



INANIMIS' DECK OF MANY THINGS

REVISED

All 22 of the Original Deck of Many Things cards
rebalanced to avoid Campaign-Ruining moments



DECK OF MANY THINGS REVISED

Deck of Many Things. For those of you that are not familiar with the Deck of Many Things, it's a magical deck of cards. You draw a card out of it and basically things happen. Some of them are good, for example you get free wishes. Some of them could lead to death. An extremely interesting item, but one that is mostly avoided by Dungeon Masters around the world, for a pretty simple reason. It can break games. This is a Deck of Many Things revision, that will allow the deck to still be risky, useful but hopefully not game breaking. Also some mechanics like "gain 10k exp" are replaced with more roleplaying options. To check more of my stuff please click [here](#) or on any *Inanimis* logo.

THE DECK

How your players may access the deck may vary. Maybe a wizard will tell them to pull a card in order to help them, maybe the players won the deck in an auction. It's entirely up to the Dungeon Master. There are two versions of the Deck, one that has 13 cards and one that has 22 cards. I will revise all 22 cards in this homebrew.

BALANCE (TWO OF SPADES)

Two spirits enter your body, one is evil one is good. Every day, at dawn, you have to roll a d6. On a 1 the evil spirit will heavily influence your decisions for the day and on a 6 the good spirit will influence your decisions for the day. On any other result (2, 3, 4, 5) nothing happens. If you want to resist the urges from the spirits to do their bidding, you have to succeed on a Wisdom Saving Throw (DC=8 + your Wisdom). If you fail the throw, you have to follow the spirits' orders. The spirits can be removed with a *Greater Restoration* spell.

COMET (TWO OF DIAMONDS)

The next time you take a *Long Rest*, even if you do not sleep during a *Long Rest*, a demon will visit you in a dream. You have to fight the demon alone. You have your normal equipment, even if you removed it to rest and you are at your maximum hit points with all your spell slots recovered. The demon is a replica of your character. They have the same spells, traits, hit points, armour class and levels as you. You have to defeat them in the dream. If you lose, the demon will take over your body until someone casts *Greater Restoration* on you. If you win, you gain as much experience as if slaying a monster of a CR equal to as much as your level (if you are level 8, you gain the experience of killing a CR 8 monster) and, as a bonus action, you can summon the demonic replica for a round once per *Long Rest* in a 60 feet radius to do your bidding.

DONJON (ACE OF SPADES)

You are teleported to a random *inner* plane of existence and you also become *Ethereal*. After the *Duration* ends, you remain on the random plane of existence until you find a way to return.

ETHEREAL

During the *Duration*, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from. You cannot communicate with the outer world in any way and you cannot break the spell by yourself.

Duration: 8 hours

EURYALE (QUEEN OF SPADES)

The card's medusa-like visage curses you. You have *Disadvantage* on saving throws while cursed in this way. Only a god or the magic of **The Fates** card can end this curse.

THE FATES (ACE OF HEARTS)

After you draw this card, you can use it any time you want. It *can* be stolen from you. **The Fates** card can only be used *once* and then it fades from existence. To use it, you must willingly speak one of the following things to come true:

- Return a creature from the dead, no matter how or when they died, as long as they are not alive (even if they are undead).
- Instantly cure an illness, break a curse or remove any negative effect a creature has on them.
- Change the age of a creature to any age you like. Their body changes accordingly. Their memories remain intact.

FLAMES (QUEEN OF CLUBS)

Nothing out of the ordinary happens immediately. After you draw this card, a devil starts working towards your destruction. They start spreading rumours about you, commit atrocities disguised as you or in your name, hunt down your family and more. Once the devil is sure that they have ruined you, they will attempt to kill you.

FOOL (JOKER WITH TRADEMARK)

You suffer permanent amnesia. This is not a spell that takes place, nor a curse. Your memories are completely deleted and cannot be regained.

GEM (TWO OF HEARTS)

Your weight's worth in *platinum* pieces appears around you in sacks. You can stop drawing after drawing the **Gem** card.

IDIOT (TWO OF CLUBS)

Your *Intelligence* and your *Charisma* drops to 1. You discard this card and draw another card, counting both draws as *one* of your declared draws. Only a god, the magic of **The Fates** card or a *Greater Restoration* with a spell DC of 25 can end this curse.

JESTER (JOKER WITHOUT TRADEMARK)

Your *Charisma* score increases by 5 or becomes 20, you choose.

KEY (QUEEN OF HEARTS)

Your weapon of choice deals double its original damage die (for example if you use a *Shortsword* you roll 2d6 instead of 1d6). This does *not* double any additional effects (for example if you deal *Sneak Attack*, the *Sneak Attack* damage is not doubled). If you do not use any weapons you can choose a spell of your liking to be casted always one level spell slot higher than the spell slot you expend to cast it (for example if you cast *Fireball* at level 3, it is casted at level 4, while expending a level 3 spell slot).

KNIGHT (JACK OF HEARTS)

A *Cavalier* that is 1 level lower than you (minimum 1), along with their steed, appears in a place of your choosing within 30 feet of you. The *Cavalier* is of the same race as you and serves you loyally until death, believing the fates have drawn them to you. You control this character. The *Cavalier* cannot level up.

MOON (QUEEN OF DIAMONDS)

You are granted the ability to cast the *Wish* spell, once.

ROGUE (JACK OF SPADES)

Two non-player characters of the DM's choice die and return as *Wraiths* swearing vengeance upon you for their unfair death. The *Wraiths* will not harm anyone else except from you. Only by reversing their undeath can you end their hostility.

RUIN (KING OF SPADES)

If you touch any item that is non-magical, but has any value (gold pieces, a sword, a painting, food) it turns to ash. This does not work on walls or trees etc. Your portable property *also* vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card, also disappears.

SKULL (JACK OF CLUBS)

You summon an *Avatar of Death*. It appears in a space of the DM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die or it drops to 0 hit points. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life. New stats for the *Avatar of Death* are described below.

AVATAR OF DEATH

Medium Undead, Neutral Evil

Armor Class 15 (natural armour)

Hit Points as many as its summoner

Speed 60ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., truesight 60 ft., passive Perception 13

Languages all languages known to its summoner
Challenge - (0 XP)

Incorporeal Movement: The avatar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turning Immunity: The avatar is immune to features that turn undead.

Grave's Chill: On a *Critical hit*, the *Avatar of Death* heals for half the amount of slashing damage it dealt.

Death Spiral: The *Avatar of Death's* attacks per round equal the amount of *Avatars of Death* that are within 1 mile radius of the *Avatar of Death* (minimum 1).

Actions

Reaping Scythe: *Melee Weapon Attack* +4 to hit, reach 5ft., one creature. *Hit* 7 (1d8 + 3) slashing damage plus 4 (1d8) necrotic damage.

Chained: As a *Reaction*, if the *Avatar's* target tries to move more than 60 ft., away from it, the *Avatar* can stop the creature's movement at will.

STAR (JACK OF DIAMONDS)

Permanently gain *Advantage* to a *skill* check of your choice. You become *Proficient* in said skill. If you are already *Proficient*, you add *double* your *Proficiency* bonus. If you have *Expertise* on the skill, you only gain the *Advantage*.

SUN (KING OF DIAMONDS)

Any attempt made to fool you, is futile. You cannot be lied to, you cannot be tricked. You always know the truth. You also gain 60 feet *Blindsight*. No illusion can fool you. You also gain a *Golden Crown* that requires attunement. Only the person that drew **Sun** can wear it. When you wear it, you can choose as an action to cast *Sunbeam* at level 6. You can do this once per week.

SUNBEAM

You do not expend any spell slots while casting it through the *Golden Crown*.

Range: Self

Components: None if you have the *Golden Crown*

Duration: Up to 1 minute

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

You can create a new line of radiance as your action on any turn until the spell ends.

For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight.

TALONS (ACE OF CLUBS)

Your magical items lose their magical capabilities. An *Alchemy Jug* becomes a normal jug, a *Ring of Protection* becomes a normal ring etc. In addition, you are *Vulnerable* to attacks from *Magical Weapons* and have *Disadvantage* on your *Saving Throws* against spell effects. If you have *Advantage* on a *Saving Throw*, the *Disadvantage* simply cancels it out. This curse can be removed by some kind of a *Divine Intervention* or **The Fates** card.

THRONE (KING OF HEARTS)

You gain three servants. Their stats are the same as the *Unseen Servant's* only that they... can be seen. If any of the servants die, they return to life after 24 hours in a random unoccupied space that is no further than 10 feet around you. You also gain a well kept, empty keep that you know of its location. The keep is constructed instantly upon drawing the **Throne** card at a location specified by the DM. The keep has a vault that contains 10,000 gold pieces.

VIZIER (ACE OF DIAMONDS)

After drawing this card you must spend an hour in deep meditation within the next three days. If you do *not* meditate within the next three days, you do not activate the effects of this card. During your meditation you get 1d4 questions. The DM must answer truthfully to your questions. The questions could be about anything and the answers shouldn't be misleading or extremely vague.

THE VOID (KING OF CLUBS)

Upon drawing this card, you are erased from existence. Any memory of you is wiped clean from any creature that ever had any encounter with you, heard of you, or even saw you randomly somewhere. Any effect you had on anyone is attributed to a different individual as if the fabric of history rewrites itself. Your body disappears. You cannot be brought back by any way. Nothing can reverse the effects of **The Void**.



FINAL WORD, CREDITS & LEGAL STUFF

I tried to balance out the negative effects as the positive effects of every card. Also I removed any effects that give any experience advantage. If a player suddenly gets 2 levels ahead, it becomes awkward to create encounters and the rest of the party feel outmatched. So no need for that. I still kept some cards that feel like a "Jackpot" or an "Oh sh*t" because I think that's in the beauty of drawing from the Deck of Many Things. I didn't want to make it too safe.

Continuing I would like to discuss each card changes I made. I won't include the original text of the cards because that would take up too much space, but I will vaguely describe what they did and of course I will explain my changes.

BALANCE

This card used to simply switch the alignment of a player unless the player was *Neutral*. There has been extensive talks about how good or bad the *Alignment* system is, but I won't get into that. Many players might choose a good alignment but act evil, or neutral. I thought that the complete swap of an alignment could ruin a player's experience. If I spent two years of my life on my good guy paladin, I don't want a random draw to suddenly turn me evil. So I decided to, first of all, have the effects take place by chance. You rolled bad? Too bad, you get to spend the day as being less good than you used to be. Also the effects are easily reversible with a *Greater Restoration* spell. So, even though it might prove problematic for some period of time, it *can* be solved pretty easily.

COMET

This card's description was extremely vague. "You have to beat the next encounter by yourself, then you get a level". First of all, it doesn't specify how or why would a character be forced to go 1 versus Plenty. Second of all, at later levels such an encounter could prove deadly, which would be pretty unclimactic. I changed it so that it pretty much is an epic fight in your head that you actually have a 50% chance of beating. Winning would *still* grant you some exp (cause come on you just killed yourself, you should get some exp) and add you a very helpful "weapon" for the rest of the campaign. Even if you lose, someone can still cast *Greater Restoration* on you and you return to normal. Of course, the demon won't be eager for your party to examine your former body. But that is all up to the DM.

DONJON

This card used to pretty much remove a player out from a campaign for a couple to dozens of sessions. Well that ain't fun for the poor fella that decided to draw. I wanted to keep the feeling of being lost. At some point in the game, the inner planes are pretty accessible so it shouldn't be *too* much of a trouble to help the Barbarian get back. It still may be too punishing but I wanted some cards to feel as if "you are screwed now".

EURYALE

It used to be a -2 to your *saving throws* but I felt that it wasn't that much of a punishment for drawing a bad card. I just augmented the effect of the "now you have bad saving throws" feel.

THE FATES

I wanted this card to interact more with the other cards. Also I think that changing an event could be *really* problematic for the DM. I added some cool effects like returning someone from undeath (or just... death) and curing illnesses and stuff. It now has more interaction with the other cards as it can remove negative effects from the some bad cards.

FLAMES

This is pretty much the same as the older version but I wanted to word it differently so that I can give some ideas, maybe, to the DM on how to go ahead with the **Flames**. Of course when the PC realises that a devil is messing with them, they can attempt to track them down and kill them, ending the effects of the **Flames**.

FOOL

This is one of the cards that I wanted to be a "oh no I drew it". The *Fool* affects the player only from a role-playing perspective (which can be worse than having some major debuffs for some players of course) but I feel that it adds to the narrative. I didn't want the bad cards to be "Draw this you die, draw this you get -1 to attack rolls", I feel that this change has a bigger impact than the previous one.

GEM

Hey. Money.

IDIOT

It pretty much is *Feeblemind*. Also it uses **The Fates**. I added the DC of 25 so that you the player won't just be dumb for 10 minutes. If you want, you can remove the DC, or lower it of course.

JESTER

Your Barbarian can now *convince* people for things! Isn't that cute? Again, removed the "get exp" effect.

KEY

I felt that the "get a magic item" was too vague for my liking, so why not make your favourite weapon, better? Or maybe you are a caster. And it's your birthday. At least, it is now.

KNIGHT

A 4 level fighter would probably be kind of useless. I wanted the **Knight** to feel like a real advantage. Also it will not spiral out of control as the *Cavalier* won't gain exp. Hope you don't draw this while being level 1 though.

MOON

I liked the original **Moon**. I think it's a pretty iconic card. I nerfed it *a bit*. Instead of 1d3, you get 1 *Wish*.

ROGUE

You player is now responsible for the death of, probably, two people they knew. I think that this is a really impactful card. The DM could potentially get a really great reaction depending on who they choose to kill off. Plus if you reverse the undeath everything's cool. ANYBODY REMEMBER WHAT THE NEW **The Fates** do?? *wink, wink*

RUIN

You are now the opposite of *King Midas*. I made sure to include that you can't even *eat* by yourself. You have to be fed by someone else. Ain't that lovely. I also wanted to add the effects of the original **Ruin** because I think they are cool.

SKULL

The changes are at the *Avatar of Death*. While I reduced its AC, it now has *double* the hit points and has some cool extra abilities.

STAR

While I do believe that the +2 was good, I don't like having simple numbers for effects. I wanted to amp it up a bit. If it wasn't too clear in the description, if you have *Expertise* you don't gain any extra bonus to Skill checks (apart from the *Advantage*).

SUN

I wanted the player to feel like a freaking God if they drew this guard. You are omnipotent now, grats. Plus you get a cool item.

TALONS

Well, at least the items aren't disintegrated now. I guess. It's pretty much the same card. But you get *Disadvantage* on saving throws too. Also, you can use **The Fates** to remove the *Disadvantage*!

THRONE

The player should feel like a king/queen. Why get proficiency in *Persuasion*? Here, have some undying servants. And a keep! That you don't have to clear from monsters! Oh plus some money, cause everybody loves money.

VIZIER

I always liked having questions in RPG games, I think that being able to ask 1d4 questions about *anything* is a cool effect. You can ask things from "Where is the location of the most powerful sword that ever existed" to "Where are my parents", it could help speed up some Campaign events, tie some loose ends etc. Of course it *could* mess up some plot twists the DM your setting up but... There was a 1/22 chances to draw this card and your player did.

THE VOID

I wanted this card to be the ultimate *bad card to draw*. If you think it is too punishing or too game-breaking (since I promised that I wouldn't have campaign-breaking cards in here) you can check out an Alternate Version below that is more forgiving.

ALTERNATE VERSION OF THE VOID

The same effects take place but you do not disappear. Everyone simply forgets about you, your feats are attributed to someone else etc.

FINAL WORD

That's all from me, I hope you enjoy my **Deck of Many Things - Revised**. If you want to check more of my stuff please click [here](#) or on any *Inanimis* logo.

LEGAL STUFF

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