## LUCKLESS DICE

Carved of bone, luckless dice appear to be a set of loaded dice. If unsuccessfully identified as cursed, luckless dice seem to hold a minor enchantment that improves your luck. However, they fuse to you when you use them, cursing you with ill fortune. Luckless dice don't grant a bonus on Games Lore checks. Instead, when you use them to gamble, you roll twice and take the lower result.

Wash your luck 2: Once a day, you can cancel out a fortune or misfortune effect, rolling as normal on that roll.

**Augury ♦:** At the GM's discretion, you gain a vague glimpse of the future. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 5 minutes into the future.

Shared Fortune 2: Once per minute, when an ally in sight within 30ft fails an Attack Roll, a Saving Throw or a Skill Check, you can use your reaction to grant them advantage to their roll.

Shared Misfortune **?**: Once per minute, when an enemy in sight within 30ft succeeds on an Attack Roll, a Saving Throw or a Skill Check, you can use your reaction to grant them disadvantage to their roll.