

The GM's Table Presents:

LOKI'S DECK OF AMUSEMENTS



Everyone knows about the Deck of Many Things, but few know of Loki's Deck of Amusements. This item puts the wonder and danger back that the latest Deck of Many Things lost. An ancient and intelligent artifact that will play with you just as much as you play with it.

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NOT JUST A GAME

How to Use This Book

While the Deck of Many Things is an iconic item within many D&D games in the latest edition some changes were made that left it feeling a little flat. In response this PDF was written to create an item similar to the deck, but with a few spins. The largest of which is the fact that the deck itself is an intelligent item. This sets Loki's Deck of Amusements in the realm of one of a kind artifacts that have the ability to shape the world and your hero's adventures.

A God by Any Other Name

While this item is named after Loki the god of magic and trickery it can be replaced with any god of mischief. The core idea remains the same as long as it embodies a spirit or malicious joy. This is both a holy item and a potential history lesson for your heroes allowing them to see into the workings of a god and in many ways have that god tagging along with them. At least until they can rid themselves of it.

Loki's Deck of Amusements

Gaming Set (Deck of Cards), Artifact (requires attunement)

Finding himself frequently bored with the mundanity of the gods Loki finds amusement in the short yet fruitful lives of mortals. Sadly simply watching all the fun was never enough for such a pragmatic being and while granting power to the devotee gave him some feeling of participation it never felt like enough. This yearning to interact with mortal below is what spawned the Deck of Amusements.

While Loki himself could not easily walk along the mortal realm an item with his essence could. Putting a literal piece of himself into a game of chance and placing it to be found by the bold and interest was the closest the god of trickery could get to being a young and foolish adventurer himself.

Holy Symbol: With pure divine power it is no surprise that the deck has the ability to bolster divine casters. It functions as a +3 holy symbol for any follower of Loki.

Intelligent: Not many items hold a literal piece of a god within them and it is for good reason. Even a fraction of such power is enough to foster a consciousness of its own, however incomplete. The deck of amusements is sentient and even quite brilliant, but it is only made of the portion of Loki that is concerned with amusing himself and thus that is the deck's only desire. This included a lack of concern or consideration or any form of safety outside of preventing its own destruction. The deck understands all languages yet can only speak through shuffling of its cards which the hero must interpret.

Cursed: Attuning to the deck draws its attention and as a brave hero the deck quickly becomes fascinated with the hero not wishing to leave its side until it has decided it is bored with them. Because of this the deck will frequently and constantly appear in pockets and pouches through extra-dimensional magic binding itself to the attuned. Additionally, the deck is a fan of its own game (drawing from the deck) and insists on its owner to play with it frequently. If the owner of the deck takes too long to play (one week) the deck will go for them drawing a card at random as if the owner had drawn a card.

Removing the Curse

The curse of the deck is one of will as strong as a god and a simple casting of Remove Curse will not work. Instead the deck must choose to leave its new owner; this can be done though a couple of ways. Both of these routes can only either be stumbled upon or granted by the Vizier card being drawn from the deck and asking an appropriate question.

Playing Through the Game

The easiest way to rid yourself of the deck is to eventually draw and survive every card from the deck. As long as the one attuned to it is the only to draw from the deck and they deck does not draw for itself it will not reshuffle once attuned. Once all cards from the deck and drawn the deck simply vanishes to reappear somewhere else on a random plane.

Changing the Game

The deck can be "cut" with a Vorpal blade on a natural 20 roll, or through a *wish* spell and a single hit from a Vorpal blade. This will reshuffle the deck rather than split it and two. Once cut the next card drawn will be the "skull", however instead of an aspect of death it will be an aspect of Loki. The game is the same as the one played against death; however this game can last indefinitely instead of the usual 5 check limit. The drawer can ONLY make a single turn per day, and the score needed to win and finish the game becomes a DC500. Each time the players reaches 100 points of the DC the aspect of Loki will flip the spectral game table and demand another try until reaching 500. Once the hero has played enough of Loki's game to reach the DC500 end point the deck finally tires of the wielder and leaves on its own.

Destroying the Deck

The deck cannot be destroyed by any normal or magical means. Instead the only way to ride the world of the deck entirely would be to speak to Loki directly and persuade him to take the deck back and rejoin its energy with his own. This is no easy task if the heroes can even come face to face with a god as he has become slightly mad missing this piece of his essence.

Not for You

While the deck enjoys games it also enjoys changing the rules. Any time a creature other than one attuned to it draws from the deck it may choose to instead summon a creature rather than the card's normal effect as follows:

Vizier Beholder
Sun Arche mage and Mage Apprentice
Moon Night Hag
Star Assassin
Comet Kobold
The Fates Red Dragon
Throne Knight and four Guards
Key Succubus or Incubus
Knight Druid
Gem Goblin
Talons Iron Golem
The Void Bandit Captain and three Bandits
Flames Erinyes
Skull Berserker
Idiot Kobold
Don jon Lich
Ruin Priest and two Acolytes
Euryale Medusa
Rogue Veteran
Balance Goblin
Fool Clone of the drawer
Jester Clone of the drawer

Any of these creatures might be hostile, friendly, or even indentured to the creature who drew it based of what the deck might find the most amusing in the moment.

Drawing from the Deck

When drawing from the deck you must declare how many cards you wish to draw from the deck and then draw that many cards at random. You are free to make a custom deck of your own, however if you wish to use a deck of playing cards instead use the table below.

PLAYING CARD	CARD
Ace of Diamonds	Vizier
Kings 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
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
Two of Spades	Balance
Joker	Jester

Card Results

Balance: An exact copy of you is summoned complete with copies of all items you are carrying minus the deck. This copy has the opposite alignment of your own and will do whatever it can to destroy everything and everyone you care about. Damage, healing, and effects that affect one of you affect the other. Only one you both are dead does the copy disappear. All magic items in possession of the copy dissolve once removed from the copy's possession.

Comet: If you single handedly defeat the next foe you face of a level or CR equal or higher than your level you gain a single epic boon of your choosing.

Donjon: You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any divination magic, but a wish spell can reveal the location of your prison. You draw no more cards.

Euryale: The card's medusa-like visage curses you. You take a -2 penalty on saving throws while cursed in this way. Only a god or the magic of The Fates card can end this curse.

The Fates: A small golden cord materializes at your feet. You can use this cord to alter a single moment of fate allowing you to avoid or erase one event as if it never happened, however if someone servers your cord your life is ended and you die. A character who dies in this way can only be bright back through a *wish* or define intervention.

Flames: A powerful enemy from your past returns. If no such enemy exists then a powerful devil instead declares you as their 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.

Gem: A number of 1oz golden residueum crystals (Rare solidified divine magic) equal to your level form at your feet worth 8,000 gp each.

Idiot: You lose 1d4+1 points of intelligence and draw another card. If you are reduced to 0 intelligence you become a drooling idiot only able to be cured by a *wish* or define intervention.

MAGIC ITEM MAKER

Jester: You gain 10,000 XP and draw two cards.

Key: A rare or rarer magic item is given to you (decided by the deck) if the item is an artifact a gate opens to its location, if it isn't it instead materializes at your feet.

Knight: You gain the service of a 4th-level fighter who appears in a space you choose within 30 feet of you. The 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 1d3 times.

Rogue: A non-player 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 can end the NPC's hostility toward you.

Ruin: All forms of wealth that you carry or own, other than artifacts and legendary items, 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. Any monetary wealth lost makes its way to your enemies.

Skull: The avatar of Death is summoned before you with a dragon chess table. The avatar cannot be harmed by any means and can only be seen by you and those able to see the ethereal plane. Once he is summoned you must defeat him in a game of dragon chess or be taken to Hades. To beat Dead you must make a combined check of Intelligence (Dragon Chess Set) of DC100 in 5 checks or less. You can take your time with you next moving allowing as few as one move per day, however until the game is finished you lose all resistances and immunities and instead gain vulnerability to all damage.

Star: Your highest attribute score increases by 2 to a maximum of 24. If you highest attribute is already 24 or is being modified by magical items you instead roll a d6 to randomly determine the score that will be raised.

1=Str 2=Dex 3=Con 4=Int 5=Wis 6=Cha

Sun: You gain 50,000 XP, and a wondrous item (which the DM determines randomly) appears in your hands.

Talons: Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish.

Throne: You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere on a random plane. However, the keep is currently in the hands of 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 to the card and mentally receive a truthful answer to that question. During this time the card is not shuffled back into the deck. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it.

The Void: This black card spells disaster. Your soul is drawn from your body and contained in an object in a place of the DM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A *wish* spell can't restore your soul, but the spell reveals the location of the object that holds it. You draw no more cards.