



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	Acrobatics (Dex) Animal Handling (Wis) Arcana (Int) Athletics (Str) Deception (Cha) History (Int) Insight (Wis) Intimidation (Cha) Investigation (Int) Medicine (Wis) Nature (Int) Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis)
WISDOM	SKILLS
CHARISMA	PASSIVE PERCEPTION
INITIATIVE	ADVENTURE

ARMOR	STEALTH DISADVANTAGE
SHIELD	AC
ARMOR CLASS	

MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
DEATH SAVING THROWS		

SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Drow Magic. You know the dancing lights cantrip. You can cast Faerie Fire and Darkness 1/long rest. (Charisma)

RACIAL TRAITS

NAME	RANGE	ATTACK	DAMAGE / TYPE

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Dagger, Dart, Sling, Quarterstaff, Crossbow, Light, Simple Melee Weapons, Martial Weapons

Tool Proficiencies. —

Languages. Common, Elvish, Undercommon, Abyssal, Deep Speech

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTAIT

ALLIES & ORGANIZATIONS	NAME SYMBOL
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I refuse to become a victim, and I will not allow others to be victimized.

PERSONALITY TRAITS

I'll stop the spirits that haunt me or die trying. (Any)

IDEAL

I keep my thoughts and discoveries in a journal. My journal is my legacy.

BOND

I am a purveyor of doom and gloom who lives in a world without hope.

FLAW

BACKGROUND STORY

You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

BACKGROUND FEATURE
TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

Headband of Intellect.

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is 19 or higher without it.

Cloak of Displacement. While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

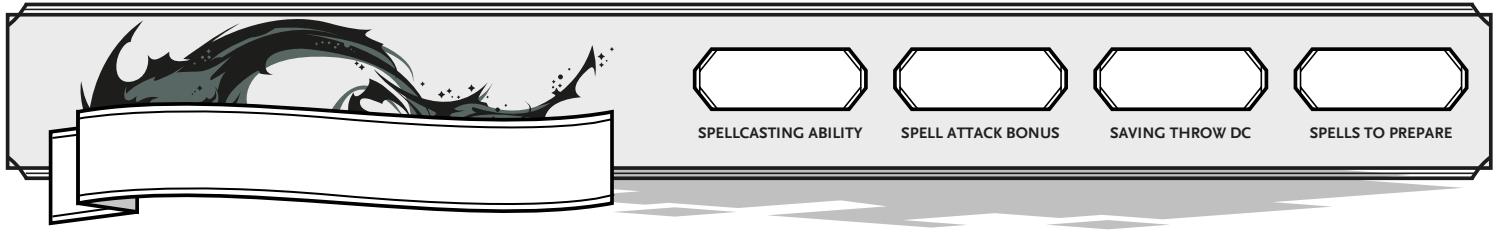
lb.

STORED ITEM

lb.

STORED ITEMS

QUEST ITEMS & TRINKETS



SPELLCASING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE



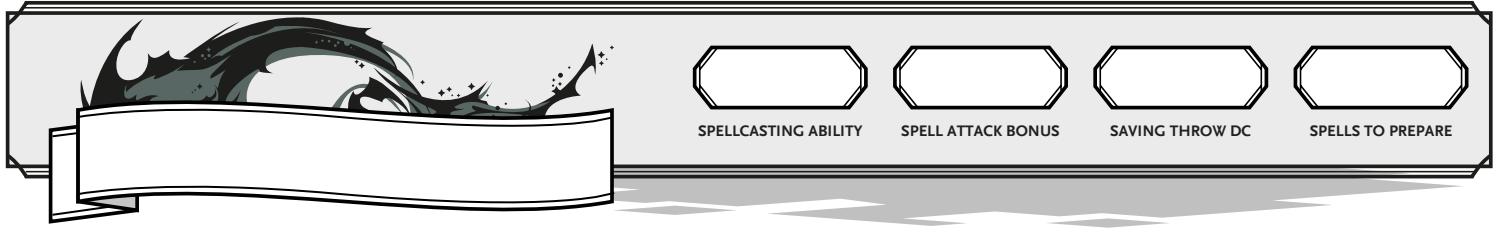
CANTRIPS



1ST LEVEL 4 SPELL SLOTS



2ND LEVEL 3 SPELL SLOTS



SPELLCASING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE



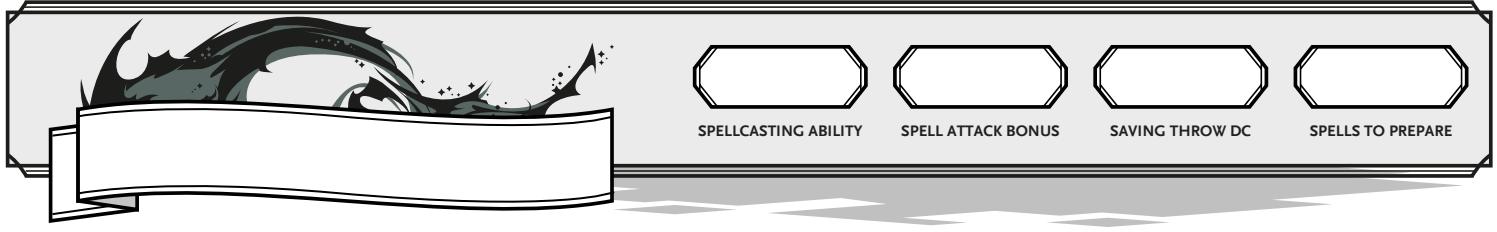
CANTRIPS



1ST LEVEL



2ND LEVEL 2 SPELL SLOTS



SPELLCASING ABILITY

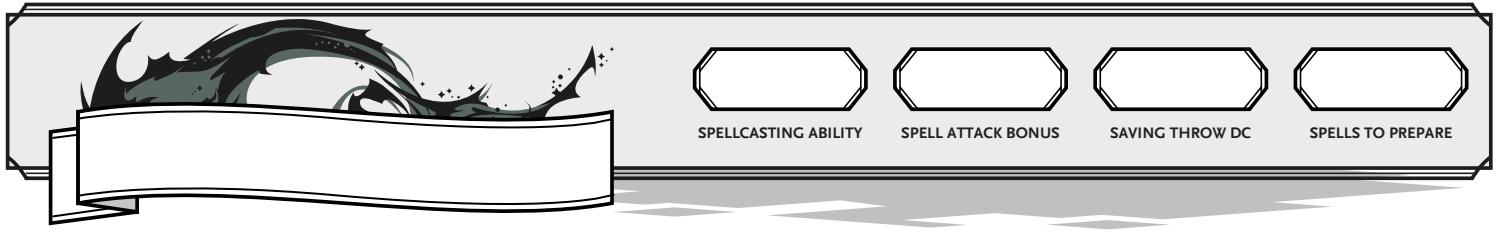
SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE



CANTRIPS



1ST LEVEL		
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2ND LEVEL		
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3RD LEVEL		
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4TH LEVEL		
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5TH LEVEL		
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6TH LEVEL		
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7TH LEVEL		
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8TH LEVEL		
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9TH LEVEL		
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10TH LEVEL		
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Dancing Lights

Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a bit of phosphorous or wychwood, or a glowworm)

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Drow Magic (Drow Descent)

Player's Handbook

Mind Sliver

Enchantment Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must make an Intelligence saving throw. Unless the saving throw is successful, the target takes 1d6 psychic damage, and the first time it makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Spellcasting (Sorcerer)

UA: Psionic Options Revisited

Shadowthorn

Conjuration Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

The shadowed planes hold many cruelties left unspoken.

You rear back and summon a spike of shadow, attempting to stab and push a creature within range. Make a melee spell attack roll. If you hit, the target takes 1d6 piercing damage and is shoved 5 feet directly away from you.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Pact Magic (Warlock)

The Compendium of Forgotten Secrets

Eldritch Blast

Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Infestation

Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a living flea)

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Pact Magic (Warlock)

Player's Handbook

Spellcasting (Sorcerer)

Xanathar's Guide to Everything

Prestidigitation

Transmutation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Up to 1 hour
COMPONENTS	V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Spellcasting (Sorcerer)

Player's Handbook

Spellcasting (Sorcerer)

Player's Handbook

Ray of Frost

Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Armor of Agathys

1st-level abjuration

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S, M (a cup of water)

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot above 1st.

Spellcasting (Sorcerer)

Player's Handbook

Spellcasting (Sorcerer)

Player's Handbook

Arms of Hadar

1st-level conjuration

CASTING TIME	1 action
RANGE	Self (10-foot radius)
DURATION	Instantaneous
COMPONENTS	V, S

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Psionic Spells (Sorcerer)

Player's Handbook

Chaos Bolt

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below:

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

Spellcasting (Sorcerer)

Xanathar's Guide to Everything

Dissonant Whispers

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Psionic Spells (Sorcerer)

Player's Handbook

Faerie Fire

1st-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Drow Magic (Drow Descent)

Player's Handbook

Healing Elixir

1st-level conjuration

CASTING TIME	1 minute
RANGE	Self
DURATION	24 hours
COMPONENTS	V, S, M (alchemist's supplies)

You create a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it's consumed, at which point the vial vanishes.

As an action, a creature can drink the elixir or administer it to another creature. The drinker regains $2d4 + 2$ hit points.

Pact Magic (Warlock)

UA: Starter Spells

Hex

1st-level enchantment

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (the petrified eye of a newt)

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Pact Magic (Warlock)

Player's Handbook

Id Insinuation

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You unleash a torrent of conflicting desires in the mind of one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

Spellcasting (Sorcerer)

UA: Fighter, Rogue, and Wizard

Witch Bolt

1st-level evocation

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a twig from a tree that has been struck by lightning)

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Spellcasting (Sorcerer)

Player's Handbook

Calm Emotions

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

Psionic Spells (Sorcerer)

Player's Handbook

Darkness	
<i>2nd-level evocation</i>	
CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, M (bat fur and a drop of pitch or piece of coal)
Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.	
If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.	
If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.	

Detect Thoughts	
2nd-level divination	
CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a copper piece)

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Mind Thrust	
<i>2nd-level enchantment</i>	
CASTING TIME	1 action
RANGE	90 feet
DURATION	1 round
COMPONENTS	V
<p>You thrust a lance of psychic disruption into the mind of one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.</p> <p>When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.</p>	

Misty Step	
<i>2nd-level conjuration</i>	
CASTING TIME	1 bonus action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V
Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.	
<i>Spellcasting (Sorcerer)</i>	
<i>Player's Handbook</i>	

An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand—like length of wood, or some similar item designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.
You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.
You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

You regain $2d4 + 2$ hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is 19 or higher without it.

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only three cards, but some have twelve or two.

Before you draw a card, you must decide how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, you may draw up to the chosen number of cards. If you fail to draw the chosen number, the remaining number of cards fly from the deck and take effect all at once.

Once you draw a card, it disappears 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
King of diamonds: Virtue*
Queen of diamonds: Moon
Jack of diamonds: Star
Two of diamonds: The Magician
Ace of hearts: The Fates*
King of hearts: The Devil
Queen of hearts: Key
Jack of hearts: Knight
Two of hearts: The Lovers
Ace of clubs: Talons*
King of clubs: The Fool
Queen of clubs: Flames
Jack of clubs: Idiot*
Two of clubs: Death*
King of spades: Ruin
Queen of spades: Euryale
Jack of spades: The Devil
Two of spades: Balance*
Joker (without TM): Jester

Balance. Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are neutral, this card has no effect on you.

Conquer. 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.

Devon. You gain the ability to cast the spell *Devon*. You can cast this spell once per day.

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 drop you below 0 hit points, you instead drop to 0 hit points and are immediately killed by your own summoning.

Gems. Twenty-five pieces of jewelry worth $2,000$ gp each or fifty gems worth $1,000$ gp each appear at your feet.

Idiot. Permanent reduction of your intelligence by $3d4 - 1$ (minimum score of 1). You draw one additional card beyond your declared draws.

Jester. You gain the ability to draw an additional card when you draw a card.

Ruin. A pair of rare magic weapon with which you are proficient appears in your hands. The GM chooses the weapon.

The Fates. Roll $1d6$. If you roll a 1, you gain the ability to avoid or escape an event as if it never happened. You can use the card's magic twice as you draw a card or at any other time before you die.

The Devil. A powerful devil becomes your enemy. The devil seeks your run and plagues your life, savaging your suffering before attempting to sap your strength.

The Magician. 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 drop you below 0 hit points, you instead drop to 0 hit points and are immediately killed by your own summoning.

The Lovers. All forms of wealth that you carry or own, other than magic items, are lost to you. Portability values, Businesses, buildings, and the like are unaffected. If a wealth item is destroyed, the owner can't put it back unless something lost to this card also disappears.

The Key. You summon an avatar of death – a ghoul humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the GM'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

You can use an action to blow this horn. In response, warrior spirits from the Valhalla appear within 60 feet of you. They use the statistics of a berserker. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

Four types of *horn of Valhalla* are known to exist, each made of a different metal. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly.

d100 Horn Type Berserkers Summoned Requirement

01-40 Silver $2d4 + 2$ None
41-75 Brass $3d4 + 3$ Proficiency with all simple weapons

76-90 Bronze $4d4 + 4$ Proficiency with all medium weapons
91-00 Iron $5d4 + 5$ Proficiency with all martial weapons

If you blow the horn without meeting its requirement, the summoned berserkers attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.