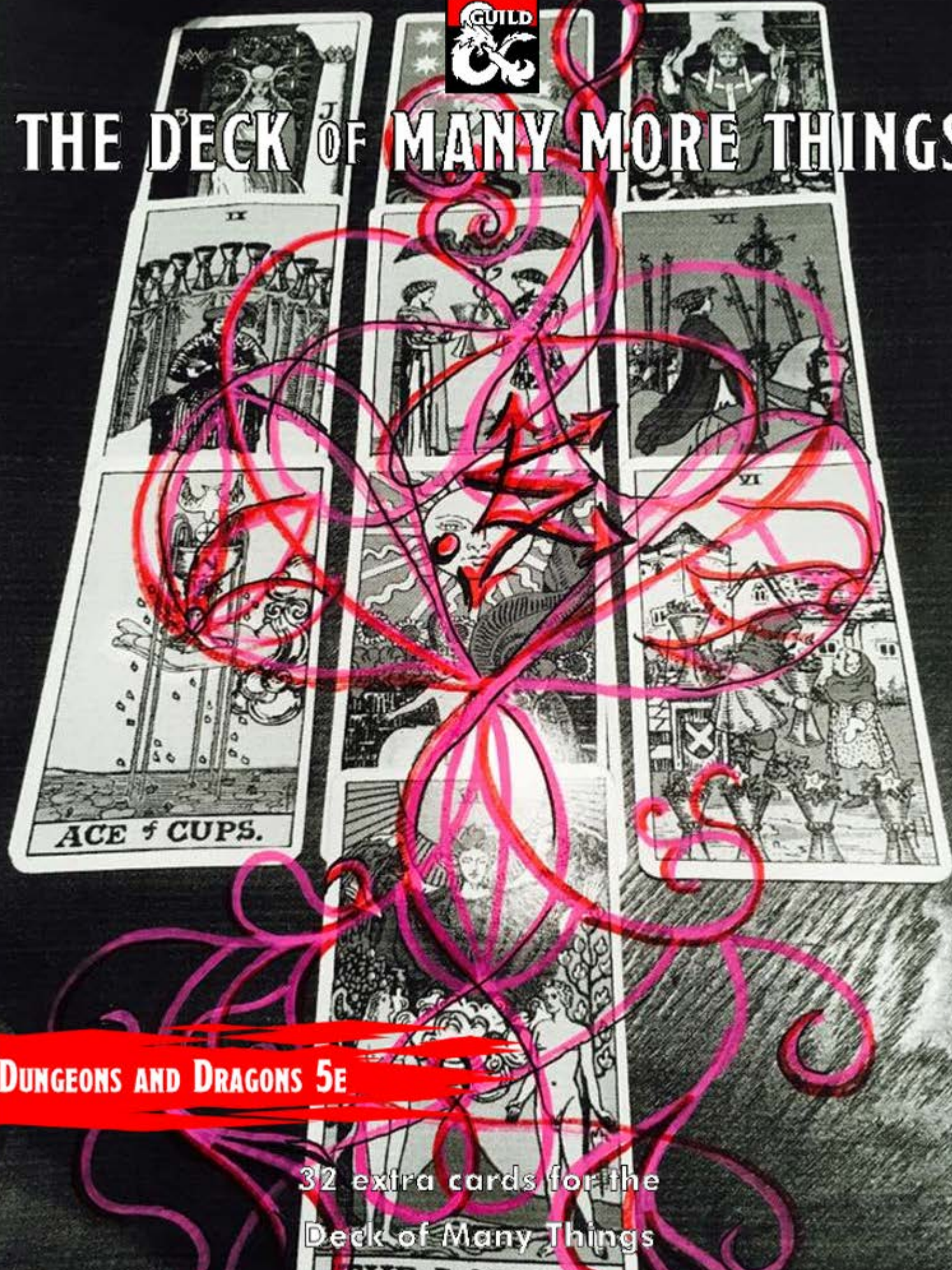




# THE DECK OF MANY MORE THINGS



**DUNGEONS AND DRAGONS 5E**

32 extra cards for the  
Deck of Many Things

THE LOVERS

# THE DECK OF MANY MORE THINGS

The Deck of Many Things is a fantastic magic item, but many players are familiar with the entire deck and find it somewhat predictable. This list of additional cards intended to be used alongside the ones listed in Dungeon Master's Guide Chapter 7 to fill out the option when drawing from the deck.

## OPTIONAL RULE

Every single card provided is optional and can be omitted from the deck at the DM's discretion. Cards that are potentially problematic include Clock as the DM may have to improvise a lot on the spot and Reversal as this may make some players uncomfortable. It is recommended that any DM reads all of the cards thoroughly before using them in game.

- Bat.** You are transformed into a vampire, see the Monster Manual for statistics.
- Beast.** You contract lycanthropy and become a werewolf, see the Monster Manual for statistics.
- Brute.** You gain the service of a 4th-level barbarian who appears in a space of you choose within 30 feet of you. The barbarian is of the same race as and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.
- Clarity.** You permanently gain 60 ft of truesight.
- Clock.** You and your party travel back in time to a point in your own past of your own choosing.
- Cloud.** You gain one feat of your choice.
- Contract.** A powerful being approaches you and offers you great power in exchange for servitude, if you accept then you instantly gain a level in Warlock. The DM chooses the type of patron.
- Cosmos.** You gain an epic boon of the dm's choice, see Dungeon Masters Guide Chapter 7.
- Countdown.** You will die in exactly one years' time, after which no magic short of a wish spell can restore you to life.
- Crown.** Somebody you know puts you in a position of importance and power. This could be a blessing or a curse as the position you are put in may require a lot of responsibility or maybe it is a desirable position that others may fight you for.
- Diamond.** You transform into a diamond statue worth 100000 gp. Remove curse or greater restoration will restore your form.
- Faith.** You gain favour from a god of the dm's choosing This god will seek to aid you whenever they can, but they will become less favourable if you act in a manner that is contrary to what they expect from their followers.
- Forget.** you lose all your memories. You retain all of your skills and knowledge, but you can't remember any events that you have experienced. The spell greater restoration will restore all lost memories.
- Fortune.** You gain Lucky halfling racial feature. If you are a halfling or already have the Lucky racial feature you gain Lucky feat.
- Fugitive.** You become a wanted criminal in the nearest civilisation. The price on your head is equal to your level x 1000 gp.
- Haven.** You and your companions are transported back to the last town you visited. If you are currently in a town nothing happens.
- Hero.** You have advantage on every roll you make until the next sunrise or sunset.
- Insanity.** Madness fills you mind, roll once on the permanent madness table (Dungeon Master's Guide Chapter 8).
- Loss.** A close ally of yours drops down dead instantly and they cannot be returned to life by any means short of a wish spell.

**Mage.** You gain the service of a 4th-level wizard who appears in a space of you choose within 30 feet of you. The wizard is of the same race as and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.

**Master.** Choose one skill and double your proficiency bonus for it.

**Mirror.** an exact replica of you with reversed alignment appears somewhere in the world. This replica has the same stats as you and has all of your memories and knowledge.

**Pathfinder.** Speak the name of a place or creature and you will now forever know the exact location of said place or creature even if it moves.

**Priest.** You gain the service of a 4th-level cleric who appears in a space of you choose within 30 feet of you. The cleric is of the same race as and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.

**Resurrection.** One dead person that you knew whether they be friend or foe returns to life. You are unaware that

**Rebirth.** The next time you die you are immediately restored to live and your race changes as if effected by the reincarnation spell.

**Reversal.** Your biological sex is reversed, if you were female you now have the body of a man and if you were male you now have the body of a woman. The gender you identify with is unaffected by the card directly. Any creature that has an asexual biology is unaffected by the card.

**Swap.** Every player at the table hands their character sheet to the person on the left and plays that character for the next in game 24 hours.

**The Planes.** You and every other creature within a 60 ft radius of you are transported to a random plane.

**Triquet.** You receive a common magic item of the dm's choice

**Vagabond.** You gain the service of a 4th-level rogue who appears in a space of you choose within 30 feet of you. The rogue is of the same race as and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.

**Wurm.** The nearest dragon is attracted towards you and will hunt you until either you or the dragon are dead.



Playing Card	Card
Ace of spades	Donjon
Two of spades	Balance
Three of spades	Faith
Four of spades	Priest
Five of spades	Brute
Six of spades	Vagabond
Seven of spades	Mage
Eight of spades	Reversal
Nine of spades	Resurrection
Ten of spades	Fortune
Jack of spades	Rouge
Queen of spades	Euryale
King of spades	Ruin
Ace of hearts	The Fates
Two of hearts	Gem
Three of hearts	Pathfinder
Four of hearts	Crown
Five of hearts	Insanity
Six of hearts	The Planes
Seven of hearts	Cloud
Eight of hearts	Mirror
Nine of hearts	Forget
Ten of hearts	Clock
Jack of hearts	Knight
Queen of hearts	Key
King of hearts	Throne
Joker with TM	Fool

Playing Card	Card
Ace of clubs	Talons
Two of clubs	Idiot
Three of clubs	Loss
Four of clubs	Swap
Five of clubs	Haven
Six of clubs	Hero
Seven of clubs	Rebirth
Eight of clubs	Contract
Nine of clubs	Beast
Ten of clubs	Blood
Jack of clubs	Skull
Queen of clubs	Flames
King of clubs	The Void
Ace of diamonds	Vizier
Two of diamonds	Comet
Three of diamonds	Countdown
Four of diamonds	Diamond
Five of diamonds	Clarity
Six of diamonds	Trinket
Seven of diamonds	Master
Eight of diamonds	Wurm
Nine of diamonds	Fugitive
Ten of diamonds	Cosmos
Jack of diamonds	Star
Queen of diamonds	Moon
King of diamonds	Sun lower
Joker without TM	Jester

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