

Portent: Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Percentile	d20	Card	Description
01	1	Vizier	Any time you choose within one year of drawing this card, you can ask a question in a meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or dilemma. In other words, the knowledge comes with wisdom of how to apply it.
02	1		
03	1		
04	1		
05	1	Sun	You gain 50,000XP, and a wondrous item (which the DM determines randomly) appears in your hands.
06	2		
07	2		
08	2		
09	2	Moon	You are granted the ability to cast the Wish spell 1d3 times.
10	2		
11	3		
12	3		
13	3	Star	Increase one of your ability scores by 2. The score can exceed 20 but can't exceed 24.
14	3		
15	3		
16	4		
17	4	Comet	If you single-handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect.
18	4		
19	4		
20	4		
21	5	The Fates	Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it had never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.
22	5		
23	5		
24	5		
25	5	Throne	You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which you must clear out before you can claim the keep as yours.
26	6		
27	6		
28	6		
29	6	Key	A rare or rarer magic weapon with which you are proficient appears in your hands. The DM chooses the weapon.
30	6		
31	7		
32	7		
33	7	Knight	You gain the service of a 4 th level fighter who appears in a space you choose within 30 feet of you. The fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him to you. You control this character.
34	7		
35	7		
36	8		
37	8	Gem	Twenty-five pieces of jewellery worth 2,000GP each or fifty gems worth 1,000GP each appear at your feet.
38	8		
39	8		
40	8		
41	9	Talons	Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish.
42	9		
43	9		
44	9		
45	9	The Void	This black card spells disaster. Your soul is drawn from your body and contained in an object in a place of the DM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A Wish spell can't restore your soul, but reveals the location of the object that holds it. You draw no more cards.
46	10		
47	10		
48	10		
49	10	Flames	A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savouring your suffering before attempting to slay you. The enmity lasts until either you or the devil dies.
50	10		
51	11		
52	11		
53	11	Skull	
54	11		

55	11		You summon an avatar of death – a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the DM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die, or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.
56	12		
57	12	Idiot	Permanently reduce your Intelligence by 1d4+1 (to a minimum score of 1). You can draw one additional card beyond your declared draws.
58	12		
59	12		
60	12		
61	13	Donjon	You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any divination magic, but a wish spell can locate the location of your prison. You draw no more cards.
62	13		
63	13		
64	13		
65	13	Ruin	All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, or land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.
66	14		
67	14		
68	14		
69	14	Eurydale	The card's medusa-like visage curses you. You take a -2 penalty on saving throws while cursed in this way. Only a god or the magic of The Fates can end this curse.
70	14		
71	15		
72	15		
73	15	Rogue	A non-player character of the DM's choice becomes hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Nothing less than a Wish spell or divine intervention can end the NPC's hostility towards you.
74	15		
75	15		
76	16		
77	16	Balance	Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.
78	16		
79	16		
80	16		
81	17	Fool	You lose 10,000XP, discard this card, and draw from the deck again, counting both draws as one of your declared draws.
82	17		
83	17		
84	17		
85	17	Jester	You gain 10,000XP, or you can draw two additional cards beyond your declared draws.
86	18		
87	18		
88	18		
89-90	18	Re-roll	
91-94	19		
96-00	20		