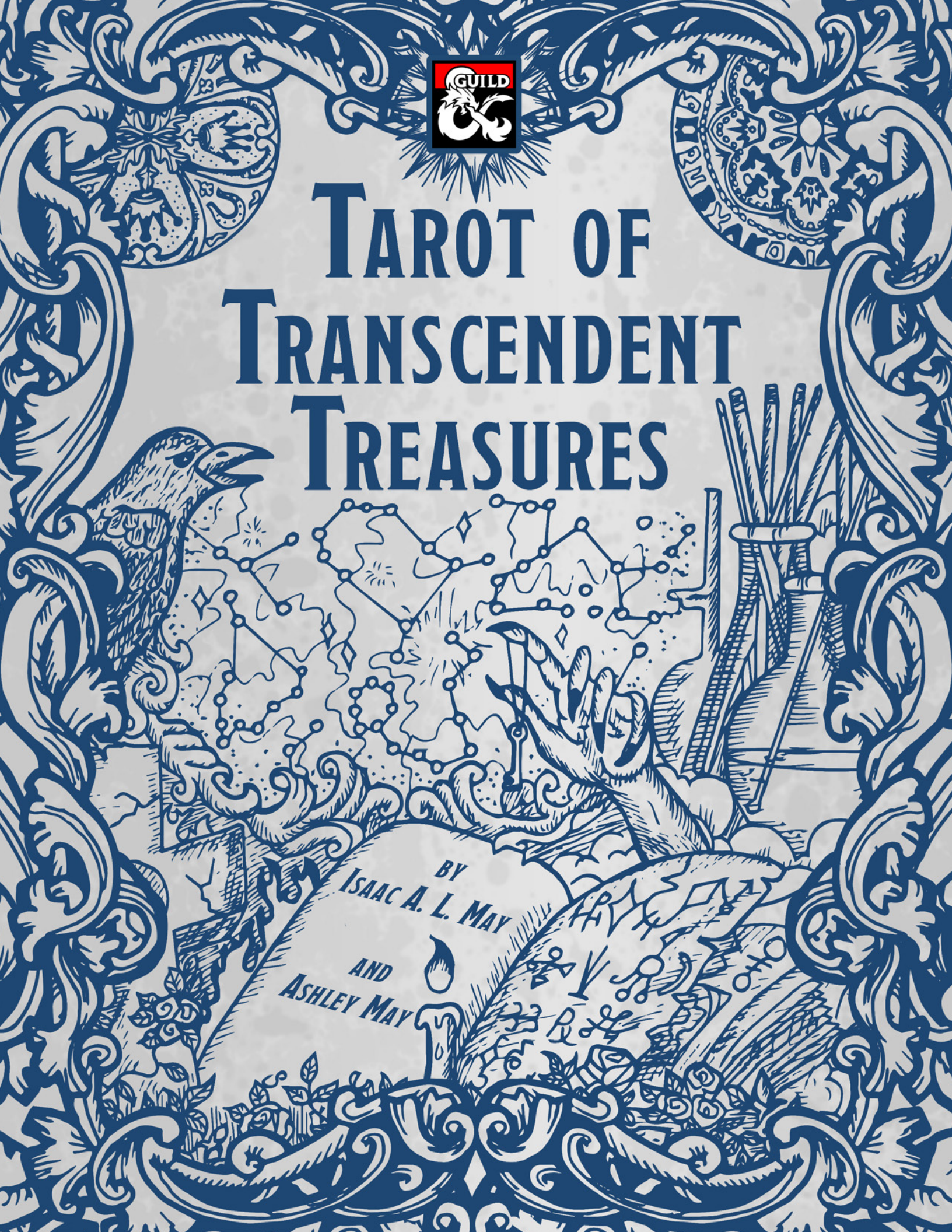




TAROT OF TRANSCENDENT TREASURES

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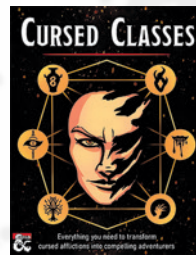
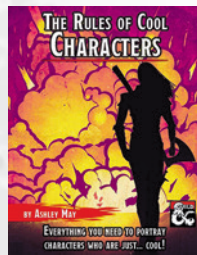
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INTRODUCTION



Tarokka cards. The *deck of illusions*. The *deck of many things*. The words and images of a deck of cards may hold great sway over the world, or at least the lives of the adventurers within. Even a mundane game of Three-Dragon Ante could carry wagers with far-reaching repercussions.

For many adventurers, the legendary *deck of many things* is a source of chaos. It is powerful, but its unpredictable nature has left many souls impoverished, ruined, or dead—perhaps even more than those it has blessed. However, once a card is drawn, it vanishes and returns to its deck, leaving the party to wrestle with the fallout.

The *Tarot of Transcendent Treasure* bears little in common with the *deck of many things*. Whereas the Deck is a singular magical item, the Tarot is a vast collection of magic items, ranging from mundane trinkets to artifacts capable of turning an adventurer's world on its head. The *Tarot of Transcendent Treasure* is not an interruption to a party's adventure, but instead, may become an adventure in itself; once one has a taste of the deck's power, they are likely to seek out more.

Every card within the *Tarot of Transcendent Treasure* holds two forms. In its natural, inactive state, a card appears like any other playing card or fortune card, with an unremarkable backing and strange imagery on the face side. Aside from a faint aura of conjuration magic, the cards don't seem particularly interesting or give much hint to their power. However, when the card is used, it transforms into a magical item that may take any form; the Knight of Cups appears as a mundane gray-green stone, whereas The Sun will take on the shape of a strangely ornate rooster-themed clock. Strange appearances may belie wild hidden powers.

BREAKING DOWN THE DECK

The *Tarot of Transcendent Treasure* is comprised of 78 cards, and is traditionally divided into 22 major and 56 minor arcana. Furthermore, the minor arcana are divided into four suits, the Cups, the Swords, the Pentacles, and the Wands.

Each suit of the minor arcana is marked with a number or rank, being an Ace, numbers two through ten, and the “face” cards: the Page, the Knight, the Queen, and the King. The face cards are each legendary magical items, while the numbered cards descend from very rare, to rare, to uncommon, to common. A suit's ace is a particularly unique item that grows in power depending on how many cards of that suit are in the user's possession.

Each of the major arcana are artifacts. They bare no numbers on their faces, but there remains an “accepted order” in which the

cards are organized known as the Fool's Journey. The ordering of the major arcana in the Fool's Journey is intended to tell a tale of meetings and influences that grow “The Fool” into the person they will become.

THE FOOL'S JOURNEY

The basic concept of the Fool's Journey is that the Fool is born and first encounters their own inner balancing forces, the Magician and the High Priestess, who symbolize learning and intuition respectively. The Fool then recognizes their mother (The Empress) and their father (The Emperor) and their influence on the child's life, before being thrust into the formal education and systemic beliefs of society (The Hierophant).


The Lovers card symbolizes the choices the Fool must make, growing from a self-centered child to one who can find union with others. The Chariot marks his arrival into adulthood. The Fool now understands the laws of the world (Justice), and has thoroughly come to understand “cause and effect”. However, as the Fool grows older, they begin to look inward, questioning all of the lessons they accepted throughout their life and growing to resemble the Hermit.

Next comes a vision of the Wheel of Fortune spinning in all of its splendor, urging them to start a new journey away from the comforts they have surrounded themselves with. Though the road ahead is frightening, the Fool relies on their Strength to guide them forward. However, what got the Fool here will not get them where they need to go; they find themselves in a situation in which they must let go of everything, becoming like the Hanged Man.

The influence of Death allows the Fool to let go of everything that has tethered them in the past, releasing all of the shackles of their previous learnings so that the Fool might find new peace and Temperance. However, the Fool's freedom from their previous learning has left them within the temptation of the Devil, representing ignorance and hopelessness. The Fool is now keenly aware that they know nothing, and their foundation breaks like the Tower.

With nothing left but hope (the Star), the Fool works through their fears and anxiety (the Moon) to see a new day rise (the Sun). The Fool has endured the trials of Judgment and now understands their place in The World.

Though the true origin of the *Tarot of Transcendent Treasure* has been long lost to history, there are many theories of how the deck came to be. As Dungeon Master, you have the freedom to select any lore you feel fits your world and story best, or invent your own!





CHOOSE YOUR DESTINY

DECK OF THE KINGDOM FALLEN

Once upon a time, a dreamy demiplane drifted in the distant cosmology. The land was ageless, inhabited by mortals, fey, and all manner of mystic creatures. Due to its ever shifting locale, it enjoyed the safety of being difficult for outsiders to find, and their lack of war and strife granted them the peace and freedom to flourish. They built castle spires that extended up into the clouds. Though it's unlikely the streets were *actually* paved with gold, the degree of comfort and privilege in which the citizens lived was nothing short of extraordinary. However, all good things must come to an end.

The kingdom's unstable nature that had protected it from intrusion would eventually be its downfall. Cracks formed in the land and astral winds blew through like storms. The edges of the plane began to crumble, and the sky itself began to collapse in on the world. The demiplane would not exist for much longer.

In his final hours of desperation, the most powerful wizard in the kingdom sought to save it by encapsulating elements of the kingdom within artifacts. He began to infuse mystical objects, locales, and even people into cards in an effort to record and preserve them. The wizard worked tirelessly as the demiplane collapsed around him until he was struck with the realization he had missed his own window of escape. With his last breath, the wizard created The Fool, his one selfish record of his own existence and his solemn prayer that he could turn back time to save his kingdom. When the demiplane collapsed, the cards were hurled from the wreckage, scattered across the ether, and spirited away to distant lands.

DECK OF THE FAIRYTALE

Long, long ago, a lord called upon a mage to teach his child the art of magic. The mage, a specialist in magic scrolls, agreed to close her shop early each afternoon to tutor the lord's young son. The son, however, was a sickly lad who could seldom leave his room. The mage found herself a nanny as much as a tutor, but the pay was enough she couldn't complain.

In order to keep the boy's attention, the mage began to associate her lessons with fairytale stories that she created on the fly; it was easier to get him remember the various schools of magic if she told him tales of magical adventures based on each. The lad was slow to pick up on his lessons, but he could easily recite every character or event of the story the mage had spun.

As time passed, however, the boy's condition worsened. "Lessons" fell by the wayside and the mage spent more of her time sitting by the little lord's bedside, weaving tales to keep the boy distracted from his pain and sickness. The mage closed her shop earlier in the day, and some days she didn't open at all, spending her hours away from the manor on weaving more stories for the little lord. The boy's imagination and wonder began to inspire her work. The mage drafted ideas of magic spells and relics she could craft were she talented enough and had enough years left.

Winter came and went, and when all seemed well, a terribly cruel sickness befell the child in the spring. He could barely whisper to ask the mage about her stories, but still he questioned. The mage closed her shop completely and wrote her magic formulae while the boy slept.

The little lord died before summer came and the mage vanished. They say she withdrew from civilization, fleeing into the deep woods to let no distractions draw her away from her formulae and fairytales. Some even theorize she became a lich in order to live long enough to hone her craft and produce the figments of the boy's imagination. The *Tarot of Transcendent Treasure* was forged like a storybook, a collection of ideas and dreams and tales, invulnerable and immortal.

FROM PARTS UNKNOWN

If you're a Dungeon Master who likes to create expansive worlds with sweeping plots, then I'm going to tell you something you won't like to hear. Please, resist the urge to hurl this book away in a fit of rage.

You don't have to have a backstory.

In general, I advise DMs to always know the history of their world, even if they aren't communicating it to their players directly. If you know the details, it can help inform your plot in small ways that you otherwise might not notice, and help breathe life into it. However, when you fall in love with a backstory, you may sometimes feel compelled to tell that story even if it's not the appropriate time.

When dealing with the *Tarot of Transcendent Treasure*, you need to consider whether your plot focuses on the *origins* of the deck, or the *current events* of the deck. That is to say, is it more important where the deck came from, or who is currently racing against the party to collect it? If the original creator of the deck is trying to gather the cards, you certainly need to know who made it, but if the cards are being pursued by a newly formed Waterdhavian cult, then the origin is of little importance.

SPIRITED AWAY

One shared factor between origins of the *Tarot of Transcendent Treasure* is that the deck becomes scattered. This is a mechanism of the card's "indestructible" property, whisking it away to a distant location rather than allowing it to be annihilated.

When a card is "spirited away", it vanishes from its current location on the Material Plane, traveling rapidly through the Deep Ethereal before reappearing elsewhere in the Material Plane. Regardless of where the card started and where the card ends up, the journey takes 1d10 x 10 hours. Because the concept of "distance" means nothing in the Deep Ethereal, attempting to track and capture the card during its ethereal traversal is nearly impossible. If anything interferes with the travel of a card in the Deep Ethereal, it is usually a matter of chance, either being caught in an Ether Cyclone or running directly into a celestial, genie, fiend, or other manner of planar traveler.

Ether Cyclones, and the chance interference of other travelers, may sometimes result in cards being transported to other planes. As a Dungeon Master, your options for where to put a Tarot card are vast and infinite. A card could wind up in the treasury of Count Strahd von Zarovich, Dark Vampiric Lord of Barovia, just as easily as it could wind up in a pile of rusty weapons at the bottom of a goblin den. Though randomness is a key factor, don't be afraid to place cards based on their *dramatic impact*. Rewarding Strahd's slayers with an artifact like The Emperor card will feel more impactful than a lowly Three of Swords.

CARDS AND ITEMS

Every card in the deck has two forms; its 'card' form and its 'item' form.

Card Form. They appear as literal tarot cards, featuring their representative artwork and title on one side, and a simple, unremarkable backing. Though the card does display a detectable aura of magic (of the *conjunction* school, specifically), the exact effect of its item form cannot be determined in its card form. The location of a card cannot be scryed, even knowing its name and image, or what form it will take as an item.

Item Form. Once a card has been activated, it is transformed into an item. These items vary wildly in their form, rarity, power, magic aura, and use. An item can only be scryed if one knows the specific form it has taken; it cannot be scryed simply from knowing what card produced it.

DESTRUCTION OF CARDS

No individual card from the *Tarot of Transcendent Treasure* can be "destroyed" in the classic sense. The cards themselves are indestructible, and while they may appear to be destroyed (burned, cut, torn, etc), they instead are *spirited away* to a distant location.

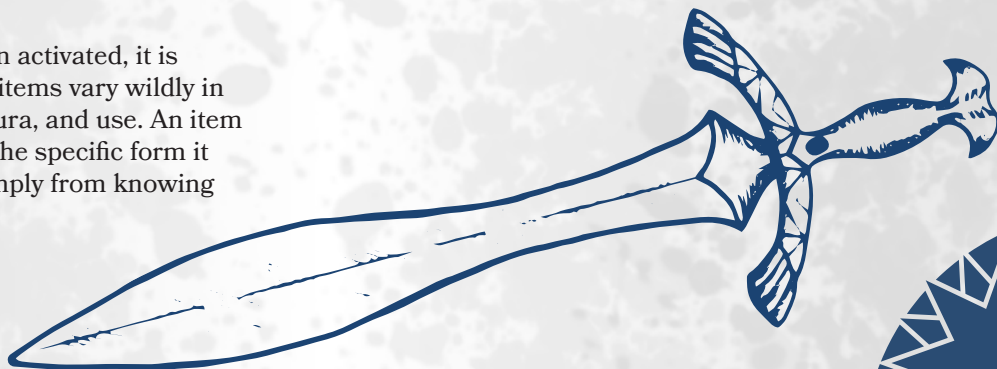
When any card's item is destroyed, they universally revert back into their card form before being spirited away. Some cards, especially those that produce powerful artifacts, may become *weathered* when destroyed and will not be usable as items for a period of time after their destruction.

CREATIVE METHODS OF DESTRUCTION

Players are creative. Never underestimate their ability to come up with new ways to destroy a thing. While you may simply explain that a cut card knitted itself together as the blade passed through, or a burning card does not singe under the flame, a stubborn adventurer can come up with lots more ways to destroy something.

- One popular method of destruction is to use the delicate mechanics of a *bag of holding*, *Heward's handy haversack*, or *portable hole* to dispose of an item. If an extradimensional containment device is pierced in some way, or one is placed inside another, both containers are destroyed. If a single object is destroyed, its contents are dumped into the Astral Plane. If they're layered, they will explode and rip a hole into the Astral Plane. Neither method will destroy the deck, but both will cause all cards to be *spirited away*.
- A *wish* spell is a powerful tool, but requires exceedingly careful crafting of their request. If your party attempts to *wish* the deck away before you're ready for it to exit the plot you're writing, be sure to diligently record their precise wording. At its most basic level, the "destruction" of the deck could simply mean each card and item becomes spirited away simultaneously.

Remember that no player likes to feel cheated. Make it as clear as possible to the party that the cards are indestructible unless they've all been collected. The indestructible property of the card can be revealed in the same way any other magic item is identified, either through the use of the *identify* spell, or by allowing a character to focus on the card during a short rest.



CONTAINING THE DECK

“Ownership” is a fuzzy subject at times. If a wizard attunes to a wand and then hands it to a druid, does the wizard own it, or does the druid? Ownership of the tarot can be even more confusing, when cards can change hands with relative ease. An adventurer might be attuned to three magic items in their possession but claim ownership over a dozen additional cards.

Highly skilled magic crafters can create containment devices for the deck, in the forms of deck bags or boxes. The guidelines for creating these containers may be discovered as ancient texts, or invented by the crafter after examining many cards at length.

If an adventurer attunes to a card container, they may gain some benefits from the cards housed within. Certain cards, specifically the Aces of the four suits, provide passive effects if more cards of their suit are collected into the container. To see what manner of effects are provided by each collection, view the tables on each Ace card’s page.

DESTRUCTION OF THE DECK

The *Tarot of Transcendent Treasure* can only be destroyed as a whole, once all 78 cards have been gathered into a proper deck container. Destruction of a deck is no small feat, and in most cases will result in a great deal of collateral damage.



MAJOR ARCANA

THE FOOL: REFLECTION

Wondrous item, artifact (requires attunement)

Reflection is a pocket mirror set into beautiful dark stone, the mirror never gets dirty and always reflects anything with perfect clarity. It can see deeper than the flesh and regards the very spirit of a creature as something worth seeing.

The Fool presents the image of the beautiful youth perched precariously above danger without a care in the world. The Fool has no idea they are about to slip off into an unknown world they are ill equipped to handle. This card represents new beginnings, opportunities, and potential. The Fool, however, may feel unready to travel the paths that lay before them, and instead look behind them, reflecting on the peace, innocence, and security that they are leaving behind. The Fool, for all intents and purposes, symbolizes the beginning of every adventurer's tale. For all too many it is also the end.

Properties. While you are attuned to this mirror and holding it, you are immune to the effects of nondamaging gaze attacks by any creature (such as a beholder's status rays or medusa's petrifying gaze). While attuned to the mirror you cannot have your age changed unwillingly and you can choose to automatically succeed on all saving throws against spells and effects that would change your physical form, such as *polymorph*.

Return to yesteryear. While attuned to the mirror, you can ask it to restore some of your lost youth. You can reduce your age by up to 20% for every year you have had the mirror in your possession (minimum zero). When you reduce your age in this way, you take 5 levels of exhaustion immediately. You may only use this ability once.

Luck or Not. Whenever you make an attack roll, an ability check, or a saving throw and do not already have a die in reserve, you can use your reaction to roll an additional d20. You can use your reaction after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. Reserve the roll you did not take and either record it or set that die aside. The next time you or an ally rolls a natural 20, replace that die roll with your reserved roll from earlier.

You can also use your reaction when an attack roll is made against you as long as the creature does not have a die in reserve. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

The DM will reserve the roll you did not take and either record it or set that die aside. The next time the DM rolls a natural 1, they may replace that die roll with the reserved roll from earlier.

Fool's Favor. You may use the raw power of *Reflection* to change the outcome of an event you have personally witnessed in the past 30 days. State your change to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the change, the greater the likelihood that something goes wrong. You must state how the issue should have been resolved to the DM, did your party come to help stop the event they failed to recognize? Did you decide to hold back one of your companions so they wouldn't be destroyed by the conflict? Did you stop the party from interfering in an important political wedding, saving them from the executioner's block? The effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the change. The DM will decide how best to resolve this situation, though you will not be sent back to remedy it. You can only send your intentions back into your former self. After using this ability, there is a 20% cumulative chance that *Reflection* will vanish, returning to the form of The Fool card, before being spirited away and appearing somewhere else in the world.



MAJOR ARCANA

THE MAGICIAN: MAGICIAN'S CASQUE

Wondrous item, artifact (requires attunement)

This stylish top-hat contains more power than it lets on. It is both attractive to wear and a portal to another realm filled with more secrets than a millennia of discovery could uncover.

The Magician, a master manifestor, is all about making things happen. All the resources one might need are presented to them through The Magician, and this card is representative of utilizing them to their fullest potential. However, just because someone has all of these resources made available to them does not mean that they are a skilled planner, and The Magician card does not always present the answers an adventurer seeks.

Heightened Senses. While attuned to the *Magician's Casque* you have advantage opposed Wisdom (Perception) checks against creatures using Dexterity (Stealth) or Dexterity (Sleight of Hand).

Properties. You gain proficiency in Sleight of Hand if you do not already, otherwise your proficiency bonus is doubled for any ability check you make that uses Sleight of Hand.



Reaching In. As an action, you may reach into the casque and attempt to remove an item which you must use immediately as a part of that action. Use the chart below to determine what item you draw from the *Magician's Casque*.

d10	Item Summoned	Effect
1	<i>Wand of magic missiles</i>	You cast the <i>magic missile</i> spell at 4th level from the wand on targets within range. The wand then vanishes.
2	<i>Wand of binding</i>	You cast the <i>hold monster</i> spell (save DC 17) from the wand on a target within range. The wand then vanishes.
3	<i>Wand of polymorph</i>	You cast the <i>polymorph</i> spell (save DC 15) from the wand on a target within range. The wand then vanishes.
4	<i>Wand of smiles</i>	A target humanoid you can see within 30 feet of you must succeed on a DC 15 Charisma saving throw or be forced to smile for 1 minute. The wand then vanishes.
5	<i>Wand of lightning bolts</i>	You cast the <i>lightning bolt</i> spell at 4th level (save DC 15) from the wand on a target within range. The wand then vanishes.
6	<i>Potion of fire breath</i>	You expel a ball of flame from your mouth at a target within 30 feet of you. The target must make a DC 15 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one.
7	<i>Potion of diminution</i>	You gain the "reduce" effect of the <i>enlarge/reduce</i> spell for the next hour.
8	<i>Potion of frost giant strength</i>	Your Strength score increases to 23 for 1 hour.
9	<i>Potion of invisibility</i>	You become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.
10	<i>Dagger of venom</i>	You throw an already active dagger of venom at a creature within 20 feet of you, or 60 feet at disadvantage. You are considered proficient with this attack and add an additional +2 bonus to the attack roll. On a hit, the creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute.

MAJOR ARCANA

Atelier of the Magician. If you spend at least 1 minute attempting to open the *Magician's Casque*, you can open the hat wide enough to have any creature Large size or smaller step into the hat.

Once entering the portal, a creature will see before them a fully stocked atelier. It is a single floor, 60-feet long and 60-feet wide, with 20-foot-high ceilings. The atelier has alchemical base components within it which are fully stocked every time the space is entered. The items cannot leave the space in their natural state, they must first be made into alchemical items such as acid, alchemist's fire, antitoxin, oil, perfume, or soap.

A wizard attempting to learn spells from scrolls within the space halves their chance of failure when doing so. As well, the space is safe enough to setup camp and rest within.

Destroying the Magician's Casque. If someone opens a *bag of holding* or similar item inside the Atelier, both items are instantly destroyed and a gate to the Astral Plane is opened. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened. Creatures in the Atelier must make a DC 15 Charisma saving throw or be propelled into the Astral Plane, on a success creatures are deposited within 10 feet of where the *Magician's Casque* was. After this the *Magician's Casque* returns to the form of The Magician card, before being spirited away and appearing somewhere else in the world or the Astral Plane.

THE HIGH PRIESTESS: DISTILLED FLAME
Wondrous item, artifact (requires attunement)

A fire frozen in time, unwavering, unmoving, giving off a faint warmth. It is said that those that hold this mystical fire can see the truth in all things. Even magically made deceptions.

The High Priestess sits before a utopian garden, behaving as a barrier between the tangible world and the dreams of the subconscious mind. The world we know and live in is seldom as it seems at first glance, and the High Priestess teaches adventurers to look deeper to discover the mysterious forces at play. The flame she holds is one of divine illumination, cutting through the darkness of ignorance.

Heightened Senses. While attuned to the *Distilled Flame* you more easily sense the motives of others. You receive advantage on Wisdom (Insight) ability checks when dealing with creatures speaking a language you understand. If you detect a creature is lying to you through a Wisdom (Insight) ability check, each time they lie thereafter for the next 10 minutes the flame will glow brighter. While attuned to and holding onto the *Distilled Flame*, you retain your ability to see normally in both nonmagical and magical darkness at a distance of 60 feet.

What is Seen In The Fire. You may cast the spells *clairvoyance* and *divination*. Once these spells are cast they cannot be cast again until the next dawn. When looking through the *Distilled Flame*, you can also see invisible creatures as per the *see invisibility* spell at will.

Moving Flame. As an action, you cast the spell *scrying*. When you scry, the still flame starts moving, burning hot in your hand. If you manage to find the target of the spell, the flame vanishes from your hand. The *Distilled Flame* appears within 30 feet of the creature you are scrying and rams into them, the creature must make a DC 18 Dexterity saving throw. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

As an action, you can move the *Distilled Flame* up to 60 feet. If you ram the *Distilled Flame* into a creature, that creature must make the saving throw against the *Distilled Flame's* damage and the *Distilled Flame* stops moving this turn. If a creature is reduced to 0 hit points by the fire damage caused by the *Distilled Flame*, the creature is destroyed as the flames immolate them to nothingness.

You cannot take any other actions while under the effect of the *scrying* spell besides moving the *Distilled Flame*. If you do, or your concentration of the spell is broken, the *Distilled Flame* is extinguished.



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When you move the *Distilled Flame*, you may control it even in a three dimensional space as the *Distilled Flame* has a flying speed equal to its movement speed. The *Distilled Flame* ignites flammable objects not being worn or carried and sheds bright light in a 30-foot radius and dim light for an additional 30 feet. If the *Distilled Flame* enters more than 10 feet of water during your turn, it is extinguished.

Once *scrying* has been cast, it cannot be cast again until the next dawn. If the *Distilled Flame* has been extinguished, it returns to the form of The High Priestess card, before being spirited away and appearing somewhere else in the world.

THE EMPRESS: GLORIOUS GARDEN

Armor (shield), artifact (requires attunement)

This shield made of wood is adorned with roses in every color and some beyond possibility. The thorns that hide behind the beautiful blossoms creak as they tighten and wind their way around the dark oak.

The Empress bears the classical imagery of a warm, maternal figure surrounded by abundance and radiating a nurturing energy. Her cup runneth over, and her garden yields a great bounty. While caring for oneself is an important lesson, and The Empress calls to you to find comfort and strength in the gifts of nature, she also urges you to share your prosperity with your fellow adventurers.

Heightened Senses. While attuned to the *Glorious Garden* you cannot get lost within any forest, even if magical forces attempt to confuse your path.

Properties. The *Glorious Garden* is a magic shield which grants a +3 to armor class and gives the user resistance against bludgeoning, piercing, and slashing damage, but vulnerability to fire damage.

Living Vines. While attuned to *Glorious Garden*, you know the *thorn whip* cantrip. While attuned to *Glorious Garden* you may also cast the spells *entangle* and *spike growth*. Once these spells are cast, they cannot be cast again until the next dawn.

Banquet of the Mother. Activating this feature requires a 10-minute-long ritual. The vines rise off the shield, creating an impenetrable barrier to the outside world. This barrier takes the form of a 40-foot cube, with 10 of those feet burrowed under the ground below you. Any creature within this space is protected from divination magic for the duration of the effect. The area inside counts as a separate dimensional space and cannot be entered unless you will it. Exiting the space is

impossible until at least 1 hour has passed. The vine cage lasts for 2 hours, after which it will retreat back into the shield.

While within the cage, you bring forth a great feast for your companions, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time and the beneficial effects don't begin until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and the frightened condition, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours. Once *Banquet of the Mother* has been used it cannot be used again until the dawn 30th day after it was last used.

Destroying Glorious Garden. For every minute *Glorious Garden* is exposed to fire, there is a cumulative 10% chance the shield is destroyed. If *Glorious Garden* is burned up in the fire, it returns to the form of The Empress card before being spirited away and appearing somewhere else in the world.



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THE EMPEROR: CROWN OF THE RULER
Wondrous item, artifact (requires attunement)

This crown is constructed of a dark metal and adorned with rich red rubies, it sits heavy on the head that wears it. The burden of the crown is suffocating, and you must lessen the weight by putting your subjects to the task.

The Emperor is the symbol of authority and structure, and in its darker moments it may more closely resemble sheer dominance than order. This card demands respect for one's status and power and calls you to rule with a fair hand. Heavy is the head that wears the crown, but this burden can be shared by one's subjects under the proper guidance. The Emperor is a powerful figure, but it is important to strike a balance between the paternal figure who provides guidance and the tyrant who knows only how to clench their fist.

Heightened Senses. When at least one ally is within 10 feet of you, you receive advantage on all intimidation checks you make. When you succeed on Charisma (Intimidation) check against a creature, it suffers disadvantage against all *Crown of the Ruler's* abilities for 1 minute.

Properties. While attuned to the *Crown of the Ruler*, you are immune to the charmed and frightened conditions.

Word of Law. You may cast the *charm person* spell as an action (DC 17). If a

creature succeeds on the saving throw, they suffer disadvantage on the next attack roll they make against you. This ability can be used three times and regains all uses each dawn.

Orders From Above. You can spend 10 minutes inspiring your companions, army, or even an angry militia of up to 100. Woven into your words is a subtle enchantment effect which reaches into the minds of those that understand the language you are speaking. A successful DC 20 Intelligence (Arcana) check reveals you are attempting to magically sway the minds of those you are talking to.

When you complete your speech, the subtle charm effect takes place and all creatures must make a DC 17 Wisdom saving throw or be put under the effects of a special *dominate person* spell. Even if a creature succeeds on their saving throw against this spell, they are left unaware of the enchantment on either themselves or others. Divination magic ceases to function within 30 feet of anyone who carries the subtle charm on them.

While the targets are charmed, you have a telepathic link with them as long as you are on the same plane of existence. You can use this telepathic link to issue commands to up to 20 of the creatures while you are conscious (no action required), which they do their best to obey. You can specify a simple and general course of action such as "attack that creature," "run over there," or "fetch that object." If the creatures complete the order and don't receive further orders, they return to their normal routines.

If you attempt to have the creatures do something against their will, such as attacking an ally or staying in combat when they wish to flee, they can repeat their saving throw. If the creature decides to make the saving throw, they take 2d10 psychic damage whether they pass or fail.

You can use your action to take total and precise control of a single target. Until the end of your next turn, the creature takes only the actions you choose and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

This effect lasts for 48 hours. If the *Crown of the Ruler* is removed during this time, the effect ends early. Once Orders from Above has been used, it cannot be used again until the dawn of the 30th day after it was last used.

Destroying the Crown of the Ruler. If the *Crown of the Ruler* is taken from your possession for longer than 24 hours, it returns to the form of The Emperor card before being spirited away and appearing somewhere else in the world.

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d10	Curse	Effect
1	Cleanliness	You must bathe every 24 hours for the next 10 days. your body must soak in hot water for at least 20 minutes and you must use soap or perfumes as well.
2	Cautious Words	You must not swear during the following 10 days. What constitutes swearing will be determined by your DM and should include a list of words you must not say.
3	Avert the Gaze	You must not look on gruesome scenes involving humanoids for longer than 6 seconds, this grants all creatures who are bleeding, injured, or baring skin half cover when you're in combat with them.
4	To Give	You must not accept any treasure or gold beyond 100 pieces of value each day for 10 days. If your allies decide to keep treasure for you until after the 10 days, the curse will take effect when you receive your ill gotten gains.
5	Prayer	You must spend 1 hour of each day in silent prayer for the next 10 days. This prayer can be to any deity, ideal, or creature you wish.
6	Atonement	You must follow any apology you make in the next 10 days with a proper letter of apology or other fine offering to the wounded party. The DM will determine what requires an apology and the <i>Sanctified Skin</i> will give the character the feeling that apology is due.
7	Benediction	You must spend 1 hour of each day blessing others for the next 10 days. The blessing can be given as positive words of encouragement or something similar.
8	Silence	You cannot speak to another creature for the next 10 days, you may emote and gesture, however you cannot record any language or use magical techniques in the place of language. You may still use the verbal components of spellcasting.
9	Resist Hedonism	You must avoid pleasurable activities for the next 10 days. This may mean you avoid reading for pleasure, drinking wine, or listening to music.
10	No Curse	For the next 10 days, you have no curse to worry about!

THE HIEROPHANT: SANCTIFIED SKIN *Armor (plate), artifact (requires attunement)*

This beautiful suit of plate shines with luster, as though the armor were overlaid with platinum. Golden filigree in a feather motif adorns the armor, and inlaid diamonds of varying sizes depict a shining starburst pattern on the breastplate over the wearer's heart.

The Hierophant symbolizes spiritual wisdom and religious teachings, but in contrast to the High Priestess, these are not subjects to be explored, only understood. In the halls of The Hierophant, scripture and teaching are already established, and education focuses on conforming to the rules of society that have already been put into place. One who follows the doctrine is blessed and held aloft as an example to others. However, breaking these rules may have dire consequences.

Magic Armor. The *Sanctified Skin* is magic armor that adds an additional +3 to your armor class. It also provides resistance to radiant and necrotic damage as well as resistance against bludgeoning, piercing and slashing from non magical weapons. The armor is very comfortable even when no longer enchanted, and do not gain exhaustion from sleeping in it.

Curse. While attuned to the *Sanctified Skin*, you are under the effects of a curse. This curse issues you a command you must follow every 10 days. The moment you ignore the rule of the curse, the magic of the armor ceases to work for 10 days and it cannot be removed during this time. When first attuning to the armor and then wearing it, the curse activates. Roll on the Curse table to determine the effect. On the dawn of the 11th day, the curse shifts, roll again to determine the effect every 10 days thereafter.



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Piety of Neutrality. As a bonus action, you nullify advantage and disadvantage on everything you do for the next minute. This ability can be used once each day and resets at dawn.

Intervention. As a reaction to a creature within 60 feet gaining advantage or disadvantage, you may cancel their advantage or disadvantage until the end of that creature's turn, including nullifying the triggering advantage or disadvantage. This ability can be used 3 times and cannot be used again until the next dawn.

Area of Worship. As an action, you create a 30-foot-radius invisible sphere of balancing force around you. This area is divorced from the laws of luck that suffuse the multiverse. Within the sphere, advantage and disadvantage do not exist, they cannot be applied by any means. Until the spell ends, the sphere moves with you, centered on you. This ability lasts for 10 minutes, and once used it cannot be used again until the curse on the *Sanctified Skin* shifts at the end of the current 10 day curse period.

Destroying the Sanctified Skin. If you remove the *Sanctified Skin*, it returns to the form of The Hierophant card before being spirited away and appearing somewhere else in the world.

THE LOVERS: RINGS OF SHARED DREAMS *Rings, artifact (requires attunement)*

The *Rings Of Shared Dreams* come as a matched set, with each ring crafted to perfectly mirror the other, so the pairing is easily recognized. The rings are designed to appear as snakes wrapped around the finger.

The classical imagery of The Lovers depicts a destined pair together, under the blessings of the heavens. However, The Lovers does not strictly refer to romantic love, and can also hint to the difficulties associated with picking a long-term partner. When faced with two doors, one cannot go through both, and making a choice to move forward will often close other doors. The attunement of these rings also means attuning to another person, and that may be more complex than many adventurers first realize.

Special Note. The rings do not work separately, two creatures must attune to them to have any of the following effects work. If attunement is broken on either ring, both cease to function.

Heightened Senses. While the two creatures attuned to these rings are within 120 feet of each other, they gain special bonuses to their awareness. If both attuned creatures are attempting Wisdom (Perception) and Intelligence (Investigation) checks in the same general area, a special help action grants one of these creatures the ability to not roll less than 10 on their roll while also gaining advantage.

Properties. While attuned to these rings and within 120 feet of each other, neither creature can suffer from the surprised condition or be put to sleep. Creatures attuned to these rings can shake off the charmed and frightened conditions unless both creatures are simultaneously put under the effects of these conditions.

Entwined Dreaming. While wearing a ring, you can use an action to cast the *dream* spell. The target is the creature attuned to the other ring. If no creature is attuned to the other ring, you know that fact as soon as you use the ring and don't cast the spell. If the attuned partner is not already asleep, the caster can either give up on the spell (wasting the usage) or wait for the target to fall asleep. The targeted creature attuned to the other ring knows that it is being cast on them while they are awake, and they may choose to go to sleep to accept the effects of the spell, or reject the spell, in which case the spell is wasted.

The *dream* spell bears some special properties when cast through the rings. Creatures that do not sleep, such as elves, can willingly fall into a trance in order to submit themselves to the spell. Both partners may converse and interact within



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the dream, and both have full agency to shape their environment, creating landscapes, objects, and other images. Either partner may emerge from sleep at any time, ending the effect of the spell early. Both partners recall the dream perfectly upon waking.

This special dream state allows both creatures to gain the benefits of a long rest with only two hours of rest. If either creature is woken during this two hour period, the effect of the spell is broken and both creatures will require the remainder of a full rest to avoid exhaustion.

After the completion of a dream, the attuned creatures may entwine mentally even while awake. Both of their Intelligence, Wisdom, and Charisma saving throws are made using the highest total between the two of them until at least one of the attuned creatures takes another long rest.

Once *dream* is cast through the rings, they can't be used again until the next dawn.

Curse of Entanglement. You cannot accept the help action from creatures other than the attuned user of these rings. If a creature using these rings is reduced to 0 hit points, the other creature takes a level of exhaustion from the emotional stress. If one of the attuned users of these rings dies, the other creature must make a death saving throw. A failed save gives that creature three levels of exhaustion. On a 1, that creature dies as well due to the shock. A success grants the dead creature one final death save, if the dead creature rolls 10 or above and that save would give them enough successes to stabilize, they return to life and are stable at 0 hit points. A roll of 20 returns the creature to life regardless of their number of successes.

Destroying the Rings of Shared Dreams. The *Rings of Shared Dreams* are destroyed when either creature willingly removes one of the rings. The rings both vanish immediately, returning to the form of The Lovers card, before being spirited away and appearing somewhere else in the world.

THE CHARIOT: UNWAVERING VESSEL
Wondrous item, artifact (requires attunement)

In its most mundane form, the *Unwavering Vessel* appears simply as a length of iron chain. When the chain is cracked like a whip, its magic flows forth and forms a glorious chariot, with the chain becoming its reins. This wooden chariot sits uncovered, reins attached to nothing that can be seen, hovering in the air. The etchings on the wood look like gusts of wind, a brilliant sun crest, and bountiful bowers of grape vines. Folded at the sides of the chariot are two massive golden wings.

The Chariot bears a straightforward symbology, encouraging one to take the reins and control their situation. Through self-discipline and determination, one can achieve many great things, even controlling spectral beasts. While taking control of one's destiny is a common thread that runs between all adventurers, The Chariot teaches that one must stay the course even through the most difficult of obstacles. Now is not the time to just "hope everything works out."

Heightened Senses. While within the *Unwavering Vessel*, all creatures have advantage on Wisdom (Perception) ability checks to detect creatures or hazards on the road before them.

Properties. The *Unwavering Vessel* is an uncovered chariot with enough room to comfortably seat five Medium creatures and one Medium driver. While attuned to the chariot, you are the driver and you have the ability to summon up two spectral tigers to pull the chariot along. These tigers are partially in the ethereal plane and cannot interact with the world, they may only interact with the chariot in order to pull it forward. The *Unwavering Vessel* has a maximum speed of 120 feet. Creatures on the *Unwavering Vessel* cannot be knocked off it while they remain inside the chariot. As an action, you may convert the *Unwavering Vessel* into a mundane magical chain to be stored on your person.

Spectral Barrier. The *Unwavering Vessel* can raise a barrier in defense against magic. The chariot creates a null magic field. This 30-foot-radius invisible sphere emanates from the center of the *Unwavering Vessel*. Its effect cancels all magical effects and interrupts any spells that may be cast from within the field as well as those that enter it. When using this ability, one of the tigers vanishes and the speed of the *Unwavering Vessel* is reduced to 60 feet.

Chosen Course. You may set a specific destination for the *Unwavering Vessel* toward which the chariot will immediately head. You must know this location and be able to picture it in your mind. You must also roughly know how to get to that place either through directions or your own knowledge. Once you have selected the location, the chariot begins rushing to the chosen place and cannot be stopped while in motion. If barriers are erected on the path, the *Unwavering Vessel* will blow through them or fly over them. Once Chosen Course has been used, it cannot be used again until the dawn of the 7th day after it was last used.

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Slip Between. The *Unwavering Vessel* can also pass through planar boundaries. If you know a location on a different plane and will the *Unwavering Vessel* to reach it, the chariot hovers off the ground and tears open a portal to that plane. All creatures on the chariot are protected from any dangers presented during this trip as the chariot passes constantly in and out of the Ethereal Plane. No matter how far the distance is, it always takes 8 hours to reach the location. After reaching the location, the *Unwavering Vessel* cannot be used for 24 hours.

Destroying the Unwavering Vessel. When converted to its mundane form, the *Unwavering Vessel* can be destroyed if a link in the chain is broken. Succeeding on a DC 16 Strength ability check is enough to break the links apart. If the links are broken, the *Unwavering Vessel* returns to the form of The Chariot card before being spirited away and appearing somewhere else in the world.



JUSTICE: BLIND BALANCE

Wondrous item, artifact (requires attunement)

This black strip of tattered cloth turns the world dark when you wear it. The blindfold is long, trailing the ground behind the user, but the mundanity of the ragged strip of cloth belays the powerful nature of its enchantment.

This image of Justice wears a painting of eyes that obscures her vision; though she may appear wide-eyed and worldly, she chooses blindness in order to practice the ultimate in fairness and justice. Every experience that an adventurer accumulates in their travels will tinge their view of the world, and by rejecting these preconceived notions, one can understand the world as it truly is.

Properties. While wearing *Blind Balance* you are considered blinded. You gain blindsight of 120 feet, and can no longer be surprised. You no longer automatically fail any ability check using sight, but creatures have advantage when attacking you as normal.

Guided Violence. You can feel the movement of other creatures who approach you. You no longer have disadvantage when attacking creatures within 5 feet as long as they're standing on solid ground. Also, other creatures provoke an opportunity attack from you when they enter your reach.



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When you take the Dodge action, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Understanding Truth. When a creature is speaking in a language you understand within 60 feet of you, you gain advantage on Wisdom (Insight) checks to detect if they are lying. A creature who continues to lie after they've been found out from this ability makes all Charisma ability checks at disadvantage for the next minute.

Blinded Grace. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Destroying Blind Balance. Removing *Blind Balance* destroys it and returns to the form of the Wheel of Fortune card before being spirited away and appearing somewhere else in the world.



THE HERMIT: HOARD OF THE SCALED GOD
Wondrous item, artifact (requires attunement)

This Medium-sized chest gives off a feeling of want and greed. Inlaid with jewels and ornate golden finishings, the dark wood of the chest swallows light. While feeding the greed of the Hoard is the only way to appease it, removing something from it would be a terrible mistake.

The Hermit symbolizes isolation and withdrawal, but also introspection and self discovery. When you remove yourself from the world and there is but one voice left in your mind, it becomes much easier to know yourself. You would be hard-pressed to find an adventurer who does not recognize the imagery of the dragon upon The Hermit card, and that this hermit's solitude goes hand in hand with greed and selfishness unlike any other.

Properties. While attuned to the *Hoard of The Scaled God* you are able to discern the gold value of any item. The gold value of an item is 50% of the cost of that item. In the case of magical items, use the following chart.

Rarity	Value
Common	50 gp
Uncommon	300 gp
Rare	10,000 gp
Very Rare	30,000 gp
Legendary	150,000 gp
Artifact	300,000 gp *

*Tarot artifacts are worth double if they're in card form

Sanctity Of Greed. As an action, when you place items with a value of at least 1000 gp into the chest, you gain advantage on death saving throws for the next day. Once you invoke this boon, the fee is considered paid and you must add more to the chest for any benefits.

Hungry Misfortune. As an action, when you place items with a value of at least 1000 gp into the chest, you may select a creature that you can see. That creature rolls all ability checks, attack rolls, and saving throws with disadvantage until the end of your next turn. Once you invoke this boon, the fee is considered paid and you must add more to the chest for any benefits.

Riches for Returns. You may start a 10-minute-long ritual to bring one of your dead companions back to life. When a total value of 1000 gold is dropped into the chest, you may invoke the *raise dead* spell. For 10,000 gold, you may invoke the *resurrection* spell. The penalties the character suffers for returning to life are no longer imposed.

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Communion with Wealth. The *Hoard of The Scaled God* opens up a pocket plane that you can enter by crawling into the chest. While inside this pocket plane, you are surrounded by all the riches you have put inside the plane. The plane grows in size with the hoard of treasure deposited. If you spend 1 hour within the plane, you no longer need to eat or sleep during that day.

Top 1 Percent. The first time you reach 100,000 gp of value inside the chest, you gain a single use of the *wish* spell. You gain another use of *wish* for every further 100,000 gp value within the *Hoard of The Scaled God*. You may use this *wish* only during your Communion with Wealth.

Destroying the Hoard of The Scaled God. Each time you attempt to remove an item from the *Hoard of The Scaled God*, there is a chance (based on the item's value) that its removal will collapse the dimension, causing all of its contents to be flushed out randomly into the astral plane, and also causing the chest to be destroyed and the card spirited away.

Value	Destruction Chance
< 1001	10%
1001 - 2000	20%
2001 - 3000	30%
3001 - 4000	40%
4001 - 5000	50%
> 5000	100%

WHEEL OF FORTUNE: STAFF OF DUALITY *Staff, artifact (requires attunement)*

The two shafts of the staff entwine against each other like snakes in love or snakes at war, depending on the perspective. The heads of the snakes change their expression for the person attuned to them and everyone else. To the attuned user of the staff, the snakes are wrapped together in a close hug, while everyone else witnesses them fighting to the death. This representation speaks to the dual nature of the staff itself.

The adventuring fool comes to a crossroads, and the Wheel of Fortune symbolizes the choices that must be made. The wheel is forever turning, as life is in a constant state of change, and standing still at the crossroads is not an option; one must make choices in order to continue moving forward. There is no right or wrong choice, and every option available will lead to both joy and despair. Such is the duality of life.

Properties. The *Staff of Duality* is a magical quarterstaff. You gain a +3 bonus to attack and damage rolls made with this magic weapon. While attuned to the staff, you

gain +3 to your AC if you are not using a shield. Any creature struck by the staff must succeed on a DC 17 Constitution saving throw or take 4d6 poison damage and become poisoned for 1 minute.

Spreading the Venom. As a bonus action, when a creature is inflicted with the poisoned condition, you may spread the effect to every creature within 5 feet of it. Each creature must succeed on a DC 17 saving throw or take 4d6 poison damage. When using this ability, you take 2d6 poison damage.

Balancing Luck. As a reaction, when a creature within 60 feet makes a weapon attack, you can use your reaction to impose disadvantage on the attack roll. You gain disadvantage on the next saving throw you make. You may use this ability twice and cannot use it again until the next dawn.

Blood Mending. One of the snake heads bites into your flesh and the other bites into a creature within 5 feet of you. You may transfer up to 60 hit points to that creature, taking half that much in necrotic damage which you regain only after a long rest.

Chaotic Curse. You may only use this ability when within 60 feet of a hostile creature. As a bonus action, you become resistant to a damage type of your choice. A random hostile creature within range also becomes resistant to a damage type of its choice.

Life and Death. When you are reduced to 0 hit points and start making death saves, the *Staff of Duality* also makes death saves with you. Every success it makes counts as a success for you, every failure counts as a failure for you. Three successes bring you back with 1 hit point. After 3 failures, you stabilize but the *Staff of Duality* shatters into splinters and returns to the form of the Wheel of Fortune card, before being spirited away and appearing somewhere else in the world.



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STRENGTH: BULL'S HEAD AMULET

Wondrous item, artifact (requires attunement)

This amulet sits on a heavy metal chain and depicts a onyx bull's head with red glowing eyes. The amulet feels heavy until you attune to it, and even then the weight of it seems to press you down at all times.

It is easy to be strong when everything is going your way, but far more difficult to maintain your courage when things are going badly. The Strength card bears the terrifying visage of death itself, but also the image of a thrashing bull. Every adventurer experiences fear, but those who learn to take control of, and even utilize, their fear is what legends are made of. Strength is not the absence of fear, but the courage to push through it.

Properties. While attuned to the *Bull's Head Amulet*, your Strength score increases by 4. Your maximum score for this ability is now 24. Any time you make an uncontested Strength ability check, you roll with advantage.

Battling Your Fears. When you are under the influence of the frightened effect, you are no longer required to move away from the source of your fear. The first attack you make against a creature each turn while the source of your fear is within line of sight must be rolled with disadvantage. You can no longer cancel this disadvantage by any means. If this attack is successful, it automatically scores a critical hit.

Heroic Courage. As a reaction, when an ally makes an attack roll and misses, you can allow them to roll a second time with disadvantage. This ability can be used three times and cannot be used again until the next dawn.

Invoke Personal Terror. You reach deep inside yourself to find one of your worst fears. You inflict the frightened condition on yourself for the next minute. You may use this ability once and cannot use it again until the next dawn.

Shared Terror. When you are inflicted with the frightened condition that requires a saving throw and make your saving throw against the effect, up to six creatures of your choice within 30 feet must make a DC 17 Wisdom saving throw or become frightened for the next minute. You may use this ability once and it cannot be used again until the next dawn.

Destroying the Bull's Head Amulet. Each time you move away from the source of your fear while you are inflicted with the frightened condition, roll a d20, if the roll is 10 or below, the *Bull's Head Amulet* shatters and returns to the form of The Strength card before being spirited away and appearing somewhere else in the world.

THE HANGED MAN: FAREWELL PHIAL

Potion, artifact (requires attunement)

This vial of rainbow colored liquid represents a multitude of choices. The user can see their desires inside the vial. They know that drinking the entire phial will change their life. This is a split in the crossroads, an entirely new path, in liquid form.

Every adventurer, should they live long enough to see it, reaches a point in their life when they cannot win as they are. The experiences and teachings that got them to where they are will not get them to where they want to be. The Hanged Man is not a symbol of finality or giving up, but instead, The Hanged Man is suspended upside-down in order to see the world from a new point of view. Surrender is not the same as failure, and sometimes you must let go of precious things in order to become the person you were meant to be.

Just a Sip. Even just a small amount of the liquid in the phial can cause change within yourself. When you take a sip of the phial, you may reduce your level by one, while keeping your experience the same. You may then retake your level after removing all features and abilities from the previous level. Using this ability consumes the *Farewell Phial*.



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Essence Rearrangement. You drink down the phial in hopes that when you awake you will be more than what you were. When you use this effect, you are allowed to rearrange your ability scores. If you do not have your original ability scores you will need to work with your DM to find a suitable option. If you used a point buy method for your ability scores, simply use that method again and add your ASI's as you level. You cannot remove a feat in this manner if your DM has allowed them for this campaign. You will sleep for 7 days while your body and mind changes in the ways you have selected. Using this ability consumes the *Farewell Phial*.

A Toast to Tomorrow. Everything you have done, your body and your mind, has been washed away. You ingest the full *Farewell Phial* and enter a comatose state for the next 7 days. Your levels reset completely while your experience stays the same. You may level from 1 to your current level however you wish, however your ability scores remain the same barring any changes to your ability score improvements as you level. You must still follow all the rules of leveling, including multiclass rules if they're allowed. Work with your DM to decide how best to level in this new class.

When you awaken after a 7 day period, your memories stay the same but new memories from other people now permeate your thoughts. You may have dreams that you are someone else. You may also have moments where you forget your own name. Roll on the table below to determine what new issues you have after your transformation.

d6 Peculiarity

- 1 Your voice comes out strangely, sometimes with an accent or a different pitch. Even in a different language than you intended.
- 2 Your tastes have changed. You desire the company of different people, hunger for different foods and crave new situations.
- 3 Your sleeping patterns have changed, you may now need to meditate instead of sleeping or you may need to sleep instead of meditation.
- 4 You have trouble answering to your own name. You're under the constant feeling that the name no longer fits you.
- 5 Your memory of past events is poor. You have trouble recalling adventures or events that happened before drinking the *Farewell Phial*.
- 6 You are constantly haunted by feelings of déjà vu.

Destroying the Farewell Phial. Drinking from the phial destroys it and it returns to the form of the Hanged Man card, before being spirited away and appearing somewhere else in the world.



DEATH: BLACK BUTTERFLY

Wondrous item, artifact (requires attunement)

This stiff and faintly scratchy black cloak appears unremarkable at first, woven of raw and uneven silk threads. It features a sagging hood and tattered hem, held shut at the neck with a thin cord and a butterfly-shaped clasp carved of moonstone.

Death is a shocking subject, one that gives almost anyone pause and sparks fear in the minds of even the most powerful creatures. However, death is not what most people perceive it to be; it is not finality and oblivion, but instead, a transformative event that simply transitions a creature to the next stage of existence. The Death card is feared, and it is misunderstood, but it carries a potential unlike any other.

Properties. While attuned to *Black Butterfly* you are immune to effects that would kill you instantaneously without dealing damage.

Dark Wings. As a bonus action you may use the *levitate* spell. Also, as a free action you may cast *featherfall*.

Umbral Punishment. As a reaction, when a creature reduces you to less than half of your total hit points, you may attempt to blind that creature. The creature must make a DC 17 Constitution saving throw or become blinded until the end of its next turn.

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Drawing Closer. When you are at less than half of your total hit points, you gain resistance to bludgeoning, piercing and slashing damage. Also, while you are at half or less of your total hit points, if a creature does damage that would reduce you to 0 hit points, you may use your reaction to instead reduce the damage you would take from that creature to 0. You may use this ability twice and cannot use it again until the next dawn.

On Death's Door. When you are reduced to 0 hit points, you no longer fall unconscious. Your hit points cannot be restored and you only make death saving throws at the end of your turn. Your death saves are automatically failures. Every attack that succeeds in hitting a creature while in this state is a critical hit. Any time a creature makes an attack roll against you, they must make a DC 17 Constitution saving throw or become blinded until the end of their next turn.

When you fail your final death saving throw, the *Black Butterfly* wraps around you and becomes a thick black cocoon. Attacks simply glance off the cocoon and magic has little to no effect. Only a *wish* spell can cause the cocoon to shatter, which instantly destroys both you and the *Black Butterfly*. At the end of 1 minute, you emerge from the cocoon at full hit points and restored as if you had a long rest. *Black Butterfly* falls apart and returns to the form of the Death card before being spirited away and appearing somewhere else in the world.

The cocoon changes you in some small way. Your eye or hair color could change, or perhaps your scars and blemishes are wiped away.



TEMPERANCE: POISED BEND

Weapon (longbow), artifact (requires attunement)

This large yew bow can be planted into the ground for a more secure loose of arrow. The bow itself seems somewhat mundane until it's held in the hand. Even with it's supreme size, the bow feels light. It gives the sense that any target can be met with enough patience.

Patient is the hunter who finds success. By pursuing balance and calm within oneself, the adventurer becomes better poised to address whatever threats come their way. The Temperance card bears strange symbolism of a chimaeric beast, and yet all of these strange mutations work together to form a creature that is at peace, who finds order among the chaos.

Properties. The *Poised Bend* is a magical longbow. You gain a +3 bonus to attack and damage rolls made with this magic weapon. The bow produces its own ammo but can use arrows of any type as well. While attuned to the *Poised Bend*, your vision ranges are doubled.

Arrow of Knowing. As a bonus action, you may create a single arrow of knowing. When this arrow successfully strikes a target, you learn one vulnerability the creature has as well as being able to sense the creatures location for the next 10 minutes. At the end of your turn, your arrow of knowing vanishes.



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Arrow of Switching. As a bonus action, you may create a single arrow of switching. When this arrow successfully strikes a target, that target must make a DC 17 Charisma saving throw or be forced to switch places with you. At the end of your turn, your arrow of switching vanishes.

Delayed Draw. You may use one of your attacks to increase the potency of your next strike. Each time you take the attack action, you may consume one of your attacks to increase the damage of your next attack with the *Poised Bend* by 2d8 piercing damage. You may consume a total of 5 attacks to increase the damage of the *Poised Bend* by 10d8 piercing.

If you consume all 5 attacks, your attack with the *Poised Bend* is made with advantage. Also, a creature who is already under the effect of an arrow of knowing will suffer a critical hit from the *Poised Bend* on a roll of 19-20.

If the delayed draw is made with an arrow of switching, and the creature fails its saving throw you may teleport that creature to any square within 10 feet of your position for every consumed attack up to 5 for a maximum of 50 feet. When using this ability you may also teleport yourself within 10 feet of their position for every consumed attack up to a maximum of 50 feet.

Destroying the Poised Bend. You must meditate uninterrupted for 1 hour every day with the *Poised Bend* in your lap or the bow snaps and returns to the form of the Temperance card before being spirited away and appearing somewhere else in the world.

THE DEVIL: PROMISE OF POWER *Ring, artifact (requires attunement)*

This golden band has a bright blood-red pearl in the center of it. The pearl swirls with power and gives a sense of longing to those that use it. Simply having this ring on your person, you can feel it calling to you, beckoning you to its incredible power.

Devils are the infernal masters of contracts, making trades that offer instant gratification but which are most beneficial to themselves in the long run. Devils thrive on cultivating need and attachment until an adventurer is willing to give up everything they once held dear in order to have another taste of power. The Devil card is marked with geometric symbols of order—clean interwoven lines that bind and restrict. Though The Devil may be tempting, it is in fact a symbol of the darkness that holds you back.

Properties. The *Promise of Power* is a magical ring. You gain a +2 bonus to AC and saving throws while wearing this ring.

I Need More. Every time you use one of the powers below, you have a 10% cumulative chance to use a power again on the next day during combat. These actions are spontaneous, you must use them immediately after succumbing to the effect. At the start of each of your turns, roll to see if you succumb to the effect. If you do, the chance of it happening again stays the same and you will repeat the pattern on the following day. Each time you manage to resist the compulsion, lower the chance by 10%.

This for That. As a reaction, when an ally makes a saving throw against an effect, you can cause them to automatically fail the saving throw, you keep what they rolled for yourself and can use it on any saving throw in the next hour.

Blood for Blood. As a reaction when you take damage from a weapon attack, you can instead have an ally within 60 feet take the damage from the attack instead.

Gouging Deeper. As a bonus action, when you strike a creature with a weapon attack, you can add an extra die to that weapons damage. Select an ally within 60 feet, they must reduce the damage of their next successful attack by the amount rolled on your additional damage die.

Personal Sacrifice. As an action, you may restore 50 hit points to any creature within 5 feet with a touch. When that creature wakes after a long rest, they take a level of exhaustion. You may use this ability once and cannot use it again until the next dawn.

Give Me Luck. As a reaction, when an ally you can see gains advantage, you may take their advantage for your own. They instead receive disadvantage and you can use advantage on the next ability check, attack roll, or saving throw you make.

Destroying the Promise of Power.

You must use one of the abilities of *Promise of Power* every day or the ring is destroyed and returns to the form of the Devil card, before being spirited away and appearing somewhere else in the world.



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THE TOWER: FANG OF THE DESTROYER
Wondrous item, artifact (requires attunement)

A cracked, crooked tooth, the Fang looks like nothing from this world. Liquids slowly seep from the cracks only to grow hard on the outside of the surface. The fissures erupt at any time with a sickening sound of bone scraping on bone. The fang is large, about the size of a large urn, and feels weighty and sloshes when tipped from side to side.

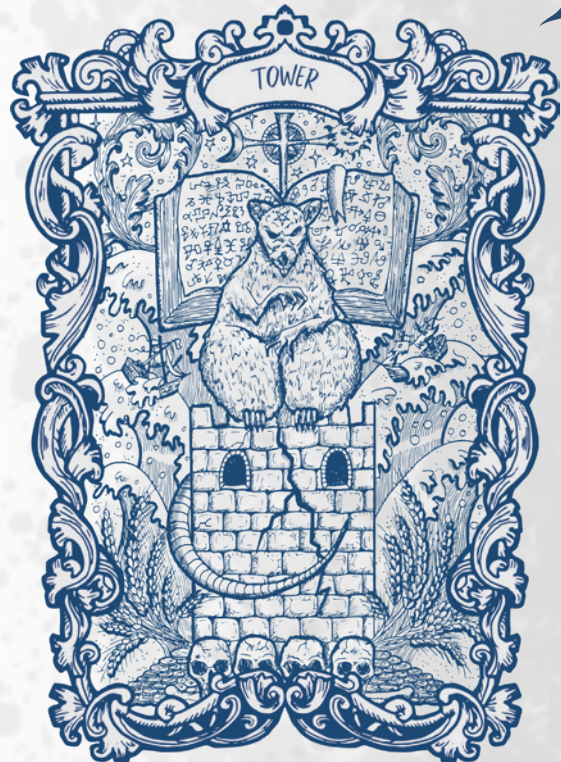
The Tower is cracked to its foundation. High tides rise, tossing ships like toys. Grains wilt. The houses of learning are plagued with pests that nibble away at knowledge. The Tower card represents sudden upheaval, chaos, and the downfall of all that is known. They say that happy people don't go and become adventurers, and while this may not always be true, many adventurers can recognize a turning point in their lives when everything had fallen apart and they were left with no option but to walk through the flames.

Heightened Senses. While attuned to the *Fang of the Destroyer*, you gain the ability to sense the location of others through a mental connection. You gain Mind Sense out to 120 feet, which allows you to sense any creature that has an Intelligence greater than 5. You can no longer be surprised by creatures with Intelligence greater than 5 and you receive advantage on Wisdom (Perception) checks to find these creatures within range.

Properties. While attuned to the *Fang of the Destroyer*, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

Astral Warding. As an action, you may place the fang on the ground in front of you. A circle of protection appears that occupies a 200 foot space around you. Within this area creatures can not teleport, planar shift, or use movement abilities that transfer them instantly from one space to another. Any creature who attempts to use one of these abilities must make a DC 18 Constitution saving throw, take 5d10 psychic damage on a failure or half as much on a success. This ward lasts for 1 hour once it has been placed. This ability resets at dawn.

Chaotic Pulse. As an action, you open a small rift into the astral plane and pull out chaotic energy. When you use this ability, you can select the damage type as long as you succeed in a contest of wills against the creature on the other side. Make a DC 15 Wisdom check. If you succeed, you may select the damage type. If you fail, the Destroyer reaches through instead, causing you to take 2d10 psychic damage, and uses psychic damage on another creature of its choosing within range. Either



way make a ranged spell attack against a target of your or the creature's choosing within 120 feet. On a hit, the target takes 6d10 damage of the type you selected and must make a DC 18 Constitution saving throw or be stunned until the start of your next turn.

Touch of The Empty Sea. When holding the fang, you may conduct a ritual that takes 1 hour. At the end of this time, you call on the Destroyer. The form the Destroyer takes, the effects it uses, and the end result of these events are not under the control of the user. The only sure thing is destruction will come in the wake of these events and you and those you designate within 200 feet will be spared from this event. When you complete the ritual, identify a target area of a 100 foot cube within 500 feet that you can see. This event may only occur in the prime material plane. Once the event has started, it cannot be stopped by any means outside of a *wish* spell prepared to specifically end the event.

The event begins with an opening 100 feet wide being torn in the area above the event, from this opening something reaches through. A single claw, alien appendage, an open dripping maw, an oozing eyeball, or a long warted tongue reaches through. Also, rarely, the Heart of the Destroyer can fall through the astral tear. When this ability is used, roll on the following chart to determine what event takes place.

Destroying the Fang Of The Destroyer. Once the Touch Of The Empty Sea has been used, the fang will return to its 'The Tower' card form, appearing weathered and faded, before being spirited away to a distant location. The Tower card cannot be activated to summon the *Fang Of The Destroyer* again until one year has passed.

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d6	Piece of Terror	Event
1	Claw	Arcs of lightning roll off the claw, winds swirl about it, and an unnatural storm is created that fills the 100 foot cube. Everything within this storm takes 10d10 lightning damage each round on a failed DC 18 Dexterity save, or half as much damage on a successful one. The winds prevent any creature from escaping it unless they can maintain a flying speed of 100 feet or faster. The storm lasts for 3 hours.
2	Appendage (Finger, Toe, Tentacle)	The air grows thick with a building pressure, every creature within a 500 foot cube (With the 100 foot epicenter in the middle) is reduced to half speed and takes 6d10 force damage each round on a failed DC 18 Constitution save, or half as much damage on a successful one from the pressure. Buildings and structures in the area take double this amount of damage. This pressure lasts 10 rounds. After the minute has passed, a massive burst of force is ejected as the tear closes, every creature still in the area of effect suffers 20d10 force damage. Buildings and structures in the area take double this amount of damage.
3	Maw	As the tear forms, a maw of jagged and flat teeth peeks through the hole. From this maw, a drool of silvery saliva crashes down on the land below. All creatures in a 100 foot cube are splashed with acid and take 10d10 acid damage on a failed DC 18 Dexterity save, or half as much damage on a successful one. Creatures inside secure structures (walls at least 1 foot thick) are not subjected to these effects. Afterward, the maw breathes in and lifts the acid back into the air, creating an acidic rain within a 1000 foot cube (With the 100 foot epicenter in the middle). This rain does 2d10 damage to any creature caught inside it each round on a failed DC 18 Dexterity save, or half as much damage on a successful one. Buildings and structures in the area take double this amount of damage. The acid rain lasts for 72 hours.
4	Eyeball	A tear opens in the sky and a giant, milky eyeball rolls around inside, peering aimlessly around the area. All creatures in the 100 foot cube must make a DC 18 Wisdom saving throw or become incensed with violent tendencies for the next 48 hours. Creatures will attack, kill, and consume each other during this time. Each round a creature does not suffer damage, it can make another saving throw against the effect. A creature under the effect cannot leave the boundaries. Any creature who has shaken the effect still within the boundaries must make an additional saving throw at advantage, or disadvantage if they've taken damage before their turn.
5	Tongue	A massive, lashing tongue slides out of the tear and sweeps down into the 100 foot square area of effect. Any creature in that space must make a DC 24 Dexterity (Acrobatics) or Strength (Athletics) check against a or become grappled. Every creature gets two further attempts to break the grapple. The second attempt is made at 50 feet and the third is made at 100 feet. Creatures who free themselves will fall after successfully freeing themselves. If a creature does not succeed in escaping, it is consumed and destroyed.
6	Heart	A massive heart crashes down from the tear. This heart fills the 100 foot square and causes no immediate effects. The heart can be attacked, it has an AC of 16 and 620 hit points. The heart regenerates 100 hit points every round. Any creature who was within a 1,000 foot square around the heart when it fell will become diseased with Void Plague 24 hours after exposure unless it passes a DC 18 Constitution saving throw or is immune to disease. Every week, the radius of this effect will double in size—2,000, then 4,000, then 8,000—until it reaches 64,000 or just over 12 miles. The Void Plague can be cured by a <i>lesser restoration</i> spell as long as a creature is outside of the area of effect. Any creature within the growing area of the heart cannot be cured. Also, if a creature is not cured within one week of receiving the Void Plague, only a <i>wish</i> spell will remove the effect. The Void Plague causes the creature's eyes to turn black, causing the blindness condition. Incomprehensible whispers will begin to fill the creature's mind 24 hours later and the creature will gain the ability to sense other creatures through a special mental sense (120 feet to sense any creature with an intelligence of 5 or better.). The creature will try to get in close contact with others to afflict them as well. After 48 hours, any creature carrying the Void Plague can carry it to another creature within 5 feet if that creature does not succeed in a DC 16 Constitution saving throw, or is otherwise immune to disease. After two weeks time, a creature with this disease will die and turn inside out, their body will change into a smaller version of the Heart of the Destroyer and they will continue spreading the disease in a 100 foot square around where they died.

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THE STAR: EYE OF THE SOUL
Wondrous item, artifact (requires attunement)

This pendant is made of bronze and silver, the closed eye in the center occasionally opens to show a ruby set into studs of diamonds. When the eye opens, even though it never moves, you can feel its gaze on you. Being watched by the eye fills you with feelings of security and confidence.

All people share one unifying experience: to look at the stars is to feel a sense of wonder and hope. Though wishing upon a star may offer questionable returns, The Star card is symbolic of hope, faith, and renewal. After a period of turmoil and destruction, centering oneself can be the difference between an adventurer being able to move forward, or being stuck in the rubble of their past.

Properties. When attuned to the *Eye of the Soul* you know where you are at all times. You can discern the distance between your location and other places that you know well. You are immune to the charmed and frightened condition while attuned to *Eye of the Soul*.

Deciding Home. During a 1-hour-long ritual, you may mark a place as your *home*. You must select a 10 foot square within this place to mark in memory. Once you select this location, you cannot change it again for 30 days, on the dawn of the 31st day.

Returning Home. As an action, you may return to the place you call *home*. You may also take with you up to 6 other willing creatures within 30 feet of you. Once this ability has been used it cannot be used again until 7 days have passed on the dawn of the 7th day.

Protecting the Hearth. As a reaction, when a creature uses an ability which causes the frightened or charmed effect on an ally within 60 feet of you, you may cancel the effect before it takes place. You may use this ability twice and cannot use it again until the next dawn.

The Star's Final Wish. When you are about to die, either by failing a third death saving throw or by some other effects you are instead stabilized and returned to your *home*. After this, the *Eye of the Soul* is destroyed and returns to the form of the Star card before being spirited away and appearing somewhere else in the world.

THE MOON: MOONLIT ROSE
Wondrous item, artifact (requires attunement)

A rose of otherworldly beauty with rich, thick petals, softly glowing white. Though the rose does not glow brightly enough to cast even a dim light around it, the glow of the blossom resembles that of the full moon on a crystal-clear night. The mundane stem of the rose is lined with small but sharp thorns that could easily prick unshielded skin.

Hearing the wolves howl at the moon, it's difficult not to feel a heightened sense of fear and anxiety. The Moon is a symbol of fear, illusion, and inner conflict; the quiet dark of night is when most adventurers find themselves dwelling on painful memories, or questioning their choices. The most powerful illusions one can face come from the mind playing tricks on itself, and The Moon guides you to look past those fears and doubts and find the path forward so dimly illuminated in the dark.

Properties. While attuned to the *Moonlit Rose* you can't be targeted by any divination magic or perceived through magical scrying sensors.

Tricks of the Mind. If a creature succeeds on a charm or fear effect saving throw from an ability you create, the next time you attempt to create the same effect, that creature has disadvantage on their saving throw.

Petal Ward. As a reaction when you are attacked by a creature, you use the spell *mirror image*. This spell takes effect immediately, your illusions moving into place to protect you, including against the triggering attack. You may use this ability twice and cannot use it again until the next dawn.

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Anxious Scent. As an action, you can create a scent around you that makes it more difficult for creatures to attack you. For the next minute, any creature within 5 feet of you that makes a melee attack roll must make that roll with disadvantage. You may use this ability once and cannot use it again until the next dawn.

Thorns. As a reaction, when a creature you can see within 120 feet is about to take its turn, you may place a subtle charm in its mind. The creature must make a DC 17 Wisdom saving throw or it becomes charmed into believing that one of its allies is actually one of its enemies. The affected creature may only target the designated ally this turn. You must be able to see both creatures to allow this effect. You may use this ability twice and cannot use it again until the next dawn.

Perfect Invisibility. As an action, you place a charm in the minds of all creatures within 60 feet of you. Each creature must make a DC 17 Wisdom saving throw or they lose sight of you entirely for the next hour. Unlike being invisible, creatures simply cease to believe you even exist. Even if they're struck with an attack from you, they'll blame the attack on someone else or a random battle wound opening up. This ability lasts for 24 hours and cannot be dispelled. Each time you use this ability, one of the petals falls off the *Moonlit Rose*.

Destroying the Moonlit Rose. The *Moonlit Rose* has 10 petals. Each day there is a 10% chance per missing petal that another petal will fall off. When all of the petals have fallen off, the *Moonlit Rose* returns to the form of the Moon card before being spirited away and appearing somewhere else in the world.

THE SUN: INDUSTRIOUS CHRONOMETER
Wondrous item, artifact (requires attunement)

This strange looking dial keeps track of the current time of day, it is unphased by a change in planar boundaries and seems to keep itself locked to the Material Plane and the sun up and sun down from that place. The device makes a suspicious ticking, you're unsure what might be inside it that could make such a strange sound, possibly mice?

The early bird gets the worm, and the diligent adventurer reaches the treasure. The Sun is a symbol of positivity, warmth, and energy. No matter where your adventures take you, a sunny disposition and industrious attitude will bring you success. Radiate this positive energy to others, spread your wings, and go forth!

Properties. While attuned to the *Industrious Chronometer*, you always know the time of day. You cannot be put to sleep by magical effects and you no longer require rest. A long rest for you happens automatically when the sun comes up on the Material Plane. You gain all the benefits of a long rest instantly when that happens.

Plane of Rest. With a 10 minute long ritual, you can open a portal to a pocket dimension which is meant to mimic the Material Plane. This space follows a perfect match to the Material Plane's sun up and sun down phases. The space is 1 mile wide of grass fields and bright open sky. When the sun rises in this place, all creatures inside gain the benefit of a long rest. Once this ability has been used it cannot be used again until the 7th dawn after you last used it.



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Improved Alarm. With a 10 minute long ritual, you set up a space that is warded from intruders. This spell functions exactly as the *alarm* spell however, any creature that trips the alarm is subject to a *disintegration* spell. If a creature is destroyed by the *disintegration* spell then the alarm does not trigger.

A Second Chance. You can use your action to set a marker in the time stream. Once this marker is set, it is the point you'll return to. Record the location and position of all creatures and keep track of what changes during this period. When it becomes your turn on the following round of combat, you can rewind time to the previous turn or allow the time marker to vanish. You may use this ability once and cannot use it again until the next dawn.

Destroying the Industrious Chronometer. The *Industrious Chronometer* is destroyed if it is placed inside another pocket plane, such as those found in a *bag of holding*. When destroyed, the *Industrious Chronometer* returns to the form of the Sun card before being spirited away and appearing somewhere else in the world.



JUDGMENT: HEADSTONE OF THE END
Armor (shield), artifact (requires attunement)

This massive slab of stone is somehow a shield. The strap on the back would indicate that you should use it as such. Those not attuned to the item find it impossible to lift it even a small amount off the ground. The stone feels hungry and makes a part of you itch for combat.

The Judgment card calls upon you to rise up to meet whatever challenges arise. The choices an adventurer makes throughout their life do not exist within a void, and one day, their past may come back to haunt them or to bless them. Judgment comes for each and every one of us eventually, and escaping it is only a temporary measure.

Properties. The *Headstone of the End* is a magic shield which grants a +3 to armor class and gives the user resistance against bludgeoning, piercing and slashing damage.

Invincible Wall. While taking the Dodge action, you have advantage on saving throws against spells and other magical effects.

Challenge of Fate. You challenge a creature within 30 feet to a contest of skill and will. You may challenge them to a grappling contest, a duel where the first to fall to 0 hit points loses, or even a performance contest, or any contest your DM believes is appropriate. If the creature accepts, you enter into the challenge of fate. If you win the contest, you absorb a little piece of the creature's spirit and their name gets added to the *Headstone of the End*. Depending on the highest ability score of that creature, you receive a special benefit which is listed below. If you lose the contest one of the spirits already in the stone escapes and you gain one level of exhaustion for the next 24 hours. Once someone's name is recorded on the *Headstone of the End*, they cannot be challenged again. You may record 2 names a day and cannot record any more until the next dawn.

Ability Score Bonus

Strength	+1 bonus per spirit to Strength (Athletics) ability checks
Dexterity	+1 bonus per spirit to Initiative ability checks
Constitution	+2 bonus per spirit to saving throws against disease and poison
Intelligence	+1 bonus per spirit to all Intelligence ability checks
Wisdom	+1 bonus per spirit to Wisdom (Perception) ability checks
Charisma	+1 bonus per spirit to Charisma ability checks

MAJOR ARCANA

Marked for Combat. As a bonus action, you target another creature within 60 feet for combat. When you have a creature targeted, you have advantage on saving throws from effects not caused by that creature and all other creatures have disadvantage when attacking you. The creature gains the same benefits against your allies.

If you do not reduce the targeted creature to 0 hit points within 1 minute, you take one level of exhaustion. You may use this ability twice and cannot use it again until the next dawn.

Destroying the Headstone of the End. You must issue at least one challenge every 7 days through the Challenge of Fate and either be successful, or the *Headstone of the End* cracks into pieces and returns to the form of the Judgment card before being spirited away and appearing somewhere else in the world.

THE WORLD: HARE'S PAW

Wondrous item, artifact (requires attunement)

This looks like a standard lucky paw of a hare. The white and brown fur on the paw feel fresh and soft and the paw itself gives off a feeling of good luck. This luck radiates off you and those around you can feel it as if it was their own.

At the end of the fool's journey, they have seen The World in all its splendor. With The World comes a sense of accomplishment and fulfillment. Proud adventurer, stand surrounded by friends and allies you have made along your journey, and bask in the glory of your achievements together. Even as your journey comes to an end, mourn not for what you have left behind, but think about all that you have done, and feel a sense of completion.

Properties. While holding onto the *Hare's Paw*, you earn the Lucky feat if you did not have it already. If you already have the Lucky feat, you gain 3 more luck points.

Celebrations of Advancement. You may designate up to five other creatures who all receive the benefits of the *Hare's Paw*. When you, or any of these five other creatures gain an experience level, you gain a number of special benefits.

Lucky Vigor. When you or one of the designated creature rolls below half of your hit die when you roll for hit points, you instead take half of what your hit die is. For example, a fighter would gain 5 hit points or a bard would gain 4 on the die.

Testing Options. Within 10 days of leveling, any creature who has been designated by Celebrations of Advancement can change out their spells with different options, can replace their selected feats with ASI's or ASI's with feats, or change any other character option that was made during the last time they leveled. This ability can only be used once per level and the changes made are permanent once chosen.

Just a Bit More. You can use the *Hare's Paw* to advance the knowledge of your entire party. As a ritual that takes 1 hour, you can give one level to every creature who is designated by Celebrations of Advancement, including yourself. When using this ability, the paw is destroyed and returns to the form of the World card before being spirited away and appearing somewhere else in the world.



MINOR ARCANA

CARDS RARITY

- Face cards are legendary.
- 9s and 10s are very rare.
- 7s and 8s are rare.
- 4s, 5s, and 6s are uncommon.
- 2s and 3s are common.
- Aces are common but “variable” with their power levels changing based on how many cards of the suit are in the user’s possession.

KING OF CUPS: THE CROWNED MASK

Wondrous item, legendary (requires attunement)

This mask is painted to look like the face of a wizened king, a crown of gold and silver atop their head. When the abilities of the mask are not being used, the expression on the mask has the eyes downturned.

When wearing this mask, as an action, the user can exhibit an aura of regality to all creatures within 20 feet. The eyes on the mask lift up and glow with a soft yellow light when this ability is active. Your Charisma (Persuasion) and Charisma (Intimidation) checks are made with advantage against those within the aura. Those within the aura receive disadvantage on Wisdom (Insight) check to discover your motives. This aura lasts for 1 hour or until you turn it off as an action. This ability can be used once a day and can be seen as a soft magical glow to all those not within the bounds of the aura itself.

The power of the *Crowned Mask* can be flared up while the aura is active. When attempting to use your Charisma (Persuasion) and Charisma (Intimidation) on a creature within the aura, as an action you may instead attempt to charm that creature. The creature is subject to the *charm person* spell (DC of 17). Once you attempt to charm a creature with this effect, you may not subject them to another charm spell for 24 hours.



QUEEN OF CUPS: BAG OF BOUNTY

Wondrous item, legendary (requires attunement)

This plump sack is an auburn color and swells at the edges as if filled with copious amounts. The *bag of bounty* acts as a *bag of holding*. This bag has an interior space considerably larger than its outside dimensions, roughly 4 feet in diameter at the mouth and 10 feet deep. The bag can hold up to 2,500 pounds, not exceeding a volume of 128 cubic feet. The bag weighs 25 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed and spirited away. Its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing the *bag of bounty* inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items, spiriting away the *bag of bounty* and opening a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Any time a nonmagical object is withdrawn from the bag after residing within for 24 hours, the withdrawn object will be replaced with a duplicate. All wear and damage to that item will be repaired in comparison to the original. These duplicates only remain for 24 hours, after which they vanish and return to the bag. If the original is also withdrawn after the duplicate, the duplicate will vanish.



MINOR ARCANA

KNIGHT OF CUPS: THE FLOWING STONE

Wondrous item, legendary (requires attunement)

This small gray-green stone seems entirely mundane until you attune to it. Once you have attuned to the item, it begins to stretch and lurch in the grasp of the user and creates a 1-foot-square model of the user in statue form.

While you hold *the flowing stone*, you may use an action to change the shape of the stone into any object no larger than a 1 foot square. This object can hold the properties of any one material you know the properties of. For example, if you know of adamantite, but haven't handled it, or read sufficiently about it, you cannot duplicate its properties.

Once *the flowing stone* has assumed a form, it will not change to a different form until you will it as an action. The creation of items is at the skill of the user. When trying to duplicate an item, you must make an Intelligence check. The DC of this check is based on your knowledge of this item. A well known item can be duplicated on a DC of 10 and increases as your knowledge of an item diminishes. If you have the item you wish to copy in your possession, the duplication process cannot fail. Once *the flowing stone* has attempted to change into an item and has failed in doing so, it cannot re-attempt the correct form until the next dawn.

If *the flowing stone* is subjected to liquid, it begins to melt. One gallon of any liquid poured over the stone, in any form, will turn the stone to liquid and it will be unable to turn back for 1 minute.

PAGE OF CUPS: PHANTOM HORSESHOE

Wondrous item, legendary (requires attunement)

This horseshoe is made of silver, pearlescent, or black metal (celestial, fey, and fiend), and fades slightly, becoming transparent while you hold it. The material of the horseshoe is determined by you when the item is summoned from the card and cannot be changed unless first returned to its card form. When the horseshoe is tossed at the ground in 10-by-5-foot space not occupied by another creature, a phantom steed slowly appears from the shadows in that space. The steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff (Your DM might allow other animals to be summoned as steeds). The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (based on the metal of the shoe) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

When the steed drops to 0 hit points, it disappears, leaving behind the horseshoe where it fell. Also when the steed is reduced to 0 hit points, you cannot summon it again until the next dawn. You can also dismiss your steed at any time as an action, causing it to turn back into the horseshoe which reappears in your hand.

Your steed serves you as a mount, in and out of combat, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

As a bonus action, you can command your steed to turn itself and any riders on its back invisible. While invisible in this manner, the movement of the steed is doubled and it ignores rough terrain. This invisibility effect ends if any of its targets attack or cast a spell. Also, as a bonus action, you can command your steed to fly. This gives the steed a flying speed of 60 feet for up to 1 hour. If the steed is reduced to 0 hit points while in flight, it can use its reaction to instantly teleport its rider to any safe space it can see before it vanishes. The horseshoe then drops out of the sky where the steed was struck down. Both of these abilities can be used once and reset on the next dawn.

10 OF CUPS: SYMBOL OF FAITH

Wondrous item, very rare (requires attunement by a cleric)

The *symbol of faith* is a plate-sized disc covered in glowing gemstones. Each of these gemstones correspond to a different faith. This symbol can be used as a spellcasting focus to cast cleric spells. When you use the Divine Intervention feature, you add double your level to the d100 roll. On a success, you can use this ability again in 24 hours instead of 7 days. In addition, you can regain 1 cleric spell slot as a bonus action while holding the rod. You can't use this property again until you finish a long rest.



MINOR ARCANA



9 OF CUPS: THE HOPE BOX

Wondrous item, very rare (requires attunement)

This small chest creates a useful item when opened. When opening the hope box, you may produce an item that costs no more than 100 gold in value and has no magical properties. This item can be any simple or martial weapon, a suit of armor, a set of tools, or another object (see chapter 5 of the *Player's Handbook* for examples of these items). This item vanishes after one hour and another item cannot be drawn from the box until the next dawn.

8 OF CUPS: BOOTS OF THE COWARD

Wondrous item, rare (requires attunement)

These boots are shaped in an odd oval fashion with a place for the toes on both the front and back of the boot. While attuned to the *boots of the coward*, as a reaction when an attack is made against you from a creature within 5 feet, before the roll is made you may move double your movement away from that creature. That creature can select a new target but cannot attack you until the start of their next turn. This ability can be used three times and regains all uses each dawn.

7 OF CUPS: LOGMASTER'S POST

Wondrous item, rare (requires attunement)

This compass always points north unless it is asked which direction is the correct one. While attuned to the *logmaster's post*, you may ask the compass which direction will lead you towards your goal. You may ask which direction will lead you to a specific person, place or thing. The compass acts as if the target is true north and will stay active until you switch its destination to something else. Once this ability has been used it cannot be used again until 7 days have passed on the dawn of the 7th day.

6 OF CUPS: THE BOOK OF PAST DEEDS

Wondrous item, uncommon (requires attunement)

The book of past deeds is a large leather bound journal which feels hungry to those that lay their hands on it. As an action, you may target a creature within 30 feet of the book. That creature must succeed on a DC 14 Charisma saving throw or the book will begin recording their past deeds starting with those earliest in their life. For every 10 years a creature has lived, the book of past deeds will require 1 round to record their past events. The creature is allowed another saving throw at the end of every round. A successful saving throw against the books effects renders a creature immune to them for the next 24 hours.

5 OF CUPS: SHELL OF SAFETY

Armor (breastplate), uncommon (requires attunement)

You have a +1 bonus to AC while wearing this armor. The first time your hit points are reduced below half, you gain an additional +3 to your armor class until the end of your next turn. The first time you are afflicted with a condition, you gain resistance against that condition for the next hour. Each of these abilities can be used once and regain all uses each dawn.

4 OF CUPS: SWITCH CLOAK

Wondrous item, uncommon (requires attunement)

This cloak is plain white until you attune to it, at which point a large painting of your face is splayed across the back of the cloak. As an action, the cloak can create an illusionary duplicate of you. As part of the same action, you may also take the Hide action. If a creature uses its action to examine the double, a successful DC 13 Intelligence (Investigation) check reveals it is an illusion. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature. This ability can be used twice and regains all uses each dawn.





MINOR ARCANA



3 OF CUPS: HANDS OF HELPING

Wondrous item, common (requires attunement)

This brightly colored gloves have a mind of their own. When an ally is attempting a skill check or making an attack roll, you may use your reaction to offer them magical assistance. Roll 1d6; on a roll of 1-3, subtract 1d4 from the attack or skill check. On a roll of 4-6, add 1d4 to the attack or skill check.

2 OF CUPS: MAKEUP OF THE FLIRT

Wondrous item, common (requires attunement)

This makeup has 5 charges. This small pack contains all the makeup you'll need to entice someone. If you know a creature's tastes and ideas of beauty, you gain advantage when making any Charisma ability check against that specific creature. If you are simply guessing, the DM can decide if this makeup will give you advantage or disadvantage on your Charisma ability checks against that creature.

The makeup regains 1d4 + 1 expended charges daily at dawn. If you expend the makeup's last charge, roll a d20. On a 1, the makeup returns to the form of the 2 of cups card before being spirited away and appearing somewhere else in the world.

ACE OF CUPS: GAZING CHALICE

Wondrous item, special

This golden chalice has a gazing eye in the basin of the cup. When you hold only the ace of cups from the *Tarot of Transcendent Treasure*, the *gazing chalice* only has the ability to, as an action, divine one treasure worth 100 gold or less within 100 feet. This ability can be used once until the next dawn.

If you have at least 3 other cards from the cup suit in the *Tarot of Transcendent Treasure* within 120 feet of you, the *gazing chalice* can also lead you to a spot that will be safe to rest. You will not be interrupted from your sleep in the found location.

If you have at least 7 cards from the cups suit within 120 feet of you, as an action, the *gazing chalice* can find any one creature who is not immune to scrying no matter which plane they are on. Once this ability has been used it cannot be used again until the 7th dawn after it was cast.

If you have all of the cards from the cups suit within 120 feet of you, as an action, the *gazing chalice* can open a doorway to a pocket plane through the *Mordenkainen's magnificent mansion* spell.

KING OF PENTACLES: BAND OF THE BEAST

Ring, legendary (requires attunement)

This barbed ring seeks the anger inside the spirit, looking to draw it out through pain and misfortune. Through a connection to the beast, the ring grants great power at a terrible price.

When wearing the *band of the beast*, you are immune to effects and spells that would change your form such as polymorph. Also, you now have advantage on Wisdom (Perception) checks that rely on hearing or smell.

As an action, you can bolster yourself with the power of the beast, growing long claws and powerful muscles. You take one hit die (of your highest class level, including Constitution bonuses) in damage and grow enraged through feral power. You gain advantage on any Strength or Dexterity ability check you make for the next minute, and when you make a melee weapon attack, you deal 1d6 extra damage of that weapon's damage type. Your speed also increases by 10 and you gain a climbing speed equal to your improved speed. This ability lasts for 1 minute and cannot be used again until the next dawn.

QUEEN OF PENTACLES: PENDANT OF NOURISHMENT

Wondrous item, legendary (requires attunement)

This glimmering golden pendant is shaped like a scythe cutting grain, it hangs on a simple, thick cut rope rather than any ornate ornamentation.

While attuned to the *pendant of nourishment*, your Constitution score increases to 20. It has no effect on you if your Constitution is already 20 or higher. Also, you no longer need to eat or drink while attuned to the *pendant of nourishment*.

Once a day while consuming food, you draw extra energy from the meal you partake in. When you eat at least half a pound of food in a meal, you gain temporary hit points equal to half your hit dice (half of each class if you are multiclass, including Constitution bonuses). A 7th level cleric will add 3d8 + (3 × Constitution modifier) temporary hit points. Once this ability has been used it cannot be used again until 24 hours have passed.

You can share this bonus with up to 6 other creatures if you all partake in the same meal. Once this ability has been used it cannot be used again until the dawn of the 7th day after it was cast.

MINOR ARCANA

KNIGHT OF PENTACLES: NOCKING RING *Ring, legendary (requires attunement)*

The *nocking ring* has 5 charges. This silver ring is decorated with patterns of feathers, a single small arrowhead protrudes upwards towards the tip of the finger.

While attuned to the *nocking ring* you gain +2 to any ranged weapon attack made with a longbow, or shortbow and you ignore half and three-quarters cover with these weapons.

As a free action, the *nocking ring* may produce a normal quality arrow. As a bonus action, more special arrows may be created. For one charge, the *nocking ring* can produce an arrow which adds a +1 bonus to attack and damage rolls made with it. For two charges, the arrow is poisoned. A creature struck with this arrow must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. For four charges, the ring produces an arrow of slaying for a creature that you determine. If the targeted creature takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much on a successful one. Once fired, all arrows once vanish after missing or hitting their target. The ring regains 1d4+1 expended charges daily at dawn. If you expend the ring's last charge, roll a d20. On a 1, the ring shatters and returns to the form of the Knight of Pentacles card before being spirited away and appearing somewhere else in the world.



PAGE OF PENTACLES: CAPABLE CORD *Wondrous item, legendary (requires attunement)*

This leather belt has plenty of loops and hooks to store tools, vials, and weapons. The belt is entirely practical and terribly ugly.

When attuned to the *capable cord*, you may produce any artisan's tool from it as a bonus action. The tools stay manifested until you are finished using them, but only one artisan's tool can be produced at a time.

Also, when you attune to the *capable cord*, you become proficient in a skill or tool of your choice. Whenever you use this skill or tool, you can treat a d20 roll of 9 or lower as a 10. This choice of skill can never be changed once chosen. When losing attunement, you lose proficiency in the skill and all other benefits, regaining attunement reactivates the previously chosen skill.

10 OF PENTACLES: EARRINGS OF WEALTH *Wondrous item, very rare (requires attunement)*

These iron hoops are decorated with platinum coins. As a ritual, you may take 1 minute to place as many platinum coins as you wish onto the earrings. Each coin grants 1 temporary hit point and each earring can hold 20 coins. These temporary hit points are restored after a long rest. If one of the earrings is full, when you fail a death saving throw, you may choose to roll again, replacing the previous roll with the current one. This expends all 20 coins on the earring.

9 OF PENTACLES: GLUTINOUS GIRDLE *Wondrous item, very rare (requires attunement)*

This girdle is decorated with gems, lace, and pieces of fruit. As an action, you may open up a portal to a pocket plane. You and up to 5 willing creatures of your choice within 120 feet are pulled into the pocket plane, in which time comes to a halt, until the end of your next turn. The pocket space is a 100-foot-by-100-foot cube with dim lighting. Each creature is allowed a full round to prepare as they wish. When the effect ends, all creatures affected by this return to from which they were pulled. Once this ability has been used it cannot be used again until the dawn of the 7th day after you cast it.

8 OF PENTACLES: MEDAL OF MIMICRY *Wondrous item, rare (requires attunement)*

This pendant has a shimmering mirror at its center. As a reaction, target an ally within 60 feet at the start of their turn. You must record what action the ally took on their turn. If you attempt the same action on your turn (as in the Attack action or Dash action) you may also take a second action on your turn but it must be different from the copied action. This ability can be used 3 times and cannot be used again until the next dawn.

MINOR ARCANA

7 OF PENTACLES: BAND OF BOUNDARIES

Ring, rare (requires attunement)

This ring is adorned with a small metal plate that resembles a shield. While attuned to the *band of boundaries*, you gain a +1 bonus to AC. As a reaction, when you or a creature within 30 feet is the target of a melee weapon attack, you create an invisible wall between them. This imposes disadvantage on the attack roll and pushes the attacking creature back 5 feet. This ability can be used 3 times and cannot be used again until the next dawn.

6 OF PENTACLES: KINDNESS BEADS

Wondrous item, uncommon (requires attunement)

These multicolored beads, each painted with a pleased smile, stretch out around the neck along thin golden cords. There are 6 *kindness beads* in total. As an action, you can use a bead to cast the *bless* spell at 1st level. If the necklace has less than 6 beads, a new bead is created every day at dawn.

5 OF PENTACLES: BANDIT'S BAND

Ring, uncommon (requires attunement)

This rope ring has gold and silver intertwined within its strands. As an action, while within 5 feet of a creature, you may use a Dexterity (Sleight of Hand) check against that creature's Strength (Athletics) check to disarm them, knocking the weapon to an empty space within 5 feet of them. If you succeed by 5 or more, you may take the weapon in hand instead. This ability can be used 3 times and cannot be used again until the next dawn.

4 OF PENTACLES: FATEBENDER

Wondrous item, uncommon (requires attunement)

This ruby amulet gives off a soft glow and gives a feeling of luck when worn. While attuned to the *fatebender*, the first time you have advantage and disadvantage at the same time, advantage overrides disadvantage. Once this ability has been used it cannot be used again until the next dawn.



3 OF PENTACLES: REACHING RINGS

Wondrous item, common (requires attunement)

These rings can attach to each of your fingers and help them grow when assisting others. While attuned to the *reaching rings*, when you attempt the help action to aid an ally with distractions you may do so from a range of 10 feet.

2 OF PENTACLES: RING OF RECORDS

Ring, common (requires attunement)

This simple black ring has an icon of an open book mounted on it. As an action, you may summon a book where you can record important information and meetings. You may return the book to the ring as an action. The book will notify you when a recorded event has a date attached to it on the day prior to the event and an hour before the event itself.

ACE OF PENTACLES: MANY FLIPS

Wondrous item, special

This golden coin carries the face of the current user, the other side of the coin is blank until it's tossed into the air. When you hold only the ace of pentacles from the *Tarot of Transcendent Treasure*, *many flips* will produce only 2 different effects when it is flipped. As a bonus action you must roll 1d6, on a roll of 1-3 you gain disadvantage on the next d20 roll you make, on a roll of 4-6 you gain advantage on the next d20 roll you make.

If you have at least 3 other cards from the pentacle suit in the *Tarot of Transcendent Treasure* within 120 feet of you, *many flips* can also be used as a reaction when subjected to an effect that causes you to make a saving throw.

If you have at least 7 cards from the pentacles suit within 120 feet of you, *many flips* also now grants disadvantage on a roll of 1 and 2 and advantage on rolls of 3-6.

If you have all of the cards from the pentacles suit within 120 feet of you, *many flips* can also be tossed twice each time you use it and you may select either result.

MINOR ARCANA

KING OF SWORDS: SWORD OF THE RULER *Weapon (longsword), legendary (requires attunement)*

This shimmering steel sword conveys a sensation of duty and clarity to those that witness its glory.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

While you hold the *sword of the ruler* you cannot be charmed or frightened, allied creatures within 10 feet of you receive advantage on saving throws against the same effects.

As an action, you may select up to 10 creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain 20 temporary hit points. While a creature has these temporary hit points they cannot be frightened.

A creature can't gain temporary hit points from this feature again until it has finished a short or long rest. Once this ability has been used it cannot be used again until the next dawn.

Alternatively, as a reaction, when you gain advantage on an ability check or attack roll you may share your good fortune with another creature within 30 feet of you. That creature has advantage on their next ability check or attack roll. Once this ability has been used three times it cannot be used again until the next dawn.

QUEEN OF SWORDS: QUEEN'S QUILL *Weapon (rapier), legendary (requires attunement)*

This ornate silvery rapier feels weightless in hand and draws the mind to acts of deception and deceit.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

While holding the *queen's quill*, you may cast one of the following spells: *silent image*, *invisibility*, or *mirror image*. When one of these spells is used, it can't be used again until the next dawn. You may also cast the *minor illusion* cantrip at will.

While holding the *queen's quill*, you can see all illusion spells which require physical interaction to determine if they are illusions as if they were transparent.

If you attack an illusion that requires physical interaction to determine if is an illusion, you must succeed in hitting an AC of 18 to pierce the heart of the illusion. Any illusions pierced in this way are under your control, and you may immediately change the effects of the illusion within the parameters of the cast spell. These illusions are no longer under the control of the original spellcaster and they no longer require concentration to maintain.

KNIGHT OF SWORDS: TENDRIL OF OBEDIENCE *Weapon (whip), legendary (requires attunement)*

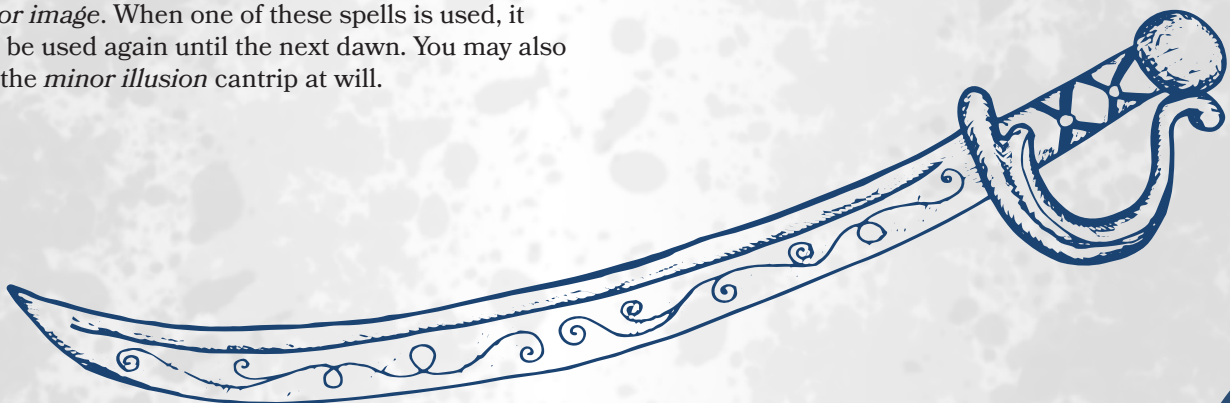
This whip twitches and writhes on its own, dark purple and slick with ocher slime the tendril silently calls out for contact.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

The *tendrill of obedience* deals an extra 2d6 psychic damage to any target it hits that has an intelligence of 3 or more.

As a bonus action, the whip can become mind seeking. On a successful hit, a creature must make a DC 17 Wisdom saving throw or have their secrets known. The creature has disadvantage on any attack rolls it makes against you until the start of your next turn. Once a creature successfully saves against this effect they cannot be affected again for 24 hours.

The whip can be used to make a special grapple attack at either a 5 or 10 foot range, the DC for this grapple is 25. A creature that is grappled by the *tendrill of obedience* takes 2d6 psychic damage at the start of their turn. While grappling a creature with the *tendrill of obedience* you may not use the whip to make attack rolls.



MINOR ARCANA

PAGE OF SWORDS: THE ALL KNOWING BLUDGEON Weapon (mace), legendary (requires attunement)

This peculiar mace has a jovial open mouth at the head, the hunger for knowledge is palpable when holding the weapon in hand.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

The first time you hit a creature on each of your turns with *the all knowing bludgeon*, the mace calls out a weakness of that creature to everyone within 30 feet. If the creature does not have any weaknesses, the bludgeon instead says if they are at more or less than half of their maximum hit points. The mace will shout things such as 'Use fire!' or 'You're more than halfway to killing the miserable bastard!'

While holding *the all knowing bludgeon*, you have advantage on Wisdom (Insight) checks to determine if a creature might want to harm you in some way. *The all knowing bludgeon* will shout this fact for all those within 30 feet to hear.

As a bonus action, when you have successfully hit a creature with *the all knowing bludgeon* you may cause *the all knowing bludgeon* to bite down on a target. This ability does 3d6 piercing damage and the bludgeon will shout out if the creature is in fact edible or if it's a bad idea to all creatures within 30 feet, *the all knowing bludgeon* will only do this once per combat due to the taste.

10 OF SWORDS: AXE OF SEPARATION Weapon (handaxe), very rare (requires attunement)

The head of this axe is edged with barbs. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When an attack using this weapon hits a creature, that creature must succeed on a DC 15 Constitution saving throw or take an additional 2d6 slashing damage. Also, if the creature failed their saving throw, they take an additional 1d6 damage at the start of their next turn.

9 OF SWORDS: A BEND OF WILLS Weapon (longbow), very rare (requires attunement)

The yew wood of this bow releases whispers when drawn, its arrows invoke states of emotion when held in hand. You gain a +2 bonus to attack and damage rolls made with this magic weapon. As a bonus action, you may produce an arrow of sadness, an arrow of willfulness, or an arrow of worry. Each of these arrows vanish at the end of your turn.

When a creature is struck by the arrow of sadness, they must succeed on a DC 14 Wisdom saving throw or their next attack is made at disadvantage.

A creature who is struck by the arrow of willfulness takes no damage from the attack and gains advantage on their first attack during their next turn.

A creature who is struck by the arrow of worry must succeed on a DC 14 Wisdom saving throw or it must immediately use its reaction, if available, to move as far as its speed allows away from you.

8 OF SWORDS: ROOT OF THE REVERSE Weapon (greatclub), rare (requires attunement)

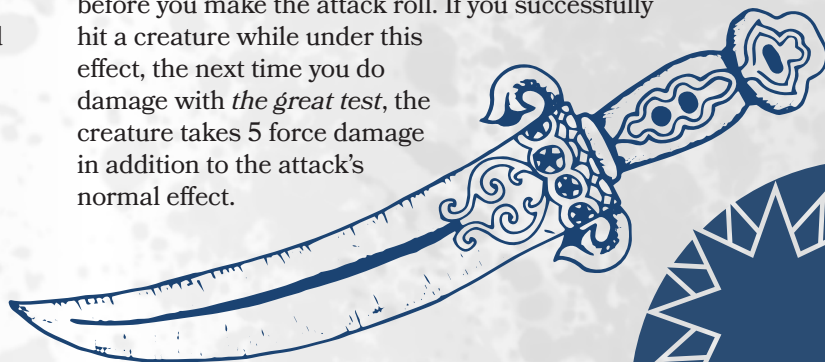
This massive knot of wood feels oddly light in the hand, the sound of chimes ring out when it is swung with force. You gain a +2 bonus to attack and damage rolls made with this magic weapon. A creature you strike with the *root of the reverse* must succeed on a DC 13 Charisma saving throw or take an additional 3d6 psychic damage. If a creature suffers more than half its hit points in psychic damage within a minute of this effect happening, it is reduced to 0 hit points.

7 OF SWORDS: DAGGER OF MISDIRECTION Weapon (dagger), rare (requires attunement)

This dagger fades in and out of view while you hold it in your hand. It's vaguely chilly to the touch. You gain a +2 bonus to attack and damage rolls made with this magic weapon. The *dagger of misdirection* makes no sound when thrown and becomes entirely invisible while in the air. As a bonus action, target one ally within 30 feet. The next time you attack a creature with the *dagger of misdirection*, that creature will believe the attack came from your targeted ally. Using this ability will not give away your position if you are currently hiding.

6 OF SWORDS: THE GREAT TEST Weapon (greatsword), uncommon (requires attunement)

The massive slab of metal tests your very being as you lift it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you attack with *the great test*, you may choose to do so at disadvantage before you make the attack roll. If you successfully hit a creature while under this effect, the next time you do damage with *the great test*, the creature takes 5 force damage in addition to the attack's normal effect.



MINOR ARCANA

5 OF SWORDS: VAMPIRE'S KISS Weapon (shortbow), uncommon (requires attunement)

This bow is covered in thorns. The grip has two places to hold, one far more painful than the other. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When making an attack with the *vampire's kiss* you may choose to take 1d6 points of piercing damage to empower the bow with your blood. For 1 minute, all attacks with the *vampire's kiss* do an additional 1d4 piercing damage. Once this ability has been used, it cannot be used again until one hour has passed.

4 OF SWORDS: TRAVELER'S SPEAR Weapon (spear), uncommon (requires attunement)

This spear also serves as an excellent walking stick. You feel lighter on your feet while holding it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. A character holding onto the *traveler's spear* receives advantage on Constitution saving throws made during each hour of a forced march. Also, while taking a short rest, you regain 1d4 additional hit points for every hit die expended.

3 OF SWORDS: HAMMER OF SOMETIMES Weapon (light hammer), common (requires attunement)

This hammer has all kinds of strange writing on it. Some of it you're certain is from children's chalk. The *hammer of sometimes* has a thrown range of 60/180. When thrown, roll on the following chart.

d6 Effect

- 1 The hammer returns to your hand with no issues.
- 2 The hammer is sticky, you cannot throw it again until it is washed in clean water.
- 3 The hammer whirls above you. Make a DC 12 Dexterity check to grab it.
- 4 The hammer is flying right for you. Make a second attack roll against your AC. If this attack hits, take 1d4 damage.
- 5 The hammer is suddenly very hot. The next time it is thrown, a struck creature takes 1d6 extra fire damage.
- 6 An angry **badger** flies back into your hand instead. The hammer has enchanted the creature and is resting somewhere near where you last threw it.

2 OF SWORDS: CHAOS' POLE Weapon (halberd), common (requires attunement)

This halberd has a rotating head which keeps changing as the weapon is swung about.

As a bonus action, you may change the damage type of this weapon between slashing, piercing, or bludgeoning.

ACE OF SWORDS:

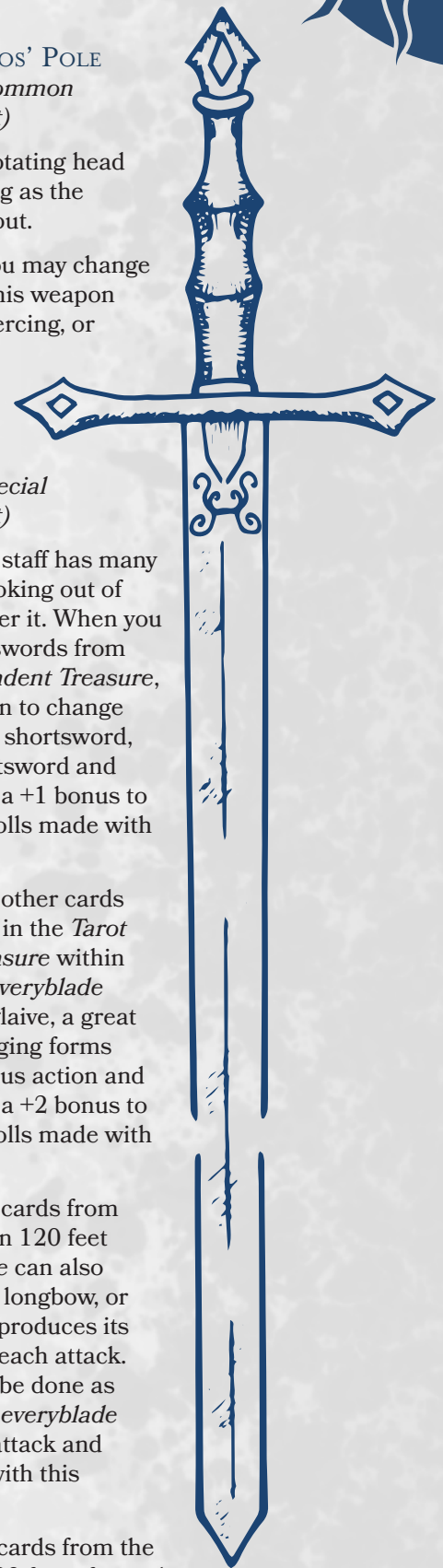
EVERYBLADE Weapon (special), special (requires attunement)

This strange looking staff has many objects and blades poking out of slots and holes all over it. When you hold only the ace of swords from the *Tarot of Transcendent Treasure*, you may use an action to change the *everyblade* into a shortsword, a longsword, or greatsword and the *everyblade* gains a +1 bonus to attack and damage rolls made with this magic weapon.

If you have at least 3 other cards from the swords suit in the *Tarot of Transcendent Treasure* within 120 feet of you, the *everyblade* can also turn into a glaive, a great axe, or a maul. Changing forms can be done as a bonus action and the *everyblade* gains a +2 bonus to attack and damage rolls made with this magic weapon.

If you have at least 7 cards from the swords suit within 120 feet of you, the *everyblade* can also turn into a shortbow, longbow, or heavy crossbow and produces its own ammunition on each attack. Changing forms can be done as a free action and the *everyblade* gains a +3 bonus to attack and damage rolls made with this magic weapon.

If you have all of the cards from the swords suit within 120 feet of you, the *everyblade* also scores a critical hit on a roll of 19 or 20.



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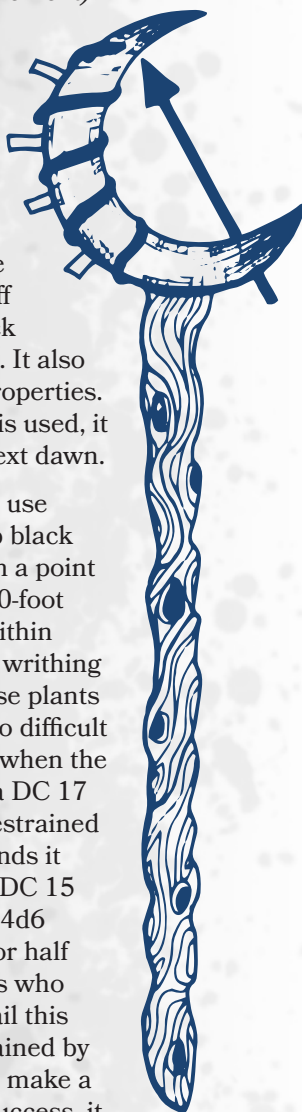
KING OF WANDS: STAFF OF THE ANCIENTS *Staff, legendary (requires attunement)*

This gnarled length of wood is dark. The bark has long since rubbed off, leaving only the coiled innards of a dead tree. Along its surface there are rivulets of sap which shift up and down through deeply woven tracks. This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Cruel Entanglement. You can use an action to cast a net of sharp black vines. These vines spread from a point you choose within 60 feet. A 20-foot square starting from a point within range is covered in dangerous writhing plantlife. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when the spell is cast must succeed on a DC 17 Strength saving throw or be restrained by the vines. A creature who ends its turn in the vines must make a DC 15 Dexterity saving throw, taking 4d6 piercing damage on a failure, or half as much on success. Creatures who are restrained automatically fail this saving throw. A creature restrained by the plants can use its action to make a DC 17 Strength check. On a success, it frees itself.

Dark Drink. You may attempt to suck the life from a creature with the black vines that enrobe the staff of the ancients. When you hit with a melee attack using the staff, you may activate this ability. The target takes 6d6 necrotic damage and you regain hit points equal to half the amount of necrotic damage dealt.

Skin of the Dead Wood. As an action, you can turn your skin into dark petrified wood. Your AC cannot be less than 20 no matter what type of armor you are wearing. While under this effect, you regain 10 hit points at the start of your turn. This effect lasts for 1 minute.



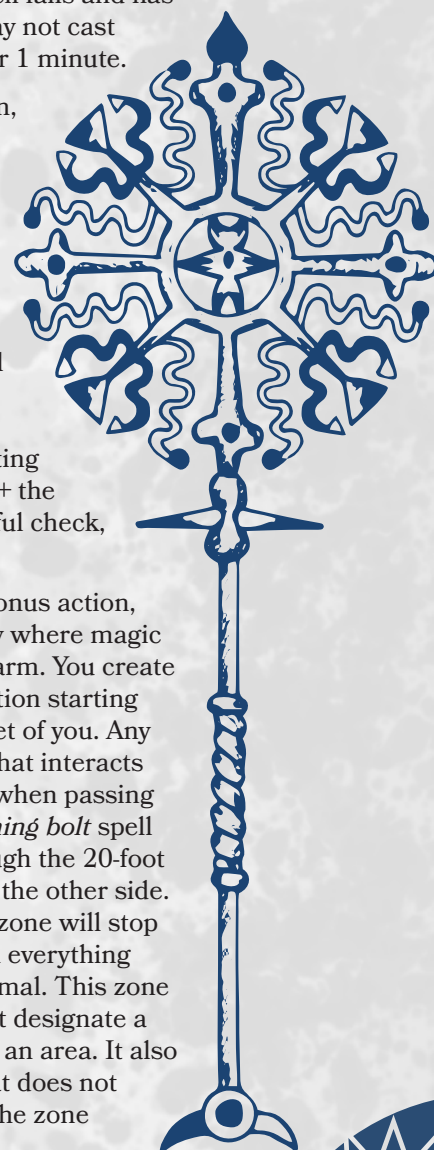
QUEEN OF WANDS: STAFF OF THE EYE *Staff, legendary (requires attunement by a spellcaster)*

This ornate golden staff is topped with a crystal clear sphere. The sphere is empty until the staff is used, in which case it reflects the effects of magic it is containing. This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Utterance of Denial. As a reaction, you may attempt to interrupt a creature casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. The creature may not cast that specific spell again for 1 minute.

Shred Magic. As an action, you can disrupt the very essence of magic within an area. Choose one creature, object, or magical effect within range. Any spell of 5th level or lower on the target ends. For each spell of 6th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Center of the Eye. As a bonus action, you create a zone of safety where magic passes through without harm. You create a 20-foot square of protection starting at any point within 120 feet of you. Any damaging magical effect that interacts with that area is nullified when passing through that area. A *lightning bolt* spell will pass harmlessly through the 20-foot square before coming out the other side. A fireball overlapping the zone will stop at the edges of it, but burn everything outside of the zone as normal. This zone has no effect on spells that designate a specific target rather than an area. It also has no effect on magic that does not cause hit point damage. The zone vanishes after 1 minute.



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KNIGHT OF WANDS: ROD OF DOORS *Rod, legendary (requires attunement)*

This steel rod is covered in small hatches and doors that can be opened to create varied effects. Attunement will show the correct procedures to activate each of these abilities through the pathway of doors. The rod has the following properties:

Know Portal. You know the destination, the duration it will remain open, and any other properties of a *portal* or *teleportation* spell. You can also use your action to sense for any portals within 500 feet of you.

Open Doorway. As an action, you may cast the spells *dimension door* and *misty step*. Once you have cast these spells, you cannot cast them again until the next dawn.

Close Doorway. As a reaction, if a creature you can see within 120 feet of you attempts to teleport, you can use your reaction to prevent the teleportation.

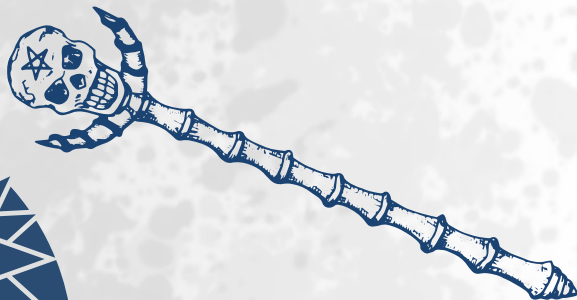
PAGE OF WANDS: CANE OF WANDERLUST *Staff, legendary (requires attunement)*

This staff is sturdy and easily supports a creature of any size, the staff is made of all kinds of wood, metal, and substances that defy description. This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Seeking New Lands. While traveling to new locations, you always remember the path you took to get there. As an action, you can recall the path in your mind even if it has since become obscured to you. You also know if the path is still valid, or if the path has become dangerous.

Into the Unknown. The first time you see a creature you have not seen before, you may use your action to learn one weakness the creature may have. If the creature does not have any weaknesses that information is also known to you.

Pathways of Knowledge. When entering a new location where you do not speak the language, you can use your action to learn one language of the local inhabitants. This ability lasts for 8 hours.

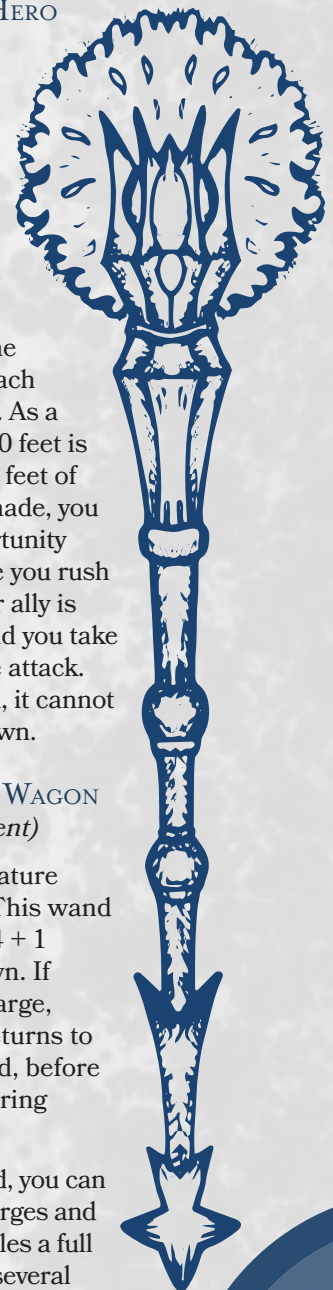


10 OF WANDS: THE MEASURING STICK *Staff, very rare (requires attunement)*

This oaken staff is carved with a disapproving face that looks as though it is always pointed towards you, staring and judging. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. As a reaction, when you are required to make a saving throw, you can make that saving throw at disadvantage. The next time you make an attack roll, you gain advantage on the attack. Also, as a reaction, when you take damage, you can double that damage and restore hit points to a creature you can see within 60 feet equal to the original damage dealt.

9 OF WANDS: ROD OF THE HERO *Rod, very rare (requires attunement)*

The metal rod can guard against incoming assaults—just holding it in hand makes you feel more brave. While holding the rod in one hand, your AC is increased by 2. When you have at least 2 enemies within 5 feet of you, the first attack made against you each round is made at disadvantage. As a reaction, when an ally within 40 feet is attacked by a creature within 5 feet of them before the attack roll is made, you may rush to their aid. All opportunity attacks made against you while you rush are made at disadvantage. Your ally is pushed 5 feet out of the way and you take their place as the subject of the attack. Once this ability has been used, it cannot be used again until the next dawn.



8 OF WANDS: WAND OF THE WAGON *Wand, rare (requires attunement)*

This magical wand has a miniature wagon adorning the top of it. This wand has 5 charges and regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand returns to the form of the 8 of wands card, before being spirited away and appearing somewhere else in the world.

Wagon. While holding the wand, you can use your action to expend 2 charges and summon a wagon. This resembles a full size wagon, however there are several enchantments on it that make traveling easier. The wagon does not have difficulty

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moving over rough terrain. The wagon has two weapon racks (each rack can hold up to 4 weapons or 60 pieces of ammo), a storage area for up to 100 lbs of wood, and two sacks for storing 60 lbs of food and animal feed. The wagon has a speed of 50 feet and rolls forward or stops on your command. The Wagon vanishes after 12 hours.

Limited Flight. While the wagon is summoned, you can use your action to expend 3 charges and allow the wagon limited flight for 1 hour. The wagon has a flying speed of 30 feet.

7 OF WANDS: STAFF OF COMBAT

Staff, rare (requires attunement by a non-magic user)

This staff features a blade on one end and a piercing head on the other. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. You choose if the staff does bludgeoning, piercing, or slashing damage on each attack you make. As a bonus action, you can extend the reach of the staff by 5 feet. While using the staff in both hands your AC increases by 2.

6 OF WANDS: WAND OF EGO

Wand, uncommon

This long, ornate wand is covered in jewels. This wand has 5 charges and regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand returns to the form of the 6 of wands card before being spirited away and appearing somewhere else in the world.

I Wouldn't Lie. While holding the wand, you may expend 1 charge of the wand when attempting a Charisma (Deception) ability check. You can treat a d20 roll of 9 or lower as a 10.

Agreement. While holding the wand, you may expend 1 charge of the wand when attempting a Charisma (Persuasion) ability check. You can treat a d20 roll of 9 or lower as a 10.

Force of Personality. As a reaction, when you make a Charisma saving throw, you may spend 2 charges in order to make this save with advantage.

5 OF WANDS: ROD OF SEPARATION

Rod, uncommon (requires attunement)

This rod can be pulled apart into two pieces, these pieces gently resist each other when pushed back together. As an action, select two creatures within 60 feet of you and within 30 feet of each other.

Each of these creatures must succeed on a DC 14

Constitution saving throw or they will be unable to move closer to each other. If one of the creatures succeeds in their saving throw and the other does not, then no effect takes place.



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4 OF WANDS: WAND OF THE WOUNDED *Wand, uncommon (requires attunement)*

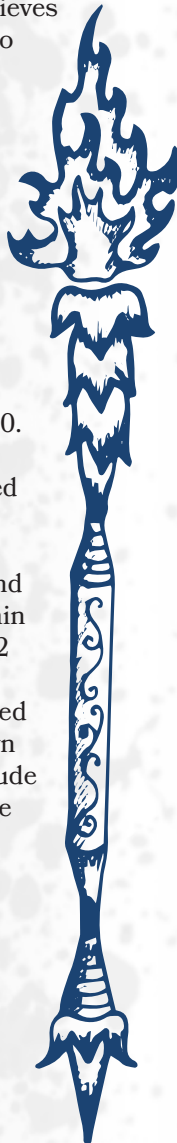
The head of this wand bears a glowing red bead which grows brighter near the injured. This wand has 4 charges and regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand returns to the form of the 4 of wands card before being spirited away and appearing somewhere else in the world. As an action, the wand can cast the spell *spare the dying* without using a charge. As an action, you can expend one charge from the wand to restore 1d6 + 3 hit points to a creature within 5 feet.

3 OF WANDS: STAFF OF WARNING *Staff, common (requires attunement)*

This staff is covered in large eyes. The pupils spin about when the staff is moved. The staff constantly makes Wisdom (Perception) checks. It has a +5 to it's Wisdom (Perception) ability checks and has a passive Perception of 15. If the staff believes it saw something it will loudly exclaim to all creatures within 10 feet of it what it believed happened.

2 OF WANDS: WAND OF THE MISSING PANTALOONS *Wand, common (requires attunement)*

This ordinary wooden wand smells like freshly laundered clothing. This wand has 4 charges and regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand returns to the form of the 2 of wands card before being spirited away and appearing somewhere else in the world. While holding the wand, you can use an action to expend 1 charge and detect any of your missing clothing within 100 feet. As an action, you can expend 2 charges to levitate that clothing directly to you if it is not currently held in a closed container of some kind or weighed down by other objects. Clothing does not include armor, but does include magic items like cloaks and boots.



ACE OF WANDS: STAFF OF THE ASCENDED *Staff, special (requires attunement)*

This long metal staff is covered with different strips of wood, crosses, symbols, and strange clockwork mechanisms. It feels like something out of time.

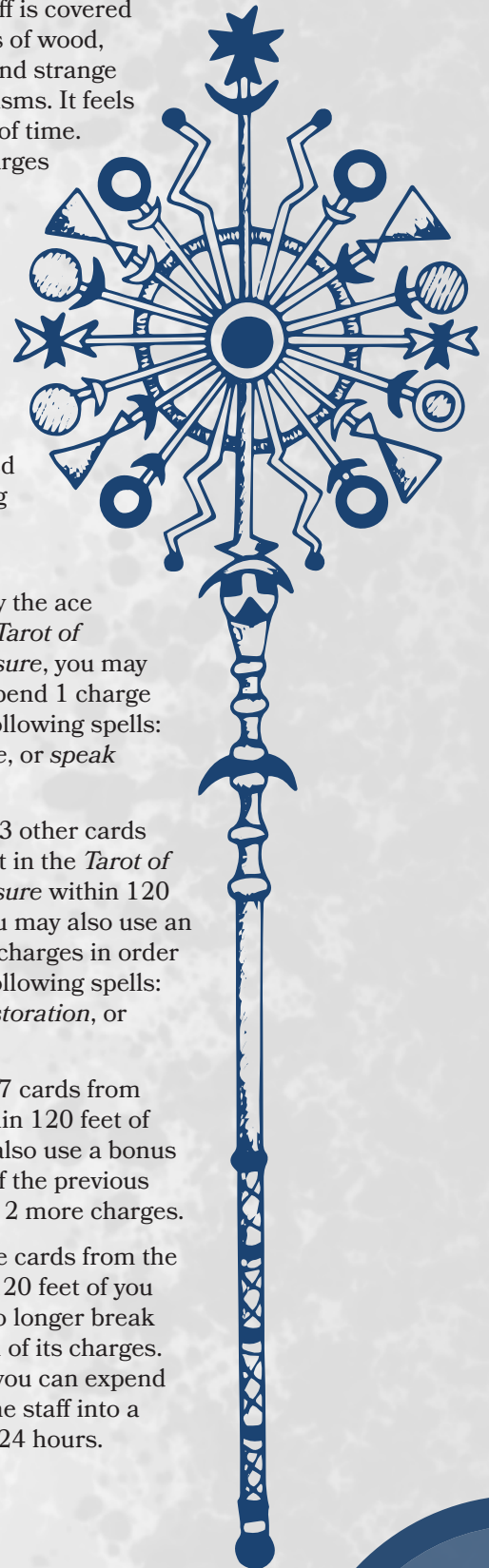
This staff has 5 charges and regains 1d4+1 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff returns to the form of the ace of wands card before being spirited away and appearing somewhere else in the world.

When you hold only the ace of wands from the *Tarot of Transcendent Treasure*, you may use an action to expend 1 charge to cast one of the following spells: *bless*, *magic missile*, or *speak with animals*.

If you have at least 3 other cards from the wands suit in the *Tarot of Transcendent Treasure* within 120 feet of you, then you may also use an action to expend 2 charges in order to cast one of the following spells: *barkskin*, *lesser restoration*, or *spider climb*.

If you have at least 7 cards from the wands suit within 120 feet of you, then you may also use a bonus action to cast any of the previous spells at the cost of 2 more charges.

If you have all of the cards from the wands suit within 120 feet of you the staff can also no longer break when expending all of its charges. Also, as an action, you can expend 5 charges to turn the staff into a broom of flying for 24 hours.



APPENDIX



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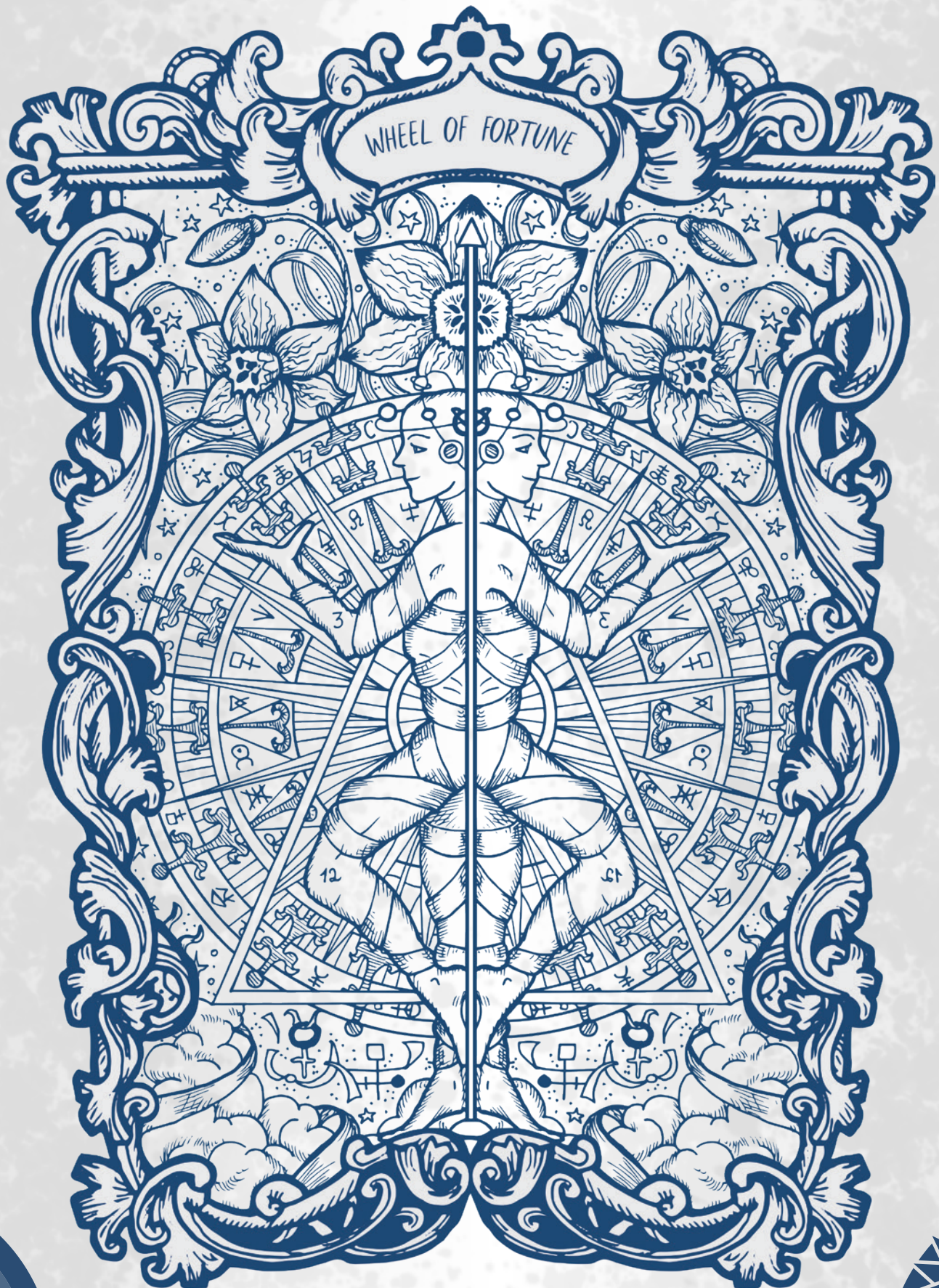
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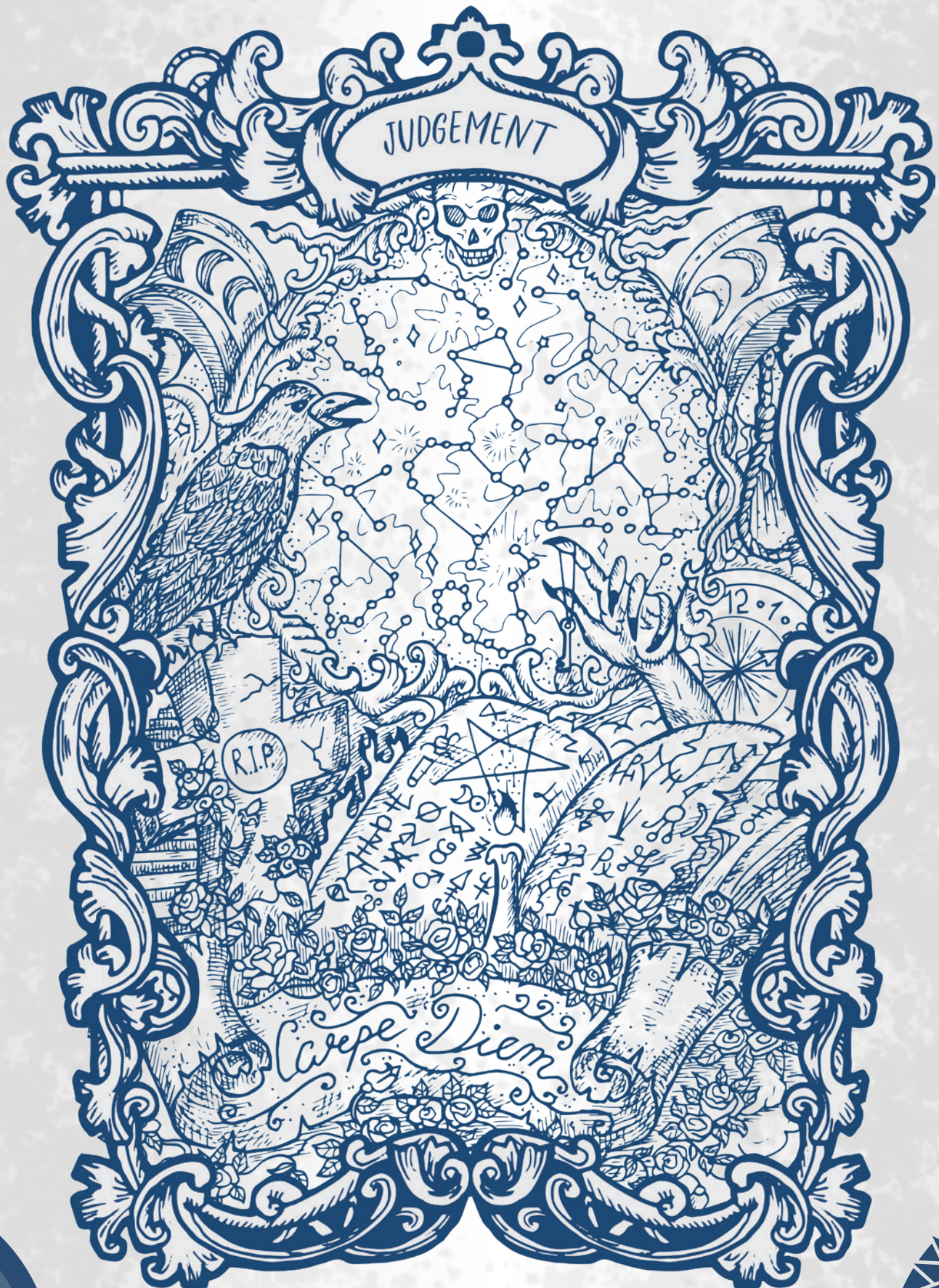
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