



WILDCARD

NEW ROGUE ARCHETYPE

Dexterous fighters and brigands are full of surprises. Trained assassins, spies, and cutpurses are classic rogues, but where there are new dangers and rewards to be gained, so too are the kinds of people seeking to subvert and claim them. Whether they slink through shadows to avoid detection or walk harmlessly through danger, every rogue has trained to develop their own methods of handling life's threats.

WILDCARD

Rogues that live their lives on the edge and seek out joy in the unknown can sometimes develop a magical connection with Fate itself. This bond is manifested through a metaphysical deck of playing cards, which you use to observe and capitalize on Fate as you draw from it. And, while the cards themselves aren't real, the effects they have on reality certainly are.

Rogues that find themselves in this position may have a history with playing cards or thrill-seeking through gambling. Others may have developed the connection through a gift for fortune telling, or even through a chance encounter with a *deck of many things*. Nevertheless, regardless of how you began playing this high-stakes game of cards with the multiverse, you don't intend to lose it.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with all gaming sets. You also gain proficiency in the Insight skill, if you don't have it already.

HAND OF FATE

At 3rd level, you know how to roll with the punches and deal with the hand you're dealt: you gain a special deck of cards that exists in an extradimensional space. Only you can see or interact with these cards, as they represent the outcomes of countless improbabilities at a given moment; you don't need to be holding a deck of cards to do this. Use a standard 52-card deck of playing cards, setting aside any jokers. For the purposes of this feature, an ace can come before a 2 or after a king (with a value of 1 or 11, respectively; your choice each time), and a face card (a jack, queen, or king) has a value of 10.

During combat, draw three cards at the start of each of your turns. This is called your hand of fate. Consult the table below to determine if the cards create a set. If they do, you can choose to gain that set's respective benefits and discard the relevant cards. If you're eligible for multiple sets, you choose which one's benefits to gain.

SET EFFECTS TABLE

Set Name	Set Effect
Pairs (<i>two matching cards</i>)	The next attack roll that either you or a friendly creature of your choice within 10 feet of you makes before the start of your next turn is made with advantage.
Three-of-a-Kind (<i>three matching cards</i>)	The next attack roll that you and up to two friendly creatures of your choice within 10 feet of you each make before the start of your next turn is made with advantage.
Flush (<i>three cards of the same suit</i>)	The first time you deal your Sneak Attack damage on this turn, you can roll a number of extra d6s equal to half your proficiency bonus (rounded down) and add it to the total damage dealt.
Straight (<i>three cards in increasing and consecutive order</i>)	Until the end of the turn, you have advantage on any Dexterity check you make to Hide, your speed increases by 10 feet, and opportunity attacks against you are made with disadvantage.

Discard your hand at the end of each of your turns. After combat, shuffle any discarded cards back into the deck.

Wildcards. You have a pair of jokers available to you at any time. Keep these jokers face up next to you. Jokers are wildcards: when you use a wildcard, it can take the place of any card and suit. For example, if you have a 2, a 3, and a queen in your hand of fate, you could choose to use one of your jokers to make a Straight (using the 2 and 3), or a Pair with any of the other cards. If two of the cards in your hand were of the same suit, you could also choose to use your wildcard to turn them into a Flush.

When you use a joker, flip it over: a flipped over joker can't be used. Flip each joker face up again whenever you finish a short or long rest.

CUNNING CARD

Also at 3rd level, you can use a bonus action to throw a card from your hand of fate or one of your wildcards. Make a ranged spell attack against a target you can see within 30 feet of you; the spell attack bonus is equal to your Dexterity modifier + your proficiency bonus. On a hit, the card deals force damage equal to its value. Hit or miss, the card then disappears; discard the card from your hand of fate, or flip it over if it was a wildcard.

You can use this feature up to four times, and you regain all of your expended uses of it whenever you finish a short or long rest.

IMPROVED WILDCARDS

Starting at 9th level, you also flip your wildcards face up again whenever you roll initiative.

LUCK OF THE DRAW

By 13th level, you can't be surprised while you're not incapacitated. In addition, whenever you make an ability check that doesn't use a skill with which you are proficient and roll a 1 on the d20, you can draw a card from the deck and use its value instead of the number rolled on the d20. The card is then placed on the bottom of the deck.

SNAKE EYES

Beginning at 17th level, whenever you deal your Sneak Attack damage and roll two or more 1s on the d6s, you can draw a card from the deck and add the value of the card to the Sneak Attack damage. If the card was a jack, queen, king, or ace, the target is also poisoned until the start of your next turn. The card is then placed on the bottom of the deck.

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Madmanwitabox	Pepeabi	Ron Jennings	Ian Guay
dafala	Shann Chaudhry	TheNocturnist	Ethan Nestel
Dylan Dillman	Markus Retzer	Sage Charfauros	Alex Abbs
Ryan Mazorra	Remy Starshade	Ploiky	Peter Collins
Ammm	Senator Doom	Erin Banks	Benjamin Long
Kektagonist	GrinningJackal	Storm Melon	Jack Parker
Owen Davies	Jamie Fregien	SkibbityPapp	Axio
Samuel Putnam	thirteen_one	All-Father Asatru	Andre
Lips The	JollySwagman	Katelin Schroeder	Curtis Geddes
Jon Larimore	Michael O'Connor	Kassogtha	Hunter
Allen Hagerbaumer	PopoTheEpicDwarf	Nun Ya	jeddai
Taylor Williams	Mickey Robinson	Erik Hietala	Darion Nutter
Remy Scott	Zachary Fischer	Caja	Mike and Ike009
Scott Steinbrink	DeoRexus	Fox90	Stiles
Warren Clarida	Chaot3ch	lucky_steps	karin adar
M4leph1st0	Julio Mistral	Tommy Martin	DenimDan
TJ	AmusedSnoopy	Captain RoBear	Seth Fields
Lee 111Layyah111 Rafiq	Odd	Brian Musick	Rose W
Shaggyredhead	Justin Ramirez	Alex P	Jayden
Chris K	Vebril Eladriandill	Peter Lubinsky	Harrison Willing
kate the dm	Raptor12002	Eric Hodge	
Dee Programmer	verbal2233	Malik The Night Angel	
Conn Air	Kleric	Dergn	
Arangear	Danielle "Elle" Lindell	Kisaiya	
Jim Drinkwine	Joshua Pittman	Nate Gonzalez	
crow	Lady-Imperatrix Coalesca	Gage Eakins	
Oddly Casual	Mareus	Ben Davies	
BinaryScrub	Lordhighsovereign	Gavittias	
TheWindMagi	Thomas Hull	Jamie Chang	
Persephone Nyling	Quentin Keller	Trey Steele	
Kevin Scharf	Eldritch Quinn	Keegan Holmes	
Jaizure	Topside21	Kierian Prince	
Ophelia Hoff	Oliver Short	Gourmetgamer001	
Mallow	Brooke Mortensen	Adam Portman	
Big Pappa	Derelle Redmond	MrJacob77	
Adrian	Shaun Sullivan	Greatbear8u	
Hernan Paz	Cole Motley	Valken	
Kappa VA	Rhidian	Sarah Johnson	
Tiffany Winter	Michael Collins	Taylir Stewart	
Tanner Hermanson	Reyna Stevenson	Geert Spileers	
Joe Maynard	Jintasan	Desmond Wooten	
carlos spicywiener	Andrew McGregor	Kaleb Desean Morris	
dreamsgon	Jai-Michael McMillian	Christian Smith	
Sean Meagher	Duncan Cuny	David Jackson	
Greg Bush	David E Morton	David Bonney	
Trevor	Caitlin	Elaina	
Joshua Schroeder	Eli Reiser	J Subscribes	
	The Sleepy GM	TheJmanSim	

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