



REFERENCE
CARDS

A detailed illustration of a dragon's head, rendered in shades of red, orange, and black. The dragon has glowing red eyes and its mouth is slightly open, showing its teeth. The background is dark with intricate, swirling patterns in red and orange.

THE DECK OF MANY ANIMATED THINGS

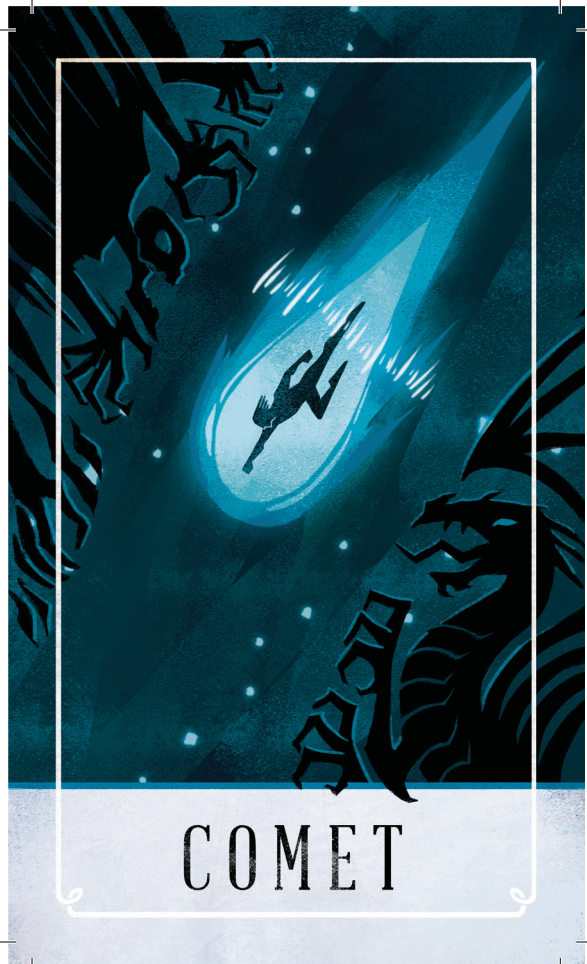
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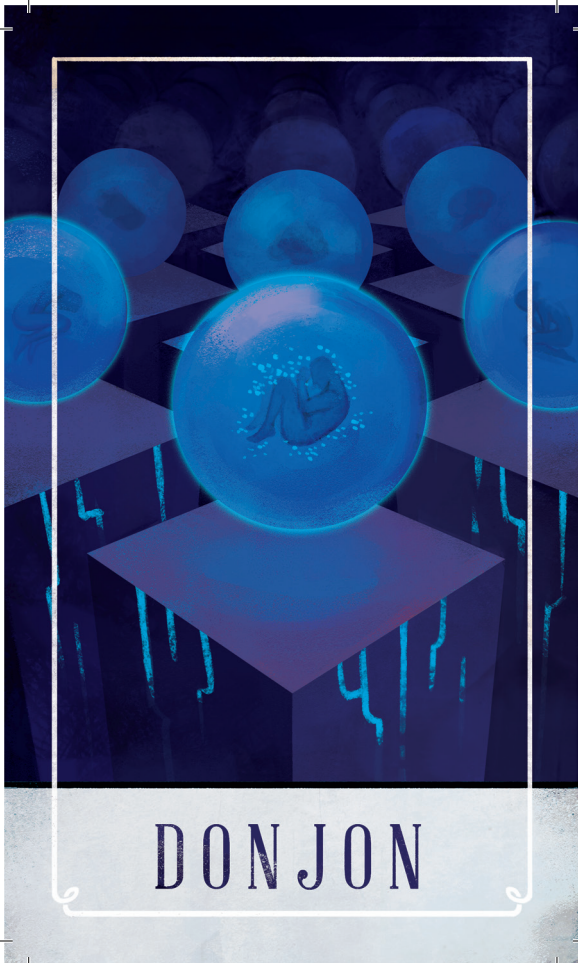
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BALANCE



COMET



DONJON



EURYALE





THE FATES



FLAMES



FOOL



GEM









MOON



ROGUE

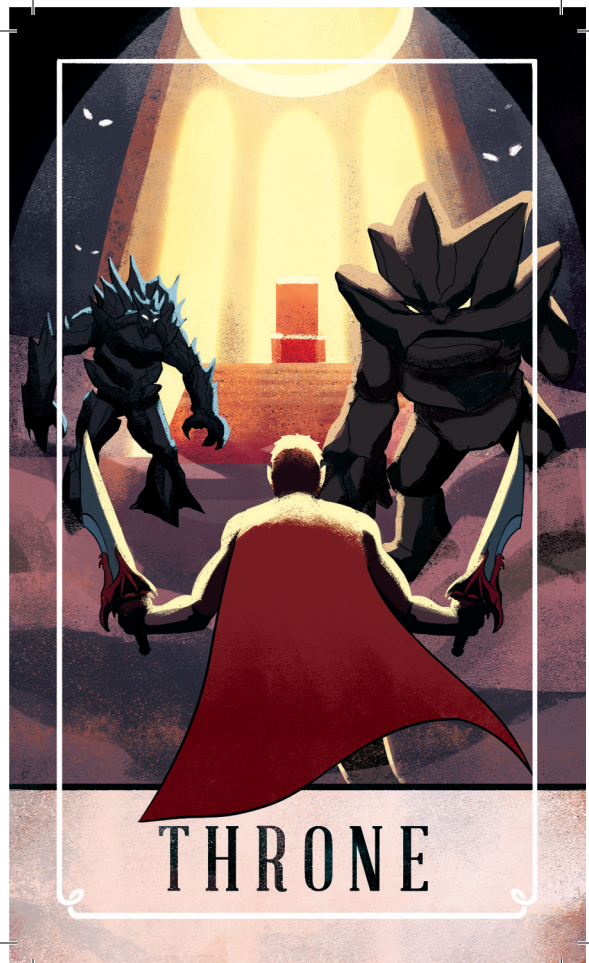
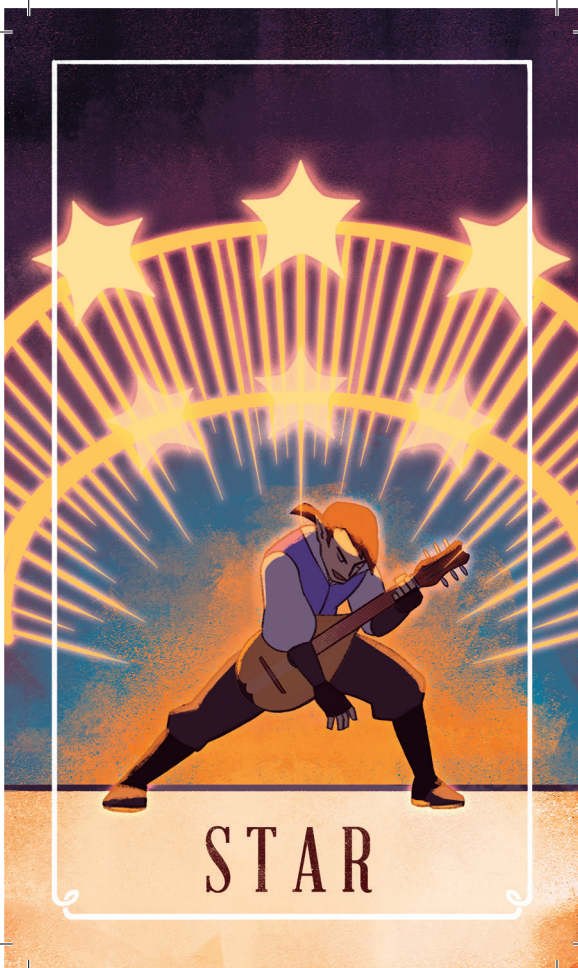


RUIN



SKULL











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

AVATAR OF DEATH 0XP

MEDIUM UNDEAD, NEUTRAL EVIL

SENSES

Darkvision 60 ft.,
Truesight 60 ft.,
Passive Perception 13

LANGUAGES

All languages known
to its summoner

DAMAGE IMMUNITIES

Necrotic, Poison

CONDITION IMMUNITIES

Charmed, Frightened,
Paralyzed, Petrified,
Poisoned, Unconscious

SPECIAL TRAITS

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.

ANIMATION: KAMILLE AREOPACITA & KEVIN AREOPACITA

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ARMOR CLASS

20

HIT POINTS

HALF THE HIT POINT MAXIMUM
OF ITS SUMMONER

SPEED

60 FT., FLY 60 FT. (HOVER)

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