DUALINK

The Dealer of Fates

Warlock Subclass



Runeterra Edition

The Dealer of Fates

You have bargained with something that does not merely observe destiny, it arranges it.

Through an ever-turning supernatural deck, you glimpse fragments of possible futures as shifting hands of power. Victory belongs not to the strongest, but to the one who knows **exactly when to play the winning card**.

Your magic creates moments of inevitability, rewarding planning, patience, and precision.

Expanded Spell List

- 1st: *bane, guiding bolt*
- 2nd: *augury, mirror image*
- 3rd: *clairvoyance, slow*
- 4th: *arcane eye, confusion*
- 5th: *modify memory, hold monster*

Loaded Deck

At 1st level, you wield a supernatural deck representing shifting probability.

Deck Cycle

You always have one active card, which rotates in the following order:

Gold → Red → Blue → repeat

The deck always begins on **Gold Card** when you roll initiative.

At the start of each of your turns, the active card advances to the next card in the sequence.

You cannot normally choose the card.

Your current card is always known.

Playing a Card

You may play your active card when you cast a **Warlock spell of 1st**

level or higher that:

- targets only one creature
- requires an attack roll OR forces a saving throw

If you cast **Eldritch Blast**, the card applies to only one of the targets hit by the spell.

Playing a card requires no action. You may only play one card per turn unless a feature states otherwise.

Card Effects

Gold Card

Stacked Odds. Fate locks the target in place. The target of the triggering spell becomes **Stunned until the start of your next turn**.

Red Card

Wild Burst. The strike fractures outward through unstable timelines. After the triggering spell deals damage, in a 10-foot diameter sphere (5-foot radius) erupts centered on the target.

Each creature of your choice in the area takes force damage equal to **half of the triggering spell's damage**.

Blue Card

Stolen Future. You steal possibility from an unrealized outcome. After the triggering spell resolves you gain one **Temporary Pact Slot**.

This slot:

- is the same level as your Pact Magic slot
- lasts until the end of your next turn
- can only be used to cast a Warlock spell that targets only one creature

You may only hold one Temporary Pact Slot at a time. If unused, the slot disappears.

Stacked Deck

At 6th level, repeated manipulation of fate creates momentum.

Whenever you successfully play a Loaded Card, you gain 1 Stack.

Maximum Stacks = your proficiency bonus.

Stacks last for 1 minute and have no effect until you reach key thresholds.

2 Stacks

Cheat the Draw. When you reach 2 Stacks, choose one:

- Advance the Deck Cycle by one step
- Reverse the Deck Cycle by one step
- Prevent the Deck Cycle from advancing at the start of your next turn

3 Stacks

Winning Hand. When you reach 3 Stacks, choose one:

- ***Double Down***:Advance one card in the Deck Cycle. The next time you play a card before the end of your next turn, that spell benefits from both cards.
- ***House Advantage***: Gain temporary hit points equal to **3 × your proficiency bonus**.
- ***Stack the Odds***: You gain advantage on your next attack roll before the end of your next turn.

After resolving this effect, you lose 3 Stacks.

Cardsharp's Tempo

At 10th level, your movement slips

between moments of possibility.

Once per turn when you cast a qualifying spell:

You may teleport up to **30 feet** before or after the spell resolves.

Additionally:

- When you roll initiative and have no Stacks, you gain **1 Stack**.
- If you begin your turn with 2 or more Stacks, you gain advantage on Constitution saving throws to maintain concentration until the start of your next turn.

Twisted Turn of Fate

At 14th level, you glimpse every possible outcome and choose the one that benefits you.

As a bonus action, you enter a heightened state of probability manipulation for 1 minute.

During this time:

- your Deck Cycle does not automatically advance
- at the start of each of your turns, choose which card becomes active
- when you play a card, you may immediately advance the Deck Cycle

Additionally:

The first time each turn you cast a qualifying spell, you may reroll one damage die of the spell.

You must use the new result.

Once you use this feature, you cannot do so again until you finish a long rest.