

# The Tarot Deck of Many, Many Things

*A sourcebook for adventurous characters of all levels.*

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Sample file

# Introduction

There are few magic items in Dungeons and Dragons that embody the game's potential for fantastic possibilities as the Deck of Many Things. A draw from the deck can completely change a character into a force to be feared or strike them with some terrible circumstance that takes months to overcome.

This guidebook expands the 22-card deck from the many editions of D&D into a full Tarot of 78 choices, both the major and minor arcana. And much like actual Tarot readings, whether the cards are drawn right side up or inverted can drastically alter the outcome.

As a player, when I drew from the original deck, I found myself facing my own grim reaper. As a Dungeon Master, I have seen a fighter instantly gain a level. I have also seen a cleric lose all of their items, including a Shield +5 they were fortunate to roll a 100 from a giant lizard randomly encountered in the fields of Faerun.

The cards below are fairly balanced with a mix of positive results, negative results, or neutral results -- strange things that will change a character or their circumstances. Whatever draw from the deck a player gets, it will likely be memorable. And if they draw multiple cards, the interplay between them could be shockingly epic.

But a note of warning: draws from this Tarot deck can drastically change a campaign. It is recommended you use these cards only if you can truly embrace the idea that anything can happen in your game and you are ready to really shake things up. But that is the point to roleplaying -- to see where the most unreal situations take you. And with that, it is time to shuffle...

# The Deck

This collection of 78 tarot cards are usually made with the best materials, expertly crafted vellum with finely painted figures or ivory with etched and stained images. The deck can be contained in a velvet pouch, a wooden box, or even a metallic case.

The Reader, the one giving the Tarot reading, will ask the player how many cards they want to draw while they shuffle. This may be a disembodied voice, if the deck was abandoned somewhere. If another player is the one to pick up the deck and give readings, they will be compelled to ask the question and shuffle.

The player then draws a card and flips it over. The Reader notes which card was drawn and if it is properly oriented or inverted, from the point of view of the one drawing. This is crucial because an inverted card has a different result than one drawn upright.

The effect occurs immediately, though a few have a delayed reaction. Other cards beyond the first must be drawn less than 1 hour after the last card they drew. If the player does not physically draw the card(s), they will fly to the player themselves and take effect.

When the effect of the card begins, the physical card will instantly disappear from existence, flawlessly teleporting back into the deck. Thus, a player could get the same card multiple times in a row.

The tarot deck is divided into the Major Arcana, featuring 22 named cards such as Justice or the Magician. The Minor Arcana are the remaining 56 cards, four suits not unlike a typical deck of the playing cards. The suits are Wands, Swords, Cups, and Coins, rather than the four suits in a deck of playing cards. The cards are numbered 2 to 10 and then there are face cards, including an Ace -- besides the King and Queen, there is a Page card and a Knight card instead of just a Jack. The suits are Wands, Swords, Cups, and Coins, rather than the four suits in a deck of playing cards.

So without further adieu, here are the 78 cards themselves. Good luck on your draw.

# The Cards

## The Major Arcana

### **O - THE FOOL**

The Reader says, "Here comes the fool." A jester appears and insults the player, saying they are a bigger fool than him. He laughs and points at the character. A sense of embarrassment overcomes the character. They lose 10,000 experience and draw once more, foolishly.

#### **inverted**

The jester walks around and looks at player and says, "You are a fool." The PC goes into shock, thinking about their life, realizing the jester is right. They come out of the daze with insight on how they have been foolish in the past. They gain 10,000 experience.

### **I - THE MAGICIAN**

The Reader says, "A practitioner of magic approaches." A Wizard appears and gives assistance to the party in any way he can, but he will seek spells or magic items as payment. He looks like a stereotypical human wizard with a robe and a pointy hat. He is 12th level, with ability scores all 10 except for an Int of 16. and his tradition is Divination.

#### **inverted**

The same wizard appears, attempts to help, but makes things worse. The entire time he insults the character for wasting his time.

### **II - THE HIGH PRIESTESS**

The Reader says, "Prepare for the aid of the priestess." A matronly woman appears, dressed in robes of holy authority. She asks whom the player wants restored. Everyone designated in 1 minute is healed completely, including all diseases and ailments.

#### **inverted**

The same woman appears and asks the player, "Which infidel do you wish defeated?" The NPC named suddenly dies via divine intervention. If the character says they do not wish any deaths the priestess calls the character merciful and heals the group like the non-inverted card.

### **III - THE EMPRESS**

The Reader says, "All hail the empress." A raised platform is brought out by four servants and the well dressed ruler is revealed. She blows a kiss to the PC, saying she gives them her blessing. The character becomes pregnant. If the character is male, the baby grows inside a magic bubble inside their torso, and will need to be birthed via a C-section when the time comes.

#### **inverted**

The empress gives a look of scorn and curses the PC, declaring, "Barren. Bare. You will die without children, without legacy, without love." The character is now sterile.

## IV - THE EMPEROR

The Reader says, "Long live the glorious emperor." An emperor on his throne sprouts up from the ground. He asks the player to draw near. He gives a speech on what it takes to rule. He then examines the character and pronounces them worthy. He bestows upon the player his **Rod of Lordly Might** (*DMG p196*). He asks the player to use it for the good of all. The first time the player uses the rod in a deliberately evil way it will stop being magical for one day. The second time it will lose all its magic permanently.

### inverted

The emperor examines the character and pronounces them unworthy. The PC is forced to kneel, paralyzed in that position. Then he presses the button and turns his Rod into a Battleaxe +3, and gets a single attempt to chop off their head (Instant Death rule applies, *PHB p197*). After the single attack is made, the emperor returns to the ground.

## V - THE HIEROPHANT

The Reader states, "Now comes a servant of the heavens." A wizened priest appears, stating he is a messenger of the gods. He asks the character if he has a patron god. If he does, the priest comments on the god's great qualities and then touches the player on the forehead. The symbol of the god is forever branded there. Those who follow this god will give the PC respect, but enemies of said god will hate them. The DM should devise suitably drastic results in social situations. Players who answer they do not follow a god just get a pitiful glance from the priest.

### inverted

The same as above, though the priest punishes the faithless by putting a magical

mark on their forehead that says the word faithless in the tongue of the native language of whoever reads it. The mark will only disappear when the character finds faith.

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## VI - THE LOVERS

The Reader hands the character a small token that hints at the identity of the love of their life and says, "This will lead you to true love." The PC will meet their soulmate sometime during the next week. The PC will have to face many obstacles to win their love. The DM should put the time in to make the soulmate a fully fleshed out NPC with stats, goals, etc.

### inverted

The same as above, except a tragedy will befall their soulmate. It could be illness. It could be murder. It could even be they go on a quest that changes them into a villain.

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## VII - THE CHARIOT

The Reader cocks head as if listening and states, "Hark the rumble of the chariot." A black chariot being pulled by two **Nightmares** (*MM p235*) and driven by a **Cambion** (*MM p36*). It will run down the PC. They all will attack relentlessly for one minute, ten rounds, each day. This will reoccur until the PC is killed or they are. The chariot is intangible to everyone else, except for the PC.

### inverted

The same chariot appears and asks the character whom they would see vanquished. It will perform the same actions as above, but against whomever is named.

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