

THE SEER

You have overcome the trials of becoming a reader, but your thirst for adventure calls you to become more. You made a pact with the writer and were granted some of his omniscient power. The Writer calls to you to be a vessel on the material plane - to alter the ever-unfolding story of the world and guide others as well.

Warlocks who choose this pact are driven by an unquenchable thirst to experience all the world has to offer, often embarking on epic journeys for the thrill and adventure they have to offer.

SEER FEATURES

1st Level: Reader, Combat Cards, Cards of Fate
6th Level: Fast Hands, Stacked Deck
10th Level: Dealer's Gambit, Signature Card
14th Level: Card Captor's Curse

READER

Starting at 1st level, you gain the ability to perform a reading using your Tarot Cards. When performing a reading on a willing creature, you have advantage on all insight, persuasion, and deception checks made to explain the cards.

Additionally, each time you complete a short or long rest, you can perform a 1 minute ritual on your cards to gain a glimpse of the future. Roll one D20. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with your foretelling roll. You must choose to do so before the roll. When you finish a long rest, you lose any unused foretelling rolls.

COMBAT CARDS

At 1st Level, you acquire the training to turn your Tarot Cards into deadly weapons. You become proficient with throwing cards, and you use your charisma modifier for your attack and damage rolls made with this weapon. Your Tarot card have a range of 20/60 and do 1d6 damage (this damage counts as magical for the purpose of overcoming resistance). After throwing a card, you may use a free action to cause it to vanish for a brief moment before reappearing back in your hand. Throwing cards require two hands to wield, one to hold the deck and the other to throw.

The damage die for your throwing cards changes as you increase in level. At 5th level, it becomes a D8. At 10th level, it becomes a D10. At 15th level, it becomes a D12.

CARDS OF FATE

The deck of Tarot Cards the writer bestowed upon you give you the ability to cast spells. After finishing a long or short rest, draw a number of cards equal to half of your Warlock level (rounded up).

CANTRIPS

Using the Red Joker of your Tarot Deck, you learn and can use cantrips from the Warlock spell list (see page 106 of the PHB for details).

SPELL CARD PLAYS

Of the cards in your hand for each day, you only have the ability to play some. At 1st level, you may only play 1 card per short or long rest. At 2nd level, you can play 2. You can play 3 at 7th level, 4 at 12th, and 5 at 17th level.

HIGHEST CARD

Until you learn to master the power the writer has given you, you will only be able to use a portion of your Tarot Cards for magic. As you progress in level, you will be able to utilize more of your magic deck. At first level, you may only use your cantrip card as well as cards with numbers 1-4. You may use cards 1-7 at 3rd level, 1-9 at 5th level, 1-11 at seventh level, and all number cards at 9th level. Finally, at 14th level you can harness the power of the black joker (Card Captor's Curse).

THE POWER OF THE CARDS

Your Tarot deck is composed of one cantrip card (the red joker), one curse card (the black joker), and four different suits of 13 cards each.



THE TOMES

One of Tomes (The Student) = Comprehend Languages, Identify

Two of Tomes (The Enforcer) = Unseen Servant, Entangle

Three of Tomes (The Beast) = Beast Bond, Hunter's Mark

Four of Tomes (The Summoned) = Arms of Hadar, Find Familiar

Five of Tomes (The Sorcerer) = See Invisibility, Flaming Sphere

Six of Tomes (The Magician) = Augury, Misty Step

Seven of Tomes (The Bureaucrat) = Mind Spike, Detect Thoughts

Eight of Tomes (The Construct) = Clairvoyance, Summon lesser demons

Nine of Tomes (Steam Forged) = Thunder Step, Stinking Cloud

Ten of Tomes (The Temptress) = Locate Creature, Summon greater demon

Eleven of Tomes (The Scholar) = Arcane Eye, Divination

Twelve of Tomes (The Illusionist) = Scrying, Commune

Thirteen of Tomes (The Inventor) = Cloudkill, Teleportation Circle

THE RAMS

One of Rams (The Mechanic) = Catapult, Cure Wounds

Two of Rams (The Destroyer) = Magic Missile, Burning Hands

Three of Rams (The Recruiter) = Feather Fall, Faerie Fire

Four of Rams (The Oppressed) = Hellish Rebuke, Wrathful Smite

Five of Rams (The Taskmaster) = Prayer of Healing, Alter Self

Six of Rams (The Jailer) = Branding Smite, Rope Trick

Seven of Rams (The Greedy) = Darkness, Knock

Eight of Rams (The Chronicler) = Fireball, Mass Healing Word

Nine of Rams (The Gullible) = Haste, Blink

Ten of Rams (The Torturer) = Wall of Fire, Giant Insect

Eleven of Rams (The Propagandist) = Fabricate, Polymorph

Twelve of Rams (The Adventurer) = Animate Objects, Mass Cure Wounds

Thirteen of Rams (The Gunfighter) = Swift Quiver, Flame Strike

THE CROWS

One of Crows (The Experiment) = Absorb Elements, Shield

Two of Crows (The Possessed) = Sanctuary, Ray of Sickness

Three of Crows (The Sociopath) = Inflict Wounds, Snare

Four of Crows (The Forgotten) = False Life, Alarm

Five of Crows (The Deluded) = Ray of Enfeeblement, Blindness/Deafness

Six of Crows (The Amalgamation) = Gentle Repose, Pass without trace

Seven of Crows (The Enabler) = Aid, Lesser Restoration

Eight of Crows (The Revenant) = Life Transference, Vampiric Touch

Nine of Crows (The Gravedigger) = Animate Dead, Revivify

Ten of Crows (The Abomination) = Blight, Deathward

Eleven of Crows (The Vengeful) = Banishment, Shadow of Moil

Twelve of Crows (The Necromancer) = Contagion, Raise Dead

Thirteen of Crows (The Psychopomp) = Antilife Shell, Planar Binding

THE MASKS

One of Masks (The Foolish) = Charm Person, Color Spray

Two of Masks (The Awakened) = Bless, Bane

Three of Masks (The Betrayer) = Dissonant Whispers, Compelled Duel

Four of Masks (The Monster) = Hex, Tasha's Hideous Laughter

Five of Masks (The Liar) = Invisibility, Zone of Truth

Six of Masks (The Madness) = Crown of Madness, Shadow Blade

Seven of Masks (The Weird) = Blur, Phantasmal Force

Eight of Masks (The Fanatic) = Fear, Enemies Abound

Nine of Masks (The Deceiver) = Major Image, Hypnotic Pattern

Ten of Masks (The Nightmare) = Charm Monster, Phantasmal Killer

Eleven of Masks (The Mother) = Compulsion, Confusion

Twelve of Masks (The Unhinged) = Dominate Person, Hold Monster

Thirteen of Masks (The Bloody Queen) = Geas, Synaptic Static

FAST HANDS

Your extensive training with throwing cards enables you to throw two cards with a single action. Additionally, When you cast a leveled spell with one of your cards, you may make an attack with that card as part of the same action.

STACKED DECK

Your quickly developing ability to recognize and shape your readings grants you the ability to slightly alter the cards you draw. When you draw your Tarot Cards, you may discard as many of the cards in your first hand as desired and redraw.

DEALER'S GAMBIT

At 10th level, The Writer grants you limited command over the fate of mortals. You gain a number of Gambit Dice equal to your charisma modifier. Your Gambit Dice are the same as your throwing card damage die (and scale accordingly). When a creature you can see attempts to make an attack role or saving throw, you can use your power over fate to affect the outcome of the attack or saving throw. Roll your gambit die and subtract the result by half of the maximum number possible. If your target is a foe, subtract your result from its roll. Otherwise, add your result. You regain all expended Gambit Dice after finishing a long rest.

SIGNATURE CARD

At 10th level, you have spent the time required to discover one card in particular that represents you as a Reader. This card becomes your signature card. It is always in your hand, does not count for the number of cards you can have in your hand, and you may play this card once per short or long rest for free. You may change your signature card by meditating over a new card for 8 hours, at which point the old card returns to your deck.

CARD CAPTOR'S CURSE

At 14th level, you amass the expertise in Seeing required to utilize the full power of your Tarot Cards. Using the Black Joker, you may curse a creature which you can see within 60ft. The curse lasts as long as you remain conscious and the cursed creature remains alive. When a cursed creature is slain, Their soul is sucked into the card to be resummoned at your will. As an action, you may release the soul, causing it to use one of its defining abilities (up to DM discretion) on a target or area of your choice. Once the soul has been resummoned, it is free, and the card then be used to capture another creature.

You can only hold one creature with this curse at a time, and attempting to curse another creature while you have a trapped soul frees it.

Ex. (Dragon's Breath weapon, Banshee's Wail, or a Wraith's Life Drain)

