Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.  
  
Playing Card — Card:  
  
Ace of diamonds — Vizier\*  
  
King of diamonds — Sun  
  
Queen of diamonds — Moon  
  
Jack of diamonds — Star  
  
Two of diamonds — Comet\*  
  
Ace of hearts — The Fates\*  
  
King of hearts — Throne  
  
Queen of hearts — Key  
  
Jack of hearts — [Knight](https://roll20.net/compendium/dnd5e/Knight#h-Knight)  
  
Two of hearts — Gem\*  
  
Ace of clubs — Talons\*  
  
King of clubs — The Void  
  
Queen of clubs — Flames  
  
Jack of clubs — Skull  
  
Two of clubs — Idiot\*  
  
Ace of spades — Donjon\*  
  
King of spades — Ruin  
  
Queen of spades — Euryale  
  
Jack of spades — [Rogue](https://roll20.net/compendium/dnd5e/Rogue#h-Rogue)  
  
Two of spades — Balance\*  
  
Joker (with TM) — Fool\*  
  
Joker (without TM) — Jester  
  
\* Found only in a deck with twenty-two cards  
  
Balance: Your mind suffers a wrenching alteration, causing your [Alignment](https://roll20.net/compendium/dnd5e/Monsters#h-Alignment) to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, roll 2d3 to decide.  
Comet: Gain 1 blessing  
  
Donjon: Draw 3 curse cards, if you already have the curse, empower it.  
  
Euryale: The card's medusa-like visage curses you. You take a -2 penalty on [Saving Throws](https://roll20.net/compendium/dnd5e/Casting%20a%20Spell#h-Saving%20Throws) while cursed in this way.

The Fates: Change past

Flames: A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.  
  
Fool: You lose 10,000 XP, discard this card, and draw from the deck again, counting both draws as one of your declared draws. If losing that much XP would cause you to lose a level, you instead lose an amount that leaves you with just enough XP to keep your level.  
  
Gem: five pieces of jewelry worth 1,000 gp each

Idiot: Permanently reduce your [Intelligence](https://roll20.net/compendium/dnd5e/Ability%20Scores#h-Intelligence) by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws.  
  
Jester: jester from curse list.  
  
Key: A rare [Magic Weapon](https://roll20.net/compendium/dnd5e/Magic%20Weapon#h-Magic%20Weapon) with which you are proficient appears in your hands. The DM chooses the weapon.

Knight: You gain the service of a 4th-level [Fighter](https://roll20.net/compendium/dnd5e/Fighter#h-Fighter) who appears in a space you choose within 30 feet of you. The [Fighter](https://roll20.net/compendium/dnd5e/Fighter#h-Fighter) is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.  
  
Moon: You are granted the ability to cast the wish spell once.  
  
Rogue: A nonplayer 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](https://roll20.net/compendium/dnd5e/Cleric#h-Divine%20Intervention) can end the NPC's hostility toward you.  
  
Ruin: All forms of [Wealth](https://roll20.net/compendium/dnd5e/Equipment#h-Wealth) that you carry or own, other than [Magic Items](https://roll20.net/compendium/dnd5e/Appendix%20A%20-%20Shared%20Campaigns#h-Magic%20Items), are lost to you. Portable property vanishes. Businesses, buildings, and 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.  
  
Skull: You summon an avatar of death-a ghostly humanoid [Skeleton](https://roll20.net/compendium/dnd5e/Skeleton#h-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 gone unconscious or it drops to 0 [Hit Points](https://roll20.net/compendium/dnd5e/Monsters#h-Hit%20Points), whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. If avatar is victorious, lose 50% of max hp for the next week.

Star: Increase one of your [Ability Scores](https://roll20.net/compendium/dnd5e/Ability%20Scores#h-Ability%20Scores) by 2. The score can exceed 20 but can't exceed 24.  
  
Sun: You gain 1 legendary item.  
  
Talons: Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do [Vanish](https://roll20.net/compendium/dnd5e/Ranger#h-Vanish).  
  
Throne: You gain proficiency in the [Persuasion](https://roll20.net/compendium/dnd5e/Persuasion#h-Persuasion) skill, and you double your [Proficiency Bonus](https://roll20.net/compendium/dnd5e/Introduction%20%28Xanathar%27s%29#h-Proficiency%20Bonus) 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](https://roll20.net/compendium/dnd5e/Monsters#h-Monsters), which you must clear out before you can claim the keep as. yours.  
  
Vizier: At any time, you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with [Wisdom](https://roll20.net/compendium/dnd5e/Using%20Each%20Ability#h-Wisdom) on how to apply it.  
  
The Void:You lose all your blessings and magic items. All your stats are reduced by 2(your HP remain unchanged). Lose 20% of your max hp. You can draw cards no more.