**Spades**:

Ace – all failures are huge failures

King – Every enemy’s 1st hit deal double damage

Queen – First hit you take deal double damage

Jack – Your first 2 attacks deal 50% less dmg

10 – Lose blessing for every magic, skill or artifact use

9 – Devils choice – Lose 1 magic item OR take 2d4 + 1 and 2d6+1 dmg(level 1 -4), increase the dice for every 5 levels

8 – reckless attack on every turn

7 – double the amount of food you consume

6 – reduce your movement for 15 ft

**Clubs:**

Ace – PC can’t willingly touch metal

King – Duality – Every huge failure DM takes control of your character, you can’t warn your team about this. Your behavior will be harmful to your party.

Queen – At the end of every quest gain 1 curse

Jack – until the end of the quest speak sign language only

10 – You gain Rangars Blade 1d8 dmg, two-handed, finesse. You can use only this blade. Every huge failure you go berserk, you attack closest target and deal +6 dmg during this state. Reckless attack every turn during berserk state.

9 – Water changes PC sex

8 – You smell like undead zombie, -4 to charisma

7 – You choose right path only if there is this option, and you can’t go back without finishing dungeon

6 – you speak only in rhymes

**Hearts:**

Ace – Your party deals double dmg on 1st round

King – You gain proficiency in persuasion and +2 to charisma checks, also your tower appears somewhere in the world(dm choice), but it’s under monsters control

Queen – First taken hit deals no dmg

Jack – Redraw or rethrow once per day

10 – Your party gain 5 hp (+5 hp every 5 levels)

9 – if you finish an enemy, you heal chosen ally for 5 hp

8 – Draw blessings until you have equal number of blessings and curses

7 – 50% less dmg on first hit to a party member

6 – draw 1 curse and 1 blessing than discard this card

**Diamonds:**

Ace – Success is huge success once per long rest

King – You can order once to 1 person, he or she will try his best doing this for 15 days, than he will return to his usual state of mind

Queen – You can resurrect 1 creature if it’s willing to return to life

Jack – You can upgrade your weapon +2 to acc or +2 to dmg

10 – gain 1 magic weapon

9 – gain one magic armor

8 – you may ask dm one question, he will answer it honestly

7 – You feel when someone lies to you 2 times , than discard this blessing

6 – fully restore your hp/spell slots and etc.

JOKER : take 3 blessings and 3 curses, joker is always in blessings

**Blessings of the Dark Gods:**

Spades:

Ace – Blessing of Beshaba the goddess of misfortune - all failures are huge failures. Upon spell cast or artifact use roll d20 for spell cast ability DC = 15 or arcana if it is an artifact. She always liked her servants for their persistence(настойчивость), they proved to her that luck means nothing if you are good enough, so she blessed them whenever they wanted to prove it to her.

King –Blessing of Bane the god of war - Every enemy’s 1st hit deal double damage. Bane always loved a good battle, and where is any good in battle without a proper challenge.

Queen – Blessing of Malar the god of the hunt- First hit you take deal double damage. Malar always was a bit tricky in his words. All of his targets were “blessed”, few survived, but those who did became the greatest of the mortals.

Jack –Blessing of Morigan the god of battle- Your first 2 attacks deal 50% less dmg. Long battle is a good battle, that what Morrigan always thought.

10 – Nerimas the god of chaos and magic- Every time you cast spell, use skill or use an artifact you roll d20 if its 5 or less wild magic(table is not yet implemented)

9 – Loki’s blessing of good bargain – Lose 1 magic item AND taste his favorite whine 2d4 + 1 and 2d6+1 dmg (level 1 -4), increase the dice for every 5 levels

8 –Blessing of Derian the god of offence - reckless attack on every turn

7 – blessing of Auril the goddess of feast - triple the amount of food you consume.

6 – Blessing of Firitos the god of desert - reduce your movement for 15 ft, roll d20 if it’s 1 you can’t move for this and next round. Desert is great if you are not hasty.

Clubs:

Ace –blessing of Azhal the goddess of Nature - PC can’t willingly touch metal or stone(so they will never chop a tree and disgrace Azhal)

King – Blessing of Hadar the mad god – Every huge failure DM takes control of your character, during this state you can cast Arms of hadar, Crown of madness and Eldrich Blast(if you are not caster class you take 1d4 dmg for cast) ;you can’t warn your team about this. Your behavior will be aimed for “interesting events”. Hadar despite his madness had great sense of humor and interest in mortals’ events so he decided that he will sometimes use his servants to make things more interesting, whether his servants like it or not.

Queen- blessing of Ezhealla the god of challenge – At the end of every quest gain 1 curse

Jack – blessing of LIliam the god of mimes– until the end of the quest speak sign language only

10 –Blessing of Rangar the god of blades -You gain Rangars Blade 1d8 dmg, two-handed, finesse. You can use only this blade. Every huge failure you go berserk for 3 turns, you attack closest target and deal +6 dmg during this state. Reckless attack every turn during berserk state.

9 – blessing Milissa the goddess of change- Water changes PC sex

8 –blessing of Kelemvor the god of Death-You die and reincarnate as an Undead you remain undead for the rest of the quest, than you become alive. When you are Undead you can’t use any magic but necromancy. If you are a caster you become necromancer, the same level as you are now. All spells casted during this state will be dispelled after returning to normal state. All rewards are not affected

Undead has -2 to charisma. Has 75% of HP. Can regenerate HP via cannibalism. In some countries you will be tried to hunt down.

7 –Blessing of Rel the god of completeness -You choose right path only if there is this option, and you can’t go back without finishing dungeon.

6 – Bream the god of Art– you speak only in rhymes