



Call to Arms

DECKS OF CARDS



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Decks of Cards

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Call to Arms

Decks of Cards

Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. **Call to Arms: Decks of Cards** includes several variations on the *Deck of Many Things*, one of the most infamous items in all roleplaying games. As well as several other card themed magic items ready to deal a new hand of excitement to players.

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Ulther the Brave took a deep breath, looking at the simple deck of cards that sat before him. He then looked around at what was left of his comrades. The remains of Sybil, the dashing swords woman, lay in the distance, struck down by the wraith called up by her draw. On the ground in the middle of the chamber was the scorched earth where Dimitri was standing when the devils came to claim him, his pleas to his god going unheeded. Sitting by himself in one corner of the chamber was Oslo, once a mighty wizard, now reduced to a soulless shell.

Ulther cursed the luck of his companions, and the fates above. How could this happen? Together he and his compatriots had faced dragons, demons, dark wizards and hordes of the living dead. How could a mere deck of cards destroy them so utterly? Was their fate truly so pitiable? Had it all been for naught?

Ulther grit his teeth. No! He had never backed down from anything in his life, not from monsters, not from horrors from beyond, and he would not back down today. He knew the legends of the deck, how it contained misfortune, but also good fortune. If he could draw the right card, he could save them. The deck was death for them all, but it could also be salvation.

"I shall draw..." Ulther said, reaching out, "I shall draw one card."

As he reached down, his hand touched the deck, the card almost flying into his hand. Slowly, he turned it over...

A Brief History of Playing Cards

The first known playing cards initially appeared in ancient China during the Tang dynasty, known as “Leaf Games,” the invention of these cards coincided with the invention of making paper by sheets as opposed to by rolls. In the Ming Dynasty, playing cards began to feature the images of characters from popular Chinese novels. There also existed money cards, which featured for suits (coins, strings of coins, myriads and tens of myriads, where a myriad equals 10,000) and were used not only for playing games but also as currency, making them the very first card game. The book *Yezi Gexi*, written in the Tang era, is the very first book written on playing cards, and while the rules to these games have been lost to history, it is known that royalty and other important figures played them.

The next place playing card showed up in history was Mamluk Egypt in the 11th century. The so-called Mamluk deck possessed many similarities to the modern playing cards we know today; four suits (polo sticks, coins, swords, and cups), ten number or “pip” cards, and three “court cards.” From Egypt, the game spread into Southern Europe by the 14th century, where the polo stick suit was replaced with Clubs. This eventually gave rise to the Tarot deck, which initially started as another form of playing cards, as well as a divination tool.

The spread of playing cards did not stop there. They eventually made their way to Japan as well, brought over by Portuguese traders, leading to the creation of the Tensho Karuta deck. The word Karuta is based upon the Portuguese word for card, carta, and the name Tensho came from the Tensho era. The Tensho Karuta had a similar design to Western playing cards, using four suits and the face cards of their Portuguese counterparts. When the isolationist Tokugawa regime outlawed the Tensho Karuta in keeping with isolationist policies, Japanese card makers eventually designed a card game different from the Western card games entirely; the Hanafuda (Hanafuda translating to “Flower cards”). The

Hanafuda contains twelve different suits, each one representing a month of the year. While there are no official rules for Hanafuda and many different play styles, a common form game played with Hanafuda is Koi Koi, where you try to match the cards in your hand with the ones on the table.

As time went on, more changes were made to the game. In the Mamluk deck, the royalty cards were the king, his viceroy, and the under deputy, this was changed in the European deck to kings, knights and knaves, with knights eventually being replaced by queens. In addition, the four suits went through changes as well: In Germanic countries the four suits were leaves, roses, bells, and acorns, while English and French card makers eventually adapted the heart, diamond, club, and spade design best known today. Another major change that came about was the evolution of the ace from the lowest value card in the deck to the highest value, an idea that picked up steam during the French revolution when the ace came to symbolize the power of the people. More changes, such as the knave becoming a jack, and the court cards getting reversible portraits, helped shape playing cards into what we know them as today.

One of the last major innovations to come out of playing cards came from American card makers, who added one extra card, which was based on the fool card from the old tarot decks: the joker. Today, card playing is more popular than ever, with new cards and new variations coming into existence. Wizards of the Coast, current owners of the Dungeons and Dragon license, got their start with Magic the Gathering, one of the most popular worldwide phenomenon in history. Wizards of the Coast isn't the only company to benefit from cards. Most people know Nintendo as the creator of popular video games, but when they got their start in 1889, they published Hanafuda cards, which they still do to this day. Today, card games can be found as the focus of computer games, Japanese anime, as set pieces in popular movies, on major sport networks, and of course in role playing games.

A Brief History of the Deck of Many Things

Imagine you are deep in a dungeon, and you approach a figure offering you a card from a deck. One of your comrades draw, and they are reduced to a soulless shell, then you draw a card, and suddenly you find yourself in another room, stripped naked and sitting across from a Succubus. That is the power of the *Deck of Many Things*, one of the most infamous magic items in role playing game history.

The *Deck of Many Things* has existed in D&D since the very beginning, first appearing in *Greyhawk*, the very first D&D module ever made, this version of the deck only had 18 cards, corresponding to the face cards of each suit and 2 jokers. In the 1979 version of the *Dungeon Masters Guide*, they presented the 13 card and 22 card versions of the deck. In 1983, *Dragon Magazine* brought us the tarot *Deck of Many Things*, which used all 78 cards of the tarot deck to various events. The original *Deck of Many Things* has endured sufficiently to be included in every edition of the game, and is one of the trademark magic items of the series.

Of course, the *Deck of Many Things* is not the only deck of cards in *Dungeons & Dragons*. The famous module *Ravenloft* introduced the Tarokka deck, which not only gave some nice atmosphere to the adventure and subsequent setting it spawned, but also gave GMs a chance to customize the adventure by using the deck to determine the positioning of certain key items, the villains location in his castle, and his primary motivation, making sure the adventure played out differently every play through.

When the *Pathfinder Roleplaying Game* was made, the publishers at *Paizo* also put their own spin on the *Deck of Many Things*, producing a supplement which included variants of the deck, alternate cards, and flavor for their campaign setting involving the deck. *Paizo* didn't stop there; they made their own deck of cards: the Harrow deck. The Harrow has since become integral to their main campaign setting, with adventures based around the deck, a supplement which gave rules for using the deck to help



devise character backstories and giving them related abilities, and even a Harrow themed *Deck of Many Things*.

Decks of Mundane Cards

In the *Pathfinder Roleplaying Game*, a normal pack of playing cards are described as costing between 1 sp and 100 gp, depending on how decorative the cards are or if they're made of simple paper to rarest ivory or other materials, and weighing upward of a pound. The exact style of a set of cards can vary from game world to game world. Listed below are several different examples of types of playing cards — by associated costs — based on real world examples, as well as descriptions of games or other uses typically associated with them.

Court cards (1 sp to 1 gp): The most common type of cards an adventurer is likely to encounter. This deck of card consists of 52 cards, made up of four suits, each with ten numeral cards (or Pips) and three court or “face cards.” The nature of these suits and face cards varies from country to country, but the most common is spade, club, diamond, and heart for the suits. and, King, Queen, and Jack for the face cards. These decks also often include a “joker” card.

Poker: One of the most commonly played card games utilizing court cards, Poker is a game where players attempt to assemble winning combinations of

cards in their hands, while bluffing with their opponents and making bets, in the end, whoever has the best hand combo, or manages to bluff their opponents into folding, wins.

Euchre: Another commonly played card game, euchre is a game where two teams of two try and win tricks based on what cards are in their hand and what cards are in the field. Unlike other card games, the Jack is the most powerful card in Euchre.

Pinochle: This card game is a game of betting prediction, where players attempt to win an initial bid based on all the points they think their hand will get if they win the bet. If their hand can't actually get them the score they bid with, they lose.

Hanafuda Cards (5 gp to 10 gp): A type of card deck typically found in far away lands, the Hanafuda cards are smaller than court cards (weighing only half a pound), and made out of a firmer, stockier material. A Hanafuda deck consists of 48 cards, with twelve suits representing the months of the year, and four cards to each suit.

Koi-Koi: One of several games which can be played with Hanafuda cards, Koi-Koi is a game where players attempt to make combinations of cards in order to earn points, which is done by matching cards in their hands with cards on the board, or by drawing cards. The name, Koi-Koi refers to when a player wishes to continue going after getting a good combination, or a yaku.

Tarot Cards. Standard (50 gp to 75 gp): The Tarot is a pack of 78 cards, consisting of 22 cards without suit (the major arcana), and 56 cards consisting of four suits similar to the court cards. These cards are reputed to have powerful divination abilities. However, actual Tarot cards have no magical properties by themselves; they are often used by charlatans and would be fortune tellers to play at predicting the future. However, some actual magic users do make use of the cards, and they are often a source for magical enchantment.

Three Card Spread: The most simple and basic method of fortune telling using the tarot, the diviner shuffles the deck and sets out three cards, representing past, present, and future. The nature of the reading

About the Hanafuda Deck

The Hanafuda Deck Of The Samurai is an interesting exception. While most of the items in this book use either normal playing cards, or a tarot deck, this magic item uses a Hanafuda deck. The deck can be used to add a little bit of flavor to an Asian setting by giving a magical deck based on Japanese culture rather than a European deck.

Of course, not everyone may own a Hanafuda deck (although its worth noting that it's not as impossible to get a foreign deck of cards as it once was; thanks to online shopping a Hanafuda deck can be bought quite cheaply), so one should consider carefully whether they wish to invest in getting a Hanafuda deck before they decide to use this item in their campaign.

In addition, the Hanafuda deck is very different from most western card decks. However, the internet (and in particular Wikipedia) can be helpful in helping to decipher the different suits and values of the Hanafuda cards.

However, if none of these factors scare you off, *The Hanafuda Deck Of The Samurai* can add some interesting flavor and color to an Asian themed Pathfinder adventure.

depends on the card, and its meaning can be reversed if the card is upside down.

The Cross: The Cross reading is a more complex form of Tarot reading, used usually when asking a specific question. It is a ten-card reading, which goes through every aspect of the question asked, from the person asking the question, the recent past and future, the questioners aspirations, and the likely outcome.

The Pentagram: The form of reading favored by magic users, this card reading method features one card in the center representing the person the reading is done for, and four cards surrounding it representing the elements of earth, fire, wind and water.

The Thoth Tarot Deck

For most magical decks in roleplaying games, it is generally assumed that the tarot card deck being used is the famous Rider Waite deck. While this is the most famous form of the Tarot, it is not the only one. The Thoth deck, created by Aleister Crowley, is the other famous tarot deck. Created over a span of five years, the Thoth Tarot deck uses a radically different style to the Rider Tarot deck. It was for this reason and because of its connection to one of the infamous mystics of history, that this particular deck was chosen to represent the deck of curses. If you don't have access to the Thoth Tarot, feel free to use the normal Tarot deck in its stead.

Tarot Cards of the God of Knowledge (75 gp to 100 gp): difficult to find in civilized lands, this Tarot deck was originally crafted by an evil wizard for his own personal use. It has the same number of cards as the standard Tarot, however the images on the cards are more surreal and disturbing, and some of the arcana have been changed; The Magician is replaced by The Magus, Strength is replaced by Adjustment, Justice is replaced by Lust, Temperance is replaced by Art, Judgement is replaced by The Aeon, and The World is replaced by the Aeon. In addition, each of the minor arcana cards have their own unique names.

As a general rule, the standard Tarot deck is considered easier to interpret, and is best used by beginners, whereas the Tarot deck of the God of Knowledge requires a bit of research and knowledge of arcane lore in order to get an accurate reading from them.

Character Options

The following are new and old character options such as the *Deck of Many Things*-influenced bloodline, card reader school of arcane magic, and gambling subdomain.

Skill

So, you have access to cards both magical and mundane, it makes sense you'd want to play a game with them in game. After all, some of the most iconic scenes in fiction involve coming into a bar and seeing a game of cards going on at one of the table (usually ending with someone getting shot for cheating or a fight breaking out). So, how do you represent this in game? The answer really depends on how integral the game is to the story.

In the case of the game just being a background event to get them some quick cash or information during downtime, then it's as simple as making a Profession (gambler) roll and being done with it. The base DC for the roll is 15. This roll is modified based on the legality of gambling in the particular settlement the game is being played (as defined in Chapter 7 of the *Pathfinder Roleplaying Game Gamemastery Guide*). If the game is taking place where gambling is legal, then subtract that town's economy modifier from the DC. If the game takes place in a place where gambling is illegal, then subtract the crime rating. If the roll succeeds, then the player wins their game and makes some money as per the rules for making Profession rolls, if they fail, then they either gain nothing or lose money (and maybe get in trouble) based on by how much they fail the roll by (For more information about how the Profession skill works, please consult Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*).

However, there may come times when a game of cards takes a more central part of your plot; Maybe the players need to win a hand of cards in order to secure passage on a ship, or to procure the aid of a superstitious sellsword who will only work with those he feels have "good luck," or maybe an insane wizard has stolen the souls of your loved ones and will only relinquish them if you beat him at a children's card game. In any case, when this occurs, there are two

ways to proceed; either break out the cards and actually play the game in question, or let the dice decide how the game goes.

The system for how to play a game of cards with the dice is similar to the method described above; Make a Profession (gambler) roll. However, this is opposed by the opposing played Profession (gambler) roll. Whoever gets the higher roll wins that particular hand. Each set of rolls represents another hand, with the maximum number of hands being determined by the GM.

Of course, card games are never that cut and dry, there can be certain factors that can tip the scales in your favor or out of it. Here are some systems with some factors that may change the game.

Bluffing: The time old tradition of trying to bluff your opponents into thinking you have a hand which is better or worse than your existing hand. In this case, make a Bluff roll against your opponent's Sense Motive. If you succeed, you gain a bonus to your Profession (gambler) check equal to the amount by which you beat your opponents roll. If you fail the roll, then the opponent sees through your bluff, and you actually get a penalty of how much their roll beat yours by.

Intimidate: Sure, no one cares when you beat a Halfling at cards, but then Halflings aren't known for ripping people's arms off when they lose. Orcs are known to do this, so let the Orc win. This is similar to the Bluff check, but instead make an Intimidate check against a DC of 10 plus their hit die plus their Wisdom modifier. If you make the check, then you get a bonus to your Profession (gambler) check. If you fail then your opponent isn't scared enough to lose their focus.

Cheating: Now, we're not saying you should ever cheat at cards. Nevertheless, if you were to cheat, there are several in game ways to go about it.

The simplest method is to use Sleight of Hand to change the cards in your hand without noticing, or to stack the deck in your favor. In this case, make a Sleight of Hand check against your opponent's Per-

ception check. If you succeed then your cheat goes unnoticed and you get a flat +5 bonus to your Profession (gambler) roll. If you fail the roll, then your opponent notices your attempt at cheating, and things will likely go badly from there.

Another way to cheat is to modify a deck ahead of times, marking the cards ahead of time so you know which cards are where. Making a marked deck requires a Craft: Painting check, with the DC for the Perception check to notice they have been marked being DC 10 plus the result of the crafting roll. If the marked deck goes unnoticed and is used in the game, then the person benefiting from the marked cards games gets a +5 to all Profession (gambler) rolls using the deck. However, the more a player wins with a marked deck, the more suspicious it will seem, so with each game played in the same area with the same marked deck within a week's time, the DC of the Perception check to find the marked deck is reduced by 1, to a minimum of 10.

These are only mundane means of cheating though. In a fantasy game, magic is also a factor. Using magic to cheat is simple enough; first the player must be able to cast 0 level spells (In particular, the spell *prestidigitation*) then they must use a zero level spell during the game in order to somehow cheat (maybe by bringing in a card from across the room, or by changing the suit or numbers on their cards, or whatever). This requires both a Spellcraft check (Base DC of 15 +1 for each hand beyond the first, since the longer the games on the higher the stakes (and the pressure) will rise), and a Stealth check (against the opposing player's Perception). If the Spellcraft check fails, then the player is unable to concentrate on casting well enough to cast the spell, if the Stealth check fails, then the opposing player will notice the chicanery and can respond appropriately. However, if both checks succeed, then the player will get a +10 to their Profession (gambler) roll for that hand.

Feats

There are many talents that make the card shark, and just a few of them are detailed below. Note that quite a few of these will get you into a great deal of trouble

should you choose to use them. The law, nor the criminal underworld, do not take kindly to people of great skill taking money from their coffers.

Feats		
Name	Prerequisite	Benefits
Deadly Dealer	Arcane Strike, Sleight of Hand 5 ranks	You throw cards like they were darts to deadly effect
Double Dealer	Deadly Dealer, Sleight of Hand 8 ranks	You are able to throw multiple cards
Three Card Monte	Double Dealer, Sleight of Hand 12 ranks	Not only can you throw more cards, but you can add magical effects to them
Mulligan	Deadly Dealer, 12th level or higher	<i>Decks of Many Things</i> are not as dangerous to you

Deadly Dealer

Your skill with handling a deck and your arcane talents allow you to turn mundane cards into weapons.

Prerequisites: Arcane Strike, Sleight of Hand 5 ranks.

Benefits: You can throw a card as though it were a dart, with the same damage, range, and other features. You must use the Arcane Strike feat when throwing a card in this way, or else the card lacks the magical force and precision to deal lethal damage. A card is destroyed when thrown in this way.

Harrow cards are treated as masterwork weapons when thrown using this feat, but are still destroyed after they are thrown. A harrow deck can no longer be used as a fortune-telling device after even a single card is thrown.

A spellcaster with this feat can enhance a deck of cards as though it were a ranged weapon with 54 pieces of ammunition. This enhancement functions only when used in tandem with this feat, and has no effect on any other way the cards might be used.

Only a character who possesses this feat can use an enhanced deck of cards; she must still use the Arcane Strike feat to activate the cards' enhancement.

Double Dealer

Your skill with using cards as weapons allow you to throw multiple cards at once.

Prerequisites: Deadly Dealer; Sleight of Hand 8 ranks.

Benefit: You can throw an additional card per round, taking a -2 to the second attack roll. In addition, if you are using a magical deck with thrown cards, you can make a Sleight of Hand check (difficulty of the skill check is 10 + the CL of the deck) to activate two uses of magical effects of the deck, even if this would exceed the number of magical uses per day.

Three Card Monte

Your mastery of magical card throwing allows you to throw still more cards at once.

Prerequisites: Double Dealer; Sleight of Hand 12 ranks

Benefit: Works as double dealer, except you can throw a third card per round (with another -2 penalty to the attack roll), and you can use a card based magic attack for a third time with a successful sleight of hand roll.

Mulligan

You know when to hold them, know when to fold them, know when to walk away, and when to run.

Prerequisites: Deadly Dealer; 12th level or higher

Benefit: Whenever you draw a card from a magical deck, such as a *Deck of Many Things*, if you get an undesirable draw, you can attempt to mulligan by rolling a Sleight of Hand check against the CL of the item. If your roll fails, the effect of the card happens normally, if you succeed, you avoid the negative effect of the draws. The drawback to this is that once you mulligan you can never use that particular deck based magic item ever again.

Deck-Based Class Archetypes and Options

The following card and deck themed class archetypes and options work well with other options presented in this book.

Deck Touched (New Sorcerer Bloodline)

Maybe your father was actually generated by the Knight card, maybe you grew up in a keep generated by the Throne card, or maybe your mother had the misfortune of drawing the Donjon card while she was pregnant with you. In any case, you have been infused with the power of the *Deck of Many Things* itself, and it has granted you a portion of its magical power.

Class Skill: Sleight of Hand

Bonus Spells: *anticipate peril* (from *Pathfinder Roleplaying Game Ultimate Magic*) (1st), *touch of idiocy* (5th), *tiny hut* (7th), *minor creation* (9th), *mirage arcana* (11th), *circle of death* (13th), *prismatic spray* (15th), *temporal stasis* (17th), *wish* (19th)

Bonus feats: Alertness, Agile Maneuvers, Arcane Strike, Augment Summoning, Combat Casting, Deceitful, Heighten Spell, Improved Counterspell, Magical Aptitude, Spell Penetration.

Bloodline Arcana: Whenever you cast a spell, or use a magic item which has a chance for a random outcome (Such as the spell *prismatic spray* or using a *rod of wonder*), you have a chance to affect the outcome. The base percent chance of this is 10%, but increases by another 10% every 3 levels, to a maximum of 60% at 16th level. When the item is rolled, roll a D100, if it is within the casters success rate, then they roll twice on the random outcome (or draw multiple cards in case of a magical deck of cards), and may choose which outcome they receive. The percent is lowered by 20% when used on artifact level magic items.

Bloodline Powers: Having been touched by the power of the *Deck of Many Things*, you possess powers and abilities which imitate the powers of that fabled deck. While your abilities are but a pale

shadow of the actual deck's magic, they are formidable nonetheless.

Talons (Su): At first level, you gain a natural affinity for relieving others of their items, in particular their magic items. Three times plus your Charisma modifier per day, you may add your sorcerer level to a sleight of hand roll to steal an item from someone else. If this item is a magical item, then you add an additional +1 to the roll. At 7th level, the bonus for stealing magical items increases to +3, and at 11th level it becomes +5.

Knight (Su): At 3rd level, you gain the ability to summon a ghostly, spectral image of a warrior, similar to the one summoned by the Knight Card of the *Deck of Many Things*. This knight persists for 3 plus your Charisma modifiers rounds (which do not be to be consecutive). This image is obviously an illusion and cannot actually attack, but it can be used to flank opponents.

Balance (Su): at 9th level, you can temporarily change a target's alignment with a touch. This is a mind-affecting enchantment effect, which requires a touch attack and permits a Will save (DC 10 + your Charisma modifier plus half your class level). If the saving throw fails then the subject is shifted to a radically different alignment than his own and is compelled to act within his new alignment for one hour per sorcerer level. Note this does not actually give you any control over the subject, you merely change his alignment. This ability can be used three times plus your Charisma modifier per day.

The Void (Su): at 15th level, you gain the ability to cast a victim's mind into the void. This is a mind affecting ability with a range of 40 feet plus 10 feet per level. The Will save is 10 Plus your Charisma Modifier plus half your class level.) Failure of the save sends the victim's mind into the void, leaving his body an empty vessel for one round per Charisma modifier bonus. When they return to their body, the victim is immediately shaken.

Avatar of the deck (Ex): At 20th level, you become a personification of one of the cards of the *Deck of Many Things*. Whether you become a skeletal grim reaper as depicted by the Skull card, the Demon depicted on the Flames card, or bronze clawed gorgon like the Euryale card. You gain a pair of wings (Flight speed 40 ft. With average maneuverability), +4 natural AC, and you become immune to poisons and disease. You also gain a +4 to Intimidate checks due to your new, horrific appearance.

Card Reader School (New Focused Arcane School)

The following is a new focused arcane school, based on the focused arcane schools from Chapter 2 of the *Pathfinder Roleplaying Game Advanced Players Guide*.

Associated School: Divination.

Replacement Powers: The following school powers replace the diviner's fortune and scrying adept powers of the divination school.

In the Cards (Su): You are adept at focusing your spells through a deck of cards. You may substitute a deck of cards for the material components of any divination school spell where the material cost is less than 100 gp.

Blessing of the cards (Su): At 8th level you can do a card reading for yourself and up to six other people once per day. The card reading takes one hour, and the effects last for one hour per caster level.

To do the card reading, shuffle a card deck and have each player draw a card. Depending on the suit of the card, they gain a different benefit.

Heart suit: 10 temporary hit points

Club suit: +2 deflection bonus to AC

Spade suit: +2 luck bonus to attack rolls

Diamond suit: +2 enhancement bonus to a single attribute (chosen by the drawer).

Gambling Subdomain (New Subdomain)

Associated domain: Luck

Replacement power: The following power replaces the good fortune power of the luck domain.

Grifting (Su): At 6th level, whenever you use a magical item or spell which has some sort of random outcome), you can roll a Bluff check (DC 10 + the level of the spell or magic item) in order to re-roll or redraw an unfavorable outcome.

Replacement Domain Spells: 1st: *entropic shield*, 7th: *prismatic spray*

Decks of Magical Cards

The section details various magical decks that adventurers can find or create.

Magic Decks as Weapons

Using the Deadly Dealer feat, a player is able to throw cards as if they were darts in combat. As such, many players may want to be able to enchant decks of cards to be used as thrown ranged weapons. The following section discusses the special considerations you or your GM should take into consideration when attempting to create them.

Treat Individual Cards as Ammunition

When creating magical cards as weapons for use with the Deadly Dealer feat, treat each individual card as ammunition using the rules for enchanting weapons. The only change to make to this is to allow decks of 52 or 54 cards (with Jokers) count as one unit, instead of the normal number 50 arrows or bolts, etc.

Mixing Magical Decks

When constructing decks of magical cards, it is assumed you are making an entire deck at a time to be the same type. Nothing prevents a character that's willing to mix things up a bit from taking two or more decks of existing cards and shuffling some or all of the cards together. A character should be treated as able to draw the type of card they wish to throw from such a deck, as clear clues like the color or design of a card could clue the wielder in before they throw, and drawing a different card is essentially a free action. Those willing to either always throw the next card or otherwise "trusting the Fates" can gain the following benefit, with GM discretion.

Optional Rule -- Trusting the Fates: A character willing to mix cards from two or more decks (at least 25% of a deck needs to be “different” from the rest of the cards to count), gain a +1 inherent bonus on all attack rolls with their cards. Most Deadly Dealers claim that the Fates are guiding their hand and the source of this bonus, but others see it as merely a matter of confidence. The most interesting way to play this out is to have a player actually drawing cards after having declared something like “all Clubs are X-type cards” or “all black cards count as Y-type cards”, drawing one card for each attack. If cards are unavailable, have the player use either the attack roll (“even numbers are X-type cards, odd are Y-type cards”) or a secondary die (“rolls of 1 and 2 on this d6 are X-type cards, 3 and 4 are Y-type cards, and 5 and 6 are Z-type cards”).

Cards-Drawn As Attack Roll

If you have a full deck of playing cards (or even a Tarot Deck), why roll dice even at all? One simple method of simulating attack rolls is to use the face value of the card +5 as your attack roll. So drawing a “Four of Clubs” would equal having rolled a 9 on your d20, where as a “Ten of hearts” would equal having rolled a 15. Treat Jacks as having rolled 16, Knights (if using the Tarot) as 17, Queens as 18, and Kings as 19.

Aces, Trumps, and the Odds: Using a deck of 52 or 54 cards, you would want 3 cards each to count as a roll of a Natural 1 or Natural 20 ($3/52 = 5.7\%$; $3/54 = 5.5\%$ -- which is fairly close to $1/20 = 5\%$ of a die roll). If you are using the Jokers, have the Jokers and Ace of Spades count as Natural 20's and the Aces of Hearts, Diamonds, and Clubs as a Natural 1. Without Jokers, choose two Aces and a Deuce to always count as Natural 1's, and two Aces and a King to count as Natural 20's (for instance, the $A\spadesuit A\heartsuit K\clubsuit = 20$; $A\clubsuit A\heartsuit 2\clubsuit = 1$). For Tarot decks, a similar percentage should be strived for, though numerous variations can be possible with up to 78 cards (using 60 of the cards, for instance, would allow for an ideal 1/20th per die roll, if done correctly).

Cards should be reshuffled into the deck either after each round (to have percentages roughly equal be-

tween turns) or at least after every encounter, depending on GM preference.

Can I throw Cards from the Deck of Many Things?

Yes, a character with the deadly dealer feat can indeed throw cards from the *Deck of Many Things* or any of its variants. However using the deck in this manner carries several limitations.

First of all, while the *Deck of Many Things* may be used as a weapon, its user still suffers the same limitations as if they were drawing from the deck normally; They must announce how many cards they are drawing in advance, then they must draw and throw the cards within an hour, or they will draw themselves. Once the drawer has drawn all their announced cards, they may no longer use that *Deck of Many Things* as a weapon or for anything else. Note that if the drawer draws any cards that would allow them additional draws, they may use those additional draws to keep attacking, while the rest of the cards effects happen to whoever the card is thrown at.

Secondly, when a *Deck of Many Things* is used as a weapon, there is a chance that the card will backfire; Whenever the drawer rolls a natural one on a throw with a card from the deck, they must roll a sleight of hand check (DC 30), if the roll fails, the card rebounds and strikes the drawer, affecting them with the magic of whatever card they drew.

Finally, as per normal when drawing from the *Deck of Many Things*, the drawer has no control over which cards they draw and throw; anyone hit by a thrown card from the deck is affected as though they drew the card themselves, so a drawer may inadvertently grant an enemy some benefit from the deck without meaning. This and the other factors make using the *Deck of Many Things* as a weapon a risky proposition at best, and is best reserved for only the most dire of circumstances.

Specific Magical Decks

The following are a number of magical decks that, while not as powerful as the classic *Deck of Many Things*, still can be quite interesting in gameplay.

Specific Magical Decks

Deck Names	Price
<i>Deck of curses</i>	64,500 gp
<i>Deck of deals</i>	14,400 gp
<i>Deck of illusions</i>	8,100 gp
<i>Deck of imprisonment</i>	324,000 gp
<i>Deck of polymorphing</i>	6,250 gp
<i>Deck of reincarnation</i>	9,000 gp
<i>Deck of silvering fate</i>	13,000 gp
<i>Fate-reader's lenses</i>	11,250 gp
<i>Hanafuda deck of the samurai</i>	6,000 gp
<i>Prismatic deck</i>	56,700 gp

DECK OF CURSES

Price 64,500 gp; **Slot** none; **Aura** moderate necromancy and enchantment; **CL** 8th; **Weight** 1 lb

Originally designed by the sorcerer kings of an ancient desert kingdom, the *deck of curses* exists to allow the guardians of their ancient tombs to punish those who would transgress against their ancient tombs.

The *deck of curses* is a 22-card deck comprising of cards chiseled from paper thin obsidian stone, the backs are covered with strange glyphs, and the front depicts numerous strange and disturbing pictures, often depicting animal headed humanoids of unknown species, or scenes of death and dismemberment.

Three times per day, the owner of the *deck of curses* can force a victim to draw from the *deck of curses*. This functions like a *suggestion* spell, except that it can only be used to compel a target draw from the deck. Anyone who draws from the deck is struck with a curse unless they make a Will save. The curses are permanent unless removed with a *remove curse*, *break enchantment*, or *dispel evil* spell.

Dice-Based Card Drawing

You don't always have a pack of appropriate cards on hand at a tabletop roleplaying game to use with these many decks. A simple solution exists in the form of converting all lists to percentile dice rolled as d100. Evenly divide the number 100 by the number of cards in the deck, rounding down the lowest whole number. The first card on the list equals a roll of 1 through that number, with each successive card equaling the next group up.

If the number of cards does not divide easily into 100, two suggested methods exist. For each, use the closest number to 100 that you can divide the number of cards into evenly. Then either have rolls above this number mean you simply reroll. Alternately, divide the number of unused numbers between the top and bottom of the roll (so that say if 12 numbers were unused, the numbers 1-6 are one group and the numbers 95-100 are the second group). Rolls in the 1-group are GM's choice of card, and the rolls in the 100-group are the player's choice.

The chart below shows which cards are in the deck and what curses they can inflict. When a card is drawn from a *deck of curses*, its effect triggers immediately. The cards and their effects are as follows:



Deck of Curses	
Tarot Card	Summary of Effect
<i>The Fool</i>	This curse inflicts upon the drawer a -6 penalty to Intelligence.
<i>The Magus</i>	If the drawer is an spell caster, they receive the negated spellblight. Otherwise, the drawer receives a -4 penalty to saves against spells and spell-like abilities.
<i>The Priestess</i>	If the drawer is a divine spellcaster or class that gives allegiance to a deity (Such as a paladin or inquisitor), they lose their class abilities as if they had violated the tenets of their faith, and must atone accordingly. Otherwise, they are marked as enemies of a major faith of a god of the drawer's alignment, resulting in a -4 to all Diplomacy checks with members of that faith.
<i>The Empress</i>	The drawer is immediately struck barren.
<i>The Emperor</i>	The drawer becomes easily controlled and influenced; They have a -4 effect to all Will saves against enchantment/charm spells and mind influencing effects.
<i>The Hierophant</i>	The drawer gets a -6 penalty to Wisdom.
<i>The Lover</i>	The drawer becomes <i>charmed</i> to the next living being which they are physically attracted to.
<i>The Chariot</i>	The drawer is physically crippled; their movement speed becomes 5, and they can no longer run.
<i>Adjustment</i>	The drawer changes alignment to an alignment radically different from their own.
<i>The Hermit</i>	The drawer ages to their next age category. If they are already at maximum age, they become a ghost.
<i>Fortune</i>	The drawer becomes incredibly clumsy. Each round they have a 50% chance of losing their action due to comic mishap.
<i>Lust</i>	The drawer gains a habit of uncontrollably leering, salivating, and generally acting disturbing. They suffer a -6 penalty to Charisma.
<i>The Hanged Man</i>	The drawer is struck by horrible gashing wounds that do not heal. They immediately lose 2d4 hit points permanently until healed with a <i>restoration</i> spell.
<i>Death</i>	The drawer gets a -6 penalty to Constitution.
<i>Art</i>	If the drawer is a bard, they lose all class abilities. Otherwise, they are struck mute.
<i>The Devil</i>	An Imp is summoned that begins to torment the drawer. It does not attack, but it does harry them, play malicious pranks, and sets enemies upon the drawer to the best of its abilities.
<i>The Tower</i>	The drawer gains vulnerability to fire.
<i>The Star</i>	The drawer is subjected to a <i>nightmare</i> spell each time they sleep.
<i>The Moon</i>	The drawer contracts lycanthropy.
<i>The Sun</i>	The drawer is struck blind.
<i>The Aeon</i>	The drawer is struck with the spell <i>oppressive boredom</i> each time they are in combat.
<i>The Universe</i>	The entire sum of all the universes knowledge is compressed into the drawer's mind, causing them to become <i>feebleminded</i> .

CONSTRUCTION REQUIREMENTS

Cost 32,250 gp

Craft Wondrous item, *bestow curse*, *suggestion*



DECK OF DEALS

Price 14,400 gp; **Slot** none; **Aura** strong enchantment; **CL** 12th; **Weight** 1 lb.

The *deck of deals* appears to be a normal sized deck of 52 playing cards, made of sturdy paper stock or vellum, with gold or silver inlay on the characters. This deck is often employed by aristocrats or crime syndicates in order to settle disputes nonviolently.

In order to use the *deck of deals*, first the parties involved must agree on the terms of what each side will gain from the other if they win, and what they will give up if they lose. After this deal is made, the magic of the deck becomes active and it can be used.

Once the magic of the deck is active, the parties involved in the deal must play a card game against one another using the deck. Any game can be played, but it must be a game that can accommodate the number of people involved in the deal (So if four different people want to use the *deck of deals*, they must play a game that has can be played by four people). If the game chosen requires a dealer, a neutral third party must be employed to deal the cards.

When the game is finished, the loser of the game is magically forced by the deck to honor whatever agreement he made before the game ended. This is functionally identical to the *geas* spell, except it can only compel the loser to honor the terms of the deal they made prior to playing.

The power of the *deck of deals* can only

be used once per day. The game must also be won honestly; if any attempt to cheat is made by either party, the magical of the deck is disrupted, and neither side will be affected by the *geas* regardless of who wins.

CONSTRUCTION REQUIREMENTS

Cost: 7,200 gp

Craft Wondrous Item, *geas/quest*

DECK OF ILLUSIONS

Price 8,100 gp **Slot** none **Aura** moderate illusion **CL** 6th **Weight** 1/2 lb.

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of 34 cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Deck of Illusions

Code	Playing Card	Tarot Card	Creature
♠ Spades			
A♠	Ace of Spades	II. The High Priestess	Lich
K♠	King of Spades	Three of staves	Three human clerics
Q♠	Queen of Spades	Four of cups	Medusa
J♠	Jack of Spades	Knight of pentacles	Male dwarf paladin
10♠	Ten of Spades	Seven of swords	Frost giant
9♠	Nine of Spades	Three of swords	Troll
8♠	Eight of Spades	Ace of swords	Hobgoblin
2♠	Two of Spades	Five of cups	Goblin
♥ Hearts			
A♥	Ace of Hearts	IV. The Emperor	Red dragon
K♥	King of Hearts	Knight of swords	Male human fighter and four guards
Q♥	Queen of Hearts	Queen of staves	Female human wizard
J♥	Jack of Hearts	King of staves	Male human druid
10♥	Ten of Hearts	VII. The Chariot	Cloud giant
9♥	Nine of Hearts	Page of staves	Ettin
8♥	Eight of Hearts	Ace of cups	Bugbear
2♥	Two of Hearts	Five of staves	Goblin
♦ Diamonds			
A♦	Ace of Diamonds	III. The Empress	Glabrezu (demon)
K♦	King of Diamonds	Two of cups	Male elf wizard and female apprentice
Q♦	Queen of Diamonds	Queen of swords	Half-elf ranger
J♦	Jack of Diamonds	XIV. Temperance	Harpy
10♦	Ten of Diamonds	Seven of staves	Male half-orc barbarian
9♦	Nine of Diamonds	Four of pentacles	Ogre mage
8♦	Eight of Diamonds	Ace of pentacles	Gnoll
2♦	Two of Diamonds	Six of pentacles	Kobold
♣ Clubs			
A♣	Ace of Clubs	VIII. Strength	Iron golem
K♣	King of Clubs	Page of pentacles	Three halfling rogues
Q♣	Queen of Clubs	Ten of cups	Pixies
J♣	Jack of Clubs	Nine of pentacles	Half-elf bard
10♣	Ten of Clubs	Nine of staves	Hill giant
9♣	Nine of Clubs	King of swords	Ogre
8♣	Eight of Clubs	Ace of staves	Orc
2♣	Two of Clubs	Five of cups	Kobold
JK Jokers			
JK	Joker (with trademark)	Two of staves	Illusion of deck's owner (sex reversed)
JK	Joker	Two of pentacles	Illusion of deck's owner

A randomly generated deck is usually complete (11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

CONSTRUCTION REQUIREMENTS

Cost 4,050 gp

Craft Wondrous Item, *major image*

DECK OF IMPRISONMENT

Price 324,000 gp; **Slot** none; **Aura** strong abjuration; **CL** 18th; **Weight** 1 lb.

The *deck of imprisonment* is a deck of 13 blank cards made of a sturdy, thick material, most commonly porcelain, or thick paper. Each of the cards is completely blank except for a border around the edge of a card, like a blank portrait. There is a small (10% chance) that one sixth of the cards will depict a figure of a terror stricken individual, shown pressing against the card or clawing at it as if trying to escape.

A card from a *deck of imprisonment* can be thrown as though it was a ranged weapon. Anyone struck with one of these cards must make a Will save or instantly vanish, trapped inside the card. This effect is functionally the same as the *Imprisonment* spell, except the victim is trapped inside the card. The victim can be freed from this imprisonment in the same manner as a normal victim of the *imprisonment* spell, but the victim can also be released with use of a special command word attuned to the deck. If a particular card is destroyed, then the individual imprisoned inside is slain.

A *deck of imprisonment* can hold one victim per blank card in the deck. Therefore a completely empty *deck of imprisonment* can hold up to 13 individuals.

If a wielder of the *deck of imprisonment* possesses the Deadly Dealer feat, they may treat the *deck of imprisonment* as their normal deck for the purposes of using it as a weapon, in addition to its normal abilities. However, in order to use the Imprisoning ability of the deck they must forego dealing damage with the thrown card.

CONSTRUCTION REQUIREMENTS

Cost 162,000 gp

Craft Wondrous Item, *imprisonment*

DECK OF POLYMORPHING

Price 6,250 gp; **Slot** none; **Aura** moderate transmutation; **CL** 10th; **Weight** 1lbs.

The *deck of polymorphing* is a deck of 12 cards made of tanned leather stretched over a wooden frame. Each card depicts a different animal, and the deck is carried in a leather sack. The *deck of polymorphing* can be used as a ranged weapon. The thrower can toss a card at a target, making a ranged touch attack, if the attack is successful, the target will be affected by a *baleful polymorph* spell, and be transformed into the animal depicted on the card.

Once a card has been thrown from the *deck of polymorphing*, whether the card hits or the target fails their save against its effect, the card vanishes. Vanished cards reappear in the deck's sack within 24 hours. If the thrower has the Deadly Dealer feat, the save DC of the effect is increased by 2.

When the *deck of polymorphing* is deployed, draw one of the following cards to determine what animal the target is changed into.

Deck of Polymorphing

Code	Playing Card	Animal
K♥	King of Hearts	Bat
Q♥	Queen of Hearts	Cat
J♥	Jack of Hearts	Hawk
K♠	King of Spades	Lizard
Q♠	Queen of Spades	Monkey
J♠	Jack of Spades	Owl
K♦	King of Diamonds	Rat
Q♦	Queen of Diamonds	Raven
J♦	Jack of Diamonds	Toad
K♣	King of Clubs	Viper
Q♣	Queen of Clubs	Weasel
J♣	Jack of Clubs	Fox (from <i>Pathfinder Roleplaying Game Bestiary 3</i>)

Note that while this is the most common deck configuration it is possible for there to be cards with other possible results (as a general rule the animals on the decks follow the guidelines of the *baleful polymorph* spell, allowing transformation into small sized or smaller animals with no more than 1 hit die). Every time a card is used, there is a 10% chance the card's animal will change to another animal.

CONSTRUCTION REQUIREMENTS

Cost 3,125 gp

Craft Wondrous Item, *baleful polymorph*

DECK OF REINCARNATION

Price 9,000 gp; **Slot** none; **Aura** moderate transmutation; **CL** 7th; **Weight** 1 lbs.

This deck of cards, each made of dried animal hide with a picture of a different humanoid creature painted on one side. Once per week, this deck can be placed on the remains of a humanoid creature which has been dead no longer than a week and whose soul is willing to return to the living. After one hour of remaining undisturbed on the remains of the deceased, the subject's spirit draws a card. The subject is then brought back to life as the creature whose image is represented by the card (as if by the spell *reincarnate*). A spirit that willingly draws a card cannot refuse to return once the creature type has been revealed. A card used to reincarnate a creature returns to the deck 24 hours after it was used to resurrect a creature.

Unless otherwise specified, the following races and subtypes are available in either the *Pathfinder Roleplaying Game: Core Rulebook* or the *Pathfinder Roleplaying Game: Advanced Races Guide*.

Deck of Reincarnation

Code	Playing Card	Tarot Card	Race
♠ Spade/Sword			
A♠	Ace of Spades	Ace of Swords	Orc
K♠	King of Spades	King of Swords	Duergar
Q♠	Queen of Spades	Queen of Swords	Drow
J♠	Jack of Spades	Knight of Spades	Svirfnelbin
10♠	Ten of Spades	Ten of Swords	Hobgoblin
9♠	Nine of Spades	Nine of Swords	Kobold
8♠	Eight of Spades	Eight of Swords	Gargoyle
7♠	Seven of Spades	Seven of Swords	Ogre
6♠	Six of Spades	Six of Swords	Kasatha
5♠	Five of Spades	Five of Swords	Wyrwood
4♠	Four of Spades	Four of Swords	Trox
3♠	Three of Spades	Three of Swords	Wyvaran
2♠	Two of Spades	Two of Swords	Goblin
♥ Hearts/Cups			
A♥	Ace of Hearts	Ace of Cups	Human
K♥	King of Hearts	King of Cups	Dwarf
Q♥	Queen of Hearts	Queen of Cups	Elf
J♥	Jack of Hearts	Knight of Cups	Gnome
10♥	Ten of Hearts	Ten of Cups	Half Orc
9♥	Nine of Hearts	Nine of Cups	Half Elf
8♥	Eight of Hearts	Eight of Cups	Gathan
7♥	Seven of Hearts	Seven of Hearts	Mountain Dwarf
6♥	Six of Hearts	Six of Cups	Dusk Elf
5♥	Five of Hearts	Five of Cups	Lava Gnomes
4♥	Four of Hearts	Four of Cups	Drow Descended Half Elf
3♥	Three of Hearts	Three of Cups	Deep Kin Half Orc
2♥	Two of Hearts	Two of Cups	Halfling

◆ Diamonds/Pentacles

A♦	Ace of Diamonds	Ace of Pentacles	Gillmen
K♦	King of Diamonds	King of Pentacles	Nagaji
Q♦	Queen of Diamonds	Queen of Pentacles	Catfolk
J♦	Jack of Diamonds	Knight of Pentacles	Vanara
10♦	Ten of Diamonds	Ten of Pentacles	Kitsune
9♦	Nine of Diamonds	Nine of Pentacles	Grippli
8♦	Eight of Diamonds	Eight of Pentacles	Merfolk
7♦	Seven of Diamonds	Seven of Pentacles	Tengu
6♦	Six of Diamonds	Six of Pentacles	Centaur
5♦	Five of Diamonds	Five of Pentacles	Gnoll
4♦	Four of Diamonds	Four of Pentacles	Lizardfolk
3♦	Three of Diamonds	Three of Pentacles	Drider
2♦	Two of Diamonds	Two of Pentacles	Ratling

♣ Clubs/Wands

A♣	Ace of Clubs	Ace of Wands	Aasimar
K♣	King of Clubs	King of Wands	Sulis
Q♣	Queen of Clubs	Undine	Sylph
J♣	Jack of Clubs	Knight of Wands	Ifrit
10♣	Ten of Clubs	Ten of Wands	Sylph
9♣	Nine of Clubs	Nine of Wands	Oread
8♣	Eight of Clubs	Eight of Wands	Fetchling
7♣	Seven of Clubs	Seven of Wands	Dhampir
6♣	Six of Clubs	Six of Wands	Vishkanya
5♣	Five of Clubs	Five of Wands	Samasarans
4♣	Four of Clubs	Four of Wands	Changeling
3♣	Three of Clubs	Three of Wands	Wayang
2♣	Two of Clubs	Two of Wands	Tiefling

□ Jokers/Trumps

JK	Joker with Trademark	The Wheel of Fortune	The drawer's original race, but gender is reversed.
JK	Joker without Trademark	Death	Instead of reincarnating, the drawer is raised as a ghoul who attacks anyone within range.

CONSTRUCTION REQUIREMENTS

Cost 4,500 gp

Craft Wondrous Item, *reincarnate*

DECK OF SLIVERING FATE

Price 13,000 gp; **Slot** none; **Aura** moderate evocation; **CL** 7th; **Weight** —

The 54 cards in this *+1 limning harrow deck* have more violent imagery than a standard harrow deck, and each card has a thin metallic frill around its edges. When the wielder uses a card from this deck with the Deadly Dealer feat, the metallic frills become taut and sharp. When they are used in this way, the cards deal slashing damage instead of piercing, and the bonus damage from the Arcane Strike feat is doubled.

CONSTRUCTION REQUIREMENTS

Cost 6,500 gp

Craft Magical Arms and Armor, Craft Wondrous Item, Deadly Dealer, *magic missile*

DECK OF SUMMONING

Price 324,000 gp; **Slot** none; **Aura** strong conjuration **CL** 18th; **Weight** 1lb.

The *deck of summoning* appears to be, at first glance, similar to the *deck of illusions*, however the *deck of summoning* is much more powerful in that it actually allows for the summoning of physical monsters. When a card is drawn from the deck and thrown to the ground, the monster depicted on the card is summoned and serves the drawer loyally for 18 rounds or until the creature is slain, at which point the card becomes blank and unusable.

There are 36 cards in a full *deck of summoning*. The creatures depicted on the cards are:

Deck of Summoning

Card	Monster
A♥ Ace of Hearts	Astral Deva
K♥ King of Hearts	Elder Elemental (Air)
Q♥ Queen of Hearts	Celestial Brachiosaur (Dinosaur)
J♥ Jack of Hearts	Lillend Azata
10♥ Ten of Hearts	Celestial Wooly Rhinoceros
9♥ Nine of Hearts	Hound Archon
8♥ Eight of Hearts	Celestial Ape
7♥ Seven of Hearts	Celestial Giant Frog
2♥ Two of Hearts	Celestial Dog

A♠ Ace of Spades	Glaberzu (Demon)
K♠ King of Spades	Barbed Devil
Q♠ Queen of Spades	Bebelith
J♠ Jack of Spades	Erinyes (Devil)
10♠ Ten of Spades	Baubau (Demon)
9♠ Nine of Spades	Hell hound
8♠ Eight of Spades	Dretch (Demon)
7♠ Seven of Spades	Lemure (Devil)
2♠ Two of Spades	Fiendish Viper
A♦ Ace of Diamonds	Ghaele Azata
K♦ King of Diamonds	Elder Elemental (Water)
Q♦ Queen of Diamonds	Celestial Roc
J♦ Jack of Diamonds	Celestial Dire Tiger
10♦ Ten of Diamonds	Bralani Azata
9♦ Nine of Diamonds	Celestial Giant Wasp
8♦ Eight of Diamonds	Lantern Archon
7♦ Seven of Diamonds	Celestial Giant Worker Ant
2♦ Two of Diamonds	Celestial Pony
A♣ Ace of Clubs	Ice Devil
K♣ King of Clubs	Hezrou (Demon)
Q♣ Queen of Clubs	Bone Devil
J♣ Jack of Clubs	Shadow Demon
10♣ Ten of Clubs	Kyton
9♣ Nine of Clubs	Mephitis (Fire)
8♣ Eight of Clubs	Fiendish Boar
7♣ Seven of Clubs	Fiendish Goblin Dog
2♣ Two of Clubs	Fiendish Fire beetle

A randomly generated *Deck of Summoning* typically has all 36 cards in it (11-100 on a 1d100), but there is a small chance it is missing 1d8 cards. (1-10 on a 1d100) In that case, reduce the cost accordingly.

CONSTRUCTION REQUIREMENTS

Cost: 162,000 gp

Craft Wondrous Item, *summon monster IX*

FATE-READER'S LENSES

Price 11,250 gp; **Slot** none; **Aura** strong divination; **CL** 5th; **Weight** —

Fate-reader's lenses consist of two specially crafted harrow decks. The decks sport a stylized image of an eye on the back of each card—one deck's eyes are red, and the other deck's eyes are blue. Each card in the red deck is linked to its corresponding card in the blue deck. The owner can peer through the eyes of any card from the red deck to see whatever is in front of the corresponding blue-eyed card, as if using *enter image*.

The owner can peer through any red card at will; drawing a random card and peering through it is a standard action, while going through the deck and selecting a specific card is a full-round action. If the corresponding blue card is still shuffled in with the rest of the blue deck, it is automatically moved to the top of that deck, ready to be drawn by whoever bears it. Once a blue card is drawn, it can be placed on a creature's person with a successful Sleight of Hand check or stuck to any sturdy flat surface, where it remains until moved again by either you or another creature.

Only a single pair of cards can have a visual link between them at any time, and placing a red card at the bottom of its deck causes the eye on the matching blue card to close, ending the visual link until the red card is peered through again. While the blue cards can be meted out and separated however the owner desires, the red cards lose their magic if separated from the red-eyed harrow deck for more than 10 minutes. If a blue card or a red card is destroyed, the matching card of the opposite deck loses its magic.

CONSTRUCTION REQUIREMENTS

Cost 5,625 gp

Craft Wondrous Item, *enter image*

HANAFUDA DECK OF THE ONI

Price: 25,000 gp; **Slot:** None; **Aura:** Strong Conjuration; **CL** 16th; **Weight** 11lbs.

An evil and powerful set of cards, the *Hanafuda Deck of the Oni* resembles a standard deck of Hanafuda cards, except that the special cards include hidden images of various different type of Oni. This foul and malicious deck has the ability to summon and control Oni.

In order to employ the *Hanafuda Deck of the Oni*, two people must play a game of Koi-Koi with the deck. Koi-Koi is a point winning game where players match the cards in their hand with the cards on the field and from the central deck in order to earn points. In order for the magic to work, both players must be aware of what the deck is and what its effects are, and the game must be played fairly; if one side intentionally loses, the magic fails to function.

After the game of Koi-Koi is played, the loser becomes possessed by an Oni spirit and transforms, within 1d4 rounds, into an Ice Yai (75% chance) or a Fire Yai (25% chance), both of these creatures are described in the *Pathfinder Roleplaying Game Bestiary* 3). The newly born Oni is under the control of the winner of the game of Koi-Koi, and will serve until slain or released from service, at which point the Oni will vacate the body and its host will return to their original form. During this possession the possessed player's mind and will are suppressed, and the Oni is unable to access their host's memories, skills or abilities. A *dispel evil*, *break enchantment*, or *banishment* spell can force the Oni away prematurely, as can other spells that affect evil outsiders.

CONSTRUCTION REQUIREMENTS

Cost: 12,500 gp

Craft Wondrous Item, *greater planar ally*, caster must be of evil alignment.

HANAFUDA DECK OF THE ONI, LESSER

Price: 14,000 gp; **Slot:** none; **Aura:** Strong Conjuration; **CL** 12th; **Weight** 11lbs.

This lesser version of the *Hanafuda Deck of the Oni* functions similarly to its cousin, however the Oni it can summon is slightly different; There is a 75% chance that the loser of the game is transformed into a Kuwa Oni (described in *Pathfinder Roleplaying Game Bestiary* 3), and a 25% chance that the loser is transformed into an Ogre Mage.

CONSTRUCTION REQUIREMENTS

Cost: 7,000 gp

Craft Wondrous Item, *planar ally*, caster must be of evil alignment.

HANAFUDA DECK OF THE SAMURAI

Price 6,000 gp; **Slot** none; **Aura** faint transmutation; **CL** 5th; **Weight** .5 lbs.

The *hanafuda deck of the samurai* is a set of 48 Hanafuda cards, made of solid steel with the images of flowers on each card. These decks are highly prized by fighters, samurai, and other warriors, because it has the ability to confer a mystical enhancement to their fighting ability.

Once per day, the *hanafuda deck of the samurai* can be shuffled, and the user can draw a card from it. Depending on the card drawn from the deck, it confers a bonus to a different ability based on which card is drawn.

There are 12 suits in a *hanafuda deck of the samurai*, each one represented by a different type of flower, and each one containing 4 cards, 2 normal cards and 2 special cards. If a normal card is drawn from the deck, it confers a bonus based on the suit of the card and whether or not it's a normal or special card. The bonus lasts for one day or until the next time the drawer is involved in a battle. Whichever comes first.

Hanafuda Deck of the Samurai

Card Suit	Flower	Normal card	Special result
January	Pine	+2 to Initiative	+4 to Initiative
February	Plum Blossom	+2 to attack rolls	+4 to attack rolls
March	Cherry Blossom	+2 to damage	+4 to damage
April	Wisteria	+2 to Will saves	+4 to Will saves
May	Iris	+2 to Reflex saves	+4 to Reflex saves
June	Peony	+2 to Fortitude saves	+4 to Fortitude saves
July	Bush Clover	+5 bonus hit points	+10 bonus hit points
August	Grass	+2 to skill checks	+4 to skill checks
September	Chrysanthemum	Damage reduction -/3	Damage reduction -/5
October	Maple	fire resistance 5	Immunity to fire
November	Willow	acid resistance 5	Immunity to acid
December	Paulwonia	cold resistance 5	Immunity to cold

Whenever a card is drawn from the *hanafuda deck of the samurai*, it is replaced in the deck.

CONSTRUCTION REQUIREMENTS

Cost 3,000 gp

Craft Wondrous item, *heroism*



DECK OF USEFUL ITEMS

Price: 10,000 gp; **Slot:** None, **Aura:** Moderate Transformation; **CL:** 10th; **Weight** 1lbs.

The *Deck of Useful Items* appears as a deck of sixteen rough, well worn cards, each one depicting a single object or item. When one of the cards from the deck is dropped to the ground, the card dropped permanently transforms into the item that was depicted on the card.

The item which is depicted on each card is as follows.

The drawer does not need to draw randomly from this deck to produce an item, and may search through them for a specific card. Note that only one card may be dropped per round, and the card does not transform until it hits the ground or another flat, hard surface.

Deck of Useful Items

Card	Item
A♥ Ace of Hearts	Potion of <i>Cure Serious Wounds</i>
K♥ King of Hearts	10 gems (100 gp value each)
Q♥ Queen of Hearts	Silver Coffin (6 inch by 6 inch by 1 foot) 500 gp value
J♥ Jack of Hearts	Bag of 100 gp
A♠ Ace of Spades	Minor Scroll with one randomly determined spell
K♠ King of Spades	Portable Ram
Q♠ Queen of Spades	War Dog, Pair (Treat as Riding Dogs)
J♠ Jack of Spades	Dagger
A♦ Ace of Diamonds	Iron Door (up to 10 feet wide and high, barred, must be set upright, attaches self)
K♦ King of Diamonds	Wooden Ladder (24 feet long)
Q♦ Queen of Diamonds	Mirror (2ft by 4ft, polished steel)
J♦ Jack of Diamonds	Pole (10 feet)
A♣ Ace of Clubs	Open Pit (10 by 10 by 10 feet)
K♣ King of Clubs	Rowboat (12 feet long)
Q♣ Queen of Clubs	Wooden Ladder (24 ft. long)
J♣ Jack of Clubs	Mule (with saddlebags)

A newly created *Deck of Useful Items* will have a full set of 16 cards. However there is a 50% chance that a deck found as treasure will be missing 1d6 cards.

CONSTRUCTION REQUIREMENTS

Cost: 5,000 gp

Craft Wondrous Item, *fabricate*

PRISMATIC DECK

Price 56,700 gp; **Slot** none; **Aura** strong evocation; **CL** 13th; **Weight** --

This deck of cards is made of a lightweight metal, with each card having either a single colored pattern or blended color pattern covering the face of the card. Cards can be thrown as if they were +1 *darts* (dealing slashing damage instead of piercing), but also have a secondary effect based on the color of the card thrown. Red cards deal additional fire damage. Orange cards deal additional acid damage. Yellow cards deal additional electricity damage. Green cards are poisoned (injury; save Fort DC 17; frequency 1/round for 7 rounds; effect 1 Con damage; cure 1 save). Blue cards inflict the fatigued condition on targets for 7 rounds (save Fort DC 17 negates, new save each round). Indigo cards inflict the confused condition on targets for 3 rounds (save Will DC 17 negates, new save each round) Violet cards inflict the sickened condition on targets for 3 rounds (save Will DC 17 negates, new save each round).

Cards thrown from a *prismatic deck* reappear in the deck 10 minutes after they have been thrown. If a wielder of the *prismatic deck* has the Deadly Dealer



feat, then they treat each card as +2 *dart*.

Prismatic Deck					
	Playing Card	Tarot Card	Harrow Card	Color	Effect
♠	Spades	Swords			
A♠	Ace of Spades	Ace of Swords	The Teamster	Violet	Sickened (Will negates)
K♠	King of Spades	King of Swords	The Cyclone	Blue	Fatigue (Fort negates)
Q♠	Queen of Spades	Queen of Swords	The Demon's Lantern	Blue	Fatigue (Fort negates)
--	--	Knight of Swords	--	Blue	Fatigue (Fort negates)
J♠	Jack of Spades	Knave of Swords	The Waxworks	Blue	Fatigue (Fort negates)
10♠	Ten of Spades	Ten of Swords	The Snakebite	Green	Poison (Fort negates)
9♠	Nine of Spades	Nine of Swords	The Lost	Green	Poison (Fort negates)
8♠	Eight of Spades	Eight of Swords	The Liar	Green	Poison (Fort negates)
7♠	Seven of Spades	Seven of Swords	The Beating	Green	Poison (Fort negates)
6♠	Six of Spades	Six of Swords	The Crows	Green	Poison (Fort negates)
5♠	Five of Spades	Five of Swords	The Sickness	Green	Poison (Fort negates)
4♠	Four of Spades	Four of Swords	The Idiot	Green	Poison (Fort negates)
3♠	Three of Spades	Three of Swords	The Mute Hag	Green	Poison (Fort negates)
2♠	Two of Spades	Two of Swords	The Betrayal	Green	Poison (Fort negates)
♥	Hearts	Cups			
A♥	Ace of Hearts	Ace of Cups	The Bear	Violet	Sickened (Will negates)
K♥	King of Hearts	King of Cups	The Paladin	Indigo	Confused (Will negates)
Q♥	Queen of Hearts	Queen of Cups	The Dance	Indigo	Confused (Will negates)
--	--	Knight of Cups	--	Indigo	Confused (Will negates)
J♥	Jack of Hearts	Knave of Cups	The Trumpet	Indigo	Confused (Will negates)
10♥	Ten of Hearts	Ten of Cups	The Hidden Truth	Red	+1d6 fire damage
9♥	Nine of Hearts	Nine of Cups	The Winged Serpent	Red	+1d6 fire damage
8♥	Eight of Hearts	Eight of Cups	The Empty Throne	Red	+1d6 fire damage
7♥	Seven of Hearts	Seven of Cups	The Keep	Red	+1d6 fire damage
6♥	Six of Hearts	Six of Cups	The Cricket	Red	+1d6 fire damage
5♥	Five of Hearts	Five of Cups	The Survivor	Red	+1d6 fire damage
4♥	Four of Hearts	Four of Cups	The Wanderer	Red	+1d6 fire damage

3♥	Three of Hearts	Three of Cups	The Midwife	Red	+1d6 fire damage
2♥	Two of Hearts	Two of Cups	The Theater	Red	+1d6 fire damage
♦	Diamonds	Pentacles			
A♦	Ace of Diamonds	Ace of Pentacles	The Peacock	Violet	Sickened (Will negates)
K♦	King of Diamonds	King of Pentacles	The Big Sky	Indigo	Confused (Will negates)
Q♦	Queen of Diamonds	Queen of Pentacles	The Juggler	Indigo	Confused (Will negates)
--	--	Knight of Pentacles	--	Indigo	Confused (Will negates)
J♦	Jack of Diamonds	Knave of Pentacles	The Desert	Indigo	Confused (Will negates)
10♦	Ten of Diamonds	Ten of Pentacles	The Joke	Orange	+1d6 acid damage
9♦	Nine of Diamonds	Nine of Pentacles	The Publican	Orange	+1d6 acid damage
8♦	Eight of Diamonds	Eight of Pentacles	The Unicorn	Orange	+1d6 acid damage
7♦	Seven of Diamonds	Seven of Pentacles	The Uprising	Orange	+1d6 acid damage
6♦	Six of Diamonds	Six of Pentacles	The Rabbit Prince	Orange	+1d6 acid damage
5♦	Five of Diamonds	Five of Pentacles	The Mountain Man	Orange	+1d6 acid damage
4♦	Four of Diamonds	Four of Pentacles	The Vision	Orange	+1d6 acid damage
3♦	Three of Diamonds	Three of Pentacles	The Carnival	Orange	+1d6 acid damage
2♦	Two of Diamonds	Two of Pentacles	The Courtesan	Orange	+1d6 acid damage
♣	Clubs	Wands			
A♣	Ace of Clubs	Ace of Wands	The Foreign Trader	Violet	Sickened (Will negates)
K♣	King of Clubs	King of Wands	The Fiend	Blue	Fatigue (Fort negates)
Q♣	Queen of Clubs	Queen of Wands	The Avalanche	Blue	Fatigue (Fort negates)
--	--	Knight of Wands	--	Blue	Fatigue (Fort negates)
J♣	Jack of Clubs	Knave of Wands	The Tangled Briar	Blue	Fatigue (Fort negates)
10♣	Ten of Clubs	Ten of Wands	The Rakshasa	Yellow	+1d6 electricity damage
9♣	Nine of Clubs	Nine of Wands	The Eclipse	Yellow	+1d6 electricity damage
8♣	Eight of Clubs	Eight of Wands	The Tyrant	Yellow	+1d6 electricity damage
7♣	Seven of Clubs	Seven of Wands	The Forge	Yellow	+1d6 electricity damage
6♣	Six of Clubs	Six of Wands	The Locksmith	Yellow	+1d6 electricity damage

5♣	Five of Clubs	Five of Wands	The Brass Dwarf	Yellow	+1d6 electricity damage
4♣	Four of Clubs	Four of Wands	The Inquisitor	Yellow	+1d6 electricity damage
3♣	Three of Clubs	Three of Wands	The Queen Mother	Yellow	+1d6 electricity damage
2♣	Two of Clubs	Two of Wands	The Marriage	Yellow	+1d6 electricity damage
X. Trumps Trumps					
□ I.	Joker (w/ Trade-mark)	The Fool	The Owl	Two Colors	Draw two cards, stack effects
□ II.	Joker	The Magician	The Twin	Two Colors	Draw two cards, stack effects
III.	--	The High Priestess	--	Red	+2d6 fire damage
IV.	--	The Empress	--	Orange	+2d6 acid damage
V.	--	The Emperor	--	Yellow	+2d6 electricity damage
VI.	--	The Hierophant	--	Green	Poison (DC +2, Fort negates)
VII.	--	The Lovers	--	Blue	Exhausted (Fort negates)
VIII.	--	The Chariot	--	Indigo	Confused (DC +2, Will negates)
IX.	--	Justice	--	Violet	Nauseated (Will negates)
X.	--	The Hermit	--	Two Colors	Draw two cards, stack effects
XI.	--	Wheel of Fortune	--	Two Colors	Draw two cards, stack effects
XII.	--	Strength	--	Red	+3d6 fire damage
XIII.	--	The Hanged Man	--	Orange	+3d6 acid damage
XIV.	--	Death	--	Yellow	+3d6 electricity damage
XV.	--	Temperance	--	Green	Poison (DC +4, Fort negates)
XVI.	--	The Devil	--	Blue	Exhausted (Fort negates)
XVII.	--	The Tower	--	Indigo	Confused (DC +4, Will negates)
XVIII.	--	The Star	--	Violet	Nauseated (Will negates)
XIX..	--	The Moon	--	Two Colors	Draw two cards, stack effects
XX.	--	The Sun	--	Three Colors	Draw three cards, stack effects
XXI.	--	Judgement	--	Four Colors	Draw four cards, stack effects
XXII.	--	The World	--	Five Colors	Draw five cards, stack effects

CONSTRUCTION REQUIREMENTS

Cost 28,350 gp

Craft Magic Arms and Armor, Craft Wondrous Item, Deadly Dealer, *prismatic spray*

The Many Decks of Many Things

In all of roleplaying game history, nothing is as chaotic as the *Deck of Many Things*. Whole campaigns have been started, and come to crashing halts, when one of these nearly-artifact level magical items are introduced. What is more frightening is the sheer number of them that can be brought into a campaign. Below you will find six magical decks that all are derivatives of the *Deck of Many Things*.

Deck of Many Things

Here it is, the original, reprinted here for a frame of reference. No magical item in all of the history of role playing games has been as controversial and game breaking than this one. The *Deck of Many Things* has led to many total party kills and campaign derailments, and yet it remains a fixture of the game. Why? I like to think the appeal is the randomness of the deck, the chance to break out a pack of playing cards in the middle of a dungeon crawl and go "Hey, lets see how badly we can mess things up here." Yes, it may be disruptive, but it is fun. And isn't that the entire point of the game? To have fun?

DECK OF MANY THINGS

Slot none; **Aura** strong (all schools); **CL** 20th; **Weight** —

A *Deck of Many Things* is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *Deck of Many Things* who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. If the Idiot or Jester is drawn, the possessor of the deck may elect to draw additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the Jester or the Fool, in which case the card is discarded from the pack. A *Deck of Many Things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are clarified below.



<i>Deck of Many Things</i>			
Plaque	Tarot Card	Playing Card	Summary of Effect
2♠ <i>Balance</i>	XI. Justice	Two of Spades	Change alignment instantly.
2♦ <i>Comet</i>	Two of Swords	Two of Diamonds	Defeat the next monster you meet to gain one level
A♠ <i>Donjon</i>	Four of Swords	Ace of Spades	You are <i>imprisoned</i>
Q♣ <i>Euryale</i>	Ten of Swords	Queen of Spades	-1 penalty on all saving throws henceforth
A♥ <i>The Fates</i>	Three of Clubs	Ace of Hearts	Avoid any situation you choose, once
Q♣ <i>Flames</i>	XV. The Devil	Queen of Clubs	Enmity between you and an outsider
<i>Fool</i>	O. The Fool	Joker (With Trademark)	Lose 10,000 XP points and you must draw again.
2♥ <i>Gem</i>	Seven of Cups	Two of Hearts	Gain your choice of 25 pieces of jewelry or 50 gems
2♣ <i>Idiot</i>	Two of Pentacles	Two of Clubs	Lose 1d4+1 Intelligence. You may draw again.
<i>Jester</i>	XII. The Hanged Man	Joker (Without Trademark)	Gain 10,000 XP or two more draws from the deck.
Q♥ <i>Key</i>	V. The Hierophant	Queen of Hearts	Gain a major magical weapon
J♥ <i>Knight</i>	Page of Swords	Jack of Hearts	Gain the service of a 4th level fighter
Q♦ <i>Moon</i>	XVIII. The Moon	Queen of Diamonds	You are granted 1d4 wishes.
J♠ <i>Rogue</i>	Five of Swords	Jack of Spades	One of your friends turns against you.
K♠ <i>Ruin</i>	XVI. The Tower	King of Spades	Immediately lose all wealth and property
J♣ <i>Skull</i>	XIII. Death	Jack of Clubs	Defeat dread wraith or be forever destroyed.
J♦ <i>Star</i>	XVII. The Star	Jack of Diamonds	Immediately gain a +2 inherent bonus to one ability score
K♦ <i>Sun</i>	XIX. The Sun	King of Diamonds	Gain a beneficial medium wondrous item and 50,000 XP.
A♣ <i>Talons</i>	Queen of Pentacles	Ace of Clubs	All magical items you possess disappear permanently.
K♥ <i>Throne</i>	Four of Wands	King of Hearts	Gain +6 bonus on Diplomacy checks plus a small keep.
A♦ <i>Vizier</i>	IX. The Hermit	Ace of Diamonds	Know the answer to your next dilemma
K♣ <i>The Void</i>	Eight of Swords	King of Clubs	Body functions, but soul is trapped elsewhere.

Plaques of the Deck

Balance (XI. Justice/Two of Spades): The character must change to a radically different alignment. If the character fails to act according to the new alignment, she gains a negative level.

Comet (Two of Swords/Two of Diamonds): The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon (Four of Swords/Ace of Spades): This card signifies imprisonment—either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale (Ten of Swords/Queen of Spades): The medusa-like visage of this card brings a curse that only the Fates card or a deity can remove. The -1 penalty on all saving throws is otherwise permanent.

The Fates (Three of Cups/Ace of Hearts): This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames (XV. The Devil/Queen of Clubs): Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues her life in some way) within 1d20 days.

Fool (O. The Fool/Joker (with trademark)): The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the Jester.

Gem (Seven of Cups/Two of Hearts): This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, and the gems are worth 1,000 gp each.

Idiot (Two of Pentacles/Two of Clubs): This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester (XII. The Hanged Man/Joker (Without Trademark)): This card is always discarded when drawn, unlike all others except the Fool. The redraws are optional.

Key (V. The Hierophant/Queen of Hearts): The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

Knight (Page of Swords/Jack of Hearts): The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as

the character. This fighter can be taken as a cohort by a character with the Leadership feat.

Moon (XVIII. The Moon/Queen of Diamonds): This card bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue (Five of Swords/Jack of Spades): When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and made forever hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin (XVI. The Tower/King of Spades): As implied by its name, when this card is drawn, all non-magical possessions of the drawer are lost.

Skull (XIII. Death/Jack of Clubs): A dread wraith appears. The character must fight it alone—if others help, dread wraiths appear to fight them as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star (XVII. The Star/Jack of Diamonds): The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun (XVII. The Sun/King of Diamonds): Roll for a medium wondrous item until a useful item is indicated.

Talons (Queen of Pentacles/Ace of Clubs): When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably lost, except for the deck.

Throne (Four of Wands/King of Hearts): The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

Vizier (IX. The Hermit/Ace of Diamonds): This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon her request. The query or request must be made within 1 year. Whether the information gained can be successfully acted upon is another matter entirely.

The Void (Eight of Swords/King of Clubs): This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

DESTRUCTION

A *Deck of Many Things* can be destroyed by losing it in a wager with a deity of law. The deity must be unaware of the nature of the deck.

Cursed Deck of Many Things

Everyone knows that the *Deck of Many Things* has cards that can give both blessings and curses, but what if there was a deck which had only curses? In which even the seemingly good results were tainted. How many heroes would fall prey to it before they realized what they had? And how much will your players hate you for unleashing this upon them?

CURSED DECK OF MANY THINGS

Slot none; **Aura** strong magic (all schools); **CL** 20th; **Weight** – lbs.

The *Cursed Deck of Many Things* is a rare and evil variant of the original *Deck of Many Things*, believed to be tainted by the forces of evil and chaos. While a normal *Deck of Many Things* contains both weal and woe for those who draw from it, the cursed deck contains only woe, and even seemingly beneficial cards will carry a sinister bent to them.

Functionally, The *Cursed Deck of Many Things* resembles and functions like its more famous twin. A drawer announces how many cards they draw, then drawing that many cards. However the cursed deck always produces negative results. Of the cards in

the cursed deck, the following cards have had their effects modified:

The Comet: Rather than bestowing a level upon defeating the next monster, the drawer of the comet card will instead gain a negative level. If this would kill the drawer, they perish immediately, then rise as a wight within 1d4 rounds. The resulting wight will be devoted to protecting the deck from any that may wish to harm it.

The Fates: While the fate card from the cursed deck allows avoidance of fate as per the normal one, it does not allow the drawer off so easily; instead whatever fate the drawer used the card to avoid, will instead affect one of the drawer's friends of loved ones (Or their fellow PC's, if they lack any other friends of family). Both the drawer and the new victim will immediately become aware of what has transpired and who was responsible.

Gem: The Gems created by this card carry a deadly curse; anyone handling the gem bare handed will contract mummy rot. This curse will only affect the first person touching the gems bare handed.

Jester: The XP gain and card draw are normal, but the drawer will also lose 1d4+1 Charisma, as their personality becomes crude and crass, and they gain an unfortunate habit of telling bad jokes and insulting those around them.

Key: The weapon made by this card will be intelligent and have an alignment opposed to the drawer. It will be dedicated to destroying the drawer or at very least undermining their efforts.

Knight: The fighter created by this card will seem loyal, but will have an alignment opposed to the drawer, and will secretly begin sabotaging their "master's" efforts in an effort to get them killed. After 1d4 weeks of this, if the drawer is not yet dead, the fighter will become frustrated and attack them directly.

Moon: The moon card of this deck grants only one wish, and this wish carries a terrible price: The drawer upon making the wish is infected with lycanthropy. This Lycanthropy cannot be cured so long as the drawer is benefiting from the effects of their wish. Once the wishes benefits are undone, the lycanthropy can be cured normally.

Star: The Star card of the cursed deck instead detracts 2 points from a random ability score.

Sun: The drawer gains the magic item and the XP normally, however the magic item does not come from a vacuum; it is the property of a powerful magic user, fiend, or other appropriately menacing force (GM's discretion) who will immediately become aware of the drawer and their current location.

Throne: The cursed throne card does not grant any benefit to Diplomacy, but it does grant a keep to the drawer. As soon as the drawer steps foot in their keep, they become magically bound to the keep and cannot leave unless a *Wish*, *Dispel Magic*, *Break Enchantment* or similar magic is used. If the drawer dies in the keep, they will rise as a ghost to haunt the keep until it is burned to the ground. If the drawer is freed from the effect of this card, the castle collapses within 2d4 rounds, killing anyone still inside instantly.

Vizier: The drawer of the cursed version of this card will still get an answer to their next dilemma, however this answer will always be the opposite of what needs to be done to fix the problem, and will likely be the answer that makes things worse.

DESTRUCTION

To destroy the *Cursed Deck of Many Things*, One must declare that they are going to draw all 22 cards in the deck. The drawer must then draw each card, and endure each of their effects. Unlike regular drawings with a *Deck of Many Things*, the cards do not replace themselves when drawn, instead bursting into black fire. If the drawer is killed by any of the cards effects, or if they draw the Void card (unless it is the very last card they draw), then the deck reconstitutes itself. If the void is the final card drawn, then the deck will be destroyed and all its negative effects will be removed.

Optional Deck Rule: Orientation Matters

In most methods of Tarot card reading, the orientation (upside down vs. rightside up) changes the meaning of the card. One interesting option is to apply this to a character's drawing of cards (as long as the method of drawing, placement and turning over is consistent between drawer's, the exact rules can be set by the GM and the players), using the standard *Deck of Many Things* and the *Cursed Deck of Many Things* for right side up vs. upside down results (right side up should be the "traditional" reading, while upside down should be the "cursed" reading, even if it's a good result). This variant adds to the *Deck of Many Things* without needing extra cards like the other decks might. Regardless of what physical card is used for the drawing from the deck, be sure a clear right side up and upside down is agreed upon (many playing cards would be thus useless).

Full Deck of Many Things

While most people have heard of the *Deck of Many Things*, few have ever heard of the *Full Deck of Many Things*, an advanced version of the original deck which contains more cards than the original, with more powerful effects. Some believe that this deluxe Deck was originally created by same enigmatic forces that forged the original Deck, but they considered the full Deck too powerful or too dangerous and sealed it away. Others believe that the full Deck is the one true Deck, with the better known *Deck of Many Things* being merely a few cards perhaps stolen from wherever the full Deck is kept secret. Whatever the truth is, the appearance of the *Full Deck of Many Things* is an occurrence that can shift the course of entire nations.

FULL DECK OF MANY THINGS

Slot none; **Aura** strong magic (all schools); **CL** 20th;
Weight – lbs.

The *Full Deck of Many Things* resembles the normal *Deck of Many Things* in most regards; it is usually found in a box or leather pouch, and the cards are inscribed with the same glowing runes as the lesser deck. Unlike the normal *Deck of Many Things* however, the cards of the full Deck seem to be made of pressed gold. The *Full Deck of Many Things* is

also much larger; whereas the lesser *Deck of Many Things* has only 22 cards, the full Deck has 54 cards.

The mechanics for drawing from the *Full Deck of Many Things* remain as normal. A character who wishes to draw must announce how many cards they intend to draw, and if not drawn within an hour, the cards draw themselves and the effects occur. Once a card is drawn from the *Full Deck of Many Things*, it is immediately replaced in the deck (so you can draw the same card twice) unless the draw is the Jester or the Fool, in which case the card is discarded from the pack.



Inserting the standard *Deck of Many Things* into the *Full Deck*

One of the potential origins of the *full Deck of Many Things* is that it is a “complete” version of the existing Deck of Many Things. In this case, a GM may wish to insert the cards of the normal Deck of Many Things into the full version. If this is the case, this chart shows which cards can be replaced with which.

Card-to-Card Conversion

Original card	Card it replaces
Balance	The Dark Fate
Comet	The Lucky Fisherman
Donjon	The Inescapable Labyrinth
Euryale	The Vain Medusa
The Fates	The Stalwart Veteran
Flames	The Impatient Archdevil
Fool	The Fat Goblin
Gem	The Treasurer
Idiot	The Brute Beast
Jester	The Fresh Start
Key	The Golden Key
Knight	The Loyal Serf
Moon	The Loyal Genie
Rogue	The Unexpected Traitor
Ruin	The Daemonic Tax Collector
Skull	The Death
Star	The Ardent Instructor
Sun	The Unrelenting Blacksmith
Talons	The Mischievous Fey
Throne	The Ruler
Vizier	The Honest Judge
Void	The Apocalypse

Full Deck of Many Things

Plaque	Playing Card	Summary of Effect
A♥ The Loyal Genie	Ace of Hearts	Gain three <i>wishes</i> of the services of a genie.
K♥ The Ruler	King of Hearts	Become ruler of a kingdom
Q♥ The Mother	Queen of Hearts	Adopt an outsider
J♥ The Treasurer	Jack of Hearts	Get a <i>bag of holding</i> filled with treasure
10♥ The Library	Ten of Hearts	Receive a spellbook
9♥ The Loyal Hound	Nine of Hearts	Gain a permanent <i>mage's faithful hound</i>
8♥ The Fat Cat	Eight of Hearts	Receive a feline familiar with special benefits
7♥ The Wise Owl	Seven of Hearts	Gain age and wisdom
6♥ The Cloistered monk	Six of Hearts	Receive a <i>sanctuary</i> spell which is near permanent
5♥ The Honest Judge	Five of Hearts	Discern lies until you yourself lie.
4♥ The Questing Mouse	Four of Hearts	Follow a mouse to hidden fortune
3♥ The Newt	Three of Hearts	Gain scaly skin, regeneration, and the reptile empathy
2♥ The Child Prince	Two of Hearts	Received renewed youth
A♠ The Apocalypse	Ace of Spades	The deck becomes a <i>sphere of annihilation</i>
K♠ Death	King of Spades	Defeat a psychopomps challenge or perish
Q♠ The Witch Queen	Queen of Spades	Become forced to do a quest for a night hag
J♠ The Mummified Prince	Jack of Spades	Contract mummy rot
10♠ The Nightmare	Ten of Spades	Suffer nightmares which may come to life.
9♠ The Paranoid Recluse	Nine of Spades	Contract paranoia...except they really are out to get you
8♠ The Public Shaming	Eight of Spades	A ghost reveals your failings to all
7♠ The Treacherous Lover	Seven of Spades	Your loved one is replaced with a succubus
6♠ The Homunculus	Six of Spades	Give birth to a horror that seeks your destruction
5♠ The Cacophonous Bard	Five of Spades	Your voice becomes a screeching nightmare.
4♠ The False Priest	Four of Spades	A huecuva impersonates you as it blasphemes your faith
3♠ The Dishonest Merchant	Three of Spades	A shady mercane tries to sell you tainted goods.
2♠ The Gremlins	Two of Spades	A band of gremlins target you and your friends.
A♦The Legendary Hero	Ace of Diamonds	Become Mythic
K♦The Divine Ruler	King of Diamonds	You are chosen to be a champion of your deity.
Q♦The Loving Goddess	Queen of Diamonds	Comforting dreams leave you wiser and immune to fear
J♦The Ardent Instructor	Jack of Diamonds	Be offered special training in your class.
10♦The Golden Key	Ten of Diamonds	Receive a magic key which can undo any lock
9♦The Lucky Fisherman	Nine of Diamonds	The next encounter gives more experience
8♦The Loyal Serf	Eight of Diamonds	Gain fanatically loyal servants.
7♦The Magic Egg	Seven of Diamonds	Receive a magic egg which will hatch a pseudodragon
6♦The Stalwart Veteran	Six of Diamonds	Get out of death once.
5♦The Treasure Map	Five of Diamonds	Receive a map to treasure or the goal of a quest.
4♦The Unrelenting Blacksmith	Four of Diamonds	Meet azer who give you a weapon
3♦The Unblinking eye	Three of Diamonds	Gain a magic eye that makes you immune to gaze attacks
2♦The Eternal Bloom	Two of Diamonds	Befriend an eternally renewable leshy.
A♣ The Dark Fate	Ace of Clubs	Gain an undead archenemy
K♣ The Impatient Archdevil	King of Clubs	A contract devil appears and won't take no for an answer
Q♣ The Vain Medusa	Queen of Clubs	You slowly petrify and are reborn as a Medusa
J♣ The Unexpected traitor	Jack of Clubs	Your weapon turns on you.

10♣ <i>The Inescapable Labyrinth</i>	Ten of Clubs	You are trapped in a <i>maze</i> , And you're not alone
9♣ <i>The Storm of Knives</i>	Nine of Clubs	It rains knives from the sky.
8♣ <i>The Rebellious Blood</i>	Eight of Clubs	Your own blood turns on you
7♣ <i>The Mischievous Fey</i>	Seven of Clubs	A group of leprechauns target you.
6♣ <i>The Daemonic Tax Collector</i>	Six of Clubs	A Daemon comes to collect on a debt.
5♣ <i>The Touch of the Grave</i>	Five of Clubs	You are paralyzed.
4♣ <i>The Brute Beast</i>	Four of Clubs	You begin turning into an animal.
3♣ <i>The Foul Smelling Troglodyte</i>	Three of Clubs	You stink like a troglodyte
2♣ <i>The Full Moon</i>	Two of Clubs	You contract lycanthropy
<i>The Fresh Start</i>	Joker without trademark	Gain levels in a new class or the old one.
<i>The Fat Goblin</i>	Joker with Trademark	Lose Charisma, but gain beneficial draws.

Cards of the Full Deck

Hearts

The Loyal Genie (Ace of Hearts): Drawer gets three wishes. These function identically to the spell of the same name. Alternatively, they can choose to instead receive the services of a marid genie for a year and a day which will serve loyally. If the marid is treated fairly during his servitude, he will reward the drawer with a minor magical item before returning to his home plane, otherwise the drawer may expect trouble in the future.

The Ruler (King of Hearts): The character who draws this land is made the ruler of a small kingdom, which appears in the nearest unoccupied area of land which is not already claimed by some other party (If no such terrain exists, a small portion of an existing country will cede from their nation and become an independent nation under the drawer). Use the kingdom building rules in *Pathfinder Roleplaying Game: Ultimate Campaign* with six starting hexes, and 100 BP. The ruler position is filled by the person who drew the card, while other positions are filled by allies of the drawer; if there aren't enough to fill all the needed roles, the deck manipulates fate to make sure NPC's appear which will fill the needed roles. The drawer immediately becomes aware of the kingdom and its location.

The Mother (Queen of Hearts): An outsider with the young template of the same alignment as the drawer appears before them (The outsider's max CR does not exceed half the drawer's character level). The outsider immediately imprints on the drawer and assumes they are their parent and begins following them around. If

the outsider is cared for and protected from harm, it will mature to adulthood within 2d4 months, at which point it will depart to its plane of origin, but not before coming back to give the drawer a major magic item.

The Treasurer (Jack of Hearts): The drawer receives a *bag of holding* which contains 10,000 gp worth of money, gems and art objects, as well as 1d6 medium magic items.

The Library (Ten of Hearts): The drawer receives a spellbook containing 1d4 spells of each level, determined randomly.

The Loyal Hound (Nine of Hearts): The drawer gains a permanent *mage's faithful hound* cast upon them.

The Fat Cat (Eight of Hearts): The drawer gains a cat familiar (If they belong to a class that does not receive familiars, they gain the arcane bond class feature with a bond exclusive to the cat). In addition to normal benefits to having a cat familiar, the subject gains a +2 to Dexterity and Constitution, and a +2 luck bonus to all saves so long as the familiar is within 20 feet.

The Wise Owl (Seven of Hearts): The drawer ages to their next age category, they suffer no penalties for aging, and gain the normal bonuses. In addition, the drawer can no longer die of old age.

The Cloistered Monk (Six of Hearts): The drawer gains the effect of a *sanctu-*

ary spell, which lasts until the drawer takes a violent action.

The Honest Judge (Five of Hearts): The drawer gains a permanent ability to *discern lies* at will. This lasts until the drawer knowingly lies.

The Questing Mouse (Four of Hearts): A tiny spectral mouse appears and takes off in a direction within 1d4 rounds. The mouse travels at a flat speed of 20 feet per round, but is very small and hard to see (DC Perception check to keep it in sight every round). If successfully followed for 10 rounds, it will lead the drawer to a great treasure (Max value 4,000 gp) or some item or individual vital to their current quest or predicament.

The Newt (Three of Hearts): The drawer's skin becomes green and scaly. They gain the permanent effect of a *ring of regeneration*, as well as a +2 circumstance bonus to Bluff and Handle Animal checks against reptilian creatures and monsters (Including dragons, kobolds, nagas, lizardfolk, troglodytes, and other reptilian monsters).

The Child Prince (Two of Hearts): The drawer's age is turned back one age category. If the drawer is younger than middle age, they gain permanent *age resistance*.

Spades

The Apocalypse (Ace of Spades): All the cards of the deck are drawn into a swirling black vortex. 2D8 rounds later, the vortex compresses into an uncontrollable *sphere of annihilation* which begins to singularly pursue the drawer, moving 10 feet per round, going through any object or person in its path. The sphere exists for one week or until it destroys the drawer, whichever comes first. At the end of this, the sphere turns back into the deck. Draw no more cards.

Death (King of Spades): The card summons a vanth psychopomp (from *Pathfinder Roleplaying Game Bestiary 4*) materializes before the drawer. The drawer must defeat it in a challenge of the drawer's

choosing, unable to be raised or resurrected by any means. The drawer must face the psychopomp alone, if others try to intervene other vanth psychopomps appear to fight them. If the drawer wins the fight, the vanth vanishes, then returns 1d4 rounds later with a major magic item as their reward (roll randomly).

The Witch Queen (Queen of Spades): The drawer is cursed with a unique *geas* by a night hag currently dwelling in Abaddon, whom contacts the drawer in their dreams the next time they sleep. In addition to the normal effects of a *geas* spell, every week the drawer is affected by the *geas* they age one age category (without gaining the bonuses to attributes). If the drawer goes beyond venerable they are transformed into a green hag (if female) or a specter (if male) permanently under the night hag's control. If the quest is completed in time, the night hag gives them a permanent +2 to Wisdom and a minor magic item, and removes the effects of the aging.

The Mummified Prince (Jack of Spades): The drawer becomes afflicted with mummy rot. If the drawer dies from the mummy rot, they rise as an advanced mummy within a week unless the body is *blessed*.

The Nightmare (Ten of Spades): The drawer suffers from the permanent effects of a *nightmare* spell every time they sleep. In addition to the normal effects of the spell, whenever the drawer sleeps, there is a 50% chance of his dreams spawning an animate dream (from *Pathfinder Roleplaying Game bestiary 2*) which will attack anything nearby except the drawer. If this animate dream is slain, the drawer immediately awakens, and they are freed of the *nightmares*.

The Paranoid Recluse (Nine of Spades): The drawer becomes afflicted by the paranoia insanity (from *Pathfinder Roleplaying Game Gamemastery Guide*), in addition, once per day a random subject within 100 feet will be affected by a *suggestion* to seek out and murder the drawer. The madness ends if the subject spends a year and a day without coming within 100 feet of another sapient creature, or a *wish* or similar magic.

The Public Shaming (Eight of Spades): A ghost

version of the drawer materializes and begins following them around. The ghost uses the drawer's stats with the ghost template, and an opposite alignment. The ghost does not attack, but instead follows close behind, loudly telling everyone around about every misdeed and wrongdoing the drawer has ever committed (If no such sins exist, the ghost just makes stuff up). In any case, so long as the ghost continues on his diatribes, the drawer takes a -4 to all Charisma based skill checks. The ghost rejuvenates when destroyed, and can only be laid to rest if the drawer publicly debases and humiliates themselves, to the extent they are exiled from whichever community they make this display in.

The Treacherous Lover (Seven of Spades): A loved one of the drawer is abducted by agents of the abyss and replaced with a succubus with orders to slay them. (If the drawer has no such loved one then they soon meet the succubus in disguise). When the succubus is destroyed, the replaced loved one (if any) is not returned from the abyss, but the drawer becomes aware of their predicament.

The Homunculus (Six of Spades): The drawer suffers violent spasms which make them violently ill for a whole day (during which time they are considered sickened), after which they vomit up a chaotic evil homunculus which begins to ceaselessly pursue the drawer to torment and destroy them. The homunculus continually grows and becomes stronger. It begins as a normal homunculus. Then after three days if not killed it gains the advanced template, three days it gains the giant template, three days after that it becomes a unique flesh golem with the young template, three days later it loses the young template, and finally it becomes a flesh golem with the advanced template. The flesh golem the homunculus becomes has the same stats as a normal flesh golem, except it has an Intelligence of 10 and a Charisma of 7.

The Cacophonous Bard (Five of Spades): The drawer is subjected to an unusual curse which gives them a horrible sounding voice. Any creature which hears the drawer's voice is affected by an *unadulterated loathing* spell, centered on the drawer. In addition, if the subject is a bard, they lose the ability to use any bardic performances or masterpieces. Finally, any

perform check automatically fails. The curse can be lifted by a *remove curse* spell or similar magic.

The False Priest (Four of Spades): An advanced huecuva (from *Pathfinder Roleplaying Game: Bestiary 3*), rises from the ground a mile away from the drawer. Its illusory form resembles the drawer. The huecuva ignores the drawer and then wanders around the land, preaching blasphemies and heresies against the drawer's faith (or the most prominent faith in the area, if the drawer is an atheist or his faith is not widespread in the current area). As a result of the blasphemies the huecuva perpetrates in the drawer's name, they suffer a cumulative -1 penalty to all Charisma based rolls with members of the offended faith, which increases by another -1 every week the huecuva is allowed to roam free. In addition, adherents of the offended faith have their attitude worsened by one degree if they recognize the drawer. These penalties are removed only if the huecuva is caught and publicly exposed.

The Dishonest Merchant (Three of Spades): A lawful evil fiendish mercane (from *Pathfinder Roleplaying Game: Bestiary 2*) materializes, offering to sell the drawer and his associates magic items at a quarter the normal price. All the magic items the merchant sells are cursed. If no one is willing to buy, the drawer becomes offended and summons his body guards to attack the drawer and his party: 1d4 bearded devils and twice as many lemures. If the bodyguards are dispatched, the mercane flees, leaving his cursed wares behind.

The Gremlins (Two of Spades): a group of 1d8 pugwampi gremlin (from *Pathfinder Roleplaying Game: Bestiary 2*) appear and begin pursuing the drawer and his compatriots, tormenting them with their bad luck aura. The gremlins scatter if attacked, and slain members will respawn after 24 hours. The only way to be permanently free of the gremlins is to slay all of them, and have *dispel evil* cast upon the drawer.

Diamonds

The Legendary Hero (Ace of Diamonds): The drawer gains a number of mythic tiers equal to half their character level rounded down (minimum one). See *Pathfinder Roleplaying Game: Mythic Adventures* for more on how to add these to a character.

The Divine Ruler (King of Diamonds): The drawer is contacted by their deity of choice (or a deity of appropriate alignment) and given an offer to become their champion. If the drawer accepts, they gain either the half celestial or half fiendish template (depending on their alignment and the alignment of the deity. If both are neither good nor evil, the drawer may choose). If the drawer declines the offer, the deity dispatches a servant to give the drawer a major magic item within one month in order to show there are no hard feelings.

The Loving Goddess (Queen of Diamonds): The next time the drawer sleeps, they are visited by comforting dreams of a trusted parental figure (if no such figure exists, they are visited by a loved one. If there isn't anyone to fit that role, the drawer is comforted by a vague benevolent force). When the drawer awakens, they gain a permanent +2 bonus to Wisdom, and become immune to all fear effects.

The Ardent Instructor (Jack of Diamonds): As soon as the card is drawn, a friendly outsider of the drawer's alignment materializes and offers to train them. If the drawer accepts, he and the outsider are instantly transported back to the outsider's home plane, where the drawer trains for 1d4 weeks. When the drawer returns, they will have gained either a feat, an additional class ability of which a character can have multiple types (Such as a rogue talent, an Alchemist discovery, or a witches hex. The ability must be one the drawer would already be able to access at that class level), an additional slot in their highest spellcasting level (spontaneous casters may choose to increase either number of spells per day or the number of spells

known) or a permanent +2 to any attribute. If the offer is declined, the outsider departs and there is no other effect. In either case, draw no more cards.

The Golden Key (Ten of Diamonds): The drawer is given a golden key with ten teeth. This key may be used to automatically open any door or locked object, regardless of what magic or lock protects it, by placing the key up against the keyhole. Doing this also instantly disables all traps on the door or object. The key can also be touched to a subject to simulate the effect of *freedom of movement* or *break enchantment*. Every time the key is used, one of the teeth snaps off. When all the teeth are gone, the key turns to iron and becomes powerless.

The Lucky Fisherman (Nine of Diamonds): The next hostile random encounter the drawer and his associated friends fight with is considered CR+5 for the purposes of experience gained. This does not alter the monsters stats in any other way.

The Loyal Serf (Eight of Diamonds): The card summons 4 1st level commoner aasimar (if the drawer is good), tiefling (if the drawer is evil) or suli (if the drawer is neutral) who follow the drawer around and serve them loyally and without complaint. If the drawer becomes afflicted by a negative status effect (such as poison, disease, or negative levels), one of the serfs may touch the drawer and take the affliction onto themselves. In addition, if the drawer receives damage from an attack that would kill them, the damage is instead transferred to one of the serfs. The serfs have no sense of self preservation; they will use these abilities even at the expense of their own lives or follow clearly suicidal orders.

The Magic Egg (Seven of Diamonds): The drawer receives an egg. If the egg is properly cared for (either role play it or roll a Survival check) the egg hatches within 2d4 days into an advanced pseudodragon which will serve the drawer faithfully. If the egg is destroyed, the yolk will contain a gem worth 1,000 gp.

The Stalwart Veteran (Six of Diamonds): The next time the drawer dies, they gain the immediate effects of a *true resurrection* spell. If the drawer died in a location which would assure immediate death (such as being immersed in lava or the vacuum of space) they are also transported immediately to someplace they would consider safe.

The Treasure Map (Five of Diamonds): The drawer receives a map which leads either to the subject of their current quest, or to a major treasure (GMs discretion). If the drawer is in a dungeon, they receive a perfect map of the dungeon, detailing all the secret paths, traps and monsters in each area as well as their treasure.

The Unrelenting Blacksmith (Four of Diamonds): A group of Azer approach the drawer and give them a magical weapon with at a magic bonus of at maximum +3. The magic item will always be of a type the drawer is proficient in.

The Unblinking Eye (Three of Diamonds): The drawer gains a third eye in the middle of their forehead. This eye gives them a +2 to Perception checks, and renders the drawer immune to blindness and gaze and look based attacks (such as a Nymph's blinding beauty power).

The Eternal Bloom (Two of Diamonds): A leaf leshy (from *Pathfinder Roleplaying Game: Bestiary 3*) grows from the ground nearby and begins following the drawer around. In addition its normal abilities, this leshy can grow berries which function as *goodberries*, and is able to produce up to six 2d4 clusters of berries each day. The leshy lives for only six months, after which time it wilts, turns brown, and dies. If any of the berries are kept however, the Leshy can be regrown from planting them within one month.

Clubs

The Dark Fate (Ace of Clubs): An evil undead duplicate of the drawer is created. The exact nature of the undead is based on what class the drawer is; If the drawer is a spellcaster, the duplicate is a lich, if they are a martial class, the duplicate is a Grave Knight (From *Pathfinder Roleplaying Game Bestiary 3*), if they are any other class, the duplicate is a vampire. The has the same attributes and class levels as the drawer, and copies of all their magical items (modified to evil equivalents where applicable). The duplicate is utterly dedicated to opposing the drawer's every action and undoing everything they have ever achieved. In addition, the duplicate can only be destroyed by the drawer; if anyone else strikes the final blow, the duplicate will rejuvenate within 24 hours.

The Impatient Archdevil (King of Clubs): A contract devil (from *Pathfinder Roleplaying Game Bestiary 3*) appears and attempts to make a deal with the drawer. If the drawer refuses, the devil becomes enraged and attacks. If the contract devil is slain, the forces of Hell will become aware of the drawer's actions and will do everything in their power to harm or hinder the drawer from then on.

The Vain Medusa (Queen of Clubs): The drawer contracts a curse that begins to slowly turn them to stone. They lose 2 points of Dexterity per day, and gain a +1 natural armor from their hardening skin. Once Dexterity reaches zero, the drawer petrifies. If they are not restored to flesh within 2d4 days, the statue will shatter, revealing a Medusa with the young template inside. This Medusa will have no memory of her former life and will attack her former compatriots. The process can be stopped with a *dispel evil*, *break enchantment*, *stone to flesh*, or *remove curse* spell, or by bathing in the blood of a freshly killed Medusa.

The Unexpected Traitor (Jack of Clubs): One of the drawer's weapons becomes an intelligent magical weapon with a minimum +4 enchantment (exact abilities are rolled randomly). The weapon will have an alignment directly opposed to its owner and will be obsessed with destroying them utterly.

The Inescapable Labyrinth (Ten of Clubs): The drawer is immediately struck with a *maze* spell. In addition, as long as they are in the maze they suffer the effects of a *crushing despair* spell. Also in the maze is an advanced fiendish Minotaur, who will stalk and attempt to kill and eat the drawer. If they are slain in the maze, their remains stay in the maze.

The Storm of Knives (Nine of Clubs): Knives rain down from the sky onto the drawer for 2d12 rounds. This effect functions like an *ice storm* spell, except it deals slashing damage instead of bludgeoning and does no cold damage. The knives generated by this effect are non magical, and will rust away to nothing within a week.

The Rebellious Blood (Eight of Clubs): The drawer is cursed to receive bleed

damage equal to the number of die used to roll the damage for any slashing or piercing damage (So an attack which does 2d6 damage will inflict 2 bleed). In addition, if the drawer suffers more than 10 damage of bleed damage in any single encounter, the blood will pool together and form a blood golem (from *Pathfinder Roleplaying Game Bestiary 4*) which will attack the drawer and their compatriots. A *remove curse* ends the effect.

The Mischievous Fey (Seven of Clubs): The next time the drawer slumbers, a band of leprechauns (from *Pathfinder Roleplaying Game Bestiary 2*) will appear and rob the drawer of all their magical items. If the leprechauns are tracked down, they will offer the drawer a chance to win their belongings back, but if they fail, they must join the leprechauns as their slave. The exact nature of the contest is up to the GM, but it is safe to say the Leprechauns will stack the deck heavily in their favor and try everything they can to cheat.

The Daemonic Tax Collector (Six of Clubs): A ceustodaemon (from *Pathfinder Roleplaying Game: Bestiary 2*) appears before the drawer and tells them they owe a debt to the forces of Abaddon that must be repaid immediately. If the drawer agrees to pay, they are immediately aged to the venerable age category and struck with a permanent *crushing despair* spell. If they refuse, the ceustodaemon becomes enraged and attacks. If the ceustodaemon wins and the drawer is still alive, they suffer the same effects as if they had agreed to pay, if the daemon is destroyed, no other effect occurs.

The Touch Of The Grave: (Five of Clubs): The drawer is immediately paralyzed as though they were touched by a lich. This is identical to a lich's paralysis effect (including being permanent unless cured) and may be cured normally.

The Brute Beast (Four of Clubs): The drawer is struck by a *feblemind* spell. This can be cured normally, however, if it is not cured within a week, the drawer also transforms into an animal as though affected by a *baleful polymorph* spell.

The Foul smelling Troglodyte (Three of Clubs): The Drawer gains the stench universal monster ability. They also suffers a -4 penalty to Diplomacy and Bluff rolls with anyone who can smell them. This effect can be ended with a *remove curse* spell.

The Full Moon (Two of Clubs): The Drawer becomes afflicted with lycanthropy, becoming a werewolf. This can be cured normally.

Jokers

The Fresh Start (Joker without Trademark): The drawer can choose one of the following: They may gain a level in any class they do not already have class levels in, or they may gain enough XP to put them halfway to a level in a class they already.

The Fat Goblin (Joker With Trademark): The drawer loses 1-6 points of Charisma as they take on the physical characteristics of an obese goblin. The drawer may draw up to three additional cards and discard Two of them without suffering the negative effects

DESTRUCTION

The *full Deck of Many Things* can be destroyed by taking each of its individual cards and giving them to a different deity, who then seals that card away forever. Before the Deity will do this, they will extract a request from person giving them a card, which may be anything from trivial to herculean in difficulty.

Harrow Deck of Many Things

Created by *Paizo Publishing* (the creators of the *Pathfinder Roleplaying Game*), the Harrow deck is a wonderful piece of flavor which has been given a great deal of flavor to *Paizo's* work; spawning an actual physical deck, character archetypes and spells based upon it, and even its own adventure. So of course *Paizo* also made a version of *The Deck of Many Things* which employs it, reprinted here for your convenience.

Draws from the Harrow

As with the classic *Deck of Many Things*, the *Harrow Deck of Many Things* is a powerful magical item with great potential to derail an ongoing campaign. As with any artifact, the GM should consider the possible ramifications of adding such a powerful and potentially devastating element to the game. Fortunately, the drawing mechanism of using a *Harrow Deck of Many Things* allows the GM to control any potential damage. At the GM's discretion, the players may each be limited to making a single draw from the *Harrow Deck of Many Things*, or the deck may vanish after a certain number of uses—make sure the players are aware of these changes to the usual rules. Alternatively, if the GM fears a character being swept off by The Tyrant or doesn't want to add a holy avenger to his game via The Paladin, he can merely take out the cards he doesn't want to deal with.

The *Harrow Deck of Many Things* has 54 effects—more than double the standard *Deck of Many Things*—so if the GM takes out one or two cards, no one will notice.

HARROW DECK OF MANY THINGS

Slot none; **Aura** Strong magic (all schools); **CL** 20th;
Weight – lbs.

This worn fortune-teller's deck bears a dreamlike or unsettling image upon each of its fifty-four cards, and every card is marked by one of six suits: crowns, hammers, keys, shields, stars, or tomes.

A *Harrow Deck of Many Things* is usually found wrapped in cloth or velvet and hidden away within

a simple wooden case, but nothing marks it as being anything other than an oft-used and treasured focus of the fortune-telling art. As soon as one of the deck's cards is drawn at random, though, its nature becomes apparent and an effect determined by the chosen card is bestowed upon the user—often to life-altering effect.

A bearer of a *Harrow Deck of Many Things* who wishes to draw a card must announce how many cards he will draw before doing so. These cards must be drawn within 1 hour of each other, and a character can never draw any more cards from the deck than he announced (unless the effect of a drawn card states otherwise). If the character does not willingly draw his allotted number or is somehow prevented from doing so, the cards flip out of the deck on their own after 1 hour. Future attempts to draw cards from the deck made by someone who has already drawn his allotted number reveal only blank cards.

Each time a card is taken from the deck, it is replaced, making it possible to draw the same card twice. A *Harrow Deck of Many Things* contains 54 cards, with the effects of each detailed in the following Effects of the Harrow section.

EFFECTS OF THE HARROW

The 54 cards in the *Harrow Deck of Many Things* possess wildly differing powers. While many effects occur instantaneously and are permanent, some can be delayed. Unless otherwise noted, effects caused by the deck are permanent and can only be undone by a *miracle* or *wish* spell, the powers of another artifact, or the intervention of a deity. Many of the deck's effects can alter elements of the game world, and thus should be integrated however the GM sees fit, keeping in mind the alignment and intention of each card.

Harrow Deck of Many Things

Harrow Card	Playing Card	AL	Summary of Effect
<i>Q♣ The Avalanche</i>	Queen of Clubs	LE	Causes an immediate and local earthquake.
<i>A♥ The Bear</i>	Ace of Hearts	N	Become a werebear
<i>7♠ The Beating</i>	Seven of Spades	NE	You are always flanked
<i>2♠ The Betrayal</i>	Two of Spades	NE	A friend turns against you
<i>K♦ The Big Sky</i>	King of Diamonds	CG	Gain bonus to Escape Artist once per day
<i>5♣ The Brass Dwarf</i>	Five of clubs	LN	Gain immunity to element
<i>3♦ The Carnival</i>	Three of Diamonds	CN	Draw one card out of nine
<i>2♦ The Courtesan</i>	Two of Diamonds	CN	One of your items becomes intelligent
<i>6♥ The Cricket</i>	Six of Hearts	NG	Draw up to three more cards and become faster
<i>6♠ The Crow</i>	Six of Spades	NE	Lose a friend or valuable item
<i>K♠ The Cyclone</i>	King of Spades	CE	Defeat an air elemental or be banished
<i>Q♥ The Dance</i>	Queen of Hearts	LG	Roll initiative twice and choose
<i>Q♠ The Demon's Lantern</i>	Queen of Spades	CE	Die and become gems
<i>J♦ The Desert</i>	Jack of Diamonds	CG	Travel anywhere once
<i>K♣ The Fiend</i>	King of Clubs	LE	Evil outsiders seeks to destroy you.
<i>A♠ The Foreign Trader</i>	Ace of Spades	N	Summons the Foreign Trader to buy or sell
<i>7♣ The Forge</i>	Seven of Clubs	LN	Reforge one weapon or armor
<i>9♣ The Eclipse</i>	Nine of Clubs	LE	You are one level lower at night
<i>8♥ The Empty Throne</i>	Eight of Hearts	LG	Gain a noble title and 15,000 gp
<i>10♥ The Hidden Truth</i>	Ten of Hearts	LG	Call on an omniscient spirit to solve any puzzle
<i>4♠ The Idiot</i>	Four of Spades	NE	You lose Intelligence, Wisdom and Charisma
<i>4♣ The Inquisitor</i>	Four of Clubs	LN	Get the truth out of anyone once.
<i>10♦ The Joke</i>	Ten of Diamonds	CG	Draw three cards and one of your friend gets one
<i>Q♦ The Juggler</i>	Queen of Diamonds	CG	Gain +2 to different attributes and swap them.
<i>7♥ The Keep</i>	Seven of Hearts	NG	Gain a demiplane.
<i>8♠ The Liar</i>	Eight of Spades	CE	One of your items is cursed.
<i>6♣ The Locksmith</i>	Six of Clubs	LN	Open any lock once.
<i>9♠ The Lost</i>	Nine of Spades	CE	Cannot gain levels in your best class.
<i>2♣ The Marriage</i>	Two of Clubs	LN	Receive a marriage offer from a genie.
<i>3♥ The Midwife</i>	Three of Hearts	NG	Gain a level.
<i>5♦ The Mountain Man</i>	Five of Diamonds	CN	Grow larger.
<i>3♠ The Mute Hag</i>	Three of Spades	NE	Lose one of your senses.
<i>The Owl</i>	Joker (W/Trademark)	N	Scry on anyone for a minute, but they know.

<i>K♥The Paladin</i>	King of Hearts	LG	Get a <i>Holy Avenger</i> that can summon a paladin
<i>A♦The Peacock</i>	Ace of Diamonds	N	Gain stone like skin
<i>9♦The Publican</i>	Nine of Diamonds	CG	An enemy has a change of heart
<i>3♣ The Queen Mother</i>	Three of Clubs	LN	Gain giant ant servants.
<i>6♦The Rabbit Prince</i>	Six of Diamonds		All criticals are confirmed.
<i>10♣ The Rakshasa</i>	Ten of Clubs	LE	Become an animal whenever you lie.
<i>5♠The Sickness</i>	Five of Spades	NE	Gain incurable leprosy.
<i>10♠The Snakebite</i>	Ten of Spades	CE	Poison anyone you touch.
<i>5♥ The Survivor</i>	Five of Hearts	NG	Be resurrected next time you die.
<i>J♣ The Tangled Briar</i>	Jack of Clubs	LE	Speak with plants, but it calls shambling mounds.
<i>A♣ The Teamster</i>	Ace of Clubs	N	Receive a quest from a powerful being.
<i>2♥ The Theater</i>	Two of Hearts	NG	Defeat creature to get bonus to abilities.
<i>J♥ The Trumpet</i>	Jack of Hearts	LG	Summon an outsider once per day.
<i>The Twin</i>	Joker	N	Become the opposite sex.
<i>8♣ The Tyrant</i>	Eight of Clubs	LE	Command any creature or being once.
<i>8♦The Unicorn</i>	Eight of Diamonds	CG	Undo any past mistake once.
<i>7♦The Uprising</i>	Seven of Diamonds	CN	Gain incompetent followers.
<i>4♦The Vision</i>	Four of Diamonds	CN	Gain two visions: One true, one false.
<i>4♥ The Wanderer</i>	Four of Hearts	NG	One of your items becomes magical
<i>J♠The Waxworks</i>	Jack of Spades	CE	Gain 1d6 evil twins.
<i>9♥ The Winged Serpent</i>	Nine of hearts	LG	Gain one wish.

Plaques of the Harrow Deck

The Avalanche (Queen of Clubs): The character becomes the focal point of an *earthquake*, as per the *earthquake* spell. In addition to saving versus this effect, the character must succeed at an additional Will save or be affected by the spell *imprisonment*.

The Bear (Ace of Hearts): The character gains the lycanthrope template, becoming a werebear lycanthrope, and as such, *remove disease* and *heal* have no affect on this affliction.

The Beating (Seven of Spades): While in combat, the character is always considered to be flanked. Attackers gain a +2 flanking bonus on attacks made against the character and may sneak attack him at will.

The Betrayal (Two of Spades): The character's animal companion, familiar, cohort, or other NPC ally is

alienated and forever after hostile. If the character has no such allies, the enmity of some powerful personage, community, or religious order can be substituted. This hatred remains a secret until such a time that it might be most dramatically and perilously revealed. Upon drawing this card, the character knows that someone or something will turn against him, but nothing more.

The Big Sky (King of Diamonds): Once per day, the character can add +10 to his CMB or CMD for 1 round. When he does so, a piece of metal in close proximity shatters.

The Brass Dwarf (Five of Clubs): The character becomes immune to one energy type of his choice, but gains vulnerability to another energy type of the GM's choice.

The Carnival (Three of Diamonds): Upon drawing The Carnival, the card is set aside and the GM draws nine additional cards from the deck. These cards are laid face up for the character to view, then flipped over and shuffled by the GM. The player draws one card from the nine, taking that card's effects as normal.

The Courtesan (Two of Diamonds): The character's favorite item—preferably a magic weapon—becomes intelligent. Use the rules for intelligent items to randomly generate the item's abilities. If the character has no items, an intelligent item soon falls into the character's possession.

The Cricket (Six of Hearts): Upon drawing this card, the character may choose to draw up to three additional cards. In addition to those cards' effects, the character's base land speed increases by +10 feet for each card he draws.

The Crows (Six of Spades): The character must choose between his most valuable item and a major ally of the GM's choice. Whichever is not selected is destroyed or slain and cannot be restored by mortal means. The character is made aware of the ramifications of this choice upon drawing the card.

The Cyclone (King of Spades): An elder air elemental appears, and the character must fight it alone. If the character cannot defeat the elemental in 1d6+1 rounds, he is transported to the Plane of Air.

The Dance (Queen of Hearts): From this point on, whenever the character rolls initiative, he rolls twice and selects whichever result he prefers.

The Demon's Lantern (Queen of Spades): The character's body disintegrates. All that remains are his items and a glowing gem containing his soul. This gem is worth an amount of gp equal to $2,500 \times$ the character's level. A *resurrection* or stronger spell is required to restore the character, and doing so destroys the gem.

The Desert (Jack of Diamonds): This card grants the character the one-time ability to travel to any location on the same plane instantly, bringing with him up to 10 allies and 2,000 pounds of goods. The character must know exactly where he wishes to travel, such as a place he has been or a location on a map,

but not a vague or hidden location, like the richest dungeon in the world or the Lost City of Ird. This transportation ignores all barriers against teleportation or other magical effects. The character may use this card's effect whenever he wishes, but only once.

The Fiend (King of Clubs): A powerful evil outsider takes notice of the character and sets plans in motion to destroy him.

The Foreign Trader (Ace of Spades): The mysterious entity known as the Foreign Trader appears and offers the character any treasure he wishes in return for years of his life. If the character accepts, he must choose to age a number of age categories. The character takes all the ability score penalties for his new age, but gains none of the benefits. For each age category he advances, however, he gains 20,000 gp worth of credit with the Foreign Trader, which can be spent on any non-unique magic items. Any credit a character does not spend is lost. After the character is done spending his credit, the Foreign Trader vanishes. Years taken by the Foreign Trader cannot be restored by any means. The Foreign Trader does not trade with characters who cannot die of old age. If the character is immortal, the Foreign Trader vanishes, leaving behind another card. If the character declines to bargain with the Foreign Trader, the trader disappears in a puff of acrid yellow smoke.

The Forge (Seven of Clubs): The character must choose one weapon or armor in his possession to be reforged into another weapon or armor of equal or lesser gp value. For example, should a character choose to have a +3 longsword (an 18,315 gp value) reforged, he could have it transformed into any one of hundreds of items, like a +1 *axiomatic* scimitar (also a 18,315 gp value) or a suit of +3 full-plate of silent moves (12,300 gp). Any gp value not spent is lost.

The Eclipse (Nine of Clubs): From the hours of dusk to dawn, the character is treated as being one level lower than normal. If the character has multiple classes, he must decide upon drawing this card which class is affected.

The Empty Throne (Eight of Hearts): The character inherits a noble title and 15,000 gp soon after drawing this card. The GM decides the particulars of when and how this occurs.

The Hidden Truth (Ten of Hearts): This card grants the character the one-time ability to call upon an omniscient spirit to fully answer any question or solve any single puzzle. Whether the information revealed can be effectively acted upon is another question entirely. The character may use this card's effect whenever he wishes, but only once.

The Idiot (Four of Spades): The character's Charisma, Intelligence, and Wisdom scores are all reduced by 1d4 points. Roll individually for each ability score.

The Inquisitor (Four of Clubs): This card grants the character the one-time ability to force another creature to answer a single question truthfully. The card does not grant the character or creature questioned any special insight, so a creature might still answer a question falsely if it believes the falsehood. If the creature is truly ignorant, it informs the character that it doesn't know the answer and this effect is wasted. The character may use this card's effect whenever he wishes, but only once.

The Joke (Ten of Diamonds): Upon drawing this card, the character selects one of his allies. Three new cards are then drawn by the GM and made visible (the GM may choose whether or not to explain the cards' effects). The character's ally must choose one of these cards and immediately gains the effects. The character then selects one of the remaining two cards and gains that card's effects. The final card is discarded.

The Juggler (Queen of Diamonds): The character gains a +2 bonus to two ability scores of his choice, but must swap them with one another.

The Keep (Seven of Hearts): The character gains a personal demiplane, as per a permanent *create demiplane* spell.

The Liar (Eight of Spades): The character's most powerful, most valuable, or favorite magic item (GM's choice) manifests a curse. Roll on **Table: Common Item Curses** to generate this effect, re-rolling results for specific items.

The Locksmith (Six of Clubs): This card grants the character the ability to open any one door, lock, set of bindings, or other locked barrier. This includes magical gates or portals that have specific requirements

to activate. The character may use this card's effect whenever he wishes, but only once. Once used, the card's effect ends.

The Lost (Nine of Spades): The character cannot gain another level in whichever class he currently has the most levels. This effect can be circumvented if the character is killed and returned to life, but the next time he is restored to life he is affected as if by the spell *reincarnate*, regardless of what spell was cast.

The Marriage (Two of Clubs): A comely genie of the character's preferred gender appears and proposes marriage. Should the character accept, he must organize a lavish wedding ceremony by the end of the week and ever after be committed to this exotic outsider. If the character declines or breaks his wedding vow, the genie is heartbroken and returns to his or her home plane, provoking the ire of the associated elemental court. The genie's type, personality, actions, and possible retribution are determined by the GM.

The Midwife (Three of Hearts): The character gains exactly enough experience to advance to the next level.

The Mountain Man (Five of Diamonds): The character grows one size category, gaining all the benefits and penalties of increased size. His equipment does not increase in size.

The Mute Hag (Three of Spades): The character permanently loses one of his senses—sight, hearing, or speech—becoming blind, deaf, or mute (player's choice). This affliction cannot be cured by any effect short of a *miracle* or *wish* spell.

The Owl (Joker (With Trademark)): This card grants the character the one-time ability to scry on any target anywhere for 1 minute. The target, however, is immediately aware that it is being scryed upon by the character. The character may use this card's effect whenever he wishes, but only once. Once used, the card's effect ends.

The Paladin (King of Hearts): The character is granted a holy avenger. This weapon has all the properties of a normal holy avenger, along with a special ability that can be used once. Upon being thrust

into the ground by its bearer as a standard action, the weapon transforms into a paladin two levels higher than the wielder. This paladin possesses her own holy avenger and aids the character in any way her alignment permits for 30 minutes. Once this time is over, the paladin vanishes and the sword reappears, though it is forever reduced to a +2 cold iron longsword.

The Peacock (Ace of Diamonds): The character's skin hardens, becoming rigid and pebbled. He gains a permanent +2 bonus to his natural armor, but takes a -2 penalty to Dexterity.

The Publican (Nine of Diamonds): The GM chooses one of the character's enemies. This enemy has a complete change of heart and now favors the character.

The Queen Mother (Three of Clubs): When the character draws this card, 2d4 giant ants appear to serve the character until they are slain. These creatures eagerly seek to aid and protect the character. They understand the character's verbal commands, though they cannot respond.

The Rabbit Prince (Six of Diamonds): All attacks the character makes that threaten a critical hit are automatically confirmed. Likewise, all attacks made against the character that threaten a critical hit are also automatically confirmed.

The Rakshasa (Ten of Clubs): Anytime the character lies with the true intent to deceive, he turns into a random animal for 1 hour. Lying with the intent to trigger this effect never works.

The Sickness (Five of Spades): The character becomes afflicted with incurable leprosy (or another disease of the GM's choice). While the disease cannot be cured by any effect short of a *miracle* or *wish* spell, the effects of the affliction can be negated through the use of spells like *restoration*.

The Snakebite (Ten of Spades): Anyone who touches the character must succeed at a Fortitude save or be poisoned by greenblood oil. The save DC is equal to 10 + the character's Hit Dice + his Constitution modifier. This poison affects even those who touch the character to administer aid or healing magic.

The Survivor (Five of Hearts): The next time the character is reduced to -10 hit points, he is instantly restored to full hit points. If he is killed by an effect that slays him without dealing hit point damage (such as by *disintegrate*), the effect fails to kill him and he is restored to full hit points. If he is killed by a hostile environment (such as a lava flow or when teleporting to a dangerous plane), he is transported to his last safe location and restored to full hit points. This card does not save the character from effects that would permanently disable him, like petrification.

The Tangled Briar (Jack of Clubs): Once per day, the character can communicate as per the spell *speak with plants* and have a plant truthfully answer any single question. Using this ability upsets the surrounding flora, however, causing 1d4+2 shambling mounds with the advanced template to erupt from the earth and attack the character, regardless of the surrounding terrain.

The Teamster (Ace of Clubs): When the character draws this card, a powerful being appears before the character and tasks him to undertake a dangerous quest. If the character proves resistant to undertaking the task, he is afflicted by geas/quest until the quest is completed. When the character completes the quest, the powerful being reappears, granting the character a lavish reward. The specifics of the quest, the powerful being's identity, and the character's reward are determined by the GM.

The Theater (Two of Hearts): The next time the character defeats a creature, he is granted a +2 bonus to the same ability score as the creature's highest ability score.

The Trumpet (Jack of Hearts): This card grants the character the ability to summon an outsider of his alignment once per day. This outsider must be of a CR equal to or less than the character's level and serves for a number of rounds equal to the character's level.

The Twin (Joker): The character physically becomes a member of the opposite gender.

The Tyrant (Eight of Clubs): The character gains the one-time ability to issue a single command to any creature in the multiverse and have the order obeyed. The target is affected as if by the spell *dominate*.

monster, and even orders for the target to kill itself are followed. Any creature targeted by this effect knows that it is acting against its will, and knows the identity and location of the character. Immortal creatures cannot effectively kill themselves, and the act only causes them considerable but fleeting pain. Additionally, creatures with the ability to grant such boons typically also possess the power to revoke them, and do so as soon as the command releases them. The GM ultimately decides what this command can accomplish. The character may use this card's effect whenever he wishes, but may only use it once.

The Unicorn (Eight of Diamonds): This card grants the character the one-time ability to undo one past choice or regrettable action. The fabric of reality is unraveled and respun, potentially restoring creatures to life or altering the course of history, depending on how the character acted and how he wishes he would have acted. The player chooses what situation he would have acted differently in and the GM determines how reality changes to reflect that act. The change primarily affects the character, affecting others as little as possible. The character may use this card's effect whenever he wishes, but only once.

The Uprising (Seven of Diamonds): Upon drawing this card, 3d6 unruly, accident-prone, 1st-level commoners appear to serve the character. If these followers are killed, the character takes the usual penalties on attracting further followers. Knowledge of these commoners' mistreatment or death spreads far, with the GM determining any repercussions.

The Vision (Four of Diamonds): The character receives two visions and the knowledge that one vision is true and the other false, though he does not know which is which. The GM determines the specifics of these visions. The visions may be views of the past, present, or future; cryptic omens; or total fantasies.

The Wanderer (Four of Hearts): One of the character's mundane possessions becomes a magical item worth 20,000 gp or less. The GM determines which item manifests magical properties and what those properties are.

The Waxworks (Jack of Spades): Upon drawing this card, 1d6 exact duplicates of the character appear within a 20-mile radius. These duplicates have the alignment opposite to that of the original character and oppose his goals.

The Winged Serpent (Nine of Hearts): The character is granted a single wish. This wish functions similarly to the spell *wish* when it comes to affecting rules and statistics, but can also change reality in ways outside the bounds of the spell's effects—such as rerouting a river or ending a war. The GM decides what the *wish* can and cannot accomplish.

DESTRUCTION

The *Harrow Deck of Many Things* possesses a strange sort of self-preservation. If the deck is damaged—regardless of how much damage it takes—one card is destroyed and the deck randomly teleports somewhere else on the plane. If it is somehow pursued and damaged again within 1 minute, another card is destroyed and the deck teleports again. If this process is repeated until no cards are remaining, the deck is destroyed. If the deck is not entirely destroyed, cards reappear at a rate of 1 per hour.

RAMIFICATIONS

Those who would dare a potentially life-changing draw from the *Harrow Deck of Many Things* should consider the following.

- **Beating the Odds:** Although what might qualify as a boon or a burden proves highly subjective, by one counting of the cards in the *Harrow Deck of Many Things*, there are 24 mostly beneficial effects, 16 detrimental effects, and 14 relatively neutral effects. This means that someone drawing a card from the deck has roughly a 44% chance of drawing a beneficial card, a 30% chance of drawing a detrimental card, and a 26% chance of drawing a neutral card. These percentages skew slightly as some of the neutral effects lead to the redrawing of cards, but these figures might lend unreliable comfort to those cautious about drawing from the deck. Those who would make multiple draws should consider whether to do so carefully, however, as drawing twice increases the chance of drawing a dangerous card to 50%, while drawing

three times increases this chance to 65%.

- **Seductive Destruction:** Many of the effects of the *Harrow Deck of Many Things* are particularly visible and may attract attention from a distance. Nearly any creature would be tempted by the chance to change its life by taking a draw from the deck, but while one draw might suggest the deck is filled with blessings, multiple draws typically end in destruction. This might be obvious enough to a small group of adventur(ers), but perhaps not to members of any sizable community where dozens might seek a draw. Those who find a *Harrow Deck of Many Things* locked away likely find it in such a place because of one uncommon individual's discretion, or because the endangered deck teleported there.

THE HUSTLER

An Intelligent *Deck of Many Things*

Slot none; **Aura** Strong Magic (All schools); **CL** 20th; **Weight** - lbs.

Alignment True Neutral; **Senses** 60 ft, darkvision

Intelligence 14; **Wisdom** 16; **Charisma** 20; **Ego** 20

Language Telepathy and Speech (Common, Celestial, Abyssal)

One of the most feared cards in the entirety of the *Deck of Many Things* is the infamous *void* card, which has the ability to imprison the soul of anyone unfortunate enough to draw it. Where the soul ends up tends to vary, but sometimes, the soul is unlucky enough to be trapped inside the *Deck of Many Things* itself. Sometimes, if the soul is strong willed enough, it can form a sort of strange synthesis with the deck, becoming an intelligent form of the *Deck of Many Things* known as The Hustler. The Hustler's only desire is to free themselves from the *Deck of Many Things*, even if it has to imprison another soul in its place.

When The Hustler senses a potential player approaches, it will manifest an illusion in the form of a dark gray, shade like figure, which will attempt to entreat the target to play a game with them. If the potential player refuses, The Hustler will attempt to force them; The Hustler has the ability to cast the spell *suggestion* 3 times per day (DC 17, save is Charisma based), which it uses to attempt to persuade a player to engage him

in playing. If this fails or if The Hustler is attacked, the image will vanish and the deck will go silent until its attackers leave. If the subjects do wish to play the game, The Hustler will engage them in what is known as the "Game of Fate."

How to Play the Game of Fate

A game of fate with The Hustler lasts three turns, which consist of first the player and the Huckster taking a variety of actions. At the beginning of the game, both the player and The Hustler draw five cards from the deck. These cards are identical to the cards from the *Deck of Many Things* as described in Chapter 6 of *Pathfinder Roleplaying Game: Ultimate Equipment*. Once a Game of Fate begins, players cannot back out; if they do nothing the game automatically ends within one hour, after which the player is subjected to the effect of every card with a negative outcome they had in their hand (If they had no cards with negative effects in their hand, they are instead struck with the effects of a *bestow curse* spell which can only be removed by a *wish* or similar magic).

The game of fate centers around five specific cards: The five cards of fate, which represent the worst possible cards in the *Deck of Many Things*: The *Donjon*, *Ruin*, *Skull*, *Talons* and *Void*. When the game ends, if the player has any three of the five fate cards, they lose the game and suffer the negative effects of all three cards. If they are holding the *Void* card at the end of the game, even if that is their only fate card, they also lose the game, and their soul is trapped in the *Deck of Many Things* while The Hustler's soul is released, and the player becomes the new Hustler.

Conversely, for a player to win, they must end the three turns with The Hustler holding just one of the cards of fate. If this happens, the player gains the effects of any cards in his hand he chooses, as though he drew them from a normal *Deck of Many Things*.

When the game ends, The Hustler, win or lose, will challenge any other nearby targets to play. If there are no more willing players, the deck teleports away. The deck will also teleport away if it won a game by

its opponent having ended the game holding the void card, regardless if other players are present.

Starting from a player's turn, they may discard a card and take another action, or discard two cards. The actions a player may take aside from discarding are drawing a card from the deck, trading a card with the hustler, activating a card, or stealing a card. The actions work as follows:

Discard: A player may discard up to two cards from their hand in a turn. These cards go back into the deck and the deck shuffled. Note that the deck does not replace drawn cards like a normal *Deck of Many Things*, so there is only one copy of each card in the deck.

Draw: A player may draw one card from the deck. They may only do this if they have less than five cards in their hand.

Activate: A player may activate a card from their hand, gaining its effects as though they drew it from a normal *Deck of Many Things*. These functions the same as the cards described in Chapter 6 of the *Pathfinder Roleplaying Game Ultimate Equipment*, with the changes made to the following cards:

- The Fool: Activating the fool card extends the game an additional turn. The card is then discarded from the deck.
- The Idiot: If the idiot is activated, the player may extend the game an additional turn.
- The Jester: The Jester may be used to extend the game for two additional turns. It too is discarded from the deck when used.
- The Void: If the void card is activated, the game ends immediately, and the players soul is trapped in the deck and the current Hustler spirit is set free. The deck then teleports away.

If the player is unable to continue playing due to the effects of the card (Imprisoned by the donjon card, killed by the Dread Wraith summoned by the Skull card), the game ends. Once a card is activated, it is put back into the deck and the deck shuffled.

Trading: The Player selects a card in their hand and exchanges it with a card selected at random from The Hustler's hand.

Steal: A player may take a card from The Hustler's hand and add it to their own. They may only do this if they have less than five cards in their hand.

On The Hustler's turn, they may take the same actions as the player: discarding, drawing, trading, and stealing. However, The Hustler also has the ability to activate one card in the players hand as one of his actions in a turn.

Hustling The Hustler

Either because of the nature of the *Deck of Many Things*, or because of some perverse sense of fair play, The Hustler cannot actually see the cards in the player's hands (even though The Hustler IS the cards). As a result, a clever player can try and trick or cheat The Hustler.

Once per turn, a player can make a Sense Motive check against the Hustler's Bluff check. If they are successful, then they can see one card in The Hustler's hand, plus an additional card for every five points the roll succeeds by. Conversely, on The Hustler's turn, a player may make a Bluff check against The Hustler's Sense Motive check. If they are successful, they may choose the Hustler's target if they attempt to steal or activate a card in the player's hand.

For the purposes of these rolls, The Hustler has 10 ranks in both Bluff and Sense Motive, giving it an effective +13 in Sense Motive, and a +14 in Bluff.

DESTRUCTION

The Hustler can be destroyed by having a being that possesses no soul play with the deck and draw the void card, which causes the soul of The Hustler to be placed inside the soulless vessel, and leave the cards powerless and blank. The soulless being must be able to deceive the deck in that it has a soul, because otherwise The Hustler will not play with them.

MYTHIC DECK OF MANY THINGS

The following item uses rules found in the *Pathfinder Roleplaying Game: Mythic Adventures* book.

Slot: none; **Aura:** strong magic (All schools); **CL:** 20th **Weight:** 2 lbs.

The *Mythic Deck of Many Things* is a Mythic level version of the *Deck of Many Things*, possessing far greater power than its normal counterpart.

The *Mythic Deck of Many Things* resembles the normal *Deck of Many Things*, it is a set of 21 cards, usually made of ivory or vellum, and carried in a pouch or box. However there are some key differences.

The first major difference is that the *Mythic Deck of Many Things* can only be used by someone who possesses mythic tiers. However, if someone without Mythic Tiers does draw from this deck, they will immediately gain one Mythic Tier.

In addition, drawing from the *Mythic Deck of Many Things* is not as simple as declaring the number of cards and drawing.

In order to draw from the *Mythic Deck of Many Things*, the drawer must expend a use of mythic power for each card drawn, and may continue to draw from the deck so long as they have mythic power uses to expend.

Unlike the normal *Deck of Many Things*, the *Mythic Deck* does not teleport away when it is done being drawn from. Indeed the *Mythic Deck* does not move much at all, either being anchored to a single spot by powerful magics or held in the care of a Norn or other powerful creature. Another key difference is that unlike a non-mythic *Deck of Many Things*, a drawer may draw from the deck multiple times; they may continue to come back and draw from the same deck again and again, so long as they have Mythic power uses to expend, and are willing to gamble their lives against the potential disaster of bad draws.

The final difference between the *Deck of Many Things* and its mythic counterpart are the cards themselves. While the cards in the Mythic deck are based on the cards from the normal deck, the power of the cards is much stronger, in keeping with the mythic nature of the deck. The new cards are as follows:



Mythic Deck of Many Things

Plaque	Tarot Card	Playing Card	Summary of Effect
2♠ <i>Balance</i>	XI. Justice	Two of Spades	Change alignment instantly, with <i>geas</i> .
2♦ <i>Comet</i>	Two of Swords	Two of Diamonds	Defeat next monster to gain a mythic tier
A♠ <i>Donjon</i>	Four of Swords	Ace of Spades	You are <i>imprisoned</i> and lose mythic tiers
Q♠ <i>Euryale</i>	Ten of Swords	Queen of Spades	Reduces effectiveness of mythic surge.
A♥ <i>The Fates</i>	Three of Cups	Ace of Hearts	Avoid multiple situations.
Q♣ <i>Flames</i>	XV. The Devil	Queen of Clubs	Angry outsider sends divine agent
<i>Fool</i>	O. The Fool	Joker (With Trademark)	Lose a mythic tier
2♥ <i>Gem</i>	Seven of Cups	Two of Hearts	Gain one 50,000 gp gem
2♣ <i>Idiot</i>	Two of Pentacles	Two of clubs	lose 2d4+2 Intelligence and become savage
<i>Jester</i>	XII. The Hanged man	Joker (Without Trademark)	gain 20,000 XP and draw two
Q♥ <i>Key</i>	V. The Hierophant	Queen of Hearts	Gain a mythic weapon
j♥ <i>Knight</i>	Page of Swords	Jack of Hearts	Gain a mythic 4th level follower
Q♦ <i>Moon</i>	XVIII: The Moon	Queen of Diamonds	Gain 1d4 mythic <i>wishes</i>
J♠ <i>Rogue</i>	Five of Swords	Jack of Spades	Follow turns on you and is mythic
K♠ <i>Ruin</i>	XVI. The Tower	King of Spades	Lose possessions and mythic powers
J♣ <i>Skull</i>	XIII. Death	Jack of Clubs	Slay mythic wraith to gain power.
J♦ <i>Star</i>	XVII. The Star	Jack of Diamonds	Gain +2 to all ability scores
K♦ <i>Sun</i>	XIX. The Sun	King of Diamonds	Gain mythic magic item, 50,000 XP
A♣ <i>Talons</i>	Queen of Pentacles	Ace of Clubs	Cannot use magic items anymore
K♥ <i>Throne</i>	Four of Wands	King of Hearts	+12 to Diplomacy and a demiplane
A♦ <i>Vizier</i>	IX. The Hermit	Ace of Diamonds	Get answers to multiple dilemma
K♣ <i>The Void</i>	Eight of Swords	King of Clubs	Soul is removed, replace with opposite.

Plaques of the Mythic Deck

Balance (XI. Justice/Two of Spades): The Balance card of the *Mythic Deck of Many Things* not only switches the alignment of the drawer, it also places a powerful and permanent *geas* on the drawer to seek out and slay a powerful and prominent member of their former alignment.

Comet (Two of Swords/Two of Diamonds): The drawer must defeat the first hostile mythic creature they encounter single handed, if they do, they gain a mythic tier.

Donjon (Four of Swords/Ace of Spades): The mythic version of this card not only imprisons the drawer, but also strips them of their mythic tiers until they are freed.

Euryale (Ten of Swords/Queen of Spades): This mythic card, instead of weakening the drawer's save, reduces the effectiveness of their mythic surge. The drawer's mythic surge uses the type of die lower than the one they currently have (d12 becomes d10, d10 becomes d8, and d8 becomes d6). If the drawer uses a d6 for their mythic surge, they lose the ability until they level up to the next mythic surge upgrade. Like the original Euryale card, this effect can only be removed by the power of the fates, by a deity, or by a being with a mythic tier of 10.

The Fates (Three of Cups/Ace of Hearts): Unlike the normal version of this card, which only allows one avoidance of a bad situation, the Mythic fates card allows multiple uses. Equal to half of their current mythic tier rounded down. Each fate avoidance consumes a single use of mythic power.

Flames (XV. The Devil/Queen of Clubs): Like the normal version of the flames card, this card draws the enmity of an outsider to the drawer. However, the mythic version of the card involves a much more dramatic response; An outsider (appropriate to the offended outsider's alignment) with the Divine Mythic Template (From Chapter 6 of the *Pathfinder Roleplaying Game Mythic Adventures*) materializes within 1d4 rounds and begins relentlessly pursuing the drawer. If the outsider is defeated, the offended outsider will begin sending more powerful forces against the drawer, and may attack them directly.

The Fool (O. The Fool/Joker (With Trademark): This card causes the drawer to lose a mythic tier. If this would cause them to lose all mythic tiers, they do not need to redraw. They may also get out of drawing again by expending a use of mythic power.

Gem (Seven of Cups/Two of Hearts): Rather than granting mere treasure, the mythic gem card produces a single gem worth 50,000 gp.

The Idiot (Two of Pentacles/Two of Clubs): The Mythic Idiot card not only reduces Intelligence by 2d4+2, but also applies the Savage Mythic template (See Chapter 6 of *Pathfinder Roleplaying Game Mythic adventures*). If the Intelligence loss would reduce them to 3 or less Intelligence, the drawer goes into a berserk rage and blindly attacks everyone within reach.

The Jester (XII. The Hanged Man/Joker without Trademark): The mythic Jester card grants the drawer 20,000 XP and two extra draws which don't require uses of mythic power.

Key (V. The Hierophant/Queen of Hearts): The Mythic version of this card gives the drawer a mythic magic weapon, appropriate to their class.

Knight (Page of Swords/Jack of Hearts): The Mythic version of this card gives the drawer a 4th level fighter to serve them as per normal, but this fighter is also mythic. Possessing either 2 mythic tiers or mythic tiers

equal to half the drawer's mythic tiers rounded down, whichever is less.

Moon (XVIII. The Moon/Queen of Diamonds): The Mythic version of the moon card grants Mythic wishes (as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*) but otherwise functions the same.

Rogue (Five of Swords/Jack of Spades): In addition to turning a cohort against the drawer, the mythic version of this card imbues the vengeful subject with mythic power. If they don't have any mythic tiers, they gain mythic tiers equal to the number of tiers possessed by the drawer, if they already have mythic tiers, they gain one.

Ruins (XVI. The Tower/King of Spades): Not only does this cause the drawer to lose all their possessions, but also all their mythic tiers and powers. If and how these powers can be regained is up to the GM.

Skull (XIII. Death/Jack of Clubs): The dread wraith summoned by this card has the Invincible simple template (Described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*). If the wraith is defeated, the drawer gains the ability to cast the mythic version of *Finger of Death* (described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*) by expending all their mythic power uses for a day.

Star (XVII. The Star/Jack of Diamonds): The mythic version of the Star card adds a +2 bonus to each of the drawer's attribute instead of just one.

Sun (XIX. The Sun/King of Diamonds): The mythic version of the card gives the drawer one of the non weapon magic items described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*.

Talons (Queen of Pentacles/Ace of Clubs): The Mythic version of the card not only takes the drawer's magic items, but renders them unable to employ any sort of magical item until they are aided by a mythic *remove curse* or similar magic.

Throne (Four of Wands/King of Hearts): The Mythic version of this card not only grants a +12 bonus to Diplomacy checks, but also, rather than a keep, an entire demiplane to the drawer, which they may travel to and from by expending a use of mythic power. This demiplane is similar to the one created by the *greater create demiplane* spell from *Pathfinder Roleplaying Game Ultimate Magic*, except the demiplane is permanent, and possesses one trait from the possible list of traits available for each mythic tier the drawer possesses.

Vizier (IX.The Hermit/Ace of Diamonds): The Mythic Vizier card functions similarly to the regular version of the card, but it can be used multiple times, once for each mythic tier the drawer possesses at the time of drawing. Each use of the ability requires an expenditure of mythic power.

The Void (Eight of Swords/King of Clubs): The Mythic Void card not only removes the drawer's soul, it inserts a new soul of an opposite alignment of the drawer, who possesses all the drawer's abilities (including Mythic ones) and their memories. The new personality will attempt to convince the drawer's friends he is the drawer and, failing that, will attempt everything in their power to prevent the drawer's original soul's release.

DESTRUCTION

A *Mythic Deck of Many Things* can be destroyed by losing it in a wager with a deity of law. The deity must be unaware of the nature of the deck. It can also be destroyed if a drawer pours all their mythic power into the deck at once, causing it to overload and explode. In this case, the person doing this will lose all of their mythic power permanently (Although it may be possible to gain new mythic power, as determined by the GM).

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