



Credit: Junglam

# WIZARD

## CARTOMANCER

Your studies of the arcane have led you to create a deck of Tarot Cards, unique to your person. Your deck allow you to preform feats not common to most Wizards and gives you insight into the world and the future.

### THE FOOL

Starting at 2nd level, your studies of the arcane have led you to create a deck of Tarot Cards, unique to your person.

Once per day, you can draw a number of cards from your deck (or roll a number of d20's, rerolling duplicates) equal to your proficiency bonus. You may then select one of the cards drawn and gain the associated ability (See Tarot Ability Table). Until the end of your next long rest, you can activate this ability. Once the ability has been activated, you cannot use it again until you draw it again. If you lose your deck, or any of its cards, you can spend 8 hours to magically manifest a new deck. The previous deck and all of its cards dispell into the weave.

### CARTOMANCY

Also at 2nd level, your deck gives you insight into the world and the future.

Once per day, you can cast any known Divination Spell, without consuming a spell slot, even if the spell is not prepared.

## SHADOW WORK

During your travels, you began recording your more interesting reads.

Starting at 6th level, instead of activating a tarot ability, you can spend a minute to enscribe the ability into your spellbook. You cannot enscribe the same ability more than once. While the spellbook is on your person, you can activate the enscribed ability. The ability remains enscribed in your spellbook until it is activated or you spend another minute erasing it. You can enscribe a number of Tarot Abilites equal to your Intelligence Modifier (minimum 1).

## INTUITIVE READING

As your experiences grow, your trust in your deck grows with it.

At 10th level, when you are targeted by a spell or attack, you can use your reaction to draw a random Tarot Ability from your deck. The Tarot Ability is activated as part of your reaction. You can use this feature once per long rest.

## THE WORLD

Your Tarot Cards, and the meanings they represent, have brought you closer to the world.

At 14th level, whenever you roll a 1 on an Ability Check or Saving Throw, you can use your reaction to instead succeed with the minimum DC. You can use this feature once per short or long rest.

## TAROT ABILITY TABLE

d20 Card	Effect	d20 Card	Effect
1 The Magician	Activate The Magician as a Bonus Action. You have advantage on all Intelligence ability checks and saving throws for the next hour.	11 Strength	Activate Strength as a Bonus Action. You have advantage on all Strength ability checks and saving throws for the next hour.
2 The High Priestess	Activate The High Priestess as an Action. For the next hour, or until used, when you make an attack roll, ability check, or saving throw, you can roll again, choosing which roll is used. You decide which role is used after you roll the first d20, but before you know the outcome of the roll.	12 The Hanged Man	Activate The Hanged Man as an Action. You remove all curses, diseases, poisons, and status conditions affecting a creature that you touch.
3 The Empress	Activate The Empress as an Action. You cast the cantrip Guidance. Your Tarot Cards hold the concentration for you.	13 Death	Activate Death as an Action. You cast the spell Dispel Magic without expending a spell slot, the level you cast it at is equal to your Proficiency Bonus (Minimum 3).
4 The Emperor	Activate The Emperor as an Action. You cast the cantrip Freinds. Your Tarot cards maintain the concentration for you.	14 Temperance	Activate Temperance as a Bonus Action. You have advantage on all Charisma ability checks and saving throws for the next hour.
5 The Hierophant	Activate The Hierophant as an Action. You gain proficiency in a tool or skill of your choice for 1 hour.	15 The Devil	Activate The Devil as an Action. You cast the spell Suggestion without expending a spell slot. Your Tarot Cards hold the concentration for you.
6 The Lovers	Activate The Lovers as a Bonus Action. The next time you cast a spell whose level is equal to or less than your proficiency bonus, that Targets only one creature, and doesn't have a range of self, you can target a second creature in range with the same spell.	16 The Tower	Activate The Tower as a Reaction, which you take when you see a creature within 60 feet of you casting a spell. The creature must roll on the Wild Magic Table.
7 The Chariot	Activate The Chariot as an Action. You gain the following benefits for the next hour: <ul style="list-style-type: none"> <li>• Difficult terrain doesn't slow your group's travel.</li> <li>• Your group can't become lost except by magical means.</li> <li>• You have advantage on Wisdom (Survival) checks</li> </ul>	17 The Star	Activate The Star as an Action. If you or any friendly creatures within 60 feet of you regain hit points at the end of a short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.
8 Justice	Activate Justice as a Reaction, which you take when a creature within 30ft of you, that you can see, rolls with either advantage or disadvantage. You negate the second roll.	18 The Moon	Activate The Moon as an Action. You cast the spell Disguise Self without expending a spell slot.
9 The Hermit	Activate The Hermit as a Bonus Action. You have advantage on all Wisdom ability checks and saving throws for the next hour.	19 The Sun	Activate The Sun as an Action. You cast the spell Zone of Truth without expending a spell slot.
10 Wheel of Fortune	Activate Wheel of Fortune as an Action. For the next hour, anytime you would roll an Attack Roll, a Skill Check, or a Saving Throw with disadvantage, you ignore disadvantage.	20 Judgement	Activate Judgement as an Action. Touch a creature, for the next hour, whenever they make an attack roll, an ability check, or a saving throw, they can roll an additional d20. They choose which of the d20s is used for the attack roll, ability check, or saving throw. They can decide to do this after they roll the first d20, but before they know the outcome of the roll. Once they use this ability, they cannot use it again unless Judgement is used on them again.



**MADE WITH THE HOMEBREWERY.**

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<https://github.com/alecdavidson/Homebrew>

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**IMAGE CREDIT**

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<https://alongtheboards.com/2020/04/21/facts-and-myths-about-tarot-card-readings/>