

**DECK OF FATES**

*Wondrous item, artifact*

It is an arcana-like deck of 22 cards linked to this dark world. It has power over the fate of those who dare to draw a random card, applying the effect somehow to their lives. These strange hazardous events can be beneficial or harmful—sometimes can even be ambiguous or treacherous—.

The Deck of Fates consists of four suits of five cards each, and two jokers. Shuffle it and declare how many cards you want to draw. Let the players draw the number of cards chosen, one by one directly on the table, and apply their effects (see below). If you don't have the Deck of Fates add-on, you can either roll 3d8 on the following table or create it using a standard French-suited deck to emulate it (see referenced listed in the next table).

Once you have a card in your hand it will disappear and return to the deck (except for jokers). Shuffle again. It can be redrawn, so its effects are applied several times if this occurs. The effects can appear directly or be an omen that become real in a close time that matches your game.

*Cthulhu suit (diamonds)*



- ◇ **Ace (Cthulhu):** A book of the Myths appears in your hands.
- ◇ **King (Father Dagon):** If you defeat your next enemy by yourself (all alone), you will gain enough experience points to automatically level up to the next level
- ◇ **Queen (Mother Hydra):** All metal you carry, regardless of its quality, will rust and fall apart.
- ◇ **Jack (Deep One):** You get horrific gills on your neck. You better hide them with a scarf, at least temporarily. You can breathe underwater for 1d12 months, but you must make a Wisdom saving throw DC 18 or suffer distress on the Identity mental trait (Anguish system), or get a long-term insanity episode.
- ◇ **2 of diamonds (R'lyeh):** 5d4 gems worth 2,000 gold crowns each appear in your hands.

*Nyarlathotep suit (spades)*

- ◇ **Ace (Nyarlathotep):** You become proficient in the skill Persuasion and, in addition, someone grants you a title one step higher than the one you hold in this moment. If you have no titles you acquire nobility.
- ◇ **King (the Pharaoh):** During the following week, you gain the ability to use suggestion spell once without cost or harm (saving throw DC 13).
- ◇ **Queen (the Woman of the East):** During the following year, from the time you draw this card, you may ask a question that will be answered in your mind truthfully. This type of information will be able to resolve doubts about situations that affect you directly or indirectly.
- ◇ **Jack (seed of Nyarlathotep):** You are unable to look at yourself in mirrors, since your reflection appears smiling at you in a macabre way. This can only be seen by you and is a reflection of the Shadow World trying to unhinge your mind. Each time you pass by a mirror you must make a Wisdom saving throw against insanity DC 15.
- ◇ **2 of spades (the Unknown Kadath):** Next time you sleep you may enter the Dreamlands as if you had cast the Travel to the Dreamlands Mythos spell.

*The Being from the Stars suit (clovers)*

- ◇ **Ace (the Being from the Stars):** You gain 50,000 experience points.
- ◇ **King (el Trickster):** A marvelous object appears in your hands (decided by the GM).
- ◇ **Queen (Yog-Sothoth):** You are transported 1d4 days into the future at a location 1d10 miles away. You do not draw cards again.
- ◇ **Jack (la Holy Company):** When night falls all creatures will appear pale and sickly to you, as if you see death in them. You must make a Wisdom saving throw DC 15 when interacting with others or you will be Frightened. This effect lasts for 1d6days.
- ◇ **2 of clovers (the Hidden Valley):** Immense loneliness overwhelms your heart. You suffer a Point of Distress or short-term insanity.

3d8	Card	
3	♦ Ace	Cthulhu
4	♦ King	Father Dagon
5	♦ Queen	Mother Hydra
6	♦ Jack	Deep One
7	♦ 2	R'lyeh
8	♠ Ace	Nyarlathotep
9	♠ King	The Pharaoh
10	♠ Queen	Woman of the East
11	♠ Jack	Seed of Nyarlathotep
12	♠ 2	The Unknown Kadath
13	♣ Ace	The Being from the Stars
14	♣ King	The Trickster
15	♣ Queen	Yog-Sothoth
16	♣ Jack	The Holy Company
17	♣ 2	The Hidden Valley
18	♥ Ace	Shub-Niggurath
19	♥ King	The Red Death
20	♥ Queen	Scion of Shub-Niggurath
21	♥ Jack	Arquetu
22	♥ 2	Black Forest of Nightmares
23	 Black Joker	Ignominious Bust
24	 Red Joker	World of Shadows

*Shub-Niggurath suit (hearts)*

- ◇ **Ace (Shub-Niggurath):** You increase by 2 one characteristic or by 1 two characteristics. You cannot go over 24 your score by this method.
- ◇ **King (Red Death):** The unknowable being known as the Red Death (see Chapter 7: Bestiary) begins to walk towards you between various dimensions and will appear to you in 1d6 days. You are able to feel this certainty with helplessness.
- ◇ **Queen (scion of Shub-Niggurath):** you lose 1 point in an ability.
- ◇ **Jack (Arquetu):** You lose all your possessions and wealth. Documents on your property and even your valuables vanish, except for spell channelers.
- ◇ **2 of hearts (Black Forest of Nightmares):** You gain Darkvision (60 feet) for 1d12 months.

*Jokers*

- ◇ **Ignominious Bust (black):** You lose 10,000 experience points. If this point drop causes you to lose a level, you will drop just enough to stay at your current level.
- ◇ **World of Shadows (red):** you gain 10,000 experience points. You also must draw one more card than you declared.

This item is in the possession of Guajona. You can consult its statistics and information in chapter 7 or also in the section «The cards of the Old Woman», in this same chapter to interact peacefully with the object.

