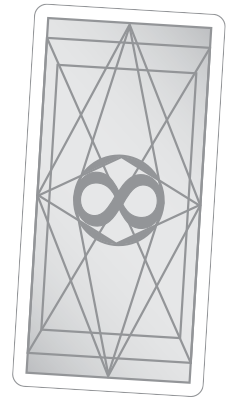


The Greater Secrets



New Options for Cardcasters

THE ORIGINAL cardcaster class had too much content to fit into just one article! For tarot fans, the fourth suit of the minor arcana gets a specialization—to make you rich. Fans of settling disputes traditionally—via children’s card games—there is a specialization for summoning monsters. Also featured here are feats perfect for a cardcaster, which also benefit any character who wants to bring elements of cards or fate to their story.



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KING OF PENTACLES (CARDCASTER FOCUS CARD)

Pentacles, also called coins, call you to invest in practicality and worldliness. Their powers pertain to thrift, wealth, pragmatism, and taking joy in the here-and-now. Those who strive for the success of the King of Pentacles embrace the safe—and lucrative—options.

Cantrips

You know the cantrips *fire bolt* and *prestidigitation*.

Lucre

You begin play with an additional 50 gp.

Spendthrift

You can leverage your knowledge of low prices for even greater discounts. You can use this feature to receive a 25% discount on any one item you purchase, up to a discount of 100 gp $\times$ your cardcaster level squared. Once you use this feature, you cannot do so again until you complete a long rest.

Profit Margin

Starting at 2nd level, you develop an almost supernatural talent for finding riches. Whenever you discover a new source of cash—such as by plundering a chest or looting a room—you discover an additional amount of money equal to 10% of the funds discovered. Whenever you obtain cash payout from a job—such as your cut from a group contract or by selling your share of treasure—you mysteriously gain an additional amount of money equal 10% of the funds secured.

This feature does not increase the amount of non-cash forms of wealth you receive, such as jewelry or trade goods, nor does it affect moneys casually redistributed amongst allies. Whether

Additional Materials

To use the cardcaster class, you—the player—will need your own real-life tarot deck and the original cardcaster class article at <https://www.patreon.com/posts/cardcaster-6947104>.

Clarifying Card Magic

With regard to cardcaster class abilities, the tarot “set” refers to what the character owns in the story, the “deck” refers to the prop owned by the player, and the “hand” and “discard pile” are mechanics for using said prop at the table during a game. Despite the appearance of these mechanics, a cardcaster typically begins play with an entire tarot set in-universe, and uses them all in regular readings.

this feature is simply your preternatural ability to sniff out wealth and haggle, or the King of Pentacles subtly rewriting reality in your favor is anyone’s guess.

Insightful Shopper

Starting at 6th level, the tarot reveal to you items which would be fortuitous to buy. When you complete a long rest in an area you can shop, write down three items available at market, each worth 100 gp or less. Once before you complete another long rest, you can use your action to declare the presence of one of the items on your person. You may draw out the item as part of this action.

Since the item you obtain with this feature was “really” on your person the whole time, you must have available storage space for the item. For example, if you become separated from your backpack, the item you obtain with this feature must fit elsewhere on your person.

Once you obtain an item with this feature, you can’t do so again until you complete a long rest.

Open Game Content

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You can use this feature up to three times before returning to market, selecting each item on the list no more than once.

Bribe the Fates

Starting at 10th level, you can sacrifice your money to alter luck. Whenever you or a creature you can see within 30 feet makes a d20 roll, you may sacrifice a portion of the wealth on your person to grant advantage or disadvantage on that roll. You can do so even after the roll is revealed, but before you know if it succeeds or fails. The amount of gold you must sacrifice to use this feature is equal to your character level $\times$ 10 gp; this money instantly vanishes.

You can use this feature as many times as you like, but each additional time costs 10 times the previous use. This count resets when you complete a long rest.

Mystical Mint

Starting at 14th level, you spontaneously generate wealth. Whenever you roll a d20, percentile dice, or for damage, and a die shows its maximum value, you mysteriously gain that number $\times$ 10 gold pieces. This feature is not affected by Profit Margin.

JACK OF BEASTS (CARDCASTER FOCUS CARD)

In forgotten corners of the world, certain cardcasters practice the forbidden art of monster tarot. Their decks are comprised of strange suits and faces, each of which contain the trapped spirits of monsters. These cardcasters focus on the Jack of Beasts to unleash the creatures within.

Cantrips

You know the cantrips *chill touch* and *dancing lights*.

Bonus Proficiency

You are proficient with the Animal Handling skill.

Bonus Ritual

You know the *find familiar* spell and can cast it as a ritual.

This feature does not provide you with the spell slots to cast the spell normally, but you can use your spell slots from other classes to cast this spell if you choose.

Monstrous Arcana

The major arcana each provide you additional spell options.

- ▶ o-II: *animal friendship*
- ▶ III: *shield of faith*
- ▶ IV-V: *speak with animals*
- ▶ VI: *animal messenger, locate animals or plants*
- ▶ VII: *enhance ability*
- ▶ VIII: *conjure animals*
- ▶ IX: *animate dead, speak with dead*
- ▶ X: *conjure minor elementals*
- ▶ XI: *conjure woodland beings*
- ▶ XII: *hold monster*
- ▶ XIII: *animate objects, conjure elemental*
- ▶ XIV: *conjure Fey*
- ▶ XV: *create undead*
- ▶ XVI: *conjure celestial*
- ▶ XVII: *forcecage*
- ▶ XVIII: *animal shapes*
- ▶ XIX: *dominate monster*
- ▶ XX: *astral projection*
- ▶ XXI: *gate*

Eye of the Cardshark

Starting at 2nd level, your predatory divination grants you insight into creatures' breaking points. As a bonus action, choose one creature you can see within 30 feet. You learn that creature's hit point maximum, present hit point total, and any damage types against which it has weakness. Once you use this feature, you can't use it again until you complete a long rest or a short rest.

Empowered Summoner

Starting at 6th level, at your option, creatures you summon or manipulate with card powers,

or those you summon with Capture Card (see below), receive the following benefits:

- ▶ The creature immediately gains temporary hit points equal to your cardcaster level.
- ▶ The creature adds your proficiency bonus to its weapon damage rolls.

Your familiar gains these benefits when you summon it or after you complete a long rest.

Voice of the Void

Starting at 10th level, the otherworldly arts of spirit binding empower you to communicate with all creatures. You are constantly under a *tongues* effect. You are also constantly under a *speak with animals* effect that extends to any creature without a language, such as unintelligent undead or constructs. These effects can't be dispelled.

You can also use this feature to cast either *speak with dead* or *speak with plants*. Once you do so, you can't do so again until you complete a short rest or a long rest.

Capture Card

Starting at 14th level, you can capture a creature within your cards. As an action, choose one creature you can see within 20 feet of you. This creature must have a hit point maximum of at least 30 hit points and have 10 or fewer hit points remaining. An unwilling target must make a Charisma saving throw. If it fails this save or is a willing target, it disappears into extradimensional space within one of your tarot cards. If it succeeds, you can't use this feature on it again for a year and a day. So long as you have trapped an unwilling creature with this feature, you cannot attempt to capture another unwilling creature.

As an action, you can discard a major arcana card from your hand and expend a major arcana play to summon your bound creature within 20 feet of yourself. It is friendly to you and obeys your orders as if affected by dominate monster. You can release the creature or return it to its tarot card as an action, and it returns automatically after 1 hour. Its hit points are fully restored whenever you complete a long rest.

If the creature is killed, its form and consciousness return to and remain trapped within the card. The dead creature still counts against your limit of only one unwilling trapped creature. You can release the remains as an action, freeing the dead creature. If you have no other unwilling, living captured creatures—or if the creature was willingly captured—you can also spend eight hours in isolated meditation to revive the creature at full hit points. This meditation is strenuous spiritual activity, and cannot be completed during a long rest.

Intelligent creatures are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw against getting captured. If it fails the saving throw and has an Intelligence of 12 or higher, it can also repeat the saving throw whenever you complete a long rest until it succeeds and is freed from this feature's effects. If freed, the creature appears at a safe location approximately 5 miles away from your present location.

A creature that willingly lets you capture it never attempts to escape, and does not count against your ability to capture with this feature again.

VARIANT: VIII STRENGTH & XI JUSTICE

The cardcaster article shows the traditional major arcana sequence. However, the Rider-Waite-Smith deck has the Justice and Strength cards switched numerically. This changes what powers these cards grant a cardcaster:

VIII - Strength

Spell Options: *beacon of hope, haste, herculean force**, or *slow*.

XI - Justice

Spell Options: *banishment, blight, fire shield, or guardian of faith*.

* Josh Gentry, "Speaking With Fists," *EN World ENsider*

<https://www.patreon.com/posts/speaking-with-4383094>

NEW FEATS

CARDSHARK

Prerequisite: Wisdom 13 or higher

You are an expert at playing cards, odds, and people.

- ▶ You gain proficiency with game sets (cards)
- ▶ You gain proficiency with Deception and Insight
- ▶ You can apply your proficiency bonus to ability checks related to determining odds, placing bets, and acting on chance—even those unrelated to card games.
- ▶ Once you have played a card game with a creature, you double your proficiency bonus on Wisdom (Insight) checks against that creature.
- ▶ Increase your Intelligence score by 1, to a maximum of 20.

CARTOMANCY

Prerequisite: Intelligence 13 or higher, and proficiency with game set (cards)

Your supernatural insights and card-cunning are one and the same.

- ▶ When you draw a card—in-universe as your character or at the table as a player—you can use this feat to look at the top card of the deck before drawing. You can choose to keep that card on the top of the deck, or to place the card on the bottom of the deck. Once you use this ability, you must complete a long rest or a short rest to use it again.
- ▶ Whenever you complete a game of cards or a tarot reading, you learn certain information about one other creature involved. The GM tells you two of the creature's qualities or scores from following: Intelligence score, Charisma score, Wisdom score, any proficient skills related to one such ability, Personality Trait, Ideal, or Bond.

CHOSEN OF FORTUNE

Prerequisite: Intelligence 13 or higher

Your shrewd mind for money quickly turns profits.

- ▶ You have advantage on ability checks made to negotiate economic transactions.
- ▶ You gain proficiency with one of either Deception, Persuasion, or Insight.
- ▶ Whenever you roll a d20, percentile dice, or for damage, and a die shows its maximum value, you mysteriously gain that number of gold pieces.

INTUITIVE DIVINER

Prerequisite: Wisdom 13 or higher

Your supernal insight originates from the hidden depths of your mind—and reaches into hidden realities

- ▶ You learn any two divination spells of 1st level or higher from the wizard or cleric lists. The spells you choose must be of a spell level available to a wizard or cleric of your character level. These spells do not count against your spells known, if you have such a feature.
- ▶ At every odd character level, learn one more such spell. If you obtain this feat at 3rd level or later, you gain these spells retroactively.
- ▶ You can cast any divination spell you know as a ritual if it has the ritual tag, even if you are otherwise unable to cast spells. 