

CRITICAL ROLE TAROT OF INSPIRATION

Inspired by the Deck of Many Things and the Deck of the Moon from Critical Role, here is a set of alternate inspiration cards for 5th Edition. Using only 20 cards you can even use standard playing cards: 2, J, Q, K, A from each of the suites. Have a player draw from the deck when they gain a point of inspiration for a random effect.

<u>Moon Deck</u>	<u>Deck of Many Things</u>	<u>Playing Card</u>	<u>Effect</u>
Growth/Rot	Balance	2 of Clubs ♣	When you deal damage to a creature, immediately spend 1 Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum 1).
Bond/Betrayer	Euryale	Q of Clubs ♣	When a creature makes a saving throw, it has disadvantage on that saving throw.
Dream/History	Fates	A of Hearts ♥	Reroll a single d20 roll you've just made. You must use the second roll.
Spark/Blaze	Flames	Q of Spades ♠	When you deal damage to a creature, that creature takes an extra 1d6 fire damage per tier.
Jewel/Thief	Gem	2 of Hearts ♥	Take an additional action on your turn.
Love/Temple	Jester	A of Clubs ♣	Take the Disengage action as a bonus action.
Home/Traveler	Key	Q of Hearts ♥	As a bonus action, teleport, with anything you are wearing or carrying, up to 30 feet to a space you can see.
Anvil/Sword	Knight	J of Hearts ♥	As a reaction, impose disadvantage on the attack roll of a creature you can see.
Moon/Mirror	Moon	Q of Diamonds ♦	As a bonus action, regain one expended 1st-level spell slot or a single use of an ability that can be used a certain number of times per day.
Book/Rumor	Puzzle	2 of Spades ♠	Gain advantage on a saving throw.
Sky/Sea	Rogue	J of Clubs ♣	Gain advantage on an attack roll.
Tavern/Lust	Ruin	K of Clubs ♣	As a bonus action, impose disadvantage on all ability checks of a creature you can see until the end of its next turn.
Tinker/Magician	Sage	A of Diamonds ♦	Take the Help or Search action as a bonus action.
Maiden/Crone	Skull	J of Spades ♠	As an action, surround yourself with a shroud of death. Until the start of your next turn, any creature that ends its turn within 5 feet of you takes 1d6 necrotic damage.
Joy/Chaos	Star	J of Diamonds ♦	Gain advantage on an ability check.
Eye/Hand	Sun	K of Diamonds ♦	As a reaction, when a creature makes a melee attack that hits you, that creature has the blinded condition until the end of your next turn.
Sacrifice/Hunger	Talons	A of Spades ♠	As a bonus action, reduce the speed of one creature within 5 feet of you to 0 until the start of your next turn.
Judge/Tyrant	Throne	K of Hearts ♥	As a reaction, when you take damage, the creature that dealt the damage has the frightened condition until the end of its next turn. You are the source of its fear.
Death/Dawn	Void	K of Spades ♠	As a reaction, when you take damage, gain resistance to that damage until the start of your next turn.
Soldier/Fool	Comet	2 of Diamonds ♦	As a bonus action, select one creature as your chosen foe. That creature has vulnerability to damage you deal and resistance to all other damage, and it has disadvantage on its attack rolls against any creature other than you. This effect ends when any creature other than you deals damage to the target.