

STRAHD'S DECK OF HORRORS

Balance As an action, you can brandish this card at one creature you can see within 30 feet of yourself and drain its life force. The target must succeed on a DC 17 Constitution saving throw or take 4d8 necrotic damage. You then regain a number of hit points equal to the necrotic damage the target takes. Once this property is used, it can't be used again until the next dawn.

Book. You gain the ability to speak, read, and write 1d6 + 2 languages of your choice.

Corpse. You immediately drop to 0 hit points, have the unconscious condition, and must begin making death saving throws. Spells and other magical effects that restore hit points have no effect on you until you are stabilized. If you fail three death saving throws, you die and can be resurrected only by the Wish spell.

Donjon. As an action, you can brandish this card at one creature you can see within 30 feet of yourself. The target must succeed on a DC 17 Charisma saving throw, or it vanishes, transported to a prison on another plane of existence. After 1 minute, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Once this property is used, it can't be used again until the next dawn.

Euryale As an action, you can brandish this card at one creature you can see within 30 feet of yourself and attempt to turn it to stone. The target must succeed on a DC 17 Constitution saving throw, or it begins to turn to stone and has the restrained condition. The affected target must repeat the saving throw at the end of its next turn. On a successful save, the effect ends on the target. On a failed save, the target has the petrified condition (instead of the restrained condition) until it is removed by the Greater Restoration spell or similar magic. Once this property is used, it can't be used again until the next dawn.

Flames You can use this card to summon a devil. The card is attuned to a specific devil with a challenge rating of 8 or lower. As an action, you can hold this card aloft and summon that devil, which appears in an unoccupied space you can see within 30 feet of you. The devil is initially unfriendly toward you and your companions. Roll initiative for the devil, which has its own turns. The DM has the creature's stat block. On each of your turns, you can issue a verbal command to the devil (no action required by you), and as long as you are holding this card, the devil obeys your commands. Otherwise, it is under the DM's control and acts according to its nature—it might attack you if it thinks it can prevail or try to tempt you to undertake an evil act in exchange for further service. After 1 minute or when the devil's hit points drop to 0, the devil returns to the Lower Planes. Once this property is used, it can't be used again until the next dawn.

Fool As an action, you can brandish this card at one creature you can see within 30 feet of yourself. The target must succeed on a DC 17 Wisdom saving throw, or for the next minute, the target can't cast spells or activate magic items, it has disadvantage on all saving throws, and other creatures have resistance to all damage it deals. Once this property is used, it can't be used again until the next dawn.

Jester As an action, you can brandish this card and use it to cast the Otto's Irresistible Dance spell (save DC 17), and you have advantage on Constitution saving throws to maintain concentration on it. Once this property is used, it can't be used again until the next dawn.

Puzzle As an action, you can hold this card aloft and magically disable each trap within 60 feet of you that isn't behind total cover. A trap, for the purpose of this property, includes any object or mechanism that would inflict a sudden effect that was intended by its maker to cause harm or inconvenience. If the trap is the effect of a spell, such as Alarm, that trap is suppressed for 10 minutes instead of being disabled. Once this property is used, it can't be used again until the next dawn.

Rogue When you hit a target with a weapon attack while holding this card, you can deal an extra 6d6 force damage to that target. Once this property is used, it can't be used again until the next dawn.

Skull As an action, you can brandish this card and use it to cast Spirit of Death (see chapter 7) as a 6th-level spell (spell attack bonus +9, save DC 17). Once this property is used, it can't be used again until the next dawn.

Talons As an action, you can brandish this card and target one magic item you can see within 120 feet of yourself. If the item isn't an artifact, its magical properties are suppressed for 1 minute. Once this property is used, it can't be used again until the next dawn.

Tomb. At any time you choose within 1 year of drawing this card, you can cast the True Resurrection spell once without expending a spell slot or requiring material components. Use your Intelligence, Wisdom, or Charisma as the spellcasting ability (your choice).