House of Cards

Warmages who join the House of Cards approach combat the same way they do games of chance, with high stakes, calculated gambles. Each warmage of this house wields a special deck of cards tied to the very threads of fate, through which they can empower their magic with deft flurries of hands. However, while these warmages command incredible power, their magical surges are at the whims of the cards, and so they must make strategic, ingenious plays to master them.

BLUFF

When you choose this house at 3rd level, your poker face carries you through practically any lie. You gain proficiency in the Deception skill and with gaming

sets (playing cards), if you didn’t have it already. Additionally, you can use your Intelligence instead of Charisma for Charisma (Deception) checks you make.

DECK OF FATE

Starting at 3rd level, you gain a deck of magical playing or tarot cards, called a Deck of Fate, through which you can enhance the power of your cantrips. Shuffle a standard 52-card playing card deck and draw a hand of 5 cards when you roll initiative. Whenever you target a hostile creature with a

warmage spell that deals damage, you can use your bonus action to play one or more cards from your hand to enhance the power of the spell. If the cards exactly match one of the results on the Hands table below, it deals additional damage or one additional effect according to the result to one of the spell's targets of your choice. Playing cards which do not match a result has no effect. Aces count as ones for results. Once you play a card, place it on the bottom of the deck and draw back to five cards.

HIGH STAKES

At 7th level, you've mastered a very risky card trick using your Deck of Fate. On your turn, you can choose to lose 2 hit points to play 1 card from your hand and draw back to 5 cards (no action required).

DEALER'S CHOICE

At 10th level, you can use your bonus action to gain one of the following three abilities, selected by the GM:

• You gain resistance to all damage until the end of your next turn.

• You teleport to a point you can see within 60 feet.

• You vanish into a safe, endless demiplane until the beginning of your next turn, at which time you return at the same location from which you vanished.

Once you use this feature, you can't use it again until you finish a short or long rest.

CARD READING

Beginning at 15th level, once on each of your turns when you draw a card from your deck as part of your Deck of Fate feature, you can declare a suit (Club, Diamonds, Hearts, or Spades) and check the top card of your deck. If you guessed the suit correctly,

you can take the Dash, Disengage, or Use an Object action as part of the bonus action used for the feature.

HANDS

NAME CARDS BENEFIT

Straight Any five sequential cards, regardless of house. You deal an additional 12 damage.

Flush Any five cards of the same suit, regardless of order. You deal an additional 10 damage.

Three of a Kind Any three of the same card. You deal an additional 6 damage.

Pair Any two of the same card. You deal an additional 2 damage.

Hearts Any two hearts. You gain temporary hit points equal to your Intelligence modifier.

Spades Any two spades. Your movement speed increases by 10 feet until the start of your next turn.

Diamonds Any two diamonds. You gain a +1 bonus to your AC until the start of your next turn.

Clubs Any two clubs. You gain a +1 bonus to saving throws until the start of your next.

ACE IN THE HOLE

Beginning at 18th level, you are a deckmaster. Whenever you would draw one or more cards from your deck, draw twice as many. Put half of the drawn cards on the bottom of your deck and the other cards in your hand.

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