

The image features a central cream-colored rectangular panel with a double-line border and decorative corner motifs. The background of the panel is adorned with a celestial theme, including a large sun with rays at the top, a crescent moon, and several four-pointed stars. The text "The Deck of Fate" is centered on the panel in a bold, black, serif font, arranged in three lines: "The Deck" on the top line, "of" in the middle, and "Fate" on the bottom line.

The Deck of Fate

THE GAME OF RETURN

The Deck of Fate is a strange artifact that has existed as long as the Gods have reigned. It predates even the Pantheon. The old stories tell us that the Deck was a gift of the Gods T'Myrim and Zyr'Zane: T'Myrim offered the Deck to Mortals, telling them that "to draw a card in a time of need is to strike an accord with a God." The God's original meaning is lost to the ages.

Today, the Deck of Fate is exclusively used by Devout upon their resurrection from Death. As all know, when a Devout dies, they are frequently returned to life by the power of the Gods. At this point, the resurrected Devout become weakened and "Fated"--a temporary status that lasts until they strike an accord with the God who returned them.

The Devout reconcile their "Fated" and weakened state by drawing from the Deck of Fate. They draw a single card to determine the God who chose to return them. (If they have died multiple times, of course, they draw multiple cards.) After they have drawn the card or cards, the returning individual writes their name and the title of the cards in the Book of Deeds.

It is known, at least as far as we understand the Deck, that Gods have two aspects of Return: one of Blessing and one of Favor. Broadly speaking, the aspect of Blessing is considered positive, and the Favor somewhat more nebulous. To accrue a Return of Favor, from any God, is to be in the debt of a God, even if only briefly. In cases where a large group of Devout have accrued multiple Returns of Favor from the same God or Gods is to amount a sizable debt.

Such Blessings and Favors are described in this tome.

AMBITION



Ambition is the Blessing of Beodhen. An Ambitious Return indicates that an individual has the opportunity, should they act with determination, to see out plans both large and small. It is generally considered a good omen as Beodhen himself has decided it is not yet the time for final Death.

ARROGANCE



Arrogance is the Favor of Beodhen. An Arrogant Return suggests the individual has behaved in a superior and egoistic fashion. Nevertheless, Beodhen has chosen to return them.

CHARITY



Charity is the Blessing of Nopheris. A Charitable Return is one in which Nopheris has recognized generosity and giving in an individual. He offers them a Return to inspire them to take their charity even further.

GREED



Greed is the Favor of Nephheris. A Greedy Return suggests that Nephheris has witnessed avarice in the returning individual and, despite this, favored them to continue living.

BRILLIANCE



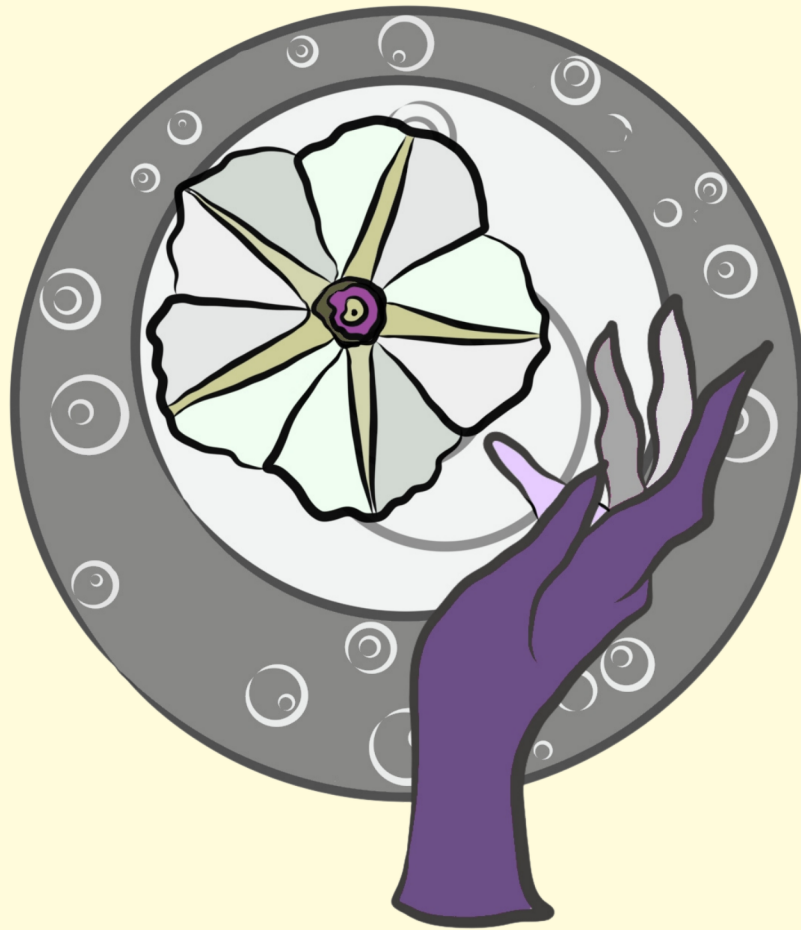
Brilliance is the Blessing of Steramestei. When Steramestei sees unusual Brilliance in an individual, she returns them to life.

INDIFFERENCE



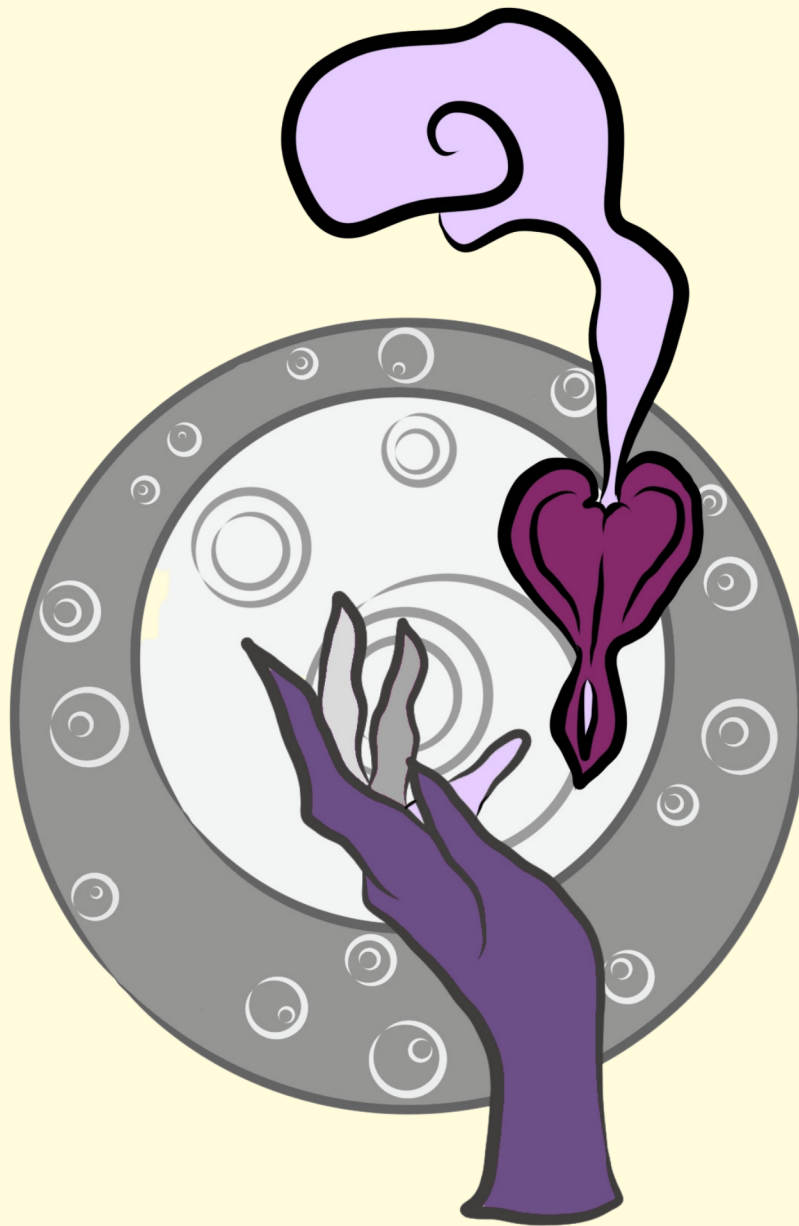
Indifference is the Favor of Steramestei. An Indifferent Return indicates that Steramestei considered the returning individual apathetic to some key issue around them. It is believed their return allows them to reconsider their Indifference.

COMPASSION



Compassion is the Blessing of Kasamei. Kasamei is the most frequent of the Gods to offer her Blessing. A Compassionate Return occurs when Kasamei offers her understanding to the departed and hopes they may act in kind.

INDISCRETION



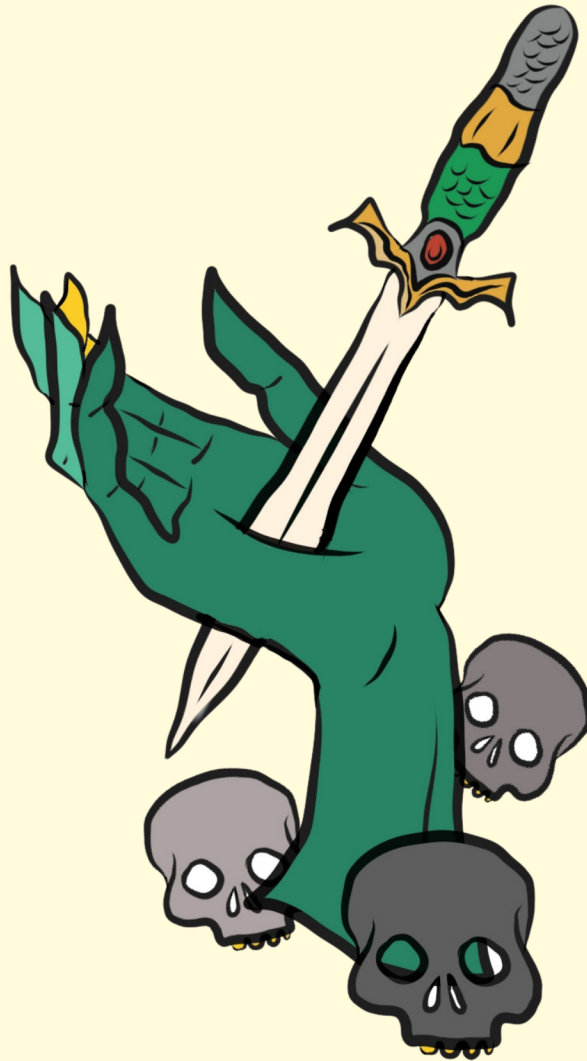
Indiscretion is the Favor of Kasamei. Such a return happens, it is believed, when Kasamei returns one who, in the eyes of another God, should have seen their final Death. It is considered both a burden and an honor to return in such a way.

GENIUS



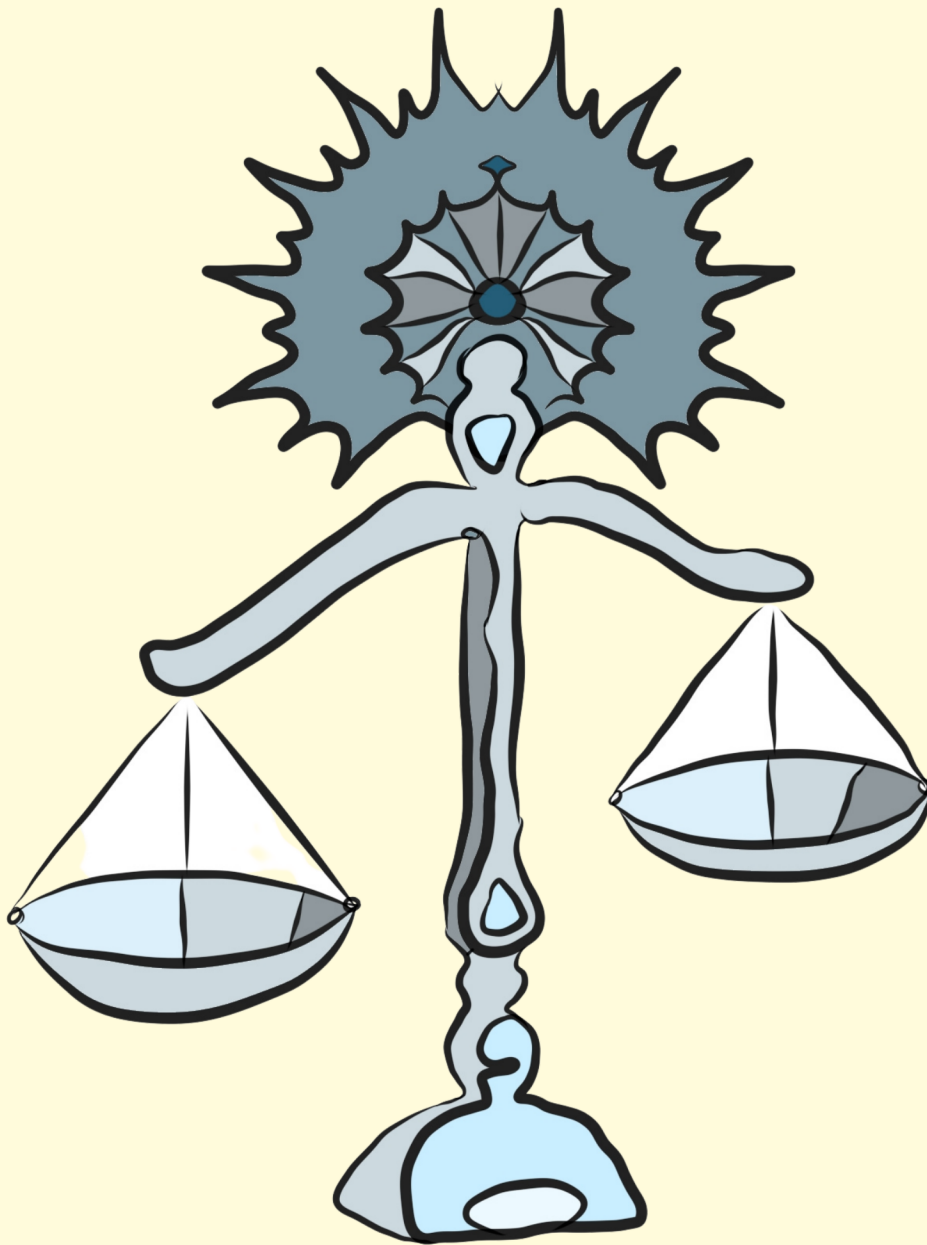
Genius is the Blessing of T'Zyri. T'Zyri offers the Genius Return when she has witnessed an individual of unusual potential.

DECEPTION



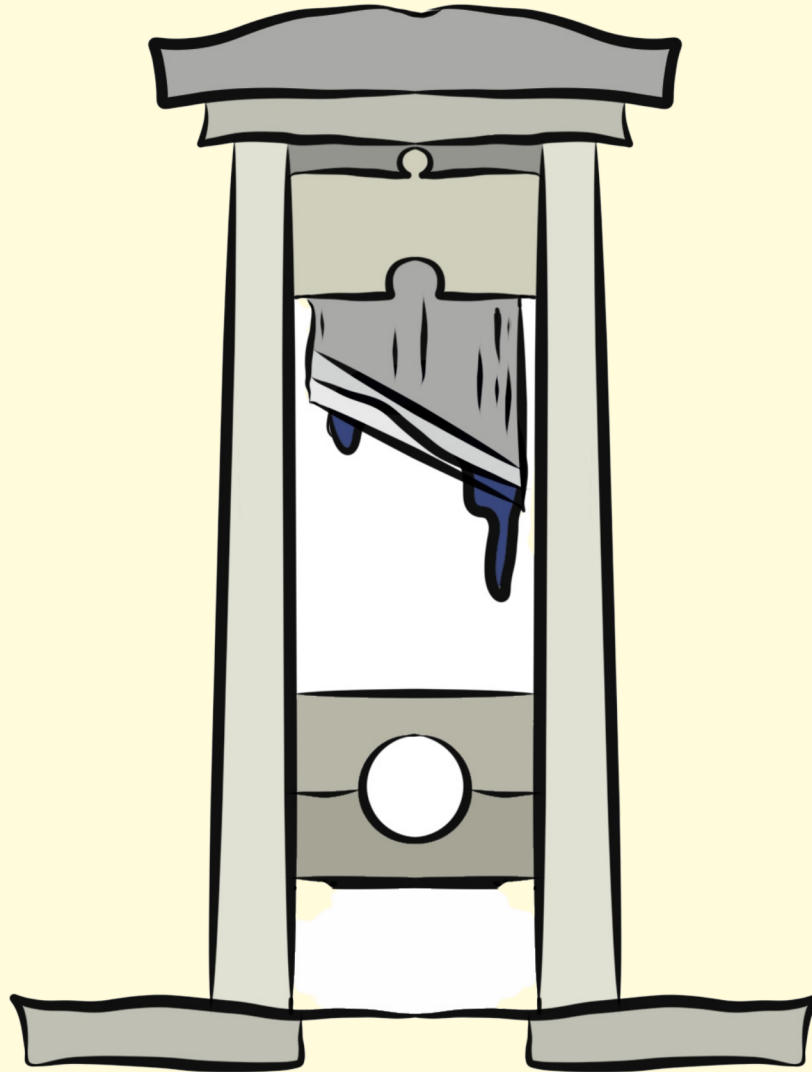
Deception is the Favor of T'Zyri. A cruel fate, the Deceptive Return is one wherein T'Zyri marks the returned as one who has been deceived.

HONESTY



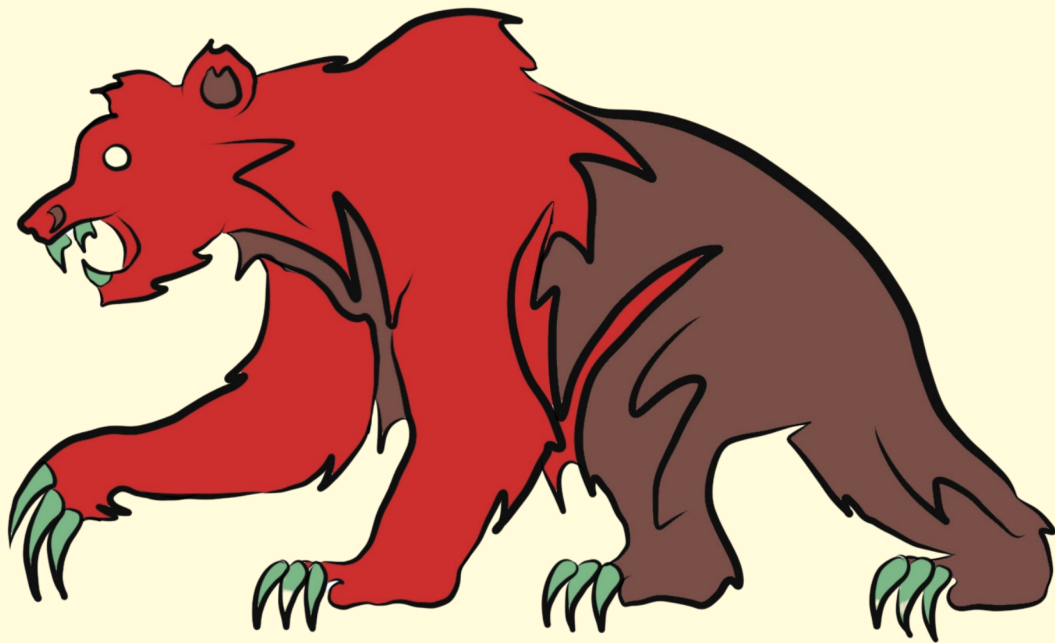
Honesty is the Blessing of T'Rer. It is when T'Rer deems the departed, for whatever reason, integral to the balance of the world.

TYRANNY



Tyranny is the Favor of T'Rer. A Tyrannical Returns occurs when T'Rer decrees an individual must be revived from Death, even if it is against another God's judgment.

STRENGTH



Strength is the Blessing of Hyrnedhna. Hyrnedhna offers this return to those who she believes must more ardently pursue their own growth.

DESTRUCTION



Destruction is the Favor of Hyrnedhna. Hyrnedhna imparts this upon those who she believes must be called to Destruction, internal or otherwise.

BEAUTY



Beauty is the Blessing of Mynair. A Beautiful Return is considered one of the great Blessings: those returned in this way see beauty and inspiration in places they had never before considered.

DEVASTATION



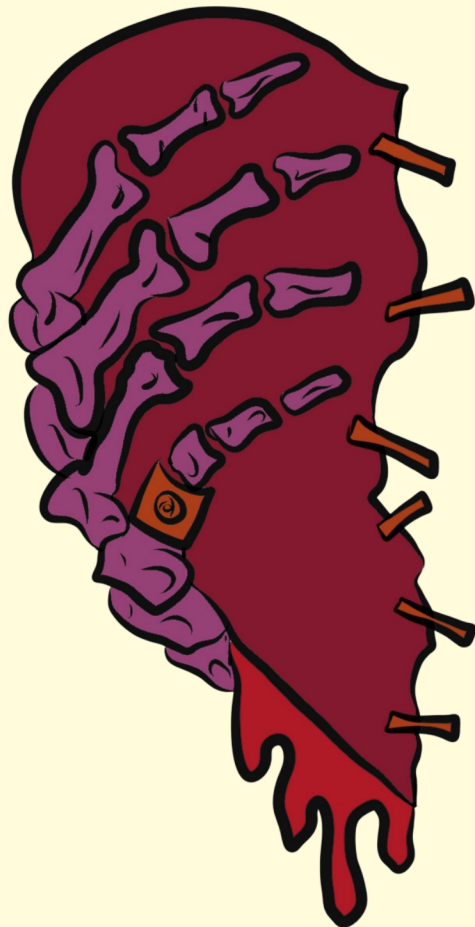
Devastation is the Favor of Mynair. A Devastating Return is a strange return often seen as an omen of sudden loss and grief to come.

LOYALTY



Loyalty is the Blessing of Verine. A common return, a Loyal Return is one whereon Verine entreats the individual to hold tightly to their loyalties.

TREACHERY



Treachery is the Favor of Verine. A very uncommon return, a Treacherous Return suggests an individual might be specifically tasked by the Jealous Goddess.

TRANSFORMATION



Transformation is the Blessing of Opix. A Transformative Returns invites the individual to reconsider the parts of themselves they consider infallible and immutable.

COLLAPSE



Collapse is the Favor of Opix. A Collapsed Return occurs when Opix sees some part of the individual beginning to fall apart.

ABUNDANCE



Abundance is the Blessing of Gu'labir. An Abundant Return is almost invariably a good omen sent by Gu'labir himself.

DESPERATION



Desperation is the Favor of Gu'labir. A Desperate Return is almost invariably an ill omen sent by Gu'labir himself.

SANCTUARY



Sanctuary is a strange card understood by very few. It is said to offer no true boons while also harboring no ill effects. It is very infrequently drawn.