



D20 Cards



Sick of rolling dice? Try these alternative rules by Mark Charke, suitable for any d20 or OGL game.

Welcome to *d20 Cards*, a system that replaces d20s with cards drawn from a standard deck of cards. Each time you would normally roll a d20, you instead draw two cards and use them to determine the result of the action. The card system is a little different but the odds are roughly the same.

There are two ways to include this system in your games. Everyone can use the card system or individual people can choose to use it by taking the d20 card feat or prestige classes.

Basic Rules

Basic Mechanic: You draw two cards and add their value together instead of making a d20 roll. Whenever you draw a face card, a Jack, Queen or King, discard it and draw another card. Once used in this way, discard these cards.

Threat (Optional): The odds of getting a 20 or a 1 is less with the cards, so a total of 18, 19 or 20 on the cards is considered the same as a natural 20 on the die for threats on attacks and automatic successes on saving throws.

The next numbers continue consecutively at a 1 to 1 basis. A total of 17 on the cards is considered a natural 19. A total of 16 is considered a natural 18 and so forth. This is important for the Improve Critical feat.

Fumble (Optional): A total of 1, 2 or 3, on the cards, is considered the same as a natural 1 on the die. The attack is an automatic miss, additional negative effects may occur on saving throws and so on.

Critical: If you threaten on an attack, you draw two more cards to make another attack roll to determine if it is a critical hit or not.

Face Cards: Face cards have no use in the basic system but there are feats and abilities that take advantage of their presence in the deck.

Advanced Rules

All of the following rules are optional.

Combat Draw: At the beginning of each combat round you draw two cards for each attack you are going to make. If you draw more than two cards, you must use a full attack action (you cannot change your mind after the first attack). You decide which cards to use for each attack. This allows for a certain amount of strategy.

Discard: At any time you may discard two cards and draw one. You can only get a 1-10 with this result (an Ace is a natural 1) but this might be better than what you drew with the original two cards.

Combat Discard: You can 'discard' from a 'combat draw', more than once if you wish, as long as you still

have two or more cards in your hand. Discarding will reduce the number of attacks you are able to make but you still must use the full attack action even if you are left with only one attack.

You must use two cards for each attack, unless you have an odd number of cards. In this case the last attack uses one card just like a Discard.

Joker: The joker can be *any* card you wish.

Poker Combat Draw: You can make a poker hand from your combat draw. When you do, you must discard those five cards for a single attack, reducing your total number of attacks, but getting an automatic result shown below.

On a critical hit result, increase the damage; you do not need to make another attack roll to confirm it as a critical hit. A dead man's hand doubles the critical multiplier. For example, a pick would inflict x8 damage with a dead man's hand.

Poker Hand Results

Hand	Effect
Dead Man's Hand	Critical hit, double the critical multiplier
Royal Flush	Critical hit
Straight Flush	Critical hit
4 of a Kind	Natural 20
Full House	Natural 20
Flush	19
Straight	18

Dead Man's Hand: The exact contents of the dead man's hand are not certain and vary as a result, but are often the Ace of Clubs, the Ace of Diamonds, the Eight of Clubs, the Eight of Diamonds and the Queen of Hearts.

Royal Flush: A poker hand with an Ace, King, Queen, Jack and 10, all in the same suit.

Straight Flush: A poker hand with consecutive cards in the same suit.

4 of a Kind: A poker hand with four cards of the same value or face.

Full House: A poker hand with a pair, and three of a kind; two cards of the same value or face and three cards of the same value or face.

Straight: A poker hand with five consecutive cards such as 9, 10, 11, Jack and Queen.

Once Through: Do not reshuffle the discarded cards into the deck until the deck has run out of cards (also wait until everyone's hands are empty to reshuffle the deck).

D20 Card Feats

The following are d20 card feats that can be taken as a general feat with the Games Master's permission.

D20 Cards (General)

You use cards instead of a die for your d20 rolls.

Prerequisites: Games Master's permission.

Benefit: You may use any of the card systems, basic or advanced, instead of rolling a d20.

Special: You can create card related magical items as if you had the Craft Wondrous Item feat.

Joker (General)

You can save Jokers to use later.

Prerequisites: d20 cards.

Benefit: When you draw a Joker, you can put it aside. The hand you removed it from uses one less card. The joker is not replaced. Any time before you reshuffle your deck, you can replace any card just drawn with the Joker.

Jack (General)

You gain bonuses from Jacks.

Prerequisites: d20 cards.

Benefit: Each time you draw and discard a Jack, add a +1 luck bonus to the total if it is an attack roll.

For The Mathematicians

The odds of drawing cards as opposed to rolling a 20-sided die...

No	% Odds	Odds in 20
1	0%	0 in 20
2	1%	0.2 in 20
3	2%	0.4 in 20
4	3%	0.6 in 20
5	4%	0.8 in 20
6	5%	1.0 in 20
7	6%	1.2 in 20
8	7%	1.4 in 20
9	8%	1.6 in 20
10	9%	1.8 in 20
11	10%	2.0 in 20
12	9%	1.8 in 20
13	8%	1.6 in 20
14	7%	1.4 in 20
15	6%	1.2 in 20
16	5%	1.0 in 20
17	4%	0.8 in 20
18	3%	0.6 in 20
19	2%	0.4 in 20
20	1%	0.2 in 20

Queen (General)

You gain bonuses from Queens.

Prerequisites: d20 cards.

Benefit: Each time you draw and discard a Queen, add +1 luck bonus to the total if it is for a saving throw.

King (General)

You gain bonuses from Kings.

Prerequisites: d20 cards.

Benefit: Each time you draw and discard a King, add +1 luck bonus to your damage if it is for an attack roll and you hit.

New Prestige Classes

The following are the new prestige classes related to d20 cards; the card blade and the card caster.

Card Blade

'It's not just anyone who can enter the King's court armed.'

The huckster, the gambler, the supernatural gunfighter, a card blade belongs in the dusty, dry streets of some backwater town with a pair of irons and a deck of cards up his sleeve. Wherever he is though, he is the master of games and quick on the draw. Card blades often serve dual purpose as muscle for a casino, as body guards or even as undercover law enforcement.

Fighter/rogues are ideal for card blades but both a fighter and rogue can qualify at higher levels. Other classes can also take card blade when they can meet the requirements.

Hit Die: d10

Playing Cards As Weapons

Without proficiency you cannot inflict damage with a playing card, except on a critical hit where you inflict one point of nonlethal damage. Proficiency in this exotic weapon allows you to inflict one point of lethal damage or two points on a critical hit. Weapon Specialisation with this weapon increases the base damage to 1d4 (small or medium) instead of dealing an additional two points of damage. Greater Weapon Specialisation increases the base damage to 1d6 (small or medium) instead of dealing an additional two points of damage.

Cards can be made from metal, costing 52 gp for a deck, and can be made of unusual metals gaining the benefits for being made of those materials. Cards, generally, are never made from glass, leather, wood (except paper and papyrus) or cloth.

Multiple Cards: No matter how many cards you use for a single attack, damage is dealt as if only one card was used. If your cards deal extra damage, such as from the *greater magic weapon* and *flaming arrow* spells, this extra damage is only applied once per attack. If you have multiple attacks, you can deal damage normally for each attack.

Playing Cards

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Playing Card	1cp/52 cards	1	1	x2	5 ft.	1/2 lb. (full deck)	Slashing

Multishot: If you have the Multishot feat and Exotic Weapon Proficiency: playing cards, you can use Multishot with cards. This is an exception to the multiple cards rule above.

Requirements

To qualify for card blade a character must fulfil all of the following criteria.

Base Attack Bonus: +3

Skills: Profession (gambler) 3 ranks, Sense Motive 5 ranks, Sleight of Hand 3 ranks, Spot 3 ranks

Feats: Quick Draw

Special: The character must have at least one deck of cards (more than one is recommended).

Class Skills

The card blade's class skills (and the key ability modifier for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis) and Swim (Str)

Skill points at each level: 4 + Int modifier

Class Features

All the following are class features of the card blade prestige class.

D20 Cards: A card blade gains this feat for free at 1st level.

Energy (Su): Starting at 1st level, a card blade can use a standard action to charge a deck of up to 52 cards. This last one hour per point of Charisma. Each card deals 1d6 energy damage, when thrown and is discharged whether or not it hits. No matter how many cards he throws, they deal a maximum of 1d6 damage per attack. He can only charge a deck with one type of energy at a time and must choose 1 energy type he can use (acid, cold, fire, lightning or sonic). At 3rd, 7th and 9th levels he can use the power one additional time per day and chooses one more energy type he can use.

Exotic Weapon Proficiency (card): Card blades are proficient in the use of cards as weapons and can deal one point of lethal damage with them.

The Card Blade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	D20 cards, energy I, Exotic Weapon Proficiency: playing cards
2 nd	+2	+3	+0	+0	
3 rd	+3	+3	+1	+1	Energy II
4 th	+4	+4	+1	+1	
5 th	+5	+4	+1	+1	Weapon specialisation
6 th	+6	+5	+2	+2	
7 th	+7	+5	+2	+2	Energy III
8 th	+8	+6	+2	+2	
9 th	+9	+6	+3	+3	Energy IV
10 th	+10	+7	+3	+3	Bonus feat

Weapon Specialisation: At 5th level the card blade can deal 1d4 damage with a card instead of one point of damage (this counts as having Weapon Specialisation with cards).

Bonus Feat: At 10th level, the card blade gains a bonus feat. This can be any fighter feat or Craft Wondrous Item.

Card Caster

'Got a deck of cards? Let me show you a trick.'

The first card caster was the son of a jester and apprentice to an evoker. He earned an early living in the gambling halls until he went on the road as an adventurer and later retired to open his own gambling casino where he taught other card casters. Card casters are kin to arcane tricksters and you can find the two working together very well.

Card casters are usually chaotic, working with other rogues. They prefer being in cities where they can ply their trade but card casters are not unknown to dungeons

and the wild to increase their skill. Some card casters work for law enforcement undercover or as bodyguards in places such as the royal court.

Hit Die: d4

Requirements

To qualify for card caster a character must fulfil all of the following criteria.

Skills: Profession (Gambler) 5 ranks, Sense Motive 7 ranks, Sleight of Hand 5 ranks, Spot 5 ranks.

Spellcasting: Ability to cast 3rd level spells.

Special: Sneak attack +2d6. The character must have a deck of cards (more than one is recommended).

Class Skills

The card caster's skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise

(Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill points at each level: 6 + Int modifier

Class Features

All the following are class features of the card caster prestige class.

Spells per day: When a new card caster level is gained, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a card caster, he must decide to which class he adds the new level for purposes of determining spells per day.

D20 Cards: The card caster gains this feat for free at 1st level.

Deck Book: A wizard/card caster no longer uses a spellbook but stores his spells on special decks of cards. The spells are only written on one side so they may be used as playing cards and a clever card caster would disguise them further to look like a normal deck of cards. It takes the same number of cards to store a spell as pages in a spellbook, requiring the same time and

money to write down. Another spellcaster can use a deck book as if he was reading another wizard's spellbook.

Sneak Attack (Ex): If a card caster attacks an opponent who is unable to defend himself effectively, the card caster can strike a vital spot for extra damage. Any time the card caster's target would be denied his Dexterity bonus to AC (whether he actually has a Dex bonus or not), or when the card caster flanks the target, the card caster's attack deals extra damage. The extra damage is listed on The Card Caster table, below. If the card caster has another class with sneak attack, add all the sneak attack damage together to determine the bonus damage when sneak attacking. Should the card caster score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The card caster cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the card caster can make a sneak attack that deals nonlethal damage instead of normal damage. He cannot use a weapon that deals normal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute a sneak attack.

A card caster can only sneak attack a living creature with a discernible anatomy — undead, constructs, oozes, plants and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The card caster must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The card caster cannot sneak attack while striking a creature with concealment (See *Core Rulebook I*) or striking the limbs of a creature whose vitals are beyond reach.

The Card Caster

	Base Attack	Fort	Ref	Will		Spells/Powers per Day/Known
Level	Bonus	Save	Save	Save	Special	
1 st	+0	+0	+0	+2	d20 cards, deck book	+1 level of existing class
2 nd	+1	+0	+0	+3	Sneak attack +1d6	+1 level of existing class
3 rd	+1	+1	+1	+3		+1 level of existing class
4 th	+2	+1	+1	+4	Sneak attack +2d6	+1 level of existing class
5 th	+2	+1	+1	+4	Exotic weapon proficiency: playing card	+1 level of existing class
6 th	+3	+2	+2	+5	Sneak attack +3d6	+1 level of existing class
7 th	+3	+2	+2	+5		+1 level of existing class
8 th	+4	+2	+2	+6	Sneak attack +4d6	+1 level of existing class
9 th	+4	+3	+3	+6		+1 level of existing class
10 th	+5	+3	+3	+7	Sneak attack +5d6	+1 level of existing class

Exotic Weapon Proficiency (card): At 5th level, card casters are proficient in the use of cards as weapons and can deal one point of lethal damage with them.

New Spells

The spells herein are presented in alphabetical order. They are all arcane spells, but at the Games Master's option some may be selected as alternate spells for the Trickery Domain at the specified levels.

Card Golem

Conjuration

Level: Sor/Wiz 1, Trickery 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned construct

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You animate one, or more, decks of cards into a Medium-sized humanoid form. The resulting creature is the same as an animated object, Medium, as described in *Core Rulebook III*, except that it has 1 hit point per caster level.

Focus: For every 5 hit points you must use one deck of cards to create the card golem. If the golem is damaged or destroyed, so are the cards used to make it.

Card Nova

Conjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You hurl a deck of cards, which fly out to the specified range and explode in a burst of cards that transform into

energy, striking anyone in the area and dealing 1d4 +1 damage per caster level (max +15). You can choose to have the cards deal acid, cold, fire, lightning or sonic damage, but only one type.

Material Component: A tiny ball of bat guano, sulphur and a deck of cards which is destroyed in the explosion; eaten by acid, frozen and shattered, consumed by flames, burned by electricity or vibrated apart. Telltale bits of card always remain, though.

Card Strike

Evocation

Level: Sor/Wiz 1

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You charge a card and throw it at an opponent. The card transforms into brilliant energy and ignores armour. If it hits it deals 1d4+1 energy damage per caster level (max +10). You can choose to deal acid, cold, fire, lightning or sonic energy but only one type.

Material Component: One playing card.

Instant Army

Conjuration

Level: Sor/Wiz 9, Trickery 9

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 54 creatures

Duration: 1 round/level

You transform a deck of cards into an army. The cards

2 through 10 become 1st level human fighters. Jacks become 2nd level human fighters. The Queens become 3rd level human sorcerers. The Kings become 4th level human fighters. The Aces become 5th level human barbarians, paladins or rangers. The Jokers become 3rd level rogue/3rd level human wizards.

The army is not especially clever but can follow complicated instructions such as 'fight until you are dangerously injured or being overwhelmed.' Soldiers slain (or successfully dispelled) revert to damaged or destroyed cards.

Material Component: One deck of cards.

Pokerkenisis

Transmutation

Level: Sor/Wiz 3, Trickery 3

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40ft./level)

Effect: One, or more, deck of cards

Duration: 1 min./level

Saving Throw: Reflex (negates)

Spell Resistance: No

You telekinetically cause a deck of cards to fly. You can shape them into a carpet to carry people or a sphere to hold objects, or any other contiguous shape you can think of. You can hold up to 25 pounds per caster level (maximum 375 pounds at 15th level) on the carpet or in the sphere.

Damage to the cards quickly destroys them and removes support but you can add more cards. You cannot carry liquids (without a container), sharp or damaging materials because they would cut through the cards and fall.

If you try to lift an unwilling target, they can negate the effect with a successful Reflex saving throw, by making a Strength check (DC 5) or by dealing 2 or more damage to the cards.

Focus: One or more decks of cards.

New Magic Items

Blessed Deck Book: These especially well made cards are durable and waterproof. Each card can store one spell up to a spell level equal to the value of the card. An Ace can store a 1st level spell; a 2 can store a 1st or 2nd level spell and so on. The Jack, Queen, King and Joker can store spells of up to 9th level. Only card casters with the deck book class ability can write spells onto a blessed deck book.

Moderate transmutation CL 7th; Craft Wondrous Item, deck book class ability, *secret page*; 12,500gp; Weight 0.5 lb.

+1 Deck of Cards of Returning: Treated as ammunition, each card in this deck has a +1 enhancement bonus. This gives them a +1 to hit and it deals 2 points of damage, instead of 1, in the hands of a proficient user. The cards also have the returning ability and come back to the wielder just before the beginning of his next turn. Removing or destroying cards in the deck has no effect on the other cards.

Moderate transmutation; CL 7th; Craft Magic Arms and Armour, *telekinesis*; Price 8,000gp

Scroll Deck: This is a magical deck of cards. As a free action useable once per round a character can draw one card randomly from the deck. As a move-equivalent action he can shuffle that card back into the deck or he can cast the spell exactly as if he were using a scroll. If

the character casts the spell, that card is removed from the deck. It cannot be used again. The cards of Ace to 9 contain spells from 1st - 9th (Ace is a 1st level spell, deuce is a 2nd level spell and so forth), 10, face cards and wild cards may contain spells of any level. The spell on the wild cards, if used, must contain a random effect such as *prismatic spray* or *confusion*.

Cost: To determine the cost of a scroll deck find the total number of spell levels. There are 180 spell levels in the cards from Ace to 9 plus the levels chosen for the 10, face cards and wild cards. Like making a scroll the cost is: Caster Level (minimum 17*) multiplied by total spell levels multiplied by 25gp. This cost is reduced by 25% (because the cards are random). Then add the cost for any material components or experience point costs over 1 gp.

*The spells must all be created at the same caster level.

Repair: You can replace a used card by scribing a replacement scroll (but on a card). This costs the same as making a scroll.

The Elemental Arcane Scroll Deck

	Diamonds (Earth)	Spades (Air)	Hearts (Fire)	Clubs (water)
Ace	<i>Mage armour</i>	<i>Feather fall</i>	<i>Burning hands</i>	<i>Obscuring mist</i>
2	<i>Shatter</i>	<i>Whispering wind</i>	<i>Flaming sphere</i>	<i>Fog cloud</i>
3	<i>Keen edge</i>	<i>Fly</i>	<i>Fireball</i>	<i>Water breathing</i>
4	<i>Stone skin</i>	<i>Solid fog</i>	<i>Fire shield</i>	<i>Ice storm</i>
5	<i>Wall of stone</i>	<i>Overland flight</i>	<i>Shadow evocation</i>	<i>Cone of cold</i>
6	<i>Wall of iron</i>	<i>Shadow walk</i>	<i>Stone to flesh</i>	<i>Control water</i>
7	<i>Reverse gravity</i>	<i>Control weather</i>	<i>Delayed blast fireball</i>	<i>Ethereal jaunt</i>
8	<i>Dimensional lock</i>	<i>Power word stun</i>	<i>Incendiary cloud</i>	<i>Polar ray</i>
9	<i>Imprisonment</i>	<i>Freedom</i>	<i>Meteor swarm</i>	<i>Shapechange</i>
10	<i>Stone skin</i>	<i>Control weather</i>	<i>Fire shield</i>	<i>Water breathing</i>
Jack	<i>Wall of stone</i>	<i>Fly</i>	<i>Fireball</i>	<i>Cone of cold</i>
Queen	<i>Wall of stone</i>	<i>Fly</i>	<i>Fireball</i>	<i>Cone of cold</i>
King	<i>Wall of stone</i>	<i>Fly</i>	<i>Fireball</i>	<i>Cone of cold</i>
Wild Card	<i>Rainbow pattern</i>	<i>Rainbow pattern</i>	-	-

Strong enchantment (or by school, if the deck is heavily slanted towards one); CL 17th; Craft Wondrous Item, all spells in the deck; Price: Varies (see above).

Elemental Arcane Scroll Deck: This is an example of a scroll deck. This deck contains arcane spells with an elemental theme. Each suit represents one element, earth, air, fire or water. This deck contains 254 spell levels + 500gp for stone skin material components.

This deck is favoured by elementalists wizards and sorcerers and those who worship elemental themed deities. Because the deck contains spells from all four elements certain elementalists may not be able to use them all. If you replace spells in this deck, they should either be the same spells or of the appropriate element.

Strong evocation; CL 17th; Craft Wondrous Item, all spells on Elemental Arcane Scroll Deck table; Price: 80,963

Divine Deck (Thor): This divine deck is themed for the god of thunder, patron of agriculture and promoter of personal reliance and strength. This deck contains 254 spell levels of divine spells. The cost includes the price of the *miracle* spell that costs more than the typical 9th level spell (see *Core Rulebook II*).

The Divine Deck of Thor

	Diamonds	Spades	Hearts	Clubs
Ace	<i>Magic weapon</i>	<i>Obscuring mist</i>	<i>Cure light wounds</i>	<i>Magic stone</i>
2	<i>Spiritual weapon</i>	<i>Fog cloud I</i>	<i>Cure moderate wounds</i>	<i>Bear's strength</i>
3	<i>Searing light</i>	<i>Call lightning</i>	<i>Cure serious wounds</i>	<i>Magic vestment</i>
4	<i>Magic weapon, greater</i>	<i>Sleet storm</i>	<i>Cure critical wounds</i>	<i>Air walk</i>
5	<i>Righteous might</i>	<i>Ice storm</i>	<i>Cure light wounds, mass</i>	<i>Atonement</i>
6	<i>Blade barrier</i>	<i>Control winds</i>	<i>Cure moderate wounds, mass</i>	<i>Bull's strength, mass</i>
7	<i>Holy word</i>	<i>Control weather</i>	<i>Cure serious wounds, mass</i>	<i>Regenerate</i>
8	<i>Earthquake</i>	<i>Whirlwind</i>	<i>Cure critical wounds, mass</i>	<i>Cloak of chaos</i>
9	<i>Storm of vengeance</i>	<i>Storm of vengeance</i>	<i>Heal, mass</i>	<i>Summon monster IX</i>
10	<i>Spiritual weapon</i>	<i>Call lightning</i>	<i>Heal</i>	<i>Magic vestment</i>
Jack	<i>Magic weapon, greater</i>	<i>Control weather</i>	<i>Heal</i>	<i>Bull's strength, mass</i>
Queen	<i>Magic weapon, greater</i>	<i>Control weather</i>	<i>Heal</i>	<i>Bull's strength, mass</i>
King	<i>Magic weapon, greater</i>	<i>Control weather</i>	<i>Heal</i>	<i>Bull's strength, mass</i>
Wild Card	<i>Miracle</i>	<i>Heal, mass</i>	-	-

At your Games Master's discretion you may replace used cards with new ones, changing the theme, or you may have to stick to the theme and replace used cards with the same spells.

Thor is a chaotic good deity and the deck may not respond well to being used by lawful or chaotic persons or persons of a religion opposed to Thor's, Loki in particular.

Strong evocation; CL 17th; Craft Wondrous Item, all spells on Divine Deck table; Price: 105,963gp

Deck of Power: The cards from this magical deck enchant weapons. As a move-equivalent action you draw a card randomly and either shuffle it back into the deck or place it on the weapon, which activates the ability. If the card falls off the weapon, or is removed, the ability ends. If the card is Ace to 5, the weapon gains a +1 to +5 enhancement bonus for 15 rounds. If the card is 6 or higher the weapon gains the +5 bonus and gains additional abilities shown on the table below for 15 rounds. Each card in the deck can be used only once and then loses its enchantment.

This deck is appropriate for a card blade, or a blade slinger, spellsword or any combination of fighter/spellcaster. The random nature of the deck makes it favoured more by chaotic persons than lawful persons as they are unable to control or predict the results of the cards. A lawful person might find himself spending time shuffling cards back into the deck looking for the effect he wants, while a chaotic person would just 'go with the flow.'

Strong enchantment; CL 15th; Craft Wondrous Item, *magic weapon, greater*; Price 58,500gp.

The Deck of Power

	Diamonds	Spades	Hearts	Clubs
6	Defending	Frost	Flaming	Shock
7	Merciful*	Icy Burst	Flaming Burst	Shocking Burst
8	-*	Icy Burst, Throwing	Flaming Burst, Keen	Speed
9	Holy*	Icy Burst, Disruption	Brilliant Energy	Dancing
10/J/Q/K	Ghost Touch*	Icy Burst, Speed	Brilliant Energy, Flaming	Dancing, Shock
Wild Card	Your Choice	Your Choice		

*Plus all previous abilities

Deck of Many Simple Things: This deck contains a menagerie of mundane items. Their usefulness depends on the situation. As a standard action, once per round, a card can be drawn and the item appears in the user's hand or on the ground beside him. After an item is used, it can be put back onto the card as a full round action. Using the deck provokes an attack of opportunity in combat. If an item is destroyed or used up, it can be replaced with a similar item. Decks may even contain blank cards, damaged items or even

masterwork or magical versions of the items listed on The Deck of Many Simple Things table, below. All of these items and their complete description can be found in *Core Rulebook I*.

The deck of many simple things functions in a manner very similar to a *portable hole* or a *bag of holding*. If the deck is ever placed inside one of these, a rift to the Astral Plane is torn and both are sucked into the void and lost. The deck contains a warning to this effect on each card.

The Deck of Many Simple Things

	Diamonds	Spades	Hearts	Clubs
Ace	Backpack	Chain	Ladder 10ft	Rope, silk, (100ft)
2	Barrel	Chalk, 1 piece	Lantern, hooded	Sack
3	Basket	Chest	Lock, amazing	Sealing wax
4	Bedroll	Crowbar	Manacles	Sewing needle and thread
5	Bell	Firewood, 1 days	Mirror, small steel	Signal whistle
6	Blanket	Fishhook	Oil (1-pint flask)	Signet ring
7	Block and Tackle	Fishing net	Paper, 100 sheets	Sledge
8	Bottle, wine, glass	Flask	Pick, miner's	Soap
9	Bucket	Flint and steel	Piton, 50	Shovel
10	Caltrops	Grappling hook	Pole, 10 foot	Spyglass
Jack	Candle	Hammer	Pot, iron	Tent
Queen	Canvas, 10 sq yd	Ink, 1 oz. vial and ink pen	Pouch, belt	Water Skin
King	Case, map	Jug, clay	Ram, portable	Whetstone
Wild Card	Healer's Kit	Thieves' tools		