball and Chain.

Level 10 - Multiattack. Jack may make two attacks with the Ball and Chain per attack action.

Level 15 - Putty Skin. When taking the dodge action, Jack is resistant to piercing, slashing, and bludgeoning damage, and immune to non-magical attacks of the same variety.

Level 18 - Iron Tornado. Jack's total defense ability increases to 10 feet, and it may make opportunity attacks up to its strength modifier per round. In addition, the area in a 25 foot radius around Jack becomes rough terrain.

Actions

Ball and Chain. *Melee Weapon Attack:*

+4/6/8/10/12 to hit, reach 10ft., one target. *Hit* (2d6 + STR) bludgeoning damage. Increases to 2d8 at level 10, and 3d6 at level 15.

Super Spin. *Melee Weapon Attack:* +4/5/6/8/10 to hit, reach 5ft., all adjacent squares. *Hit* (2d6 + STR) bludgeoning damage. Increases to 2d8 at level 10, and 3d6 at level 15.

EMPOWERED

Jack's massive weapon gains special abilities based on the suit he is drawn as.

Clubs - Meteor Strike. When Jack attacks, its ball and chain deals an extra 1d6 fire damage. On a miss, the space the target was on deals 1d6 fire damage to any creature that ends its turn there for the next minute.

Spades - Turbulent Wall. Jack's ball and chain makes a wind wall. Jack gains +2 AC against ranged weapon attacks. In addition, when taking the dodge action, missiles that fail to hit Jack may immediately be thrown back as an opportunity attack.

Hearts - Snowball and Chain When Jack hits a creature with an attack, part of that creature's equipment (or even body) comes along with the ball. Every time Jack hits a creature, its damage bonus increases by two.

Diamonds - Quake When Jack attacks, whether a hit or a miss, every target within 10 feet must make a DC17 STR saving throw or be knocked prone.

QUEEN

Large fey, chaotic good

Queen is a voluptuous and sensational fey conjured forth from the cards. It is a massive sexual flirt that has no second thoughts about indulging in debacherous dealings, if only their card master would let them.

Level	1	5	10	15	18
AC	12	12	13	13	13
HP	22	42	62	82	102

- **Speed** 30ft. fly 50ft.

Level	STR	DEX	CON	INT	WIS	CHA
1	8 (-2)	14 (+2)	10 (0)	11 (0)	14 (+2)	14 (+2)
5	8 (-2)	14 (+2)	10 (0)	11 (0)	14 (+2)	16 (+3)
10	8 (-2)	16 (+3)	10 (0)	11 (0)	14 (+2)	18 (+4)
15	8 (-2)	16 (+3)	10 (0)	11 (0)	14 (+2)	20 (+5)
18	8 (-2)	16 (+3)	10 (0)	11 (0)	14 (+2)	22 (+6)

Condition Immunities Charmed

Senses passive Perception 14

Languages All

Level 10 - Man Eater. Any male creature that sees the Queen must make a charisma saving throw. On a failure, that creature makes saves at disadvantage and is vulnerable to any damage caused by the Queen for a minute.

Level 18 - Pain Aversion. Queen has resistance to all types of damage and magic from male creatures.

Actions

Touch. *Melee Weapon Attack:* +4/5/7/8/9 to hit, reach 5ft., one target. *Hit* (1d4 + CHA) psychic damage. Increases to 2d4 at level 10, and 2d6 at level 15.

Kiss. *Melee Spell Attack:* Charisma saving throw or knocked prone and incapacitated for an amount of turns equal to Queen's charisma modifier.

Level 5 - Lunar Harp. Recharge 5-6. Every creature within 60 feet that can hear the Queen's harp must make a Wisdom saving throw. Any creature that fails the save is dazed for a number of rounds equal to half the Queen's charisma modifier. Creatures may attempt this save again if they are attacked.

Level 15 - Grope. When Queen attempts to grapple another enemy, it may use its charisma modifier with an additional +5 bonus. When grappling an enemy, it may take its action to perform indecent and lustful acts. For each turn it copulates with the creature, the target is dealt 1d4 constitution damage as its life is drained away.

EMPOWERED

Innate Spellcasting: The Queen's innate spellcasting ability is Charisma. The Queen can innately cast the following Spells, requiring no material components:

Clubs. At will: Light

3/day each: Aganazzar's Scorcher, Calm Emotions

1/day each: Daylight, Enlarge/Reduce, Glyph of Warding

Spades. At will: Minor Illusion

3/day each: Feather Fall, Floating Disk

1/day each: Blindness/Deafness, Blink, Enemies Abound

Hearts. At will: Grease

3/day each: Aid, True Strike

1/day each: Beacon of Hope, Clairvoyance, Enhance Ability

Diamonds. At will: Druidcraft

3/day each: Entangle, Goodberry

1/day each: Barkskin, Erupting Earth, Pass without Trace

KING

Medium humanoid, lawful neutral

King is a technicolor general that only values the order of life. It is the embodiment of judgement that delivers swift action upon others. It acts without bias or prejudice in an unrelentless manner.

Level	1	5	10	15	18
HP	28	52	71	101	133

- **Armor Class** 18 (plate armor)
- **Speed** 20ft.

Level	STR	DEX	CON	INT	WIS	CHA
1	16(+3)	12(+1)	12(+1)	13(+1)	14(+2)	10(0)
5	16(+3)	12(+1)	12(+1)	13(+1)	14(+2)	10(0)
10	18(+4)	12(+1)	14(+2)	15(+2)	14(+2)	10(0)
15	18(+4)	12(+1)	14(+2)	15(+2)	14(+2)	10(0)
18	20(+5)	12(+1)	16(+3)	15(+2)	14(+2)	10(0)

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses passive Perception 12

Languages Common

Challenge 1/5/10/15/18

Extra Attack. King may make two Gavel attacks when it takes the attack action.

Level 15 - New Rule. King is resistant to all weapons that are not magical.

Level 18 - The Law Itself. Creatures of a chaotic or evil alignment make all rolls against King with disadvantage. King makes all rolls against these creatures with advantage.

Actions

Gavel. *Melee Weapon Attack:* +5/6/8/9/11 to hit, reach 10ft., one target. *Hit* (1d12 + STR) bludgeoning damage.

Level 5 - Word of Law. At will, King may cast Zone of Truth with a DC of 18. It may also attempt to paralyze one creature within 60 feet with its voice if they have committed an evil or chaotic act in the last hour and fail a DC 17 CON save.

Level 10 - Judgement. Recharge 5-6. A strike of a pure straight lightning bolt hones in on a target within 90 feet. One target creature must make a DC18 dexterity saving throw. If the target has committed an evil or chaotic act within the last 24 hours, it makes this roll at disadvantage. On a failed save, the target takes 10d10 force damage and half as much on a save.

King's Steed

Large outsider, true neutral

King's Steed is an abomination of a creature. It is a blind and ferocious thing that follows only the orders of King via a telepathic bond.

Armor Class 15 (natural armor)

Hit Points 45

Speed 50.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	16 (+3)	18 (+4)	10 (+0)

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Restrained

Senses Keen Senses, Blindsight 120ft.

Languages None

Challenge 2

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d10 + 3)

EMPOWERED

King receives a new weapon when summoned empowered. All weapons on this list are considered magical in addition to their other types.

Clubs - Flame Saber. *Melee Weapon Attack:* +5/6/8/9/11 to hit, reach 5ft., one target. *Hit* (2d12 + STR) fire slashing damage. On a hit, target must spend its movement to put out the flames or take 1d6 fire damage at the end of its turns.

Spades - Bolt Spear. *Melee Weapon Attack:* +5/6/8/9/11 to hit, reach 10ft. thrown 30ft., one target. *Hit* (3d6 + STR) lightning piercing damage. If thrown, it regenerates on king's next turn.

Hearts - Water Cleaver *Melee Weapon Attack:* +5/6/8/9/11 to hit, reach 5ft., one target. *Hit* (2d10 + STR) slashing damage. DC17 CON save or take 1 con damage.

Diamonds - Earth Gavel *Melee Weapon Attack:* +5/6/8/9/11 to hit, reach 10ft., one target. *Hit* (2d10 + STR) bludgeoning damage. DC17 STR save or restrained for one turn when hit.

ACE

Huge construct, lawful good

Ace is a massive set of animated armor with a heart of gold. Literally. Ace is protector at heart and often does not even attack others.

Level	1	5	10	15	18
HP	40	80	120	160	180
AC	19	20	21	22	23

- Speed 15ft.

Level	STR	DEX	CON	INT	WIS	CHA
1	18 (+4)	6 (-2)	16 (+3)	4 (-3)	10 (0)	10 (0)
5	18 (+4)	6 (-2)	18 (+4)	4 (-3)	10 (0)	10 (0)
10	20 (+5)	6 (-2)	18 (+4)	4 (-3)	10 (0)	10 (0)
15	20 (+5)	6 (-2)	20 (+5)	4 (-3)	10 (0)	10 (0)
18	22 (+6)	6 (-2)	20 (+5)	4 (-3)	10 (0)	10 (0)

Condition Immunities Charmed, Poisoned

Senses passive Perception 10

Languages All the Summoner knows

Challenge 1/5/10/15/18

Lumbering. Ace may either take a movement or attack action, but not both on each turn.

Retaliatory. Ace may only attack a creature that has attacked Ace.

Level 10 - Thick Armor. Ace is resistant to all damage that is not magical and immune to piercing, slashing and bludgeoning weapon damage.

Level 15 - Enchanted Armor. Ace is immune to all damage that is not magical, and resistant to acid, cold, fire, and lightning. Ace makes saves against magical effects with advantage.

Level 18 - Cleaver Shield. Allies within 10 feet of Ace make spend their reaction in response to an attack to allow Ace to take the hit instead.

Actions

Cleave. *Melee Weapon Attack:* 10+6/7/9/10/12 DC DEX save, in a 15ft line from Ace. *Hit* (3d12 + STR) Slashing damage. This damage increases to 5d12 at level 10, and 7d12 at level 15.

Level 5 - Pulling Roar. **Recharge 4-6.** All enemy creatures within 90ft must make a DC18 Wisdom save. On a failed save, they must spend their next action attempting to attack Ace.

EMPOWERED

Ace's animated armor can com in a variety of styles.

Clubs - Red Armor. Ace comes superheated and red hot. He will attack and persue the closest enemy visible. When that enemy is no longer visible or dead, it will move on to the next one. The summoner has no control over Ace and Ace acts of its own accord without spending the summoner's action.

Spades - Breathing Armor. All ranged attacks are absorbed into its armor. Ace may distribute the damage from the preceding turn as healing to allies within 15 feet as an action.

Hearts - Glazed Armor. Ace gains a move speed of 30 and no longer has the *lumbering* attribute.

Diamonds - Thorn Armor. Half the damage Ace takes from a weapon (prior to resistane or immunity) is reflected and dealt to the target that attacked Ace.

JOKER

Medium outsider, chaotic neutral

Joker first presents itself as a ghoulish and skeletal figure that features a flurry of cards on its own. It is in fact a manifestation of chaos from within the cards, and everything about it, including the way it appears, moves, and acts always feels wrong and out of place, much like the card itself.

Armor Class Varies

Hit Points Varies

Speed Varies

STR	DEX	CON	INT	WIS	CHA
?	?	?	?	?	?

Condition Immunities Charmed, Varies

Senses Varies

Languages Varies

Challenge ?

Dopple Ganger. When a Joker is summoned, the DM must choose an ally of the Summoner (though not the summoner itself.) It's level must be equal to or lower than the Summoner's level. The Joker becomes a doppelganger of that ally, inheriting its appearance, stats, skills, abilities, memories, voice, and personality. It does not inherit any magical items however. If that ally has spells, it inherits the spell slots that the ally currently has, and may only use the spells that the ally had previously prepared.

Actions

Glitch. Melee Weapon Attack: Using the statistics of the cloned individual, the Joker may make a melee touch attack (STR or DEX) that ignores armor. If touched, the target takes 1/4th of its current HP in damage. If the creature were to fall to 0 HP or lower from this attack, it does nothing instead.

EMPOWERED

Not everyone has multiple jokers that come with their deck, and given the nature of the summon, these are not entirely important. But if you do have two - differentiate between the two of them when drawn.

Color. Joker may make the *Glitch* action as a ranged spell from a distance of 60 feet with a CON save, the DC of which is determined using the cloned individual's charisma score.

Black & White. The *Glitch* ignores any stat boosts to AC other than dexterity, such as *Unarmored Defense* or *Natural Armor*.