

# THE TARROCHI



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UNLEASH THE POWER OF THE CARDS

*Tanner*

# TAROCCHI

A cloaked man sits in a seedy tavern, a billow of smoke pouring from the folds of his robe, his booted feet rested upon a chair across from him. A fair maiden enters the room. Immediately, he tosses his hood back, and kicks the chair out from his table. "Please, take a seat," he invites, gesturing to the seat before beginning to lightly shuffle a deck of cards. He draws one, and places it on the table. "It seems like this is the company you were looking for..." She nods, and immediately moves to sit with him.

A party of adventurers stand at the feet of a mighty slain dragon. It was a hard fought battle, and even harder won. They look to their leader, who also lay fallen, gasping ragged breaths. A woman in loose robes approaches him, kneeling quietly. She smiles. "Don't worry," she says. "I had this saved just for you." She pulls a playing card out of her pocket and presses it against the fallen warrior. Instantly, his vitality returns, and the group begins to gather the gold they have earned.

A slight, older man sits in an ornate chair, behind and to the side of a great king. The kingdom has fallen into dire straights, and there is talk of rebellion. The king turns to his advisor, and asks how he can stop this problem before it gets worse. The old man smiles, adjusts his glasses, and pulls out a deck of cards. He begins laying them on a table in an indecipherable pattern. Finally, he places a single card into the middle of the pattern. He hesitates for just a moment before drawing the card. He smiles. "Don't worry, your highness," he says with great aplomb. "Your enemies should be the ones who are fearful. I foresee great things from your rule before the next phase of the moon..."

Tarocchi are mysterious wielders of magic, not using simple wands or staves, but drawing power from decks of cards. The luck of the draw, and the irony of not having a card you need, is never lost on a tarocchi, who is able to see the long term goal, and make use of what hand of cards they are dealt, both from their power packs, and from life itself.

## WARNING!

This class requires you to have a standard deck of 52 playing cards in order to play!

## POWER PACK

A tarocchi's most powerful weapon is their power pack, a deck of cards infused with magical abilities that only they can wield. Sometimes these power packs are legendary artifacts, with intricate artwork on the back, and court card depicting powerful rulers and tyrants, signifying these decks as special.

Often, however, these power packs simply appear as ordinary playing cards, allowing a tarocchi to feign innocence of their magical abilities. Indeed, power packs can be used as an ordinary deck of cards, and even if any of the cards are lost or destroyed, the power pack will reform in the tarocchi's deck by the light of the next morning, as arcane magic binds the two together.

## LIVING AS A TAROCCHI

Unfortunately for tarocchi, their magical abilities do not often lend themselves to finding steady work. The unreliability of their powers make others reluctant to employ them, or to rely on them. For this reason, tarocchi often regard their magical abilities as a sort of hobby, one which they must practice and hone in their free time, while finding work elsewhere.

The exception to this are tarocchi who are charismatic enough to find themselves in the employ of a thieves' guild, and who can convince the criminals with which they would work that their skills are valuable and reliable, so long as everyone else can be flexible. But to those who can be, a tarocchi is a powerful ally, capable of drawing new hope from their deck, even when all seems lost.

## THE TAROCCHI

Level	Proficiency Bonus	Features	Hand Size	Cantrips Known	Spells Known	Spell Level
1st	+2	Power Pack, Game of Choice	5	4	2	1st
2nd	+2	New Deal, Stack the Deck	5	4	3	1st
3rd	+2	Ace in the Hole (one card), Lucky Draw	5	4	4	2nd
4th	+2	Ability Score Improvement	5	5	5	2nd
5th	+3	—	5	5	6	3rd
6th	+3	Game of Choice feature	6	5	7	3rd
7th	+3	—	6	5	8	4th
8th	+3	Ability Score Improvement	6	5	9	4th
9th	+4	—	6	5	10	5th
10th	+4	Game of Choice feature, Trump Card (one use)	6	6	11	5th
11th	+4	—	6	6	12	6th
12th	+4	Ability Score Improvement	6	6	12	6th
13th	+5	—	6	6	13	7th
14th	+5	Game of Choice feature	7	6	13	7th
15th	+5	—	7	6	14	8th
16th	+5	Ability Score Improvement	7	6	14	8th
17th	+6	Ace in the Hole (two cards)	7	6	15	9th
18th	+6	Trump Card (two uses)	7	6	15	9th
19th	+6	Ability Score Improvement	7	6	15	9th
20th	+6	Bottom Dealing	7	6	15	9th

## CREATING A TAROCCHI

As you create your tarocchi character, think about your personal deck of cards. Where did they come from? Were they a gift, given to you by a family member or trusted friend who knew the secrets? Did you happen upon them, tossed away by someone afraid of their power? Did you purchase them from a mysterious merchant, whom no one else remembers?

You must also decide where your magical powers came from, as it is the blending of magic and a power pack that makes a tarocchi. Do you have an ancestral bloodline of magic users, whose arcane abilities have been born in you? Have you bonded with an otherworldly being, granting you powerful magic abilities? Or did you find your deck of cards and determine to learn more, poring over and studying ancient texts to determine the true power of the cards?

## QUICK BUILD

You can make a tarocchi quickly by following these suggestions. First, make Charisma your highest ability score, followed by Constitution. Second, choose the charlatan background. Third, choose the *light*, *prestidigitation*, *ray of frost*, and *shocking grasp* cantrips, along with the 1st-level spells *charm person* and *magic missile*.

## CLASS FEATURES

As a tarocchi, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per tarocchi level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per tarocchi level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** Gaming set (playing cards)

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Deception, History, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, and Sleight of Hand

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts, or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- A gaming set (playing cards)

Alternately, you can purchase your own starting equipment. At level 1, a tarocchi begins with 5d4 x 10 gp.

## POWER PACK

Some event in your past, whether it be through blood or study or making a pact with an otherworldly being, has left the indelible mark of arcane magic upon you. Along with a magical deck of cards that you have come into possession of, you are able to create powerful magical effects, so long as you draw the right card.

Unlike other magic users, you use your cards to fund your arcane abilities directly, meaning that you cast magic spells in a unique way.

## HAND SIZE

Each card in your deck represents one spell slot. However, tarocchi spell slots work differently than those of other magic users.

At 1st level, your hand size is 5. You can draw up to your maximum hand size (as shown in the Hand Size column of the Tarocchi table) as a bonus action on your turn. Your hand persists until you finish a long rest. To cast a tarocchi spell, you must **play** a card of the appropriate spell slot from your hand. Unlike other magic users, you must use the specified card for each level spell, you cannot use higher cards to cast lower-level spells. The exception is cantrips, any card in the deck can be cast as a cantrip. Once you cast a spell, the card is **discarded** until you finish a long rest.

Your hand size increases as you gain levels, as shown in the Hand Size column of the Tarocchi table. You can **discard** cards from your hand at any time without an action. Once a card is discarded, it is lost until you finish a long rest, at which point all cards return to your deck. This includes cards which may have been left in other areas or even destroyed.

To cast a spell at a higher level, you must **play** additional cards when you cast the spell. For each card you play, the spell is cast one level higher, to a maximum of your highest spell level known as shown on the Spell Level column of the Tarocchi table.

For example, if you know the 1st-level spell *cure wounds*, and your hand includes a 2, 5, 10, Jack, and a King, you can **play** the 10 to cast *cure wounds*. Your other cards can be played as any cantrip that you know. If you wish to cast *cure wounds* as a 2nd level spell, you would **play** the 10 along with one other card of your choice to cast the spell at 2nd level.

## CANTRIPS

At 1st level, you know four cantrips of your choice from the tarocchi spell list. You learn additional tarocchi cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Tarocchi table.

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the tarocchi spell list.

The Spells Known column of the Tarocchi table shows when you learn more tarocchi spells of your choice. Each of these spells can be no higher than the highest spell level you know, as shown in the Spell Level column of the Tarocchi table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the tarocchi spells you know and replace it with another spell from the tarocchi spell list, which also must be no higher than your higher spell level known.

## CARD SLOTS

Rank	Suit	Spell Slot
2 - 9	♦, ♥, ♣, ♠	Cantrip
10	♦, ♥, ♣, ♠	1st
Jack	♦, ♥, ♣, ♠	2nd
Queen	♦, ♥, ♣, ♠	3rd
King of Diamonds or Hearts	♦, ♥	4th
King of Clubs or Spades	♣, ♠	5th
Ace of Diamonds	♦	6th
Ace of Hearts	♥	7th
Ace of Clubs	♣	8th
Ace of Spades	♠	9th

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your tarocchi spells, since the ability to use your magic comes from the supreme confidence and ability to improvise. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a tarocchi spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## SPELLCASTING ABILITY

The tarocchi is written with a charismatic, charlatan type of character in mind. However, there are other kinds of card players as well such as the intellectual, calculating card counter. If it better fits your chosen flavor, you can use Intelligence as your spellcasting ability (as well as your saving throw proficiency) instead of Charisma.

## SPELLCASTING FOCUS

The cards you play when you cast a spell count as a spellcasting focus for your tarocchi spells.

## RUNNING OUT OF CARDS

52 cards is enough for most tarocchi to last an entire day, but sometimes the best laid plans are rent asunder. If you ever draw the final card from your power pack, all cantrips in your discard pile (cards of rank 2-9) are immediately shuffled and become your new deck.

## GAME OF CHOICE

While a tarocchi is fond of any game involving cards, you must choose a game to focus your abilities on. Choose either Euchre, Mao, or Poker. Each choice affects your abilities and the way you are able to play your cards.

Your choice grants you features when you choose it at 1st level, and again at 6th, 10th, and 14th level.

## NEW DEAL

Starting at 2nd level, any time you **play** a card from your hand, you can use your reaction to declare a New Deal. If you do so, take all of the remaining cards in your hand and shuffle them into your deck, and then draw a full hand. You must have at least one card remaining in your hand to use this feature.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a short or long rest.

## STACK THE DECK

Beginning at 2nd level, you've learned to regain your most potent magics. Once per day when you finish a short rest, you can take any amount of a single **rank** card in your discard pile and shuffle them into your deck. This includes court cards, but not aces. The rank of "king" is split in half according to your spell slots. The king of diamonds (♦) and hearts (♥) count as a single rank, while the king of clubs (♣) and spades (♠) count as a separate rank.

## ACE IN THE HOLE

Beginning at 3rd level, you have the ability to have a spell prepared even when your card is not ready. You can designate one card which remains in your power pack and cast a spell using that card (even though you do not have the card in hand). When you do so, search your power pack for the card and **discard** it, and then shuffle your power pack.

Once you use this feature, you must finish a long rest before you can use it again. Starting at 17th level, you can use it twice before a rest.

## LUCKY DRAW

Your magical abilities with cards give you some measure of luck over all decks of cards. Starting at 3rd level, whenever you draw a single card from a deck of cards, you can draw two cards and choose which card you want. The other card is shuffled back into the deck. This ability works with your power pack, but only when you draw a single card.

This is a magical ability. If a creature asks you to draw from a deck of cards, they do not see you draw two cards or make any kind of choice. You simply end up with the card you desire.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## TRUMP CARD

Beginning at 10th level, you have the ability to play a card that may topple your foes who think that they have the jump on you. Whenever you are surprised, you can as a reaction choose to not be surprised and instead **play** a single card from your hand to cast a spell which has a casting time of 1 action or bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 18th level, you can use it twice before a rest.

## LANGUAGE OF THE TAROCCHI

There are several terms that are unique to the tarocchi that are used in this supplement.

**Rank.** The **rank** of a card is its numerical value. So a card can have a rank of "3," which includes the 3 card in all four suits, or a rank of "9," or "king," and so on.

**Discard.** You can **discard** cards from your hand without playing them. These cards go to your discard pile, but do not activate any kind of magical effect.

**Play.** When you **play** a card, you are activating its magical effect and (usually) casting a spell as you do so.

## YOUR POWER PACK

Like a wizard with a spellbook, your power pack is a physical object which can be lost or destroyed.

**Replacing the Pack.** Your power pack is typically a box, but it can also be some kind of special leather case or wrapping that keeps your cards together. So long as this housing is intact and complete, all of your cards will return to it when you finish a long rest. This includes situations where cards are lost or destroyed, they will still reform in your power pack.

If the pack itself is destroyed, however, the magic of the cards ceases to exist. Your pack is a powerful magical item, and so is more resilient than it may appear. If the pack is destroyed, you will need to replace it. It takes 2 hours and 50 gp per spell level that you have access to. Once you have forged a new pack to hold your cards, they reform normally when you finish your next long rest.

**The Pack's Appearance.** Each power pack is unique, and are only typically recognized as special by other tarocchi. It may be a plain, functional set of leather straps which hold your cards together, or it may be an ornate magical box, inlaid with gold and intricate designs.

Your cards, like your power pack, are also highly variable. They may be very simple cards with plain backs and bare markings, or they may be incredibly detailed, with flourishes of artistic skill on the backs, and beautifully calligraphed symbols on the fronts.

## BOTTOM DEALING

By 20th level, you've gained complete mastery over your cards. Whenever you **play** a card with a rank of queen or lower, instead of discarding it, you can place the card on the bottom of your power pack. At any time, you can play that card again as though it were a card in your hand. At that point, **discard** the card.

You can use this feature twice, and regain expended uses when you finish a long rest. If you use this feature twice to place two cards on the bottom of your deck, only the bottom card counts as if it were currently in your hand.

## TAROCCHI SPELLS

### CANTRIPS (0 LEVEL)

Chill Touch  
Create Bonfire †  
Dancing Lights  
Light  
Mage Hand  
Mending  
Message  
Minor Illusion  
Poison Spray  
Prestidigitation  
Produce Flame  
Ray of Frost  
Resistance  
Shocking Grasp  
Spare the Dying

### 1ST LEVEL

Animal Friendship  
Catapult †  
Charm Person  
Create or Destroy Water  
Cure Wounds  
Detect Magic  
Disguise Self  
Earth Tremor †  
Heroism  
Ice Knife †  
Identify

Illusory Script  
Longstrider  
Magic Missile  
Shield  
Silent Image  
Sleep  
Speak with Animals  
Thunderwave

### 2ND LEVEL

Alter Self  
Augury  
Earthbind †  
Enhance Ability  
Enlarge/Reduce  
Gentle Repose  
Invisibility  
Lesser Restoration  
Locate Animals or Plants  
Locate Object  
Misty Step  
Pyrotechnics †  
See Invisibility  
Scorching Ray  
Silence  
Skywrite †  
Spider Climb  
Spiritual Weapon  
Suggestion  
Warding Wind †

### 3RD LEVEL

Animate Dead  
Bestow Curse  
Clairvoyance  
Daylight  
Dispel Magic  
Fireball  
Flame Arrows †  
Fly  
Glyph of Warding  
Lightning Bolt  
Melf's Minute Meteors †  
Plant Growth  
Remove Curse  
Revivify  
Sending  
Spirit Guardians

### 4TH LEVEL

Death Ward  
Dimension Door  
Greater Invisibility  
Ice Storm  
Locate Creature  
Polymorph  
Storm Sphere †  
Vitriolic Sphere †

### 5TH LEVEL

Contagion  
Dream  
Greater Restoration  
Immolation †  
Legend Lore  
Modify Memory  
Raise Dead

### 6TH LEVEL

Create Undead  
Find the Path  
Globe of Invulnerability  
Planar Ally  
True Seeing

### 7TH LEVEL

Regenerate  
Resurrection  
Symbol

### 8TH LEVEL

Control Weather  
Earthquake  
Glibness

### 9TH LEVEL

Foresight  
Time Stop  
Wish

† This spell appears in the [Elemental Evil Player's Companion](#).

## GAME OF CHOICE

Tarocchi love card games, but each tarocchi has a game they play more than others. This focus into their power pack gives them special abilities based on the type of game they play. Three games are presented below: Euchre, Poker, and Solitaire.

### EUCHRE

Euchre has gone by many different names, but the crux of the game is that it is a team game, with a group of facedown cards in the center of the board, referred to as the kitty.

Like your favorite game, you too work well with others as a euchre master, and learn to share cards with your friends to grant them powerful magical abilities.

### KITTY CARD

A euchre master's most powerful ability is that of the kitty card. A kitty card is one that you pour your magic into, but which can be saved and used at a later time.

Beginning at 1st level when you choose this game, you can **play** a card for a spell of 5th level or lower, naming the spell you cast into it. However, unlike a normal casting of the spell, you can identify the card as a kitty card. This traps the spell's magic in the card, but does not cast the spell immediately.

Once a card has been designated a kitty card, it can be given to any other creature to hold on to. At any time, that creature can touch the kitty card and say a code word (that you both come up with together). This allows the creature to cast the spell. The spell activates as though you were casting it. This includes using your level (if the card is a cantrip), or using your spell save DC for any targets which are affected by the spell. However, the range and area activate from the creature holding the card, which chooses any targets and makes any spell attack rolls required (although their roll still uses your ability modifier as normal).

You can have one kitty card active at a time. If you create a new kitty card before an existing one is activated, the old kitty card loses its power. Regardless of when it is created, all cards (including unexpended kitty cards) return to your deck when you finish a long rest.

### KNOCK

Starting at 6th level, you have the ability to pass your turn for greater benefit later. You can choose to give up your action and all of your movement on your turn. If you do so, you gain one additional action on your next turn. You can only ever gain one additional action in this way.

### TABLE TALK

Beginning at 10th level, you can communicate with your allies in secret. You can cast the *Rary's telepathic bond* spell, but only as a ritual.

### BEST BOWER

Starting at 14th level, you have the ability to use your Jacks as more powerful spells. You can take a bonus action to choose a color, either red or black. Until you finish a long rest, the Jacks in your power pack of that color can be used as a spell slot of up to 5th level.

## MAO

There is nothing more enjoyable to a Mao master than to introduce a new person to the game. Teaching someone to play is very simple:

*"The only rule I can tell you... is this one..."*

Despite this seeming ambiguity, true Mao masters delight in following the secret rules of the game. Following these unspoken rules allows you great authority over your power pack.

### MAO BEGINS NOW

A Mao master constructs their discard pile differently than other tarocchi. While other tarocchi can simply discard their cards in any order, a Mao master must play their cards in a certain order. Once a Mao master **plays** their first card after a long rest, casting their first spell, new cards played must be played off of the previous cards. This is done in one of two ways: the next card played must either match the suit of the previous card played, or else it must match the rank of the previous card. If you **play** a card that does not match this convention on the previous card played, you gain one level of exhaustion. You can always **discard** cards without playing them. Despite normally being separate ranks, kings and aces can be played off of previous ones for the purposes of mao.

So long as you play by the rules, your spells become more powerful. Each cantrip you play according to the rules which deals damage is cast with a damage increase, as though you were a higher level spellcaster. Each spell of 1st level and higher you play according to the rules is cast as a spell one level higher than normal (to your maximum spell level).

### REVERSE ORDER

Beginning at 6th level, you have the ability to reverse turn order temporarily. As a bonus action on your turn, you can invoke a Reverse command. Once your turn is complete, instead of the next creature in initiative taking its turn, the previous creature takes its turn. This continues, with initiative going in backward order until it returns to you. Once you complete this turn, initiative returns to normal. Once you use this feature, you must complete a short or long rest before you can use it again.

### POINT OF ORDER

Starting at 10th level, you can call upon an otherworldly presence to answer your questions. You can cast the *commune* spell, but only as a ritual. When you do so, a deity or extraplanary being that is friendly toward you appears to answer your questions.

### HAVE A NICE DAY

Just when an enemy thinks they've got you in their clutches, you can flip the rules of mao on its head. Beginning at 14th level, you can **play** any card in your hand without suffering the penalties of playing an incorrect card. Once you use this feature, you must complete a short or long rest before you can use it again.

## POKER

Poker is a game with an extremely long history and thousands of variants. Most games of poker are played similarly, however. Each player has a hand, with which they try to have the best combination of cards. The player with the best hand wins the round, and play continues.

Your ability to form these hands not only wins games in the tavern, but also expounds your ability to cast spells through your power pack.

### WINNING HAND

As a poker player, you have the ability to play multiple cards at once to enhance your spell effects. While you can normally play additional cards to raise the spell level of the spells you cast, you can take it further by making poker hands, enhancing your spells even further.

At 1st level, you can play any of the following hands to gain an additional effect. You must **play** an entire poker hand of five cards, even if the Winning Hand you play does not require five cards. You must cast a single spell when you play the hand, which can be a spell from any of the cards in the hand. When you play five cards as a Winning Hand, it does not count as playing additional cards to raise the spell's level (although you may play additional cards *with* your Winning Hand to raise any spell levels as you desire).

### POKER PILE

Unlike normal tarocchi, a poker player has two discard piles, one of which is referred to as the Poker Pile. When you play a Winning Hand, you use one (or more, if applicable) of the cards from the hand to cast the spell. This card is discarded normally. However, the remainder of the Winning Hand is placed into the separate Poker Pile. These are cards that were used to make a Winning Hand, but were not directly used to cast a spell.

When you finish a short or long rest, take all cards in the Poker Pile and shuffle them back into your power pack.

### WINNING HANDS

The following combinations of cards can be played to form a Winning Hand.

**Two pair.** This hand contains at least two cards of the same rank, and two cards of another rank. When you play this hand, you can cast two spells with a casting time of 1 action, one for each pair. **Discard** one card from each pair, and place the remaining three into the Poker Pile.

**Three of a kind.** This hand contains at least three cards of the same rank. When you play this hand and cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. **Discard** two of the three identical cards, and place the remaining three in the Poker Pile.

**Straight.** This hand contains at least five cards in sequential rank. When you play this hand, you can cast a spell one level higher than the highest spell card that was played (to a maximum of your highest spell level). **Discard** the two highest cards in the hand, and place the remaining three in the Poker Pile.

If your maximum spell level doesn't allow you to play a higher level spell, you can instead cast a spell one level higher than the highest card played (even if it's higher than your maximum spell level).

**Flush.** This hand contains at least five cards, all of which are the same suit. When you play this hand, all targets affected by the spell have disadvantage on the first saving throw made against the spell. **Discard** the two highest cards from the flush, and place the remaining three in the Poker Pile.

**Full house.** This hand contains three cards of one rank, and two cards of another rank. When you play this hand, the spell you cast is increased by three levels (to a maximum of your highest spell level). **Discard** the three same-rank cards, and shuffle the two off-rank cards directly back into your power pack.

**Four of a kind.** This hand contains four cards of the same rank. When you play this hand and cast a spell that targets only one creature and that doesn't have a range of self, you can target three other creatures in range with the spell. **Discard** all four of the cards, and put the last one into the Poker Pile.

**Straight flush.** This hand contains five cards of sequential rank, all of which are the same suit. When you play this hand, you can cast a spell two levels higher than the highest spell card that was played (to a maximum of your highest spell level). **Discard** the three highest cards in the hand, and place the remaining two in the Poker Pile.

If your maximum spell level doesn't allow you to play a higher level spell, you can instead cast a spell two levels higher than the highest card played (even if it's higher than your maximum spell level).

### HOLD 'EM

Beginning at 6th level, you can take your poker abilities a step further, invoking a variant called hold 'em.

On your turn, you can take a bonus action to **play** up to three cards in front of you as hold 'em cards. These cards remain in front of you for 1 minute, during which time you can draw back up to your normal hand limit. While they do not count against your hand limit, the hold 'em cards can be used in conjunction with cards in your hand to make a Winning Hand. They are considered played whenever you make the Winning Hand, and are discarded normally. If the hold 'em cards are not used within 1 minute, they are discarded.

### COZY TABLE

Starting at 10th level, you are ready for a round of poker no matter where you are. You can cast the *Leomund's tiny hut* spell, but only as a ritual. When you do so, you can also cast the *Tenser's floating disk* spell and the *unseen servant* spell as part of the same ritual. The disk and servant cannot leave the hut.

### ALL IN

Beginning at 14th level, you can target one creature within 60 feet as a bonus action. You and the creature each roll a d20. The higher of the rolls is the victor.

The victor of the roll has advantage on attack rolls against the loser. The loser has disadvantage on all saving throws from effects initiated by the victor.

This effect lasts for 1 minute. Once the effect ends, the target is immune to the effect for 24 hours, but you can initiate the effect against a new target.



## CREDITS AND THANKS

This supplement was produced, written by, and created by Alex Tanner. If you find it listed anywhere not authorized by the creator, please contact:

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### COVER IMAGE

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I must give a huge thanks to the incredibly talented [Ctreuse109](#) for the amazing cover photo!

### THE HOMEBREWERY

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A huge thanks has to go out to [stolksdorf](#) and [The Homebrewery](#) website, which made the creation of this piece possible in the first place! It's a fantastic resource, and there's nothing better for coming up with your own custom DnD content.

### PLAYTESTERS

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All work I post goes through Reddit's [r/UearthedArcana](#) community for balance and suggestions. I especially want to thank [Tsurumah](#), [DyscordianMalice](#), [Faen Balinothe](#), and [KDavion](#) who were able to perform several playtests which led to some very good changes for the class.

### DMs GUILD

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If you liked this, please think about [supporting my other work on the DMs Guild!](#) I'm also always open to suggestions, so if you have an idea for something you'd like to see represented in D&D that isn't currently in the game, drop me a line and let me know, and I may make it my next piece!