

Deck of Many Things

March 9, 2023



Wondrous item, legendary

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only thirteen cards, but the rest have twenty-two.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.

Playing Card	Card
Ace of diamonds	Vizier*
King of diamonds	Sun
Queen of diamonds	Moon
Jack of diamonds	Star

Two of diamonds	Comet*
Ace of hearts	The Fates*
King of hearts	Throne
Queen of hearts	Key
Jack of hearts	Knight
Two of hearts	Gem*
Ace of clubs	Talons*
King of clubs	The Void
Queen of clubs	Flames
Jack of clubs	Skull
Two of clubs	Idiot*
Ace of spades	Donjon*
King of spades	Ruin
Queen of spades	Euryale
Jack of spades	Rogue
Two of spades	Balance*
Joker (with TM)	Fool*
Joker (without TM)	Jester

*Found only in a deck with twenty-two cards

Balance. Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.

Comet. If you single-handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect.

Donjon. You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you

occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any divination magic, but a [wish](#) spell can reveal the location of your prison. You draw no more cards.

Euryale. The card's [medusa](#)-like visage curses you. You take a -2 penalty on saving throws while cursed in this way. Only a god or the magic of The Fates card can end this curse.

The Fates. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.

Flames. A powerful [devil](#) becomes your enemy. The devil seeks your ruin and plagues your life, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.

Fool. You lose 10,000 XP, discard this card, and draw from the deck again, counting both draws as one of your declared draws. If losing that much XP would cause you to lose a level, you instead lose an amount that leaves you with just enough XP to keep your level.

Gem. Twenty-five pieces of jewelry worth 2,000 gp each or fifty gems worth 1,000 gp each appear at your feet.

Idiot. Permanently reduce your Intelligence by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws.

Jester. You gain 10,000 XP, or you can draw two additional cards beyond your declared draws.

Key. A rare or rarer magic weapon with which you are proficient appears in your hands. The GM chooses the weapon.

Knight. You gain the service of a 4th-level [Fighter](#) who appears in a space you choose within 30 feet of you. The fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.

Moon. You are granted the ability to cast the [wish](#) spell 1d3 times.

Rogue. A nonplayer character of the GM's choice becomes hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Nothing less than a [wish](#) spell or divine intervention can end the NPC's hostility toward you.

Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.

Skull. You summon an avatar of death—a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the GM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.

Avatar of Death

Medium undead, neutral evil

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

Armor Class 20

Hit Points *half the hit point maximum of its summoner*

Speed 60 ft., fly 60 ft. (hover)

Damage Immunities *necrotic, poison*

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

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

Languages all languages known to its summoner

Challenge – (0 XP)

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

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

Actions

Reaping Scythe. The avatar sweeps its spectral scythe through a creature within 5 feet of it, dealing 7 (1d8 + 3) slashing damage plus 4 (1d8) necrotic damage.

Star. Increase one of your ability scores by 2. The score can exceed 20 but can't exceed 24.

Sun. You gain 50,000 XP, and a wondrous item (which the GM determines randomly) appears in your hands.

Talons. Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish.

Throne. You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which you must clear out before you can claim the keep as yours.

Vizier. At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it.

The Void. This black card spells disaster. Your soul is drawn

from your body and contained in an object in a place of the GM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A [wish](#) spell can't restore your soul, but the spell reveals the location of the object that holds it. You draw no more cards.

Bag of Beans

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Wondrous item, rare

Inside this heavy cloth bag are 3d4 dry beans. The bag weighs 1/2 pound plus 1/4 pound for each bean it contains.

If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The GM can choose an effect from the following table, determine it randomly, or create an

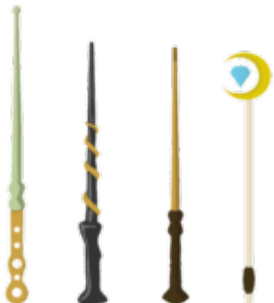
effect.

d100	Effect
01	5d4 toadstools sprout. If a creature eats a toadstool, roll any die. On an odd roll, the eater must succeed on a DC 15 Constitution saving throw or take 5d6 poison damage and become poisoned for 1 hour. On an even roll, the eater gains 5d6 temporary hit points for 1 hour.
02–10	A geyser erupts and spouts water, beer, berry juice, tea, vinegar, wine, or oil (GM's choice) 30 feet into the air for 1d12 rounds.
11–20	A treant sprouts. There's a 50 percent chance that the treant is chaotic evil and attacks.
21–30	An animate, immobile stone statue in your likeness rises. It makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours.
31–40	A campfire with blue flames springs forth and burns for 24 hours (or until it is extinguished).
41–50	1d6 + 6 shriekers sprout
51–60	1d4 + 8 bright pink toads crawl forth. Whenever a toad is touched, it transforms into a Large or smaller monster of the GM's choice. The monster remains for 1 minute, then disappears in a puff of bright pink smoke.
61–70	A hungry bulette burrows up and attacks.

71–80	A fruit tree grows. It has 1d10 + 20 fruit, 1d8 of which act as randomly determined magic potions, while one acts as an ingested poison of the GM's choice. The tree vanishes after 1 hour. Picked fruit remains, retaining any magic for 30 days.
81–90	A nest of 1d4 + 3 eggs springs up. Any creature that eats an egg must make a DC 20 Constitution saving throw. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes 10d6 force damage from an internal magical explosion.
91–99	A pyramid with a 60-foot-square base bursts upward. Inside is a sarcophagus containing a mummy lord . The pyramid is treated as the mummy lord's lair, and its sarcophagus contains treasure of the GM's choice.
100	A giant beanstalk sprouts, growing to a height of the GM's choice. The top leads where the GM chooses, such as to a great view, a cloud giant's castle, or a different plane of existence .

Wand of Wonder

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Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the following table to discover what happens.

If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already.

If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the GM randomly determines which ones are affected.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

d100	Effect
01–05	You cast slow .
06–10	You cast faerie fire .
11–15	You are stunned until the start of your next turn, believing something awesome just happened.
16–20	You cast gust of wind .
21–25	You cast detect thoughts on the target you chose. If you didn't target a creature, you instead take 1d6 psychic damage.
26–30	You cast stinking cloud .
31–33	Heavy rain falls in a 60-foot radius centered on the target. The area becomes lightly obscured. The rain falls until the start of your next turn.

34–36	An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll a d100 to determine which animal appears. On a 01–25, a rhinoceros appears; on a 26–50, an elephant appears; and on a 51–100, a rat appears.
37–46	You cast lightning bolt .
47–49	A cloud of 600 oversized butterflies fills a 30-foot radius centered on the target. The area becomes heavily obscured. The butterflies remain for 10 minutes.
50–53	You enlarge the target as if you had cast enlarge/reduce . If the target can't be affected by that spell, or if you didn't target a creature, you become the target.
54–58	You cast darkness .
59–62	Grass grows on the ground in a 60-foot radius centered on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute.
63–65	An object of the GM's choice disappears into the Ethereal Plane . The object must be neither worn nor carried, within 120 feet of the target, and no larger than 10 feet in any dimension.
66–69	You shrink yourself as if you had cast enlarge/reduce on yourself.
70–79	You cast fireball .
80–84	You cast invisibility on yourself.
85–87	Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours.

88–90	A stream of 1d4 × 10 gems, each worth 1 gp, shoots from the wand's tip in a line 30 feet long and 5 feet wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.
91–95	A burst of colorful shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
96–97	The target's skin turns bright blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected.
98–100	If you targeted a creature, it must make a DC 15 Constitution saving throw. If you didn't target a creature, you become the target and must make the saving throw. If the saving throw fails by 5 or more, the target is instantly petrified. On any other failed save, the target is restrained and begins to turn to stone. While restrained in this way, the target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the target is freed by the greater restoration spell or similar magic.

Magic Items

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Magic items are gleaned from the hoards of conquered Monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

Attunement

Some magic items require a creature to form a bond with them before their Magical Properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item. (If the class is a Spellcasting class, a monster qualifies if it has Spell Slots and uses that class's spell list.) If the prerequisite is to be a Spellcaster, a creature qualifies if it can cast at least one spell using its Traits or Features, not using a magic item or the like.

Without becoming attuned to an item that requires attunement, a creature gains only its nonmagical benefits, unless its description states otherwise. For example, a magic Shield that requires attunement provides the benefits of a normal Shield to a creature not attuned to it, but none of its Magical Properties.

Attuning to an item requires a creature to spend a Short Rest focused on only that item while being in physical contact with it (this can't be the same short rest used to learn the item's properties). This focus can take the form of weapon practice (for a weapon), meditation (for a wondrous item), or some other

appropriate activity. If the Short Rest is interrupted, the attunement attempt fails. Otherwise, at the end of the Short Rest, the creature gains an intuitive understanding of how to activate any Magical Properties of the item, including any necessary Command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to more than one ring of Protection at a time.

A creature's attunement to an item ends if the creature no longer satisfies the Prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another Short Rest focused on the item, unless the item is Cursed.

Wearing and Wielding Items

Using a magic item's Properties might mean wearing or Wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the finger. Magic armor must be donned, a Shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Many magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer. Rare exceptions exist. If the story suggests a good reason for an item to fit only Creatures of a

certain size or shape, you can rule that it doesn't adjust. For example, dwarf-made armor might fit elves only. Dwarves might make items usable only by dwarf-sized and dwarf-shaped folk.

When a nonhumanoid tries to wear an item, use your discretion as to whether the item functions as intended. A ring placed on a tentacle might work, but a Yuan-Ti with a snakelike tail instead of legs can't wear boots.

Multiple Items of the Same Kind

Use Common sense to determine whether more than one of a given kind of magic item can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, and one cloak. You can make exceptions; a character might be able to wear a circlet under a helmet, for example, or to layer two cloaks.

Paired Items

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a [boot of striding and springing](#) on one foot and a [boot of elvenkind](#) on the other foot gains no benefit from either.

Activating an Item

Activating some magic items requires a user to do something Special, such as holding the item and uttering a Command word. The description of each item category or individual item details how an item is activated. Certain items use the following rules for their activation.

If an item requires an Action to activate, that Action isn't a

function of the Use an Item Action, so a feature such as the rogue's Fast Hands can't be used to activate the item.

Command Word

A Command word is a word or phrase that must be spoken for an item to work. A magic item that requires a Command word can't be activated in an area where sound is prevented, as in the area of the Silence spell.

Consumables

Some items are used up when they are activated. A potion or an elixir must be swallowed, or an oil applied to the body. The writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

Spells

Some magic items allow the user to [Cast a Spell](#) from the item. The spell is cast at the lowest possible spell level, doesn't expend any of the user's Spell Slots, and requires no Components, unless the item's description says otherwise. The spell uses its normal Casting Time, range, and Duration, and the user of the item must concentrate if the spell requires Concentration. Many items, such as potions, bypass the casting of a spell and confer the spell's Effects, with their usual Duration. Certain items make exceptions to these rules, changing the Casting Time, Duration, or other parts of a spell.

A magic item, such as certain staves, may require you to use your own [Spellcasting](#) ability when you Cast a Spell from the item. If you have more than one Spellcasting ability, you choose which one to use with the item. If you don't have a Spellcasting ability—perhaps you're a [rogue](#) with the Use Magic Device feature—your Spellcasting ability modifier is +0 for the item,

and your Proficiency bonus does apply.

Charges

Some magic items have charges that must be expended to activate their Properties. The number of charges an item has remaining is revealed when an Identify spell is cast on it, as well as when a creature attunes to it. Additionally, when an item regains charges, the creature attuned to it learns how many charges it regained.

No posts found.

Dinosaurs

March 9, 2023



- [Miniature Tyrannosaurus](#)
- [Plesiosaurus](#)
- [Triceratops](#)
- [Tyrannosaurus Rex](#)

Aboleth

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aberration

Acolyte

March 9, 2023



humanoid (any race)

Ankheg

March 9, 2023



monstrosity

Awakened Shrub

March 9, 2023



plant

Ape

March 9, 2023



beast