

Card Captor Sakura: Clow Cards in D&D 3.5

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This file contains the following information:

- Pg 2 - 55 + Clow Cards as magic items
 - o Covers all cards in the anime series, has pictures of each card and references Charts on some cards.
- Pg 55 - 62 + Charts for dice rolls with various cards
 - o Contains 7 charts to use for dice rolls and checks.
- Pg 63 – 65+ Addition Rules that DM and Players may encounter problems from.

The History of Clow Cards in the Forgotten Realms (3rd Edition Rules)

By Dan Hopkins

During 1350 of the land of Toril (the time known better as The Year of the Torrent) a mysterious mage came from another world to visit. He discovered the Realms had a wonderful resource of magic, unlike his own world, and devised a way to 'create' copies of his magical cards. He called his original cards 'The Clow' but realized that he then wanted to share his copies with someone of great importance.

He ran into Elimister who told him of Candlekeep and its remarkable scribes. The mage known as Clow Reed, ventured to Candlekeep where he pawned his 'copy cards' off for entrance into the library. While there, Clow Reed wrote six scrolls documenting how he had created the copies and made an extra scroll telling how one could create new cards using the secrets hidden within.

After three years in Toril, the mysterious visitor left in The Year of the Wyvern during the battle of Daggerford. Leaving his legacy of cards behind. But the scribes of Candlekeep made no waste of time making copies of each scroll to sell at local fairs.

By 1368 a slew of wizards and priests have created copies of the famous Clow Cards. However each card soon proves defective and not as good as Clow Reed had made them. The original first copies are kept at Candlekeep secretly studied by scribes and a priest now and again. No further word of the cards is heard until 1374, The Year of the Lightning Storms, when a mage attempted to use a card called The Storm to take over Boulder's Gate. He failed miserably.

Fundamental

Light
Dark
Earthy
Windy
Watery
Firey

Reality Alteration

Illusion
Twin
Loop
Voice
Change
Time
Return
Erase
Silent
Sleep
Glow
Sweet

Action

Float
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Fly
Through

Items

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Fight

Flower

Mist

Thunder

Wood

Storm

Song

Cloud

Rain

Bubbles

Wave

Sand

Snow

Dream

Big

Little

Fundamentals

<http://www.miraclegenki.com/cherryblossoms/>



Light – for the cost of 1500XP, creates light and can fill a room to the density of a bright sun which also deals 20d4+1 fire damage to all in the room (Reflex DC 35 halves damage). Use of this card lowers Dex. by 1 point with each use and the person must make a Will save (DC 21) or be blind for 1d8 hours. All Dex. lost by use of this card will be regained after a period of 1d6 + 4 hours.



Dark – for the cost of 1500XP, creates dark and can fill a room with the same darkness and coldness of an underground cavern which also deals 20d4+1 cold damage to all in the room (Reflex DC 35 halves damage). Lowers Wis. by 1 point with each use and person must make a Will save (DC 21) or be paralyzed for 1d8 hours. All Wis. lost by use of this card will be regained after a period of 1d6 + 4 hours.



Earthy - allows one to summon an earth elemental for 500 XP or to use any one of these powers up to 3 times per day for 300XP; *Magic Stone*, *Soften Earth and Stone*, *Stoneskin*, or *Earthquake*. Each use lowers Constitution by 1d4 pts, user must pass a Will save (DC 20) when summoning or be turned to stone for 2d8 days + 1 day and the stone status is unable to be reversed by any means other than a *Wish*. All Constitution lost in this way will be gained back gradually after 1d12 days.



Windy - allows one to summon a air elemental for 500 XP or to use any one of these powers up to 3 times per day for 300XP; *Wind Wall*, *Air Walk*, *Control Winds*, or *Whirlwind*. Each use lowers Constitution by 1d4 pts, user must pass a Will save (DC 20) when summoning or be blown back for damage of 2d4 + 1 and take a 50% chance (DC 10+Con Modifier of User) of suffocating from a vaccum the card creates. All Constitution lost in this way will be gained back gradually after 1d8 days.



Watery - allows one to summon a water elemental for 500 XP or to use any one of these powers up to 3 times per day for 300XP; *Obscuring Mist*, *Water Breathing*, *Ice Storm*, or *Horrid Wilting*. Each use lowers Constitution by 1d4 pts, user must make a Will save (DC 25) when summoning or take 1d12 + 1 damage from a freak flood from the card and they have a 50% chance (DC 10+Con Modifier of User) of drowning. All Constitution lost in this way will be gained back gradually after 1d6 + 2 per level days.



Fiery - allows one to summon a fire elemental for 500 XP or to use any one of these powers up to 3 times per day for 300XP; *Burning Hands*, *Wall of Fire*, *Fire Shield*, or *Fire Storm*. Each use lowers Constitution by 1d4 pts, user must make a Will save (DC 21) when summoning or be burned by the card's power. Damage is 1d8 + number of targets *Fiery* was aimed at. All Constitution lost in this way will be gained back gradually after 1d12 days..

Reality Alteration



Illusion - creates an illusion of what a person truly wants to see, thus acts much like the spell *Seeming*. However the Illusion is complete and undistinguishable by even a master illusionist from reality. The Illusion will last up to 1d12 rounds with various degrees of power. A Spot check of 30 or Sense Motive check of 35 (for not believing) will break the Illusion's power however.



Twin - creates a duplicate of a person, plant, animal, or spell. The duplicate is real and aware of its self (if it came from a living creature like a person or monster) and has intelligence equal to the thing it duplicates. It also gains all stats of the object it duplicates and can only be defeated by hurting or killing the original, the twin can be dismissed at any time unless the original is destroyed or killed, in which case the duplicate becomes the new original. Using this card to make a duplicate lowers Constitution by 1 point until the duplicate is dismissed, if destroyed the loss is permanent.



Loop - bends space into a loop effect and only paying close attention to the area can one detect the start and finish of the loop. Also only 1d6 people can be effected by the warp at any time so others could walk in and walk right back out with out being effected. Targets may make a Ref save (DC 35) in order to break free of the spell but if they fail the loop will trap them. If the target wins the check, the user is caught up in the loop's bent space where the card vanishes and they must find a way out. The loop will last for up to 1d6 hours and then vanish and return to card form. Creatures trapped with in the loop can make a Search check (DC 25) and attempt to break free of the loop. If they succeed the Loop will vanish and return to card form instantly.



Voice -allows one to mimic any voice they have heard and there is a 10% chance of failure at perfect mimicary of the voice, this card also can *steal* a person's voice thusly rendering them mute and allowing the user to take on their voice for 1d4+1 days after which time has passed the voice immedietly returns to it's proper owner.



Change - can switch the places of two objects or two minds. If one wants to switch a book around with a candle, this card allows for such switch-a-roos. The change also allows for someone to swap-bodies with someone else but both persons must some how come into contact with one another for the switch to take place, a Will save (DC 10+Users Will Modifier) is allowed to resist the mind-swap.



Time - one can stop time with this card and this acts much like the 9th level spell *Time Stop* with some adjustments. They can also fastforward or rewind time as they wish. However with each and every use of the card they suffer a 30% chance of being aged/de-aged 5 years. The effect of this card lasts for $1d8 + 1$ per level rounds as long as the target does not attempt to use any magic (spell-like and supernatural abilities count) while time is frozen (they can attack however). If they attempt to use magic the power is broken and time resumes as normal. When using the fastforwarding or rewinding power of this card the subject may only move forward or backward in time 1 hour per level, each use of the card costs the user 550XP.



Return – at the cost of 150 XP, allows one to return to a specific point in time. A Will save (DC 25) can be made if anyone else but the user is the target of the card, but no saving throw can be made if the user is the target. DM randomly determines if the person goes back to the time they wish to or not. Also each use of the card will cause the user to suffer a -1 penalty to all their saving throws for the next 2d6 rounds.



Erase – at the cost of 3000XP, this card will utterly erases someone or something, this can also erase memories and buildings. User of the card must make a Will save (DC 30) and a Reflex save (DC 28) or be erased themselves. The card is reversible either by use of the card to reverse it's own effects or by a *Wish* spell. If the user of the card is erased, they will count as dead unless someone else uses either the card or a *Wish* spell to bring them back. Erase can NOT undo effects of other powers that erase, destroy, or other wise void things out of existance however.



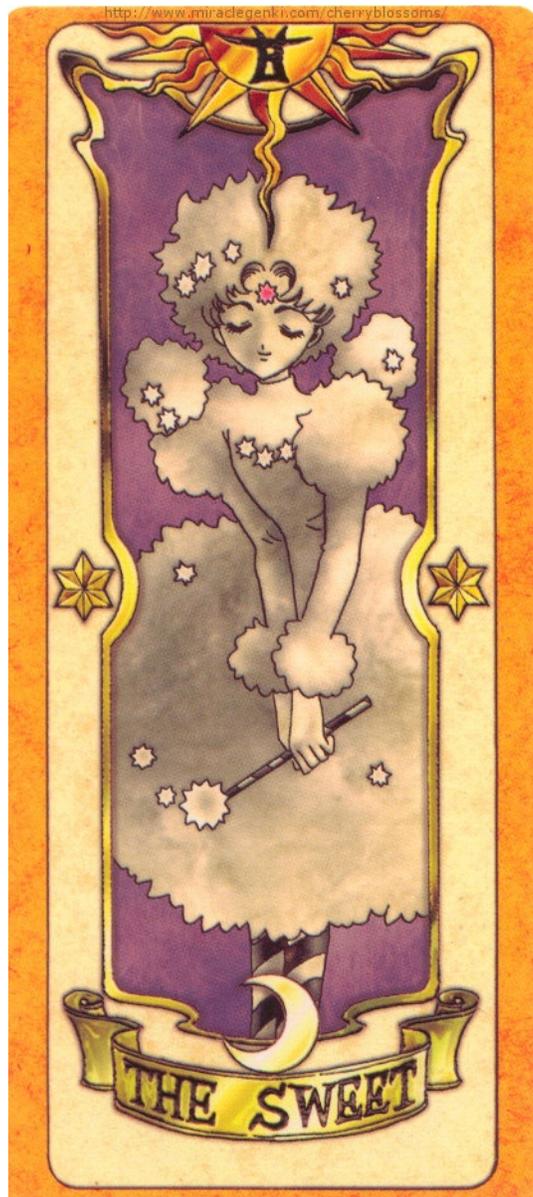
Silent - creates a field of silence. The field is a sphere in shape and measures 100 feet in diameter which is cast the instant the user of the card demands it. No noise will be produced while this sphere of silence is in effect. The sphere will last for 1d4 hours or until dispelled. Another use of the card is to teleport causes of loud noises away from the card's user out to a distance of 500 feet or more—this can be done countless times at the user's discretion.



Sleep - causes one or more targets to fall asleep instantly. No saving throw is allowed and targets sleep for $1d6 + 4$ hours. If any harm is attempted upon targets they will awaken and instantly be ready to fight back.

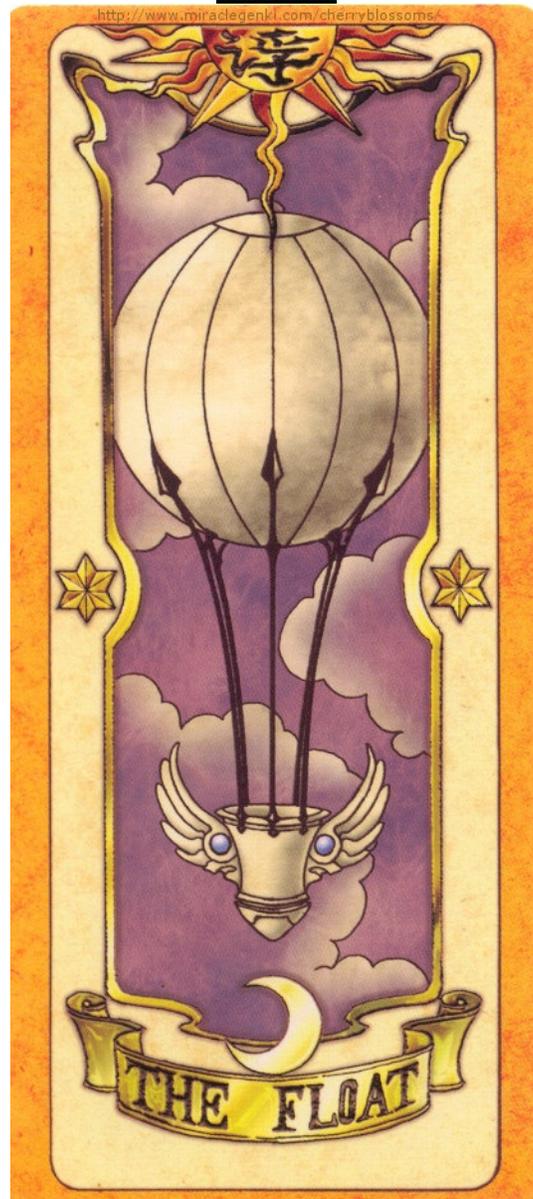


Glow - causes up to $2d20 + 10$ tiny glowing lights to appear. They are soft green firefly lights and can brighten up to be as bright as a candle. These spheres float around the user of the card and light their way much like the Cantrip *Light*. The effect lasts for 1 hr per every two levels of user of the card.



Sweet - this card will make food become sweet as candy or fruit and can even transmutate ordinary wood, plants, and metals into confectionaries like chocolate, hard candies, and even syrup-like liquids. For every 1 pound of object can create 1/2 pound of candy and it can be done up to 5 times per day with out flaw. Each use after, the user suffers a -1 to all their saving throws. The confections created with this card also have a beneficial effect for the first hour of their existance, once consumed, they will cause the user to regain 1d8 of any lost hit points per round for the next 6 rounds.

Action



Float - causes target to levitate up to 1 mile off the ground with out limits. Any target aside from the user, if it is a living thing, must make Reflex save (DC 25) or become air born instantly. While floating the target, if it is one's self, can control (with limited degree) where they go and how low they float. The movement rate is the same as if the person is walking and weight limit is up to 40 lbs per level of user. (level 5 = 200lbs)



Move - can make any object up to 10lbs in weight move around as via teleportation. The object teleports at 6ft per round but it can not teleport more then a total of 20ft before coming to rest for a few rounds. The weight limit increases by 5lbs per every 2 levels of the user. (So level 2 = 15lbs and level 4 = 20lbs)



Jump – Allows the user of the card to be able to jump up to a maximum of 1,050 feet in one bound or 2,000 feet straight into the air, although they can chose to shorten the jump with out penalty. While the card is in effect they can also land softly and try and jump again, but after 2d6 uses they will have to start rolling Fortitude saves (DC 20) to keep using the card, if they fail the roll the next time they land the will receive 1d12+8 damage from the fall and be unable to use the card again for 24 hours but during this period they are granted a +6 bonus to Jump checks..



Dash - raise user of card's maximum movement speed by half. (30 ft would become 60ft and so on) User must make Fortitude Save (DC 25) or suffer from fatigue after 2 hours of card use. Once per week the Dash can grant the user a super speed effect which gives them a times four normal walking speed, times five running speed, and times six on hustle for 2d4 hours. (so 30ft walk would become 120ft while the hustle speed would be 480ft)

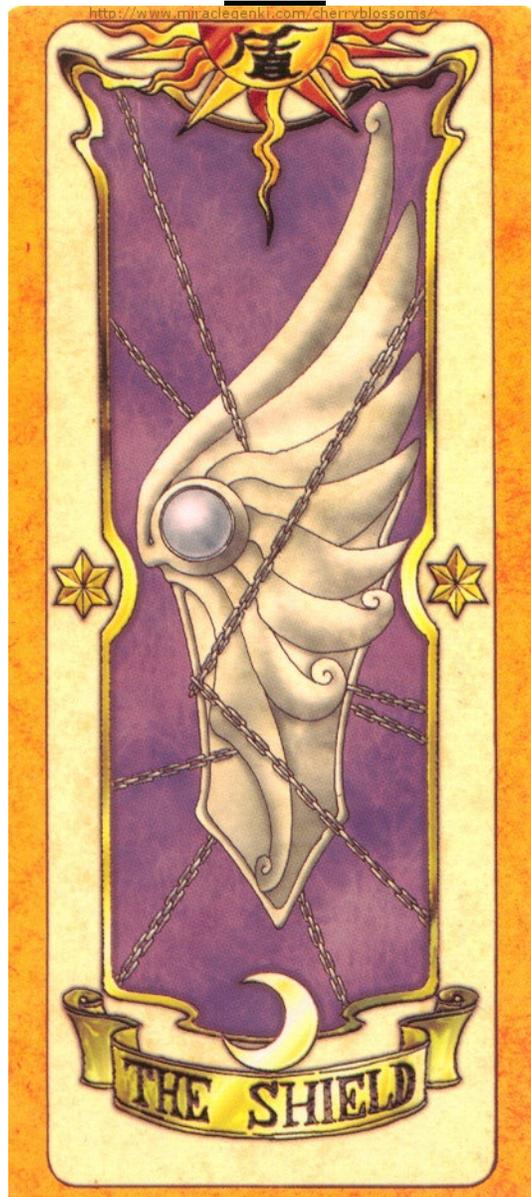


Fly - allows user of the card, at the cost of 135 XP, to sprout wings from either their backpack, a wand, a sword, a broom stick, or some other object and to fly with it for $1d6+1$ hours, during this time they gain an Average fly speed. If the player already can fly for some reason (wings, magic broom, etc) then this card instead grants them Perfect fly speed and a +1 to AC for the duration of it's effect while they are flying.

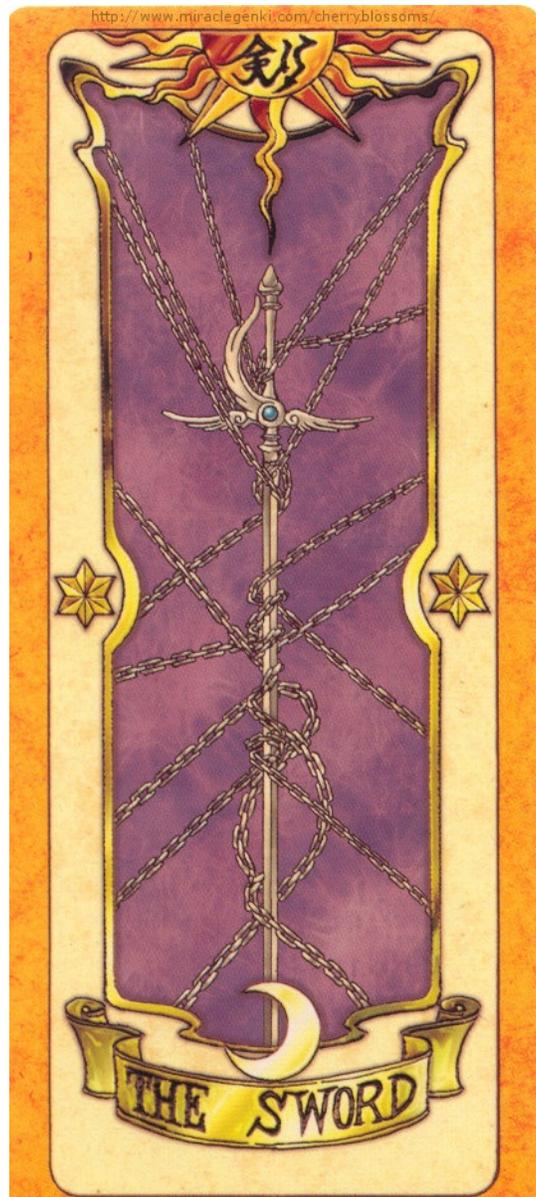


Through - allows user of the card to pass through solid objects like walls, trees, doors, and other such things. They are limited by level however. Level 1 would equal 4 foot of matieral they could pass through with out being rejected by the object's matter and with each level after that add 4 feet to their limit. (Level 5 = 20 feet & Level 8 = 32 feet)

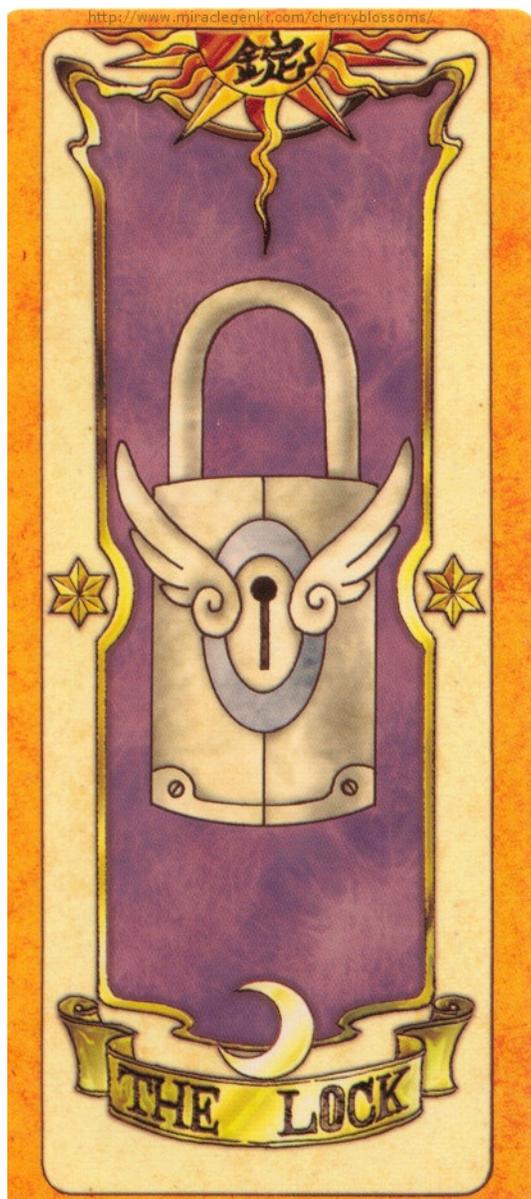
Items



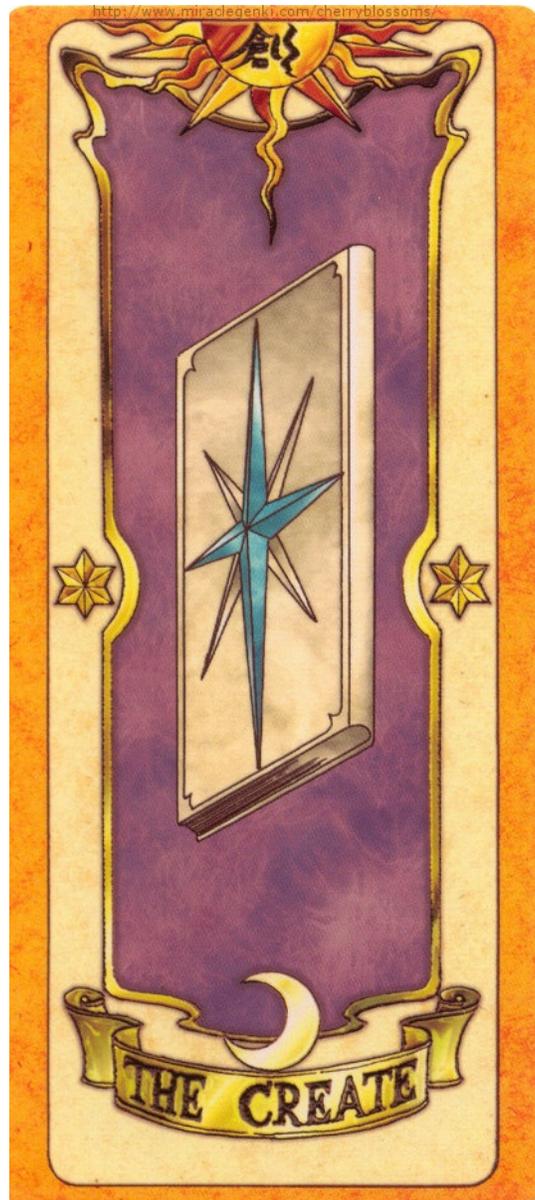
Shield - creates a spherical transparent energy shield around the user that has an Hp of 70 (5d12 +10) and an AC of 25. It will only drop when it loses all it's points. However the Sword Card can drop the shield instantly and carry the damage over to the person behind the shield. *(The card can only be activated once every 12 hours)*



Sword –transforms into a rapier-like sword and gives anyone is not proficient with swords the ability to use it. The weapon deals 1d12+3 damage and ignores all armor. In the hands of someone who is proficient with swords, it grants the feats Cleve and Power Attack for as long as it is being held. The moment the sword is put down it immediately transforms back into card form and can not be activated again for 12 hours.



Lock – transforms into a lock and anything it is attached to turns into a safe-house by creating a barrier on every surface of the building, chest, or whatever else it is attached to although it can not be used on living beings. Its Hp average is 120 (10d12), AC of 27, and it takes half damage from energy based attacks, force based attacks, and all weapons. It is immune to acid, cold, fire, drain, and psionic attacks. Often a magically crafted key is created nearby when the lock is placed onto any object it is ment to seal, this key is the only quick-and-easy way to open the lock with out attacking it. Once returned to normal it can not be reactivated for 12 hours.



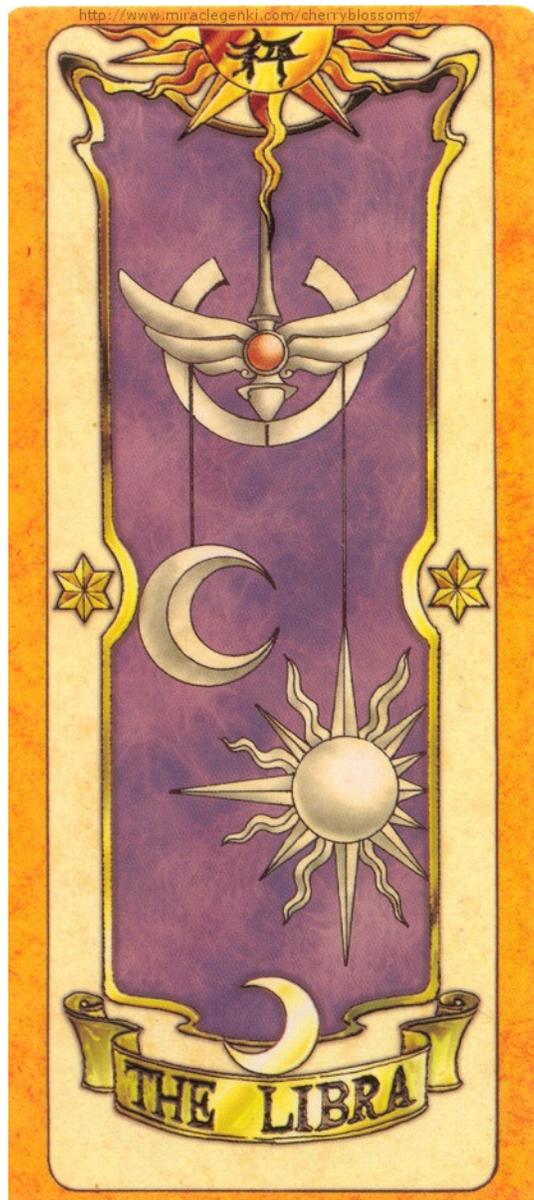
Create – The card changes into a book and anything written in this book becomes reality for the mere cost of 2000XP for objects and creatures and 1000XP for magic. Use of the card to create creatures will act like a summon monster/nature's ally/similar spell at user's choice and has similar duration times, but use of this card to create objects other than consummable foodstuffs and mundane adventurer gear runs a 50% risk of destroying the object and causing 1d10+10 damage to the user from the object's destruction, as well as an automatic temporary reduction in strength by 1d8 points for 1d10 days, Upon command the book will change back into a card-form.



Maze - creates a complicated maze around the target and acts much like the spell *Maze*. The maze is however a true physical object from the outer planes and takes up an area of about 500ft in all directions + 100ft per level of user, any one caught inside the maze will have to solve it while running the risk of fighting a randomly summoned outsider.

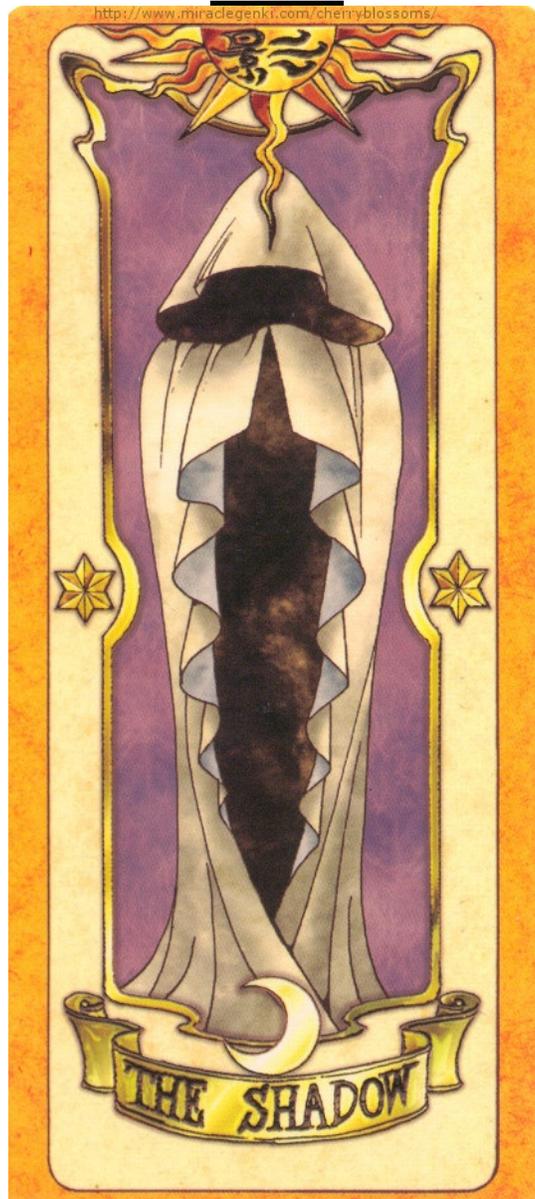


Mirror – creates a magically reflective surface which can bounce back any energy projectile, magic, psionics, supernatural powers, and similar attacks. The user of the mirror must make Fort, Reflex, and Will save (all DC 27) in order to continue holding the mirror after attempting to block and bounce back and attack, if the user passes the checks the mirror will send whatever attack back to its creator for the original damage intent plus 1d20 from the bounce-back. For the cost of 1000XP, the mirror can temporarily duplicate the user's form complete with statistics and partial memories, but there will be differences that once discovered, the mirror returns to card form immediately.



Libra - can judge if someone is telling the truth or not and then pass judgement based upon how horrible the lie was. *(DM's choice)*

Powers



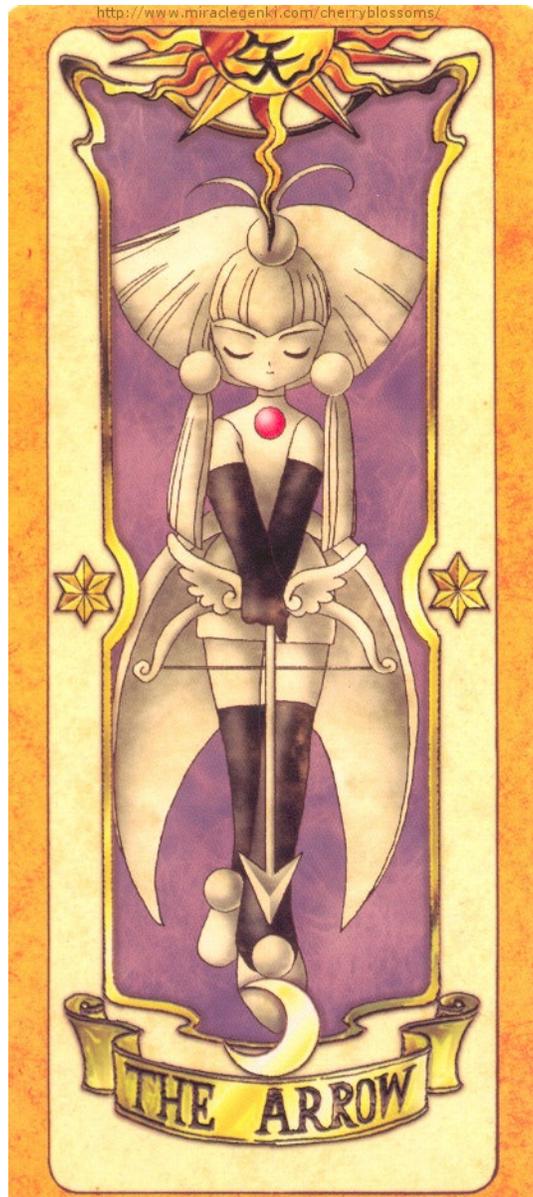
Shadow - can create 1d8 shadow creature(s) with HP and strength equal to that of the user of the card. If the shadow creature is killed, the user of the card loses 1d4 of their maximum HP. The shadows will last for 1d12 hrs or until dismissed or slain. (DM choice of creatures created, shadow creatures do not gain the protection or powers of forms they assume.)



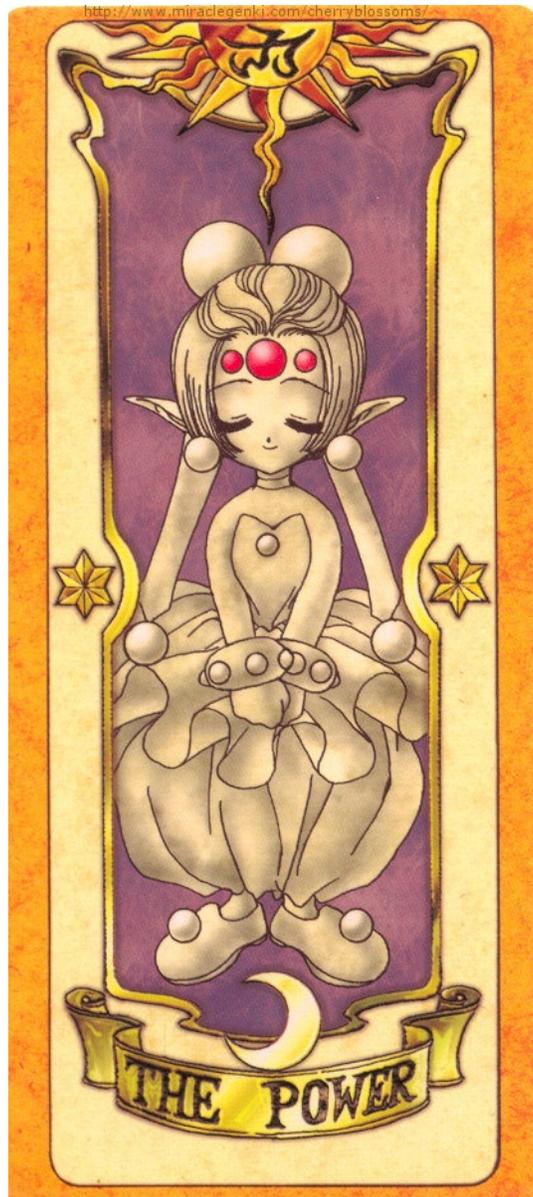
Shot - fires 1d12 projectiles at target. Each projectile does 1d6 + 1 damage. This can only create said amount of projectiles for 3 rounds before the card stops working for 1d6 hours.



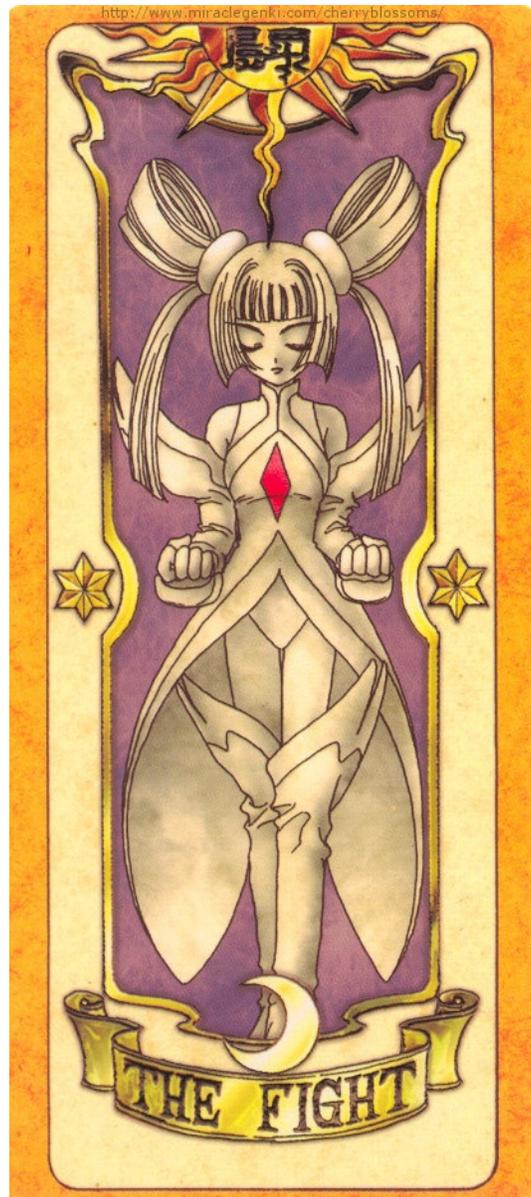
Freeze - target gets a Reflex save (DC 30) other wise they are instantly frozen in place by magical ice for 2d6 hours and take 1d12+3 damage. While frozen if they are hit by a weapon or spell the damage the weapon/spell normally does is doubled and if target is killed in this way no XP are gained by whom ever killed the target. This card also works against inanimate objects.



Arrow - creates one of 12 types of arrows. *see chart* It can create up to 1d12 of these arrows and they last for 2d10 days before vanishing. A material component of wood and a small stone is required for this card to work properly. The components are used up in the creation of arrows and one must have enough components for the desired amount of arrows otherwise the enchantment fails before it begins. (Alternate rule- the Arrow can also create bullets, projectile ammo, and so forth)



Power - increases target's strength by 2d6 for 1d12 hours, the card can only be used 1 time every 24 hours however. (DM be warned, this could easily become a problem. Extra limits may be added.)



Fight – the user of the card has to sacrifice 500 XP to activate this card but they will be granted + 1 to all saving throws, +2 on attacks, + 2 to grapple checks, + 1d6 temporary hit points, + 3 on strength, and + 2 on constitution and gain the following feats for the next 1d12 hours: ***Alertness, Dodge, Improved Initiative, Blind-Fight, Combat Reflexes, and Stealthy*** .



Flower - creates a multiple of flowers and small shrubs *see chart* These flowers grow very suddenly. They can attack ($1d6 + 1$ with out thorns, $2d6 + 3$ with thorns) or grapple a target instantly, they last for a total of $1d4 + 3$ hours.



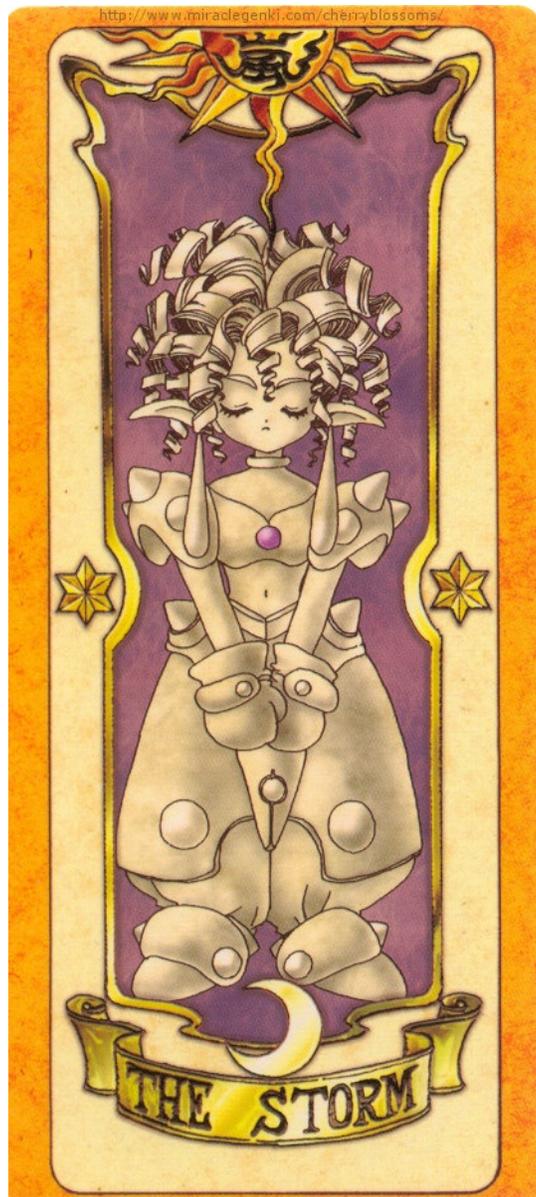
Mist - creates a small 6 feet tall by 20 feet wide blanket of yellow item destroying mist. The mist will not harm living matter but will destroy 1d4 items on one person for as long as they remain inside the cloak of mist. The mist vanishes after 1d8 rounds, Cloak Cards are not effected by this mist however. *(As an odd ability, this mist can actually transmute poisonous gas into breathable air)*



Thunder - generates lightning and can act like *Chain Lighting* and deals damage of $1d12 + 5$ to up to $1d20$ targets. Thunder also creates small bursts of electricity that can deal $1d4 + 3$ of damage when they hit something.



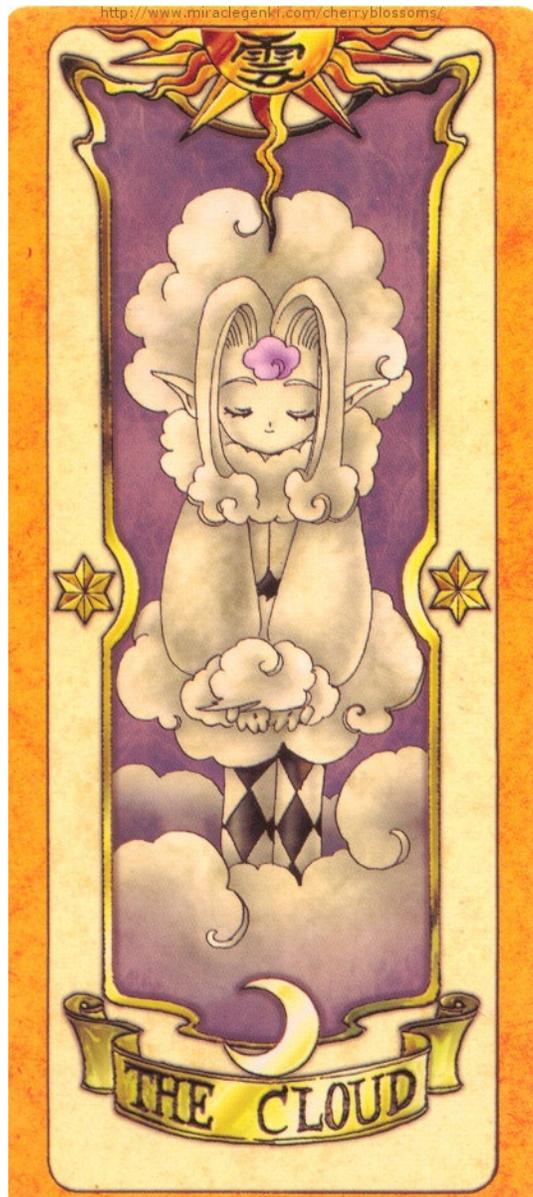
Wood - creates 1d4 trees to grow and bend at users will. *see chart* Trees can only block target's path or grow from under them. This card will be destroyed if any of the trees that grow due to it's power are damaged in anyway before they finish growing. Once fully grown the trees can make attacks against other beings. The damage they do is 2d6 (+1 for every size over large) The trees become inanimate after 4d4 rounds.



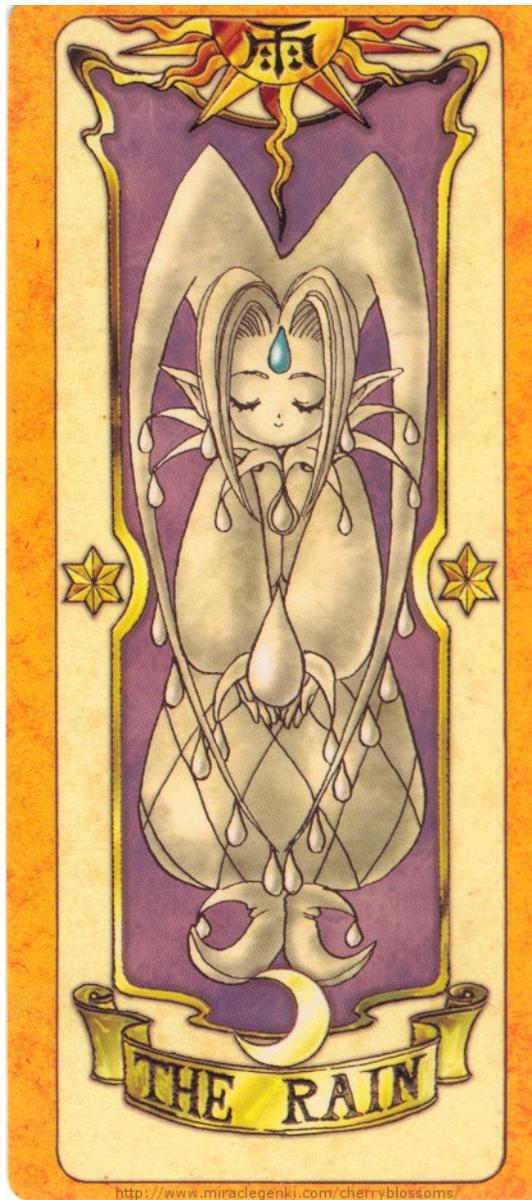
Storm - causes a thunderstorm, duststorm, and/or blizzard (*based on current setting*) to be produced with the thunderstorm having lightning and winds that can deal damage. Targets can make a Reflex save (DC 20) or receive lightning damage of 1d12 and / or wind damage of 1d8, blizzards deal ice instead of lightning damage, 1d6, and duststorms deal blunt sand damage, 1d8.



Song - magically causes a beautiful song of players choice to be sung from thin air *actually the card is singing it* and this song lasts until finished or silenced by a spell. No magic occurs from these songs however they can causes several things to happen. *see chart*



Cloud - creates a low lying cloud that can act like a dense fog (Spot Check 30 to see thru), user of the card can also once per day summon a Roc or Wind Ghost at the cost of 1500XP for 1d10 rounds, after the rounds are up they can choose to spend an additional 500XP in order to have the Roc/Wind Ghost continue helping them.



Rain - causes a rain storm in an area of 8 miles wide. Can also create a miniature storm which will bring about the formation of a rainbow. *see chart for type of rain*



Bubbles - creates 5d20 bubbles of random size to sweep across an area and delight people. It can clean floors, wash away fungus, or clean various surfaces. It can also cause a target of up to 150lbs or less to become suspended on top of the bubbles and be swept away by them.



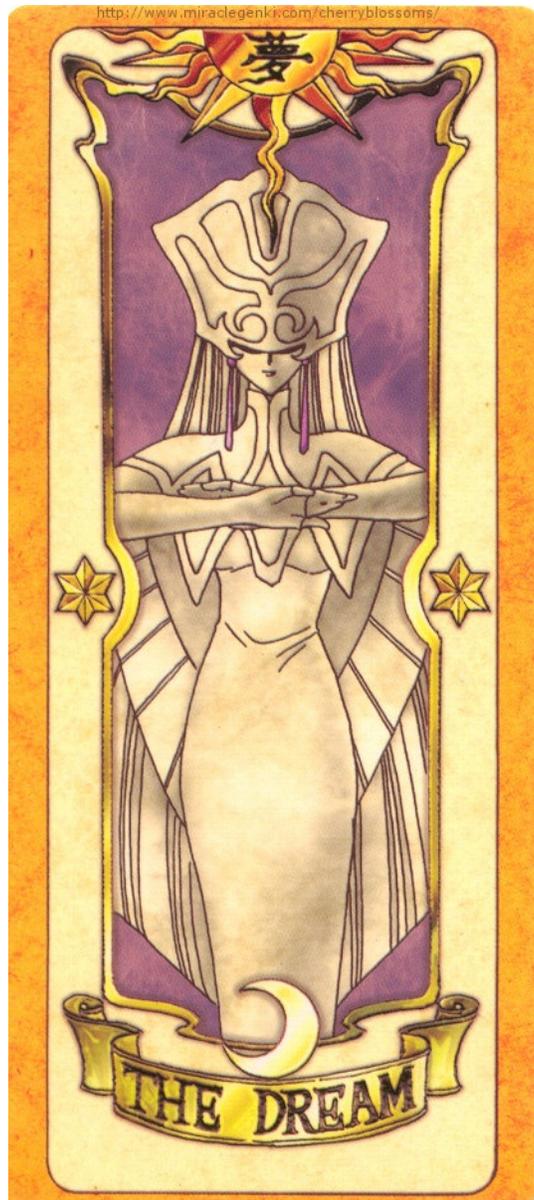
Wave - *must be near water* causes a wave of water 1d6 feet long and 1d6 + 10 feet high to hit any nearby target. Targets may make a Reflex save (DC 17) or be knocked down by this spell. (DMs choice, the wave can carry small objects with it that can deal damage to target as well as knock them down)



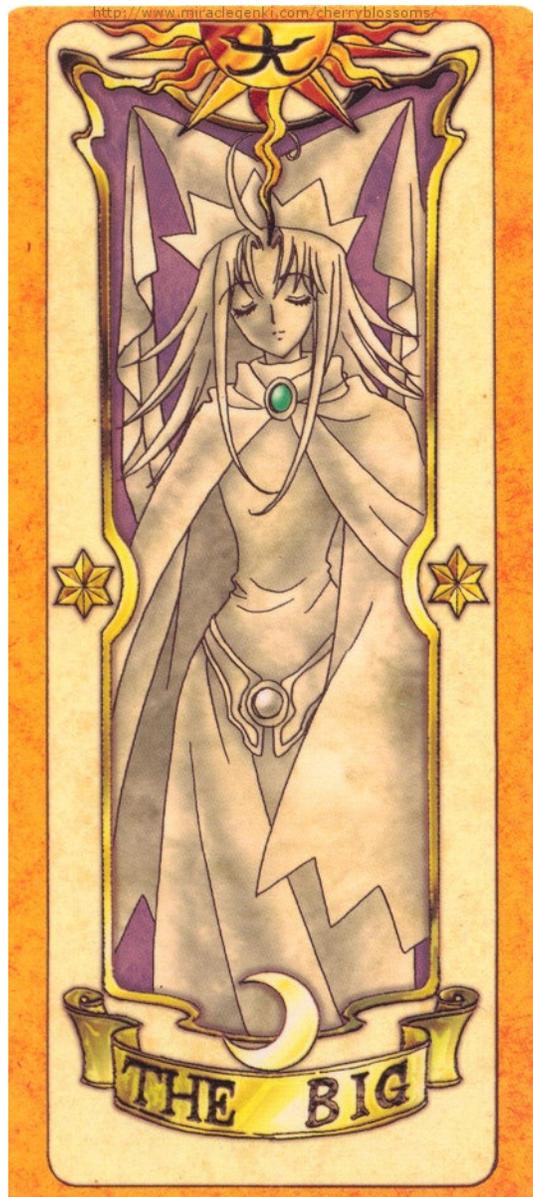
Sand - *must be near sand* animates sand into 1d4 creatures *they do not gain the abilities the real creatures or people have however* with HP, AC and strength equal to the user to roam around and protect the user of the card. The sand creatures unanimate themselves after 30 rounds or until destroyed. This card can also animate sand into an attack formation that deals 2d20 points of damage to target. *(DM's choice to allow this card)*



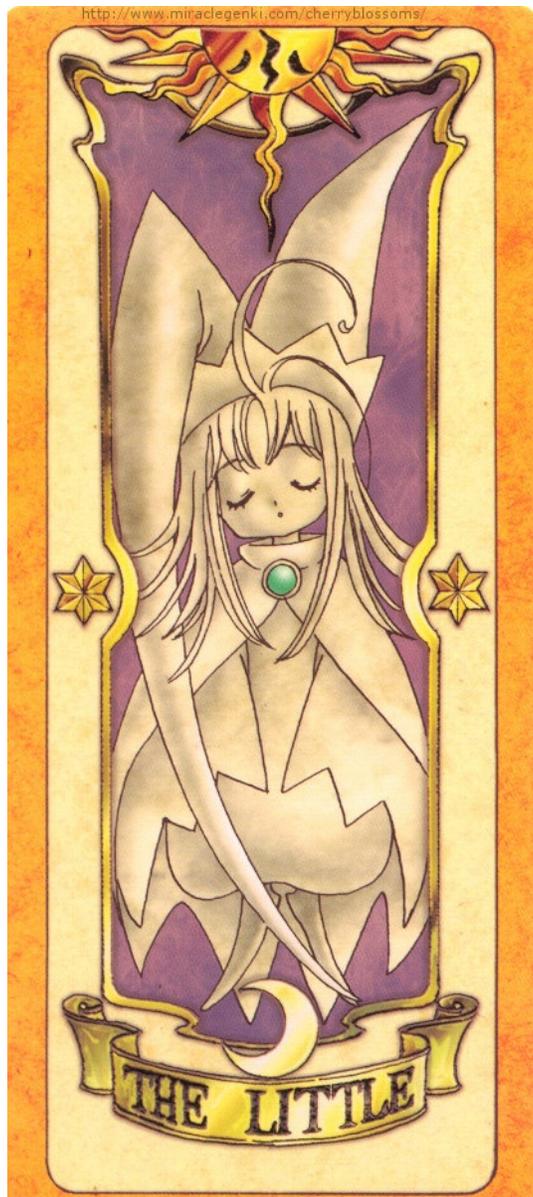
Snow - causes a snow storm in an area of 8 miles wide. Can also drop the mean tempature by up to 20 degrees. *see chart for type of snow*



Dream - causes a person to fall fast asleep and experience a powerful yet extremely vivid dream. *as always, see chart*



Big - only works once per day, can enlarge target 1/2 their normal height and this causes all their stats but Int, Wis, and Cha to double by 1/2, including HP. Constitution of user of the card drops by 2 until target is returned to normal size by this card or the spell *Wish*.



Little - only works once per day, can shrink target to 1/2 their normal height and this causes all their stats but Int, Wis, and Cha to drop by 1/2, including HP. Constitution of user of card drops by 1 until target is changed back to normal with this card or the spell *Wish*.

****Charts****

Arrows on Roll

1 - **Normal Arrow**

2 - **Acid Arrow** (deals 1d6 damage initially plus 2d4+1 points of damage for the next 5 rounds)

3 - **Armor Piercing** (ignores all physical armor so all AC would be 0)

4 - **Arrow of Ice** (seeks heat targets, deals 1d6 damage and if target is of fire type deals additional 1d8)

5 - **Dark Arrow** (causes 1d4 damage upon impact, then drains 4 points for the next 2d6 rounds)

6 - **Sapping Arrow** (drains 1d12 points of strength, unless the target does a Fort save (DC 26), in which case the strength drain is halved. The strength point's come back after a day at the rate of 1 a day until all lost points regained.

7 - **Light Arrow** (deals 1d4 damage to normal targets, and 1d10 to enchanted targets. *enchanted includes invisibility, zombies, cloaks of enchantment, ect*)

8 - **Arrow of Lost Cause** (deals no damage, instead target is confused *Fortitude save (DC 30)* into believing they don't know who they are. This gives anyone else the chance to lead them around for 1d12 days or until the spell is disenchanting)

9 - **Arrow of Wild Shape** (deals no damage but instantly polymorphs target into random animal or magical beast form for 5 hours)

10 - **Arrow of Flame** (seeks chilly targets, deals 1d6 damage and if target is of cold type it deals an additional 1d8)

11 - **The Uplifted Arrow of Hell** (has a one-hit-chance of dealing 1d8 damage to Int, Wis, and Con of target and giving them -1 to all saves)

12- **The Fallen Arrow of Heaven** (has a one-hit-chance of dealing 1d6 damage to Str, Dex, and Con and giving them -1 to all saves)

Flowers on Roll

Table A, size (1d6)

1 - small, 1/4 normal size

2 - medium, 1/2 normal size

3 - large, normal size

4 - giant, double normal size

5 - sky flower, triple normal size

6 - reroll

TABLE B: Type of Flowers (1d4)

1 Normal roll on Table C

2 Mystery roll on Table D

3 Scented roll on Table E

4 Re-roll

Table C: Normal (1d8)

- 1 Foxglove
- 2 Marigold
- 3 Lilly *requires lots of water*
- 4 Lotus *requires lots of water*
- 5 Featherleaf
- 6 Hartsbloom
- 7 Roundgold
- 8 Zerse

Table D: Mystery (1d6)

- 1 Blue Elf Rose
- 2 Red Dragon
- 3 Viperroot
- 4 Sheperd's Luck
- 5 Nightshade
- 6 Behaven

Table E: Scented (1d8)

- 1 Rose
- 2 Velvetheart
- 3 Black Lotus *requires lots of water, is basically a super scented lotus*
- 4 Cerma
- 5 Daisy
- 6 Selune's Bloom
- 7 Peach Heart *orange colored Cerma*
- 8 Blue Bells

Wood's Powerful Chart (borrowed from Ultimate Bag o' Beans guide)

TABLE A: Size (1d6)

- 1 Tiny 1/4 normal size
- 2 Small 1/2 normal size
- 3-4 Normal normal size
- 5 Large double normal size
- 6 Gigantic quadruple normal size*

* DM's Option - The tree grows to such a height that it will no longer be able to support itself and it collapses in a random direction.

TABLE B: Type of Tree (1d8)

1 Broad-Leaf Tree	roll on Table C
2 Needle-Leaf Tree	roll on Table D
3 Fruit Tree	roll on Table E
4 Edible-Nut Tree	roll on Table F
5 Resource Tree	roll on Table G
6 Ornamental Tree	roll on Table H
7 Tropical Tree	roll on Table I
8 REROLL	

TABLE C: Broad-Leaf Trees (1d20)

01 Alder	08 Ash	15 Aspen
02 Birch	09 Butternut	16 Box Elder
03 Chestnut	10 Cottonwood	17 Elm
04 Eucalyptus	11 Gum Tree	18 Hackberry
05 Ironwood	12 Locust	19 Maple
06 Mulberry	13 Oak	20 Sweet Gum
07 Sycamore	14 Willow	

TABLE D: Needle-Leaf Trees (1d20)

01 Balsam Fir	08 Beefwood	15 Box
02 Cedar	09 Cycad	16 Cypress
03 Douglas Fir	10 Evergreen	17 Fir
04 Gymnosperm	11 Hemlock	18 Juniper
05 Larch	12 Laurel	19 Myrtle
06 Pine	13 Redwood	20 Sequoia
07 Spruce	14 Yew	

TABLE E: Fruit Trees (1d20)

01 Apple	08 Apricot	15 Avocado
02 Banana	09 Cherry	16 Crab Apple
03 Date	10 Fig	17 Grapefruit
04 Guava	11 Lemon	18 Lime
05 Mango	12 Mulberry	19 Nectarine

06 Olive	13 Orange	20 Papaya
07 Peach	14 Pear Plum	

TABLE F: Edible-Nut Trees (1d10)

01 Almond	05 Brazil	08 Butternut
02 Cashew	06 Coconut Palm	09 Hazel
03 Hickory	07 Pecan	10 Pistachio
04 Walnut		

TABLE G: Resource Trees (1d10)

01 Balsa	05 Calabash	09 Carob
02 Cinnamon	06 Clove	10 Coffee
03 Cork	07 Kola Nut	11 Nutmeg
04 Palm	08 Rubber	12 Sassafras

TABLE H: Ornamental Trees (1d8)

1 Dogwood	4 Hawthorn	7 Holly
2 Magnolia	5 Mimosa	8 Pepper Tree
3 Redbud	6 Rhododendron	

TABLE I: Tropical Trees (1d4)

1 Baobab	3 Mahogany
2 Mangrove	4 Teak

Song chart (1d12)

- 1 anyone hearing the song is compelled to stop what they are doing and listen to it *no saving throw here folks*
- 2 anyone hearing the song is forced to recall a lovely experience in their life
- 3 the user of the song card suddenly sees visions of the past, good or bad
- 4 the user of the song is able to sing along with the musical voice
- 5 anyone other than the user is compelled to sing the song with the musical voice
- 6 anyone other than the user suddenly wants to, and will, dance to the tune
- 7 anyone with a musical instrument will play music to the song

- 8 Reroll
- 9 the user of the song card will suddenly fall into a daydream based around the song
- 10 anyone who attempts to harm the user of the song falls down and asleep until the song is finished
- 11 the user is forced to dance with the song
- 12 nothing happens

Rain chart (1d8)

- 1 Soft Drizzle
- 2 Light Sprinkle *doesn't do much more then soften soil and wet crops*
- 3 Medium Rain *tends to become puddles and soften roads up*
- 4 Normal Rain *tends to wash some mud away and upset animals*
- 5 Hard Rain *causes floods in low valleys and creeks to over flow*
- 6 ThunderStorm *acts like Medium Rain, with thunder and lighting added*
- 7 Hail Storm *acts like Hard Rain, but creates Hail balls 1d8 inches big and causes 1d4 damage per hit*
- 8 Reroll

Snow chart (1d6)

- 1 Light Snow *doesn't cover much of the ground, tends to be dust-like*
- 2 Meduim Snow *coves up to 1 inch of the surface, is still dust-like*
- 3 Blizzard *snow is blown in with winds excess of 20 MPH, snow packs up quickly*
- 4 Ice Storm *snow and hail balls fall from the sky. the hail balls are 1d8 inches in size and deal 1d4 damage per hit*
- 5 Frost Wave *really dangerous, causes large 1d12 inch hail balls to fall from the sky. They deal 1d6 + 8 damage per hit*
- 6 Reroll

Dream Charts (1d4)

TABLE A: type

- 1 Prophetic see Table B
- 2 Good Dream see Table C
- 3 NightMare see Table D
- 4 Reroll

Table B: Prophetic (1d6)

- 1 the dream is a short synopsis of what the DM plans on doing in the near future
- 2 the dream is comprised of various bits and pieces of what the DM plans on doing with out telling the player exactly what's to occur.
- 3 the dream only has one or two real things to occur while the rest is all made up
- 4 the dream only has a creature/foe in it that will be faced soon
- 5 Reroll
- 6 the dream has only a place/area that will be seen soon

Table C: Good Dream (1d6)

- 1 the dream is filled with sweet ideas that the player themselves create
- 2 the dream is filled with magic and adventure that the DM helps dictate
- 3 the dream is a replay of something good that happened to the player recently
- 4 Reroll
- 5 the dream is an old memory played out by the player
- 6 the dream has nothing special about it except the feeling of joy

Table D: Nightmare (1d6)

- 1 the dream is filled with various monsters the player has faced in the past, no damage done when they wake up however
- 2 the dream is a reply of a bad memory by the player
- 3 the dream is bad experience enhanced by the DM
- 4 the dream is filled with a monster or fear that the player has and must learn to face
- 5 the dream is filled with death and destruction of everyone the player knows
- 6 Reroll

Addition Rules

This section covers rules that may not be present (or are still being worked out as of 3/10/06) in the above card listings!

~~These cards are best suited for characters level 15 to 20 mostly due to their sheer power but a good DM can adjust the DC's accordingly to their needs a suggestion however is to power-up the cards for higher level campaigns and to power-down the cards for lower powered campaigns. It's also suggested to let the cards grow in power with the characters; after all they are technically living beings in their own right.

~~The cards are indestructible also, no matter how you wish to play it out be it they heal up after taking attacks or just totally invulnerable to all attacks, the point is that being primary elemental spirits (and yes that's exactly what each card is according to the manga/anime) so its impossible to destroy them.

~The Dark and Light cards can also draw magic users (and only magic users) into a separate space if used together; this separate space nullifies all mystical sources including divine and outer planar sources of magic. In order to escape this strange solid black and solid white space a magic user must successfully learn the name of the cards written on the floor at random in this space through a Decipher Script check (DC 25) They gain a +1 on this check every 2 rounds they are trapped, and once freed both cards re-seal themselves and become inert for 1d6 days.

~ The Sword can only be used for approximately 1d12 hours, once used up it returns to card form and can not be used again for 12 full hours. This same rule applies to the Shield card but it also can be returned to its card-form by causing it to lose its entire HP.

~ The Lock is only able to be placed on non-living objects that are able to be cut off in all directions, for example a closed off building, a chest or lock box, a bag, a vehicle, and so forth. Buildings with open doorways or a chest of draws with an open space atop it will cause automatic failure for the Lock to be able to activate.

~ The Mirror and Twin have similar powers when it comes to duplication of someone; however a note is to be made that the Mirror is actually only mimicking someone's form and the spirit is still that of the card while the Twin creates an energy-to-matter clone of that person who has the total realization of being their own self and could be quit capable of living a full life independent of the original. For death & rebirth effects this is simply to say that original has his or her soul split off from their main body and given to this twin, upon death of the twin or themselves the soul half is immediately drawn to the other body where all memories are fused and the person becomes whole again, thusly the 'twin' (real or created) can not be raised, resurrected, or the like because they are still technically alive.

~The Rain, Snow, Storm, and Cloud are very strange cards...if used they can alter the weather either a minor or extreme effect. While the Cloud may not seem as if it can do much, because even it's description makes it seem kind of useless, it can still cause a wide blanket of clouds to cut off the sun and slowly cause an area to die from lack of sun and warmth.

~ Illusion and Maze can be used together to form a starry-landscaped MC Escher-like maze. Normally this 3-D maze is green and obviously a crafted outer-dimensional bubble of space but when used with the Illusion it transforms all of the green into a starry landscape and adds a few confusing elements to the Maze's structure. Although most DM's may be warned now against this effect's use...it isn't totally impossible to have the players walk around a whole set of adventures inside this strange landscape; one change of course is that the maze is now 300ft + 300ft/ per level of user in all directions, outsiders will occasionally wander into the maze and become trapped so roll a 1d20, anything 5 and under means that 15 [evil] outsiders are inside the maze and anything 16 or over means 15 [good] outsiders are inside the maze but on the numbers 10 to 15 there are 10 [neutral] outsiders and 5 [random] outsiders in the maze. Players must make a Will (DC 25) save every 2hrs, if they fail they lose 1 point of intelligence permanently due to the landscape slowly driving them insane. The only way to escape this ultra-maze is to find it's exit however.

~ Some cards are **seemingly** useless like Bubble, Song, Flower, Move, and Float but even these cards can be used to an advantage if you're creative enough. So do not be fooled if their power seems weak or like a waste...you never know what sort of effects a player may wish of them.

~As an optional rule you can say that the cards reduce max HP by 10 from the user, meaning they temporarily reduce the owner's Max HP down 10 for as long as they own the card and this reduction can only be fixed by giving the card to another character. So a character with 35 HP would temporarily lose 10HP, thusly reducing them to 25HP for as

long as they owned the card but again this just an alternative option for a DM to utilize.

~Certain cards have elemental attributes that may affect game play at DM's discretion. Sand, for example, has earth effect while Fly has wind as its attribute. (still working on it)

Cards Ruled By The Sun & Moon



Dark
Windy
Watery
Shield
Loop
Create
Time
Illusion
Fly
Fight
Freeze
Twin
Big
Song
Wood
Snow
Sleep
Glow
Bubbles
Float
Storm
Arrow
Jump
Sweet
Wave
Dream



Light
Earthy
Firey
Sword
Lock
Erase
Return
Maze
Dash
Power
Thunder
Mirror
Little
Voice
Mist
Rain
Silent
Shadow
Sand
Move
Cloud
Shot
Change
Flower
Libra
Through