

CARDS AND CARAVANS

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CARDS AND CARAVANS

Whether carrying goods from town to town, escorting nobility, or hiding dark secrets, caravans offer a unique opportunity for roleplaying, exploration, and combat opportunities for players on the road to their next destination. The rules presented below offer a way to generate unlimited caravans in your campaign to make each highway or dirt road different from the last.

WHAT YOU WILL NEED

If you wish to use the rules presented here, you will need a deck of 52 typical playing cards. You will use this deck to generate the contents of the caravans that the players encounter while traveling through the wilderness. If you don't have access to a deck of playing cards, the tables presented in this document offer dice rolls in their stead.

STEP 1. GENERATE THE LEAD CAR

When the characters first encounter a caravan in the wilderness as part of a random encounter or because you want to introduce one, draw a card from the deck and reference the table below. This card determines the nature of the caravan and future results, detailed in the Caravans by Type section.

LEAD CAR

d100	Playing Card Value	Encounter
01–07	2	Passengers
08–14	3	Cargo
15–21	4	Nomads
22–28	5	Military
29–35	6	Performers
36–42	7	Animals
43–49	8	Royalty
50–56	9	Ghost
57–63	10	Bandits/Pirates
64–70	J	Merchants
71–77	Q	Monstrous
78–84	K	Artificers
85–91	A	Treasure
92–00	—	

STEP 2: DETERMINE THE CARAVAN ATTITUDE

While the card's value determines the caravan's nature, the card's suit—club, diamond, heart, or spade—determines its starting attitude. Friendly caravans seek to trade or share news. Neutral ones attack if they feel threatened or otherwise try to avoid contact. Hostile caravans seek to attack and seize the characters' possessions.

CARAVAN ATTITUDE BY SUIT

d4	Card Suit	Attitude
1	Heart	Friendly
2	Diamond	Neutral
3	Club	Neutral
4	Spade	Hostile

STEP 3. GENERATE SECONDARY CARS

Once you know the lead car and its attitude, generate the other cars in the caravan train. The types of complementary cars depend on the nature of the lead car, as shown in the section Caravans by Type below. Like before, draw a card from the deck (or roll) and reference the caravan's respective table. Continue to draw complementary cards until the card values add up to 21 or more (like in the game blackjack). Jack, Queens, and Kings equal 10, and Aces are 2 or 11, your choice. Ignore the final card that puts you over 21.

For example, you draw a 10 of spades. The 10 means that it is a bandit/pirate caravan, and the spade means that the caravan is hostile towards the characters. For your first secondary card, you draw a 7 of hearts. A 7 is a supply car. Since the two cards you drew add up to 17, less than 21, you may draw again. The third card you draw is an ace of diamonds. This card allows you to choose a car and count the ace as a 2 or 11. If you count it as an 11, you must discard the card and can no longer draw cards. You make the treasure car your choice and make it count as 2. At 19, you still haven't busted. You draw one more card, a 5 of hearts. The 5 puts you over 21, which means you discard the card and are finished. Your final caravan consists of one bandit/pirate car, one supply car, and one treasure car.

CARAVANS BY TYPE

This section lists the caravan types in alphabetical order.

ANIMALS

A caravan with animals may be herders leading animals across the landscape, a circus moving its best acts, or a collector of exotic beasts. Use the table below to determine the nature of the animal caravan's secondary cards.

ANIMALS SECOND CARS

d100	Playing Card Value	Secondary Card
01–07	2	Supplies
08–14	3	Supplies
15–21	4	Supplies
22–28	5	Tiny animals
29–35	6	Small animals
36–42	7	Trainers
43–49	8	Medium animals
50–56	9	Medium animals

d100	Playing Card Value	Secondary Cart
57-63	10	Large animals
64-70	J	Large animals
71-77	Q	Large animals
78-84	K	Huge animals
85-91	A	Miscellaneous
92-00	—	Reroll

ARTIFICERS

Artificers are tech-savvy explorers whose caravans incorporate a variety of unique features and specifications. The artificers might be a friendly group of gnomes who wish to ply their trade as builders. Or it might be a band of evil scientists transporting a death ray.

ARTIFICERS SECOND CARS

d100	Playing Card Value	Secondary Cart
01-07	2	Supplies
08-14	3	Guards
15-21	4	Supplies
22-28	5	Private Car
29-35	6	Guards
36-42	7	Trainers
43-49	8	Guards
50-56	9	Private Car
57-63	10	Explosives
64-70	J	Library
71-77	Q	Laboratory
78-84	K	High-Tech Device
85-91	A	Your Choice
92-00	—	Reroll

BANDITS/PIRATES

Bandit and pirate caravans travel the landscape looking for their next target. Their caravan might be a clever ruse to lure unsuspecting travelers into their clutches. Or it might be the contents of another caravan that the criminals commandeered.

BANDITS / PIRATES SECOND CARS

d100	Playing Card Value	Secondary Cart
01-07	2	Bandits/Pirates
08-14	3	Supplies
15-21	4	Passengers
22-28	5	Treasure
29-35	6	Bandits/Pirates
36-42	7	Supplies
43-49	8	Prisoners
50-56	9	Private Car
57-63	10	Bandits/Pirates
64-70	J	Private Car
71-77	Q	Bandits/Pirates
78-84	K	Treasure
85-91	A	Your Choice
92-00	—	Reroll

CARGO

A cargo caravan transports goods from one destination to another. The cargo might be mundane goods like grain or lumber. Or it might be high-priced goods like spices or valuable ore.

CARGO SECOND CARS

d100	Playing Card Value	Secondary Cart
01-07	2	Supplies
08-14	3	Cargo
15-21	4	Supplies
22-28	5	Cargo
29-35	6	Supplies
36-42	7	Cargo
43-49	8	Guards
50-56	9	Guards
57-63	10	Guards
64-70	J	Private Car
71-77	Q	Private Car
78-84	K	Treasure
85-91	A	Your Choice
92-00	—	Reroll

GHOST

The living aren't the only ones who drive caravans. Sometimes, the undead lead caravans, too. A ghost caravan might be a band of revenants seeking revenge for their untimely demise. Or it might be an incorporeal train of ghostly pilgrims, cursed to travel the land for eternity.

To determine the nature of the ghost caravan's secondary cars, draw another card to determine the ghost caravan's original purpose. If you draw another 9, draw again until you get a card other than a nine. Once you know the car's original purpose, draw for a secondary car as you would for any other caravan. Replace any NPCs listed under the secondary car's description with the appropriate undead creature, as shown on the table below. If you draw Prisoners as a secondary car, you may keep the prisoners as humanoids if you wish—they were captured by the undead.

GHOST CARAVAN NPCs

Normal NPC	Undead Replacement
Bandit	Zombie
Bandit captain	Wight
Gladiator	Ghost
Guard	Skeleton
Horses (any)	Skeletal warhorse
Knight	Ghost
Mage	Wraith
Noble	Ghost
Spy	Specter
Thug	Specter
Veteran	Ghost

MERCHANTS

Merchant caravans move from location to location, plying their wares to whoever's got the coin for it. A merchant caravan might have reputable traders at the helm. On the other hand, the caravan might be led by a gang of third-rate hucksters hawking their latest snake oil.

MERCHANTS SECOND CARS

d100	Playing Card Value	Secondary Cart
01-07	2	Supplies
08-14	3	Cargo
15-21	4	Supplies
22-28	5	Merchants
29-35	6	Supplies
36-42	7	Cargo
43-49	8	Guards
50-56	9	Cargo
57-63	10	Guards
64-70	J	Merchants
71-77	Q	Private Car
78-84	K	Treasure
85-91	A	Your Choice
92-00	—	Reroll

MILITARY

Soldiers comprise the majority of a military caravan's personnel. The caravan might be returning from a recent battle, or it might be on its way to join the war efforts in another part of the kingdom.

MILITARY SECOND CARS

d100	Playing Card Value	Secondary Cart
01-07	2	Supplies
08-14	3	Guards
15-21	4	Supplies
22-28	5	Guards
29-35	6	Supplies
36-42	7	Guards
43-49	8	Supplies
50-56	9	Guards
57-63	10	Supplies
64-70	J	Prisoners
71-77	Q	Officers
78-84	K	Officers
85-91	A	Your Choice
92-00	—	Reroll



MONSTROUS

Monstrous caravans are strange and rare oddities where the drivers—and sometimes even the wagons themselves!—consist of unusual, and often dangerous, creatures.

When you draw a monstrous card, draw additional cards as if you were pulling for secondary cars. As normal, continue to draw until you hit or exceed 21. If you go over 21, remove the last card drawn. Then, instead of translating each new card into a secondary car, sum the total value of the cards until you go over. Then, reference the Monstrous Encounters by Total Card Value table below to determine the nature of the monstrous encounter.

MONSTROUS ENCOUNTERS BY TOTAL CARD VALUE

d100	Total Card Values	Monstrous Encounter
01–10	21	2 green hags riding a wicked wagon (see the appendix).
11–20	20	A dryad riding on the back of a giant elk , accompanied by 1d4 + 2 invisible sprites , searching for a rare lotus.
21–30	19	2d6 harpies flying above or perched high above looking for food, prioritizing Small humanoids.
31–40	18	A pair of doppelgangers posing as Merchants or Performers looking for protection. They use the time spent with the characters to learn from them and later impersonate them.
41–50	17	2d4 + 1 gnolls lying in ambush
51–60	16	A group of 1d4 friendly, (25%) neutral (25%), or hostile (50%) werewolves in humanoid form posing as nomads.
61–70	15	A war party of 1d2 hobgoblins with worg mounts and 2d4 goblins walking beside them on the hunt for glory.
71–80	14	A seemingly discarded assortment of goods, which is actually a group of 1d3 animated decks of cards (see the appendix), 1 card shark (see the appendix), and 1 rug of smothering .
81–90	13	A pack of 1d4 + 2 dire wolves on the hunt.
91–00	12	A mimic cart (see the appendix)

NOMADS

Whether by choice or necessity, nomad caravans claim no one destination home. Instead, they constantly stay on the move, following the seasons, stars, or other environmental factors.

NOMADS SECOND CARS

d100	Playing Card Value	Secondary Cart
01–07	2	Passengers
08–14	3	Supplies
15–21	4	Passengers
22–28	5	Supplies
29–35	6	Passengers
36–42	7	Supplies
43–49	8	Guards
50–56	9	Guards
57–63	10	Guards
64–70	J	Small Animals
71–77	Q	Medium Animals
78–84	K	Large Animals
85–91	A	Your Choice
92–00	—	Roll

PASSENGERS

Passenger caravans transport large throngs of people from place to place. The passengers might be pilgrims on their way to a holy site. Or the caravan could be would-be farmers hoping to cash in on recently acquired land rights.

PASSENGERS SECOND CARS

d100	Playing Card Value	Secondary Cart
01–07	2	Passengers
08–14	3	Supplies
15–21	4	Passengers
22–28	5	Supplies
29–35	6	Passengers
36–42	7	Supplies
43–49	8	Passengers
50–56	9	Supplies
57–63	10	Guards
64–70	J	Tiny Animals
71–77	Q	Medium Animals
78–84	K	Large Animals
85–91	A	Your Choice
92–00	—	Roll

PERFORMERS

Traveling bards, acting troupes, and other entertainers comprise performer caravans.

PERFORMERS SECOND CARDS

d100	Playing Card Value	Secondary Card
01-07	2	Supplies
08-14	3	Performers
15-21	4	Supplies
22-28	5	Supplies
29-35	6	Performers
36-42	7	Supplies
43-49	8	Supplies
50-56	9	Performers
57-63	10	Guards
64-70	J	Guards
71-77	Q	Guards
78-84	K	Guards
85-91	A	Your Choice
92-00	—	Reroll

ROYALTY

A caravan transporting royalty might be escorting important diplomats to a meeting in a distant kingdom. Or it might be a king and queen on holiday. No matter what the royalty caravan's purpose may be, such caravans often come with plenty of defenses.

d100	Playing Card Value	Secondary Card
01-07	2	Guards
08-14	3	Supplies
15-21	4	Guards
22-28	5	Supplies
29-35	6	Guards
36-42	7	Supplies
43-49	8	Royalty
50-56	9	Supplies
57-63	10	Guards
64-70	J	Passengers
71-77	Q	Passengers
78-84	K	Treasure
85-91	A	Your Choice
92-00	—	Reroll

TREASURE

Some caravans transport coins, gems, jewelry, or art objects. The caravan might be the spoils of war, recently acquired by the kingdom's military. Or the caravan might be transporting a ransom to blood-thirsty marauders so they cease their unending attacks. Obviously, such caravans are hot targets for bandits and raiders. As such, they usually bring plenty of guards.

TREASURE SECONDARY CARDS

d100	Playing Card Value	Secondary Card
01-07	2	Guards
08-14	3	Guards
15-21	4	Guards
22-28	5	Guards
29-35	6	Guards
36-42	7	Guards
43-49	8	Guards
50-56	9	Guards
57-63	10	Guards
64-70	J	Your Choice
71-77	Q	Treasure
78-84	K	Treasure
85-91	A	Treasure
92-00	—	Reroll



SECONDARY CARS

As you generate secondary cars for your caravans, reference this section to learn additional details about the respective car.

CARAVAN LOCKS

Many of the caravan cars listed below possess locks used to protect the passengers or goods within. To prevent redundancy, the content references the three types of common locks found on these cars.

The table below lists three types of locks. The Pick DC column identifies the DC for Dexterity checks using proficiency in thieves' tools to open the lock. Similarly, the Break DC column identifies the DC for Strength (Athletics) checks needed to break the lock. The table also lists a given lock's AC and hit points. Unless stated otherwise, all locks are immune to poison and psychic damage.

CARAVAN LOCKS

Lock Type	Pick DC	Break DC	AC	Hit Points
Simple	10	18	16	2
Average	15	20	17	5
Complex	20	22	18	10 (damage threshold 5)

ANIMALS (HUGE)

A car carrying one or more Huge animals is a massive cage or open-air wagon built to withstand the awesome weight of its bestial passengers. Such carts usually measure 15–20 feet in length and require up to eight **draft horses** to pull. While the cart itself might be made of wood, it is reinforced with iron or steel. Simple locks on these cages prevent the animals from escaping. It's also possible for the animal to walk alongside the train, removing the need for a car altogether.

To determine the nature of the animals in the car, cross-reference the card's suit with the table below or choose one that is appropriate to the rest of the caravan.

HUGE ANIMALS

Suit	Animals
Club	1d2 elephants
Diamond	1d2 giant apes
Heart	1d3 giant constrictor snakes
Spade	1d2 giant crocodiles

ANIMALS (LARGE)

When large animals travel with a caravan, they are usually livestock. If this is the case, the caravan may forgo a car for these animals altogether. Instead, the animals walk alongside the rest of the cars. If there is a car, it usually measures 15–20 feet in length but might be shorter or longer depending on the animals inside. Simple locks on these cages prevent the animals from escaping.

If the card's suit is a club, diamond, or heart, the caravan includes 2d10 camels, cows, or horses (your choice) walking alongside the rest of the cars.

If the card's suit is a spade, the car carries exotic animals. Roll a d8 and reference the table below to determine the nature of the exotic animals.

EXOTIC ANIMALS, LARGE

d8	Exotic Animal
1	1d2 brown bears
2	1d4 camels
3	1d6 constrictor snakes
4	1d6 crocodiles
5	1d4 giant spiders
6	1d2 lions
7	1d2 rhinoceroses
8	1d2 tigers

ANIMALS (MEDIUM)

When medium animals travel with a caravan, they are usually livestock. If this is the case, the caravan may forgo a car for these animals altogether. Instead, the animals walk alongside the rest of the cars. If there is a car, it usually measures 15–20 feet in length but might be shorter or longer depending on the animals inside. Simple locks on these cars prevent the animals from escaping.

If the card's suit is a club, diamond, or heart, the caravan includes 2d8 + 4 goats, pigs, or sheep that might walk alongside the caravan instead of riding in a car.

If the card's suit is a spade, the car carries exotic animals. Roll a d6 and reference the table below to determine the nature of the exotic animals.

EXOTIC ANIMALS, MEDIUM

d6	Exotic Animal
1	1d4 apes
2	1d6 giant wolf spiders
3	1d6 giant weasels
4	1d8 hyenas
5	1d4 panthers
6	1d6 wolves

ANIMALS (SMALL)

Small animals usually don't move fast enough or possess enough stamina to walk alongside the caravan. As such, these animals are usually placed inside cars designed to prevent them from escaping. Such cars are usually 10–15 feet in length. Simple locks prevent the animals from escaping.

To determine the nature of the animals in the car, cross-reference the card's suit with the table below or choose one that is appropriate to the rest of the caravan.

EXOTIC ANIMALS, SMALL

Suit	Animals
Club	1d6 baboons
Diamond	1d6 eagles
Heart	2d4 giant rats
Spade	1d8 dogs (jackals)

ANIMALS (TINY)

Tiny animals don't take up a lot of space on the caravan and might even be part of another car. If the animals do have their own car, it's relatively small compared to the rest, measuring only 6–10 feet in length. Simple locks might be on these cars to prevent the animals from escaping.

If the card's suit is a club, diamond, or heart, the caravan includes 1d20 chickens or geese (your choice).

If the card's suit is a spade, the car carries exotic animals. Roll a d4 and reference the table below to determine the nature of the exotic animals.

EXOTIC ANIMALS, TINY

d4	Animals
1	1d4 + 1 swarms of bats
2	1d4 + 1 swarms of poisonous snakes
3	1d4 + 1 swarms of rats
4	1d4 + 1 swarms of ravens

BANDIT/PIRATES

A car containing bandits and pirates probably won't have a lot of features calling out its true nature. Instead, it will resemble a typical passenger caravan, measuring 8–10 feet in length. Simple locks might protect these cars from theft—both from within and without the caravan—but the bandits themselves will probably defend it.

A bandit or pirate caravan contains 1d4 + 1 **bandits** (or **thugs**, if you want a more difficult challenge for the party) led by one of the leaders on the table below. Choose or roll a d4 to determine the bandit leader's stat block.

BANDITS / PIRATES LEADERS

d4	Suit	Leader
1	Club	Veteran
2	Diamond	Spy
3	Heart	Bandit captain or thug (your choice)
4	Spade	No leader

EXPLOSIVES

A cart containing explosives resembles an ordinary cargo cart, albeit one with much more volatile supplies. Such a cart measures 5–10 feet in length and may have simple or average locks to protect the goods. The car has AC 15 (or 17 if it's reinforced), 100 hit points (damage threshold 10), and immunity to poison and psychic damage. If the car takes fire damage, there is a chance that it will explode. Roll a d20. If the result is lower than the amount of fire damage the cart

took, it explodes. Each creature within 20 feet of the exploding car must make a DC 12 Dexterity saving throw. A creature takes 35 (10d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful one.

GUARDS

Caravan **guards** travel alongside caravans to deter bandits and other ne'er-do-wells. If the guards are actually in a car, the car is not that different from a passenger car. More than likely, the guards will travel on **riding horses** or **warhorses** (your choice) alongside the caravan, preferring the mobility their mounts offer them.

There are 1d4 + 1 **guards** present led by one of the leaders on the table below. Choose, roll, or use the card's suit to determine the guards' leader's stat block.

GUARD LEADERS

d4	Suit	Leader
1	Club	Gladiator
2	Diamond	Knight
3	Heart	Mage
4	Spade	Veteran

HIGH-TECH DEVICE

Artificer cars come with high-tech devices, unique to them. These cars tend to be relatively large and heavy, measuring 10–15 feet in length or more and reinforced with steel. Two or four draft horses pull the cars and 1d2 artificers (**commoners** with Intelligence 15 and Arcana +6) attend to the device.

Roll for or choose one of the results on the High-Tech Device table below. The description for each device is below the table. All effects are considered magical.

d20 High-Tech Device

1	Antimagic Field Generator
2	Cloning Device
3	Death Ray
4	Enlarger/Reducer
5	Ethereal Gateway
6	Fabricator
7	Gate Generator
8	Illusion Projector
9	Lightning Thrower
10	Mind Control Device
11	Re-Animator
12	Restorer
13	Scrying Machine
14	Time Machine
15	Transmutation Machine
16	Weather Controlling Device
17–20	No Function

ACTIVATION COSTS

Many of the devices mentioned above duplicate the effects of high-level spells. As such, most of them come with steep component costs. These costs represent special crystals, rare parts, and other vital elements without which the device won't function. The component cost for each device is listed on the table. Assume that the artificers traveling with the high-tech device have at least enough components for one use of the device. A creature that doesn't know how to activate a high-tech device can deduce how to use it by succeeding on a DC 15 Intelligence check.

DAMAGING AND REPAIRING HIGH-TECH DEVICES

Regardless of its function, a high-tech device is a Large object with AC 15, 50 hit points (damage threshold 5), and immunity to poison and psychic damage. If the high-tech device takes 10 or more damage from a single attack or spell, it cannot use its functions until it is repaired. A device that drops to 0 hit points cannot be repaired and is permanently destroyed.

If the high-tech device has taken damage but has at least 1 hit point, a creature can spend 1 hour or more trying to make repairs. The creature must be within reach of the damaged device and must have the right tools for the job (smith's tools or tinker's tools, for example). The device must be stationary, and the creature must have the spare parts to make the necessary repairs. Assume that spare parts cost 10 gp per hit point being repaired in this manner. After 1 hour of repair work, the creature makes a DC 15 Intelligence check, adding its proficiency bonus to the check if it's proficient with the tools used to make repairs. If the check succeeds, the device regains 2d4 + 2 hit points. If the check fails, the device regains no hit points, but the repair can be attempted again using the same replacement parts.

HIGH-TECH DEVICE DESCRIPTIONS

The high-tech devices and their functions are listed in alphabetical order. If a device requires a saving throw, the DC for the saving throw is 15 unless stated otherwise in the text.

Antimagic Field Generator. A creature that spends 10 minutes operating this device may create a field of antimagic that extends from the car up to 100 feet in all directions. The field lasts for 1 hour, or until the machine is destroyed. Other than the area it covers, the effect otherwise works like the *antimagic field* spell. One use of the generator consumes 50,000 gp worth of components.

Clone Chamber. This device requires at least two different creatures to use: one to operate the machine and another as the target for the device. The operator must spend at least 1 hour operating the machine before the target enters it. Once the target is inside, it must spend 8 hours inside the machine. During this time, the target is prone, can't move, and can't take actions other than talking. If the target moves or performs a disruptive activity, the target must restart the process. At the end of the duration, the device grows an inert duplicate of the target as a safeguard against death. Other than the aforementioned conditions, this effect is the same as the *clone* spell. One use of the machine consumes 50,000 gp worth of components, even if the cloning process fails.

Death Ray. A death ray is a dangerous magical device capable of mass destruction. Before the death ray can be used, a creature must spend 10 minutes operating the device and then allow the device 1 hour to warm up. At the end of the warm-up period, the device consumes 200,000 gp worth of components. If the device takes damage or is deactivated before it warms up, the operator must restart the process. Once the device warms up, the device's operator may use its action to emit a devastating blast of negative energy in a 300-foot line that is 10-feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 10d10 necrotic damage on a failed saving throw, or half as much damage on a successful one. The death ray then has a random chance of recharging during each subsequent round of combat. On initiative count 20, roll a d6. If the roll is a 6, the ray recharges. If the roll is a 1, the device loses power and its operator must restart the warm-up process to use it again.

Gate Generator. A creature that spends 10 minutes operating this device may use the device to conjure a portal linking an arch built into the gate to a precise location on a different plane of existence. This magical gate remains for 1 hour or until the generator is deactivated, damaged, or destroyed. Other than its duration, this function works exactly like the *gate* spell. One use of the generator consumes 200,000 gp worth of components.

Enlarger/Reducer. An enlarger/reducer machine allows a creature or object within its containment field to grow larger or smaller for up to 1 hour. This effect works similarly to the *enlarge/reduce* spell. One use of the machine consumes 500 gp worth of components.

Ethereal Gateway. An ethereal gateway is a large tank that allows up to six creatures to travel to the ethereal plane. A creature must spend 10 minutes operating the machine to use it. At the end of the duration, any creatures or objects inside the tank enter the border regions of the Ethereal Plane in the area where it overlaps with the device. This effect otherwise works the same as the *ethereality* spell. One use of this device consumes 50,000 gp worth of components.

Fabricator. A fabricator allows the user to convert raw materials into products of the same material. To use the device, a creature must place raw materials into the device's storage area. Then, the creature must spend 10 minutes operating the machine. At the end of the duration, the device converts the goods into the desired products. This effect functions the same as the *fabricate* spell. One use of this device consumes 500 gp worth of components.

Illusion Projector. An illusion projector makes terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. A creature must spend 8 hours operating the machine to use it, programming the terrain that they wish to generate. The terrain lasts for 10 days or until the machine is deactivated or destroyed. This effect works the same as the *mirage arcane* spell. One use of this device consumes 50,000 gp worth of components.

Lightning Thrower. A lightning thrower is a deadly weapon that generates powerful arcs of magical energy. Before the lightning thrower can be used, a creature must spend 10 minutes operating the device and then allow the device an additional 10 minutes to warm up. At the end of the warm-up period, the device consumes 5,000 gp worth of components. If the device takes damage or is deactivated before it warms up, the operator must restart the process. Once the device

warms up, the device's operator may use its action to emit a devastating blast of lightning in a 100-foot line that is 5-feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 27 (5d10) lightning damage on a failed saving throw, or half as much damage on a successful one. The lightning thrower then has a random chance of recharging during each subsequent round of combat. On initiative count 20, roll a d6. If the roll is a 5 or 6, the ray recharges. If the roll is a 1, the device loses power and its operator must restart the warm-up process to use it again.

Mind Control Device. A mind-control device resembles a small room with a chair at its center. The chair is hooked to a variety of glowing electrodes. To use this device, a target must be placed into the device's chair and remain for the duration. Then, a creature must spend 1 minute operating the device. At the end of the operating period, the target in the chair must make a DC 15 Wisdom saving throw. On a failed saving throw, the target is charmed by the operator for 24 hours. The charmed target obeys the operator's commands and can't take reactions. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself with a success. One use of this device consumes 50,000 gp of components.

No Function. A device with no function is either a hoax or a broken machine. In the latter case, roll again on the table to determine the machine's original function, rerolling any results of 17–20.

Re-Animator. A re-animator device allows its users to bring the dead back to life—sort of. To use the device, a creature must place the corpse of a Small or Medium humanoid into the reanimation chamber. Then, the user must spend 10 minutes operating the device. At the end of the duration, the device imbues the corpse with a foul mimicry of life, raising it as a zombie. This effect works like the *animate dead* spell except the creature is not under the user's control. One use of the re-animator device consumes 500 gp worth of components.

Restorer. The restorer consists of a small chamber with controls allowing the user to operate it from inside. A creature may use its action to activate the machine. The machine bombards the creature inside its chamber with positive energy to undo a debilitating effect, the same as the *greater restoration* spell. One use of the restorer consumes 5,000 gp worth of components.

Scrying Machine. A scrying machine allows the user to spy on targets from a great distance and communicate with them telepathically. The machine works the exact same way as a *crystal ball of telepathy*, except that one use of the machine consumes 50,000 gp worth of components.

Time Machine. Time machines are exceedingly rare machines that alter and pervert the flow of time. When a creature uses a time machine, he or she must decide whether or not they wish to go backward or forward in time. The machine instantly transports the user and up to 4 other creatures to a different time period in the same location they were in before they traveled through time. Each use of a time machine consumes 500,000 gp worth of components. The accuracy of the jump depends on the distance in time traveled. Roll a d100 and consult the table.

TIME TRAVEL ACCURACY

Time Traveled	Mishap	Off-Target	Adjustment	On Target
Up to 1 minute	—	—	—	01–100
1 to 10 minutes	—	01–09	1d4 minutes	10–100
10 minutes to 1 hour	01–05	06–24	1d100 minutes	25–100
1 to 8 hours	01–33	34–53	1d4 hours	54–100
8 to 24 hours	01–43	44–73	2d6 hours	73–100
1 to 7 days	01–50	51–79	1d4 days	80–100
7 to 30 days	01–50	51–84	6d6 days	85–100
30 days to 1 year	01–60	61–89	1d12 months	90–100
1 to 10 years	01–70	71–94	1d10 years	95–100
More than 10 years	01–80	81–98	1d100 years	99–100

Time Traveled. This is the total distance in time that the time travelers travel backward or forwards in time.

On Target. The time travelers appear at the desired moment in time.

Off Target. The time machine shunts the travelers a random distance in time away from their target time period. The distance off-target is different for each increment of time traveled, as shown on the Adjustment column of the Time Travel Accuracy table. An even roll means that the time travelers traveled off target forward in time while an odd roll means that the time travelers traveled off target backward in time. Note that traveling too far forward or backward may send the traveler in the opposite direction or result in no time travel at all. For example, a time traveler wishes to go back 2 years into the past. The GM rolls the d100 for accuracy and gets an 88, which sends the traveler off target. The GM rolls 1d10 and gets a 4. This means that the time traveler actually went forward 2 years into the future instead of 2 years in the past.

Mishap. The machine's unpredictable magic results in a taxing journey. The time travelers take 3d10 force damage. Reroll on the table to see where the targets end up (multiple mishaps can occur, dealing damage each time).

Transmutation Machine. This machine possesses the ability to transform a creature or object into a different creature or object. Before the machine may be used, a creature must spend 10 minutes preparing the machine. Once prepared, the operator must target a creature or nonmagical object within 30 feet of the device. The machine then transforms the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation is permanent.

This machine has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a DC 15 Wisdom saving throw, and if it succeeds, it isn't affected by the machine.

This effect otherwise works similar to the *true polymorph* spell. One use of this machine consumes 200,000 gp worth of components.

Weather Controlling Device. This device allows its user to take control of the weather within 5 miles of the device. The device must be outdoors. Before the machine takes effect, a creature must spend 10 minutes programming the machine. At the end of the 10 minutes, the user changes the current weather conditions, which lasts for up to 8 hours, as specified by the user at the time of operation. Such conditions take 1d4 × 10 minutes to take effect. Once it does so, the user can use its action to change the conditions again. When the effect ends, the weather gradually returns to normal. Otherwise, this effect functions the same as the *control weather* spell. One use of this device consumes 50,000 gp worth of components.

LABORATORY

Some artificers travel with mobile laboratories to assist them in their studies. A laboratory car measures 10–15 feet in length. Two to four **draft horses** pull the car. Because the contents of the car are expensive and often volatile, its doors come equipped with simple or average locks. Checks made using proficiency in alchemist's supplies or tinker's tools within the laboratory car are made with advantage.

LIBRARY

A library car contains a wide array of books on different topics. These cars are 10–15 long and relatively heavy. Such cars require four **draft horses** to pull them. The main topic of the library's collection depends on the card's suit or a roll of a d4, as shown on the table below. A creature with access to the books makes Intelligence checks related to the library's topic with advantage.

LIBRARY TOPIC

d4	Suit	Topics
1	Club	Arcana
2	Diamond	History
3	Heart	Nature
4	Spade	Religion

MERCHANTS

A merchant car is home to 1d2 merchants (**commoners** with Charisma 15, +4 Deception or Persuasion). The car is similar in size to a passenger car, except the car also includes some of the merchant's salable goods. The car is always protected by at least an average lock.

To determine the nature of the merchant car's inventory, roll 1d00 and reference the table below. Assume the merchant carries a minimum of one of each item so long as the item does not exceed the limit listed on the table's Limit col-

umn. For example, a merchant carrying a weapon inventory with a 10 gp limit will have at least one battleaxe for sale but not longswords.

The price at which a merchant sells their goods depends on the merchant's attitude. A neutral merchant sells their goods for the typical price listed in the Fifth Edition core manuals. A friendly merchant may offer a discount of up to 10% with a successful DC 10 Charisma (Deception or Persuasion) check (the character's choice). And a hostile merchant sells their goods for 10% more than the listed price.

MERCHANT INVENTORY

d100	Merchant Inventory	Limit
01–16	Adventuring gear and tools	15 gp
17–22	Adventuring gear and tools	100 gp
23–28	Armor and shields	100 gp
29–32	Armor and shields	1,500 gp
33–44	Trade goods	5 gp
45–50	Trade goods	15 gp
51–53	Trade goods	500 gp
54–59	Weapons	10 gp
60–61	Weapons	75 gp
62–69	1d6 common magic items	—
70–74	1d4 uncommon magic items	—
75–77	1 rare magic item	—
78–79	1 very rare magic item	—
80	1 legendary magic item	—
81–00	Roll twice	—

OFFICERS

Military caravans often include officers who serve as the soldiers' point of command. These cars are similar to passenger cars in size and design and come equipped with at least simple locks. An officer car includes 1d2 officers (**veterans**).

PASSENGERS

A passenger car is a simple car measuring 10–15 feet in length, pulled by one or two draft horses. The car carries 1d4 adults (**commoners**) and 1d4 – 1 noncombatant children. The passengers carry their personal belongings with them, usually the contents of an explorer's pack for each adult present. These cars may have simple locks.

PERFORMERS

A performer's car is similar to a passenger car in size and design. The car includes 1d2 performers (**commoners** with Charisma 15, Performance +4). If a creature friendly to the performers regains hit points at the end of a horse rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

PRISONERS

A car carrying prisoners is a cage or steel-reinforced car measuring 10–15 feet in length and equipped with average or complex locks. The nature of the prisoners depends on the suit of the card or a roll of the d4 as shown on the table below. It's possible that the prisoners act friendly to the characters when the rest of the caravan is hostile and vice versa.

Prisoners are always unarmed. Spellcasting prisoners are bound, gagged, and have their spell components or foci confiscated.

PRISONERS

d4	Suit	Prisoners
1	Club	1d4 bandits
2	Diamond	1d6 commoners
3	Heart	1d3 thugs
4	Spade	1 gladiator or 1 mage (your choice)

PRIVATE CAR

A private car is larger and more luxurious than a passenger car, carrying 1d3 **nobles** and 1d3 – 1 noncombatant children. These cars always have 1d2 **guards** who ride inside the car or alongside it on a riding horse. A private car measures 15–20 feet in length and comes equipped with average locks. Two or four **draft horses** pull the car. Each private car passenger carries the contents of a diplomat's or scholar's pack (your choice).

ROYALTY

A car with royalty is similar in size and design to a private car, except it carries only 1 **noble** inside and has 1d4 + 1 protectors. Roll a d4 and reference the table below to determine the protector's nature. A member of royalty usually wears 2d4 pieces of jewelry, each piece worth 1d6 × 10 gp.

ROYALTY PROTECTORS

d4	Protectors
1	2d4 guards
2	1d4 knights
3	1d4 + 1 thugs
4	1d4 veterans

SUPPLIES

A supply car carries food (for people and animals), water, building supplies, and other basic necessities for the caravan. Such cars are usually 10–15 feet in length pulled by one or two **draft horses**. These cars might have simple locks on them to prevent theft.

TRAINERS

A car with animal trainers consists of 1d4 **commoners** with expertise in Animal Handling and Athletics (+4 to ability checks made with either skill) and use a whip instead of a club (+2 to hit, reach 10 ft., 1d4 slashing damage). The interior of an animal trainer's car includes the trainers' personal belongings, usually the contents of an explorer's pack for each trainer present. One or two **draft horses** pull these cars. However, some trainers may forgo a car altogether and instead ride a **riding horse** alongside the rest of the caravan.

TREASURE

A car carrying treasure carries certain valuables that the caravan's drivers and guards wish to protect. Such cars are heavier than normal cars, measuring 10–15 in length and equipped with average or complex locks. One or two **draft horses** pull these cars and 1d4 + 1 **guards** ride inside the car or alongside the caravan on riding horses. The contents of the treasure depend on the card's suit or a roll of the d4, as shown on the table below.

TREASURE CONTENTS

d4	Suit	Treasure
1	Club	A treasure chest containing 6d6 × 100 gp
2	Diamond	2d4 art objects, each one worth 1d10 × 10 gp
3	Heart	2d4 art objects, each one worth 1d10 × 100 gp
4	Spade	A treasure chest containing 4d6 × 1,000 gp

YOUR CHOICE

Usually, an ace allows you to choose the type of car you wish to add to the caravan, choosing from the previous entries. The numerical value of the card is 2 or 11, your choice when you draw it.

EXAMPLE TREASURE

You can find anything out on the open road. However, items that aid in travel may make the journey more enjoyable. Items like the bellhop topper, hoarder's haul, horn of the wild hunt, ironshod trotters, jotun's johdpurs, rod of the magicycle, staff of the mustang, or stalwart staff would make traveling, and moving your hard-earned treasure, simpler and more enjoyable.

APPENDIX: CARDS AND CARAVANS STAT BLOCKS

ANIMATED DECK OF CARDS

Like other animated constructs, the animated deck of cards exists seemingly only to surprise unknowing creatures. Swirling around a central deck of cards, these sharp, flying cards fling themselves haphazardly toward targets to inflict wicked paper cuts and ruin game nights.

CARD SHARK

When animated decks of cards collect in large enough groups, they sometimes form an even larger, shark-like form. These cards fly in tandem and work together under a shared consciousness like a school of fish. In this form, the card shark can fling cards like a normal animated deck, but also bite down and viciously slice its prey with its hundreds of blade-like cards.

GAMES MASTER

Creatures that spend enough time playing games eventually come to understand them in strange and powerful ways, seeing them in a way unlike their fellow players. These masters can easily win at cards, chess, or dice because of their staggering experience and uncanny luck, but can also bring out the bizarre magical powers hidden within such trinkets.

MIMIC CART

Mimics that venture outside of their normal dungeon homes sometimes take on the form of abandoned carts, having found that travelers often investigate such objects in search of wealth or, less frequently, to see if someone inside needs help. These mimics employ similar tactics as their dungeon-dwelling relatives, but tend to encounter (and devour) more helpless folk than the average mimic as a result of their size and feeding grounds.

SWARM OF ANIMATED DRAGONCHESS PIECES

Dragonchess pieces that have been enchanted by beguiling wizards, artificers, and game masters sometimes become fully autonomous, much like their deck of card counterparts. These pieces rattle about and take turns enlarging and attacking, behaving like a legion of humanoids and beasts working together in deadly partnership.

WICKED WAGON

A favored and bewitched ally of hags, wicked wagons are animated carts with sickly demiplanes inside that hold captured souls. These souls can then be used by its hag allies to transform their appearances, taking on the forms and basic knowledge of the souls captured within.

When off the road, these carts can become walking cabins that stand and stomp about on chicken-like legs and serve as a perfect lair for covens. In fact, because of the extreme symbiosis between hags and wicked wagons, a wicked wagon can take the place of a hag for the sake of forming a coven: making the process of forming a powerful coven all the more easy for the entrepreneurial hag.

ANIMATED DECK OF CARDS

Tiny construct, unaligned

Armor Class 17 (natural armor)

Hit Points 10 (4d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-2)	18 (+4)	10 (+0)	3 (-4)	5 (-3)	1 (-5)

Saving Throws Dex +5

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

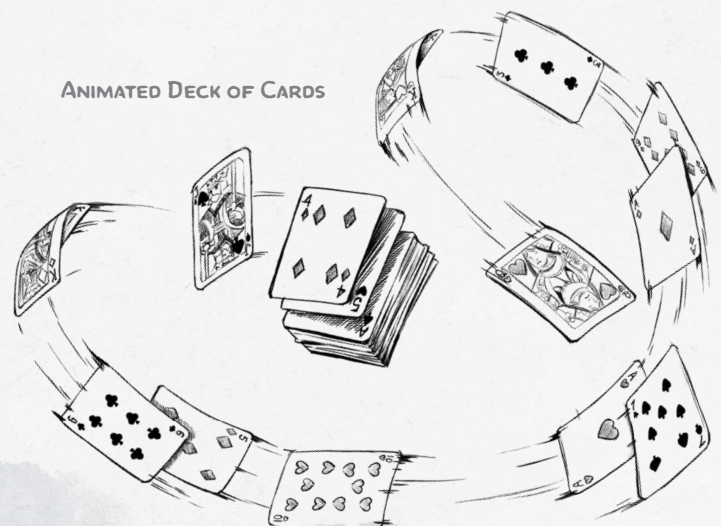
Challenge 1/2 (100 XP)

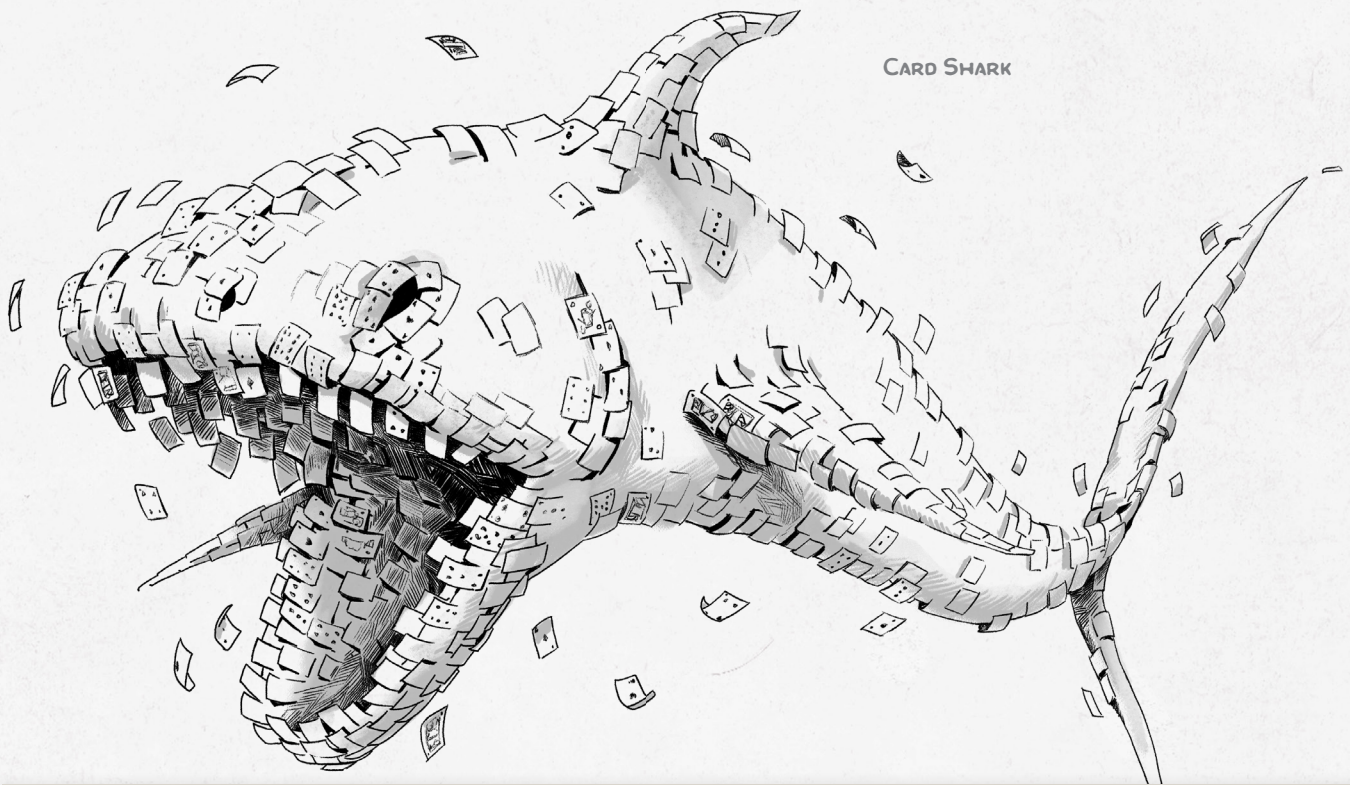
Antimagic Susceptibility. The deck of cards is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the deck of cards must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the deck of cards remains motionless and isn't flying, it is indistinguishable from a normal deck of cards.

ACTIONS

Fling Card. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.





CARD SHARK

Medium swarm of tiny constructs, unaligned

Armor Class 15 (natural armor)

Hit Points 31 (7d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	10 (+0)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 3 (700 XP)

Antimagic Susceptibility. The card shark is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the card shark must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the card shark remains motionless and isn't flying, it is indistinguishable from a normal pile of scattered playing cards.

Swarm. The card shark can occupy another creature's space and vice versa, and the card shark can move through any opening large enough for a Tiny playing card. The card shark can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The card shark makes four fling card attacks. If it has half of its hit points or fewer, it instead makes two fling card attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) piercing damage, or 13 (3d8) piercing damage if the card shark has half of its hit points or fewer.

Fling Card. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Card Volley (1/Day). The card shark hurls a flurry of cards in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much damage on a successful one. If the card shark has half its hit points or fewer, each creature instead takes 11 (2d10) slashing damage on a failed save, or half as much damage on a successful one.

GAMES MASTER

Medium humanoid (any race), any alignment

Armor Class 15 (leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	17 (+3)	15 (+2)	15 (+2)

Saving Throws Dex +7, Int +6

Skills Deception +5, Insight +5, Perception +5, Sleight of Hand +7

Senses passive Perception 15

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP)

Ace in the Hole (1/Day). When the master makes an ability check, attack roll, or saving throw and rolls a 1 on the d20, it can choose to treat the roll as a 20 instead.

Gaming Adept. The master has advantage on any ability check it makes that involves a gaming set.

Scatter Dice. As a bonus action, the master spreads a flurry of dice on the ground in a 15-foot cone. The area becomes difficult terrain until cleared, with each 5-foot-square portion requiring at least 1 minute to clear by hand. When a creature moves into the area and each time it moves 5 feet within the area, it must succeed on a DC 15 Dexterity (Acrobatics) check

or fall prone and take 3 (1d6) bludgeoning damage.

Wildcard. When the master makes an attack roll, if the d20 roll is a 7, the attack hits regardless of any modifiers or the target's AC, and the attack is a critical hit.

ACTIONS

Multiattack. The master makes three fling card attacks.

Fling Card. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Dragonchess Summon (1/Day). The master throws a dragonchess piece into an unoccupied space the master can see within 30 feet of it, magically summoning the creature represented by the piece. The creature disappears when it drops to 0 hit points or after 10 minutes.

The creature is friendly to the master and its companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that the master issues to it (no action required by the master). If the master doesn't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions.

Roll a d6 to determine the creature the master summons.

1. Griffon
2. Basilisk
3. Red dragon wyrmling
4. Unicorn
5. Earth elemental
6. Mammoth



MIMIC CART

Huge monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d12 + 22)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage plus 6 (1d12) acid damage.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

MIMIC CART



SWARM OF ANIMATED DRAGONCHESS PIECES

Medium swarm of tiny constructs, unaligned

Armor Class 14 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	4 (-3)	14 (+2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Antimagic Susceptibility. The swarm is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Innate Spellcasting (Cleric/Mage/Paladin). The swarm's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *prestidigitation*, *sacred flame*

1/day each: *branding smite*, *guiding bolt*, *magic missile*

Superior Invisibility (Sylph; 1/Day). As a bonus action, the sylph piece can cast *greater invisibility* on the swarm.

Swarm. When one of the dragonchess pieces acts, it momentarily increases to Medium size in the swarm's space before reverting to its normal Tiny form. If the swarm has half of its hit points or fewer, it can't cast spells, and it can't use its Fire Breath or Uncanny Dodge options.

The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny dragonchess piece. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm makes three attacks: one with its bite, one with its crush, and one with its sword; it can cast a spell in place of one attack. If the swarm has half of its hit points or fewer, it instead makes two attacks: one with its bite and one with its sword.

Bite (Basilisk/Griffon). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Crush (Dwarf/Oliphant). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Sword (Hero/Warrior). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Fire Breath (Dragon; Recharge 6). The dragon piece exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Healing Touch (Unicorn; 2/Day). The unicorn piece touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

REACTIONS

Fiery Retaliation (Elemental). When a creature touches the swarm or hits it with a melee attack while within 5 feet of it, the elemental piece deals 5 (1d10) fire damage to that creature.

Overrule (King; 1/Day). When the swarm misses with an attack, the king piece orders it to reroll the attack roll, and it must use the new roll.

Uncanny Dodge (Thief). The thief piece halves the damage that the swarm takes from an attack that hits it. The swarm must be able to see the attacker.

WICKED WAGON

Huge construct, neutral evil

Armor Class 14 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	5 (-3)	13 (+1)	7 (-2)

Saving Throws Int +0, Wis +4, Cha +1

Skills Deception +1, Perception +4, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 7 (2,900 XP)

Coven Cart. The wagon counts as a hag for the purpose of forming a coven with two other hags.

Magic Resistance. The wagon has advantage on saving throws against spells and other magical effects.

Soul Capture. If the wagon or one of its allies riding in it kills a humanoid, that creature's soul becomes trapped in the demiplane inside the wagon. A trapped soul remains in the demiplane until the wagon is destroyed, or until it is targeted by a *dispel evil and good* spell or similar magic, releasing all trapped souls.

While a creature's soul is trapped in the demiplane, a hag riding in the wagon can use an action to magically transform, assuming that creature's appearance. While transformed, the hag gains access to enough information that it can reliably pass itself off as that creature to a casual acquaintance of the creature.

A creature can discern the hag's true nature by succeeding on a Wisdom (Insight) check contested by the hag's Charisma (Deception) check. The hag reverts to its normal form if it is ever more than 1 mile away from the wagon.

Witch's Spire. The wagon can use a bonus action to assume its Gargantuan spire form, standing on chicken-like legs and raising the wagon 30 feet into the air. It stays in this form until it uses a bonus action to revert to its wagon form. Its statistics, other than its size, are the same in each form.

ACTIONS

Multiattack. The wagon makes two snatch attacks.

Snatch (Spire Form Only). *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained. The wagon has two arms, each of which can grapple only one target. A humanoid reduced to 0 hit points while grappled in this way dies and is subjected to the wagon's Soul Capture trait.

Overrun. The wagon moves up to its speed in a straight line. During this movement, it can move through the space of any creature or object that is Large or smaller, and it doesn't provoke opportunity attacks. Each target in its path must make a DC 16 Dexterity saving throw. On a failed save, a target takes 19 (3d12) bludgeoning damage and is knocked prone. On a successful save, a target takes half as much damage and isn't knocked prone.



COLLEGE OF FOUR SUITS

NEW BARD COLLEGE

A good musician may be inspirational, but not the degree that a true bard can muster. Using sheer control over the simple magic of everyday comforts like music, song, and welcome conversation, bards are capable of twisting the world, and the people within it, to their liking. Bards are well-learned by trade, and as a result are capable of almost anything through gathered knowledge and uncanny aptitude. Often lauded as much as they are reviled by those they encounter, these practitioners of clever enchantments and illusions do their best work from the sidelines of combat and the heads of powerful tables.

COLLEGE OF FOUR SUITS

Bards of the College of Four Suits see games of chance as challenging questions of fate and predetermination. These charismatic players can see the threads of fate hard at work with every roll of the dice and card draw, providing timeless material for their magic and musings. By bearing witness to this magic firsthand, bards of this college believe that the future is something that can be directed, if not controlled. As such, these magicians, tricksters, and fortune tellers play along in a never-ending game against their future selves, strategically twisting luck in their ever-growing favor to force the hand of fate itself.

ARCANE DECK

When you join the College of Four Suits at 3rd level, you find a way to twist your bardic magic in new ways using the magic of chance. You gain proficiency with playing card sets, if you don't already have it, and you can use playing card sets as a spellcasting focus for your bard spells. Your proficiency bonus is doubled for any ability check you make that uses playing card sets, such as Dexterity (Sleight of Hand) or Charisma (Performance) checks made to either cheat or perform card tricks, respectively.

In addition, you can transform a mundane playing card set into a magic one, called an arcane deck, using a special ritual while holding the cards. The ritual takes 1 hour, which can be done during a short rest. You can then dismiss the deck (no action required), shunting it into an extradimensional space. The deck also disappears if it's more than 120 feet away from you for 1 minute or more, or if you die. You can summon the arcane deck to an empty hand using a bonus action, and can use it as a normal playing card set. You can replace your arcane deck by performing the 1-hour ritual on another playing card set. When you do, the previous arcane deck becomes a nonmagical playing card set again. The deck appears at your feet if it is in the extradimensional space when this happens.

You use this arcane deck for your College of Four Suits features, drawing and playing cards as described in them and using the following rules:

- The arcane deck uses a standard deck of 52 cards, removing any jokers from the deck. You can use a deck of playing cards at your table for these features or use a digital tool instead.
- An ace counts as 1, and a jack, queen, or king counts as a 10.
- At 3rd level, your maximum hand size is 3. Your maximum hand size increases when you reach certain levels in this class, becoming 4 cards at 6th level, and 5 cards at 14th.
- Played and discarded cards disappear and are placed in a discard pile to the side of the deck. When you finish a long rest, shuffle the discard pile back into the deck. Discarded cards are unavailable to your arcane deck while you're in combat, but can otherwise be used as normal when using the deck as a playing card set.

HAND OF FATE

At 3rd level, you draw a hand of cards whenever you roll for initiative, up to your maximum hand size, called a hand of fate. You keep these cards until they're played or until the combat resolves, at which time any remaining cards in your hand are discarded. When you draw these cards, your arcane deck and drawn cards magically appear and float in the air within easy reach for the duration. While the arcane deck is summoned in this way, you don't need to be holding it in order to use it as a spellcasting focus.

You can play multiple cards at a time and combine their values provided that they're all from the same suit. Regardless of what your cards' combined value is, it can't exceed your bard spell save DC. After a card is played and its effect resolves, it disappears from your hand and is placed in your discard pile.

You can play cards from your hand of fate in a variety of ways as described below.

- **Fate Change.** You can choose to forgo rolling a d20 for an attack roll or ability check to play one or more cards from your hand (no action required), using their combined value to determine the roll instead. You can wait until after you roll the d20 before deciding to use this feature, but must decide before the GM says whether the roll succeeds or fails. Once you use this ability, you can't do so again until you roll initiative again and draw a new hand. If you can eventually replace a d20 roll with a combined card value of 20 or more, it doesn't count as a critical hit or success on the roll you replace it with.
- **Trick.** You can use an action to send one or more cards from your hand hurtling at a creature that you can see within 30 feet of you (other than yourself).

Clubs or Spades. If the cards' suit is a club or spade, make a ranged spell attack against the target, using your spell attack bonus. On a hit, the target takes force damage equal to the cards' combined value.

Diamonds or Hearts. If the cards' suit is a diamond or heart, the target gains a number of temporary hit points equal to the cards' combined value, which last for 1 minute or until you use this Trick again.

Whenever you expend a use of your Bardic Inspiration, you can draw 2 cards from the deck and choose 1 of them to add to your hand, placing the second card on the bottom of the deck. If your hand is full when you add a new card in this way, you can choose to either discard a card from your hand and replace it with the new one or simply place it on the bottom of the deck without replacing any cards in your hand.

When you reach 6th level in this class, the number of cards you draw and keep whenever you expend a use of your Bardic Inspiration increases by 1. At 14th level, you can choose to place the leftover card back on top of the deck, rather than the bottom.

HOLE CARDS

Also at 3rd level, when you finish a long rest, you can draw up to your maximum hand size from your arcane deck. Choose 1 of those cards and shuffle the remainder back into the deck. This card is called your hole card, and remains separate from your arcane deck and hand of fate.

The number of hole cards you keep when you finish a long rest increases when you reach certain levels in this class, becoming 2 cards at 6th level, and 3 cards at 14th.

When you roll a d20 to make an attack roll or ability check, you can choose to play a hole card and add its value to the total of the roll. You make this decision after you roll the d20, but before the GM says whether the roll succeeds or fails. Regardless of the value of the card, it can't exceed the maximum value of your Bardic Inspiration die. For example, if your Bardic Inspiration die is a d6, a 7 card or higher would be treated as a 6.

While in combat, you can choose to play hole cards as though they were a card from your hand of fate.

ROYAL FLUSH

Starting at 6th level, you've learned how to draw more magic from your arcane deck and influence those around you. You can use an action to play a jack, queen, or king card from your hand of fate or hole cards to cast the *command* spell from it at 1st, 2nd, or 3rd level, respectively, using your bard spell save DC and without expending a spell slot. Once you play a card in this way, you can't do so again with that card from any other suit until you finish a long rest.

In addition, the range of your Trick feature increases to 60 feet, instead of 30.

ACE

By 14th level, you're an expert at using cards to influence your fortune and succeed. Your feature becomes more powerful in the following ways:

- An ace counts as a 10 for you, instead of a 1.
- You can choose to combine cards of the same value, rather than suit, when playing them as part of your Fate Change or Trick features. When played as part of a Trick in this way, you choose which suit to use between all the ones played when determining the kind of Trick it is.
- If you hit a target with a Club or Spade Trick, you can add your Charisma modifier to the total of the damage dealt by the attack. The Trick's total damage dealt still can't exceed your bard save DC.
- You can use your Fate Change feature twice during combat, instead of once.
- If you have an ace in your hand of fate or as a hole card, you can use your reaction to play it when you see a creature within 60 feet of you make an attack roll or ability check, expending a use of your Fate Change feature if you're in combat and replacing the target's d20 roll with either a 1 or 10 (your choice). You can choose to use this reaction after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails. If the creature is unwilling, it can make a Charisma saving throw against your bard save DC, ignoring the effect and using the original roll on a success.

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Desmond Wooten
DM Dan
Micah Ortiz
Rusty
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mongoose who is
secretly standing
directly behind
you
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