

♥ Hearts

Card	Type	Card Description
Ace ♥	Spell Imprint	<u><i>A spell can be imprinted on this card.</i></u>
King ♥	Inscription	Harmonic Resonance: Targeted ally gains temporary hit points equal to your bardic inspiration die (rolled but not expended) plus your proficiency bonus.
Queen ♥	Inscription	Bard's Favor: Targeted ally gets a bonus to their AC equal to your charisma modifier until the start of your next turn.
Jack ♥	Inscription	Inspired Momentum: The targeted ally can immediately move up to half their speed without provoking opportunity attacks.
10 ♥	Inscription	Verse of Charm: The targeted ally gains advantage on charisma-based checks and saving throws until the start of your next turn.
9 ♥	Inscription	Guiding Verse: All attacks by the target ally have advantage until the start of your next turn.
8 ♥	Inscription	Verse of Vigor: The targeted ally gains advantage on strength-based checks and saving throws until the start of your next turn.
7 ♥	Inscription	Verse of Agility: The targeted ally gains advantage on dexterity-based checks and saving throws until the start of your next turn.
6 ♥	Inscription	Verse of Endurance: The targeted ally gains advantage on constitution-based checks and saving throws until the start of your next turn.
5 ♥	Inscription	Verse of Knowledge: The targeted ally gains advantage on intelligence-based checks and saving throws until the start of your next turn.
4 ♥	Inscription	Verse of Perception: The targeted ally gains advantage on wisdom-based checks and saving throws until the start of your next turn.
3 ♥	Aura	The Peasant: Targeted ally gains 1d4 to attack rolls until the start of your next turn.
2 ♥	Aura	The Guard: Targeted ally gains 1d4 to saving throws until the start of your next turn.

♦ **Diamonds**

Card	Type	Card Description
Ace ♦	Spell Imprint	<u><i>A spell can be imprinted on this card.</i></u>
King ♦	Inscription	Windswept Melody: The targeted ally gains a flying speed equal to their walking speed until the start of your next turn. If they are still airborne when this effect ends, they float gently to the ground.
Queen ♦	Inscription	Courageous Anthem: The targeted ally is immune to being frightened, charmed or possessed until the start of your next turn. If they are already under one of these effects, the effect is ended.
Jack ♦	Inscription	Soothing Hum: The targeted ally is relieved from one condition of choice.
10 ♦	Inscription	Protective Cadence: The targeted ally gains resistance to one damage type of your choice (e.g., fire, cold, etc.) until the start of your next turn.
9 ♦	Inscription	Rhythmic Replication: Targeted ally gains advantage on damage dice until the start of your next turn. Damage dice are rolled twice and the higher roll is used.
8 ♦	Inscription	Soothing Shield: The targeted ally heals an amount of hit points equal to 4 times your proficiency bonus.
7 ♦	Inscription	Heroic Ballad: The targeted ally deals an extra psychic damage equal to your inspiration dice (dice size used but not expended) until the start of your next turn.
6 ♦	Inscription	Graceful Waltz: The targeted ally can use actions and bonus actions interchangeably until the start of your next turn.
5 ♦	Inscription	Focused Ode: The targeted ally gains advantage on attack rolls until the start of your next turn.
4 ♦	Inscription	Critical Crescendo: The targeted ally does not critically fail on a d20 roll of 1 (always rerolls a d20 roll of 1) and critically succeeds on 19 and 20 until the start of your next turn.
3 ♦	Aura	The Nomad: Targeted ally gains +1 to their AC until the start of your next turn.
2 ♦	Aura	The Mason: Targeted ally gains 2d6 to hit points.

♣ Clubs

Card	Type	Card Description
Ace ♣	[Spell Imprint]	<u><i>A spell can be imprinted on this card.</i></u>
King ♣	<i>Inscription</i>	Insult of Vigor: The targeted enemy has disadvantage on strength-based checks and saving throws until the start of your next turn.
Queen ♣	<i>Inscription</i>	Insult of Agility: The targeted enemy has disadvantage on dexterity-based checks and saving throws until the start of your next turn.
Jack ♣	<i>Inscription</i>	Insult of Endurance: The targeted enemy has disadvantage on constitution-based checks and saving throws until the start of your next turn.
10 ♣	<i>Inscription</i>	Insult of Knowledge: The targeted enemy has disadvantage on intelligence-based checks and saving throws until the start of your next turn.
9 ♣	<i>Inscription</i>	Insult of Perception: The targeted enemy has disadvantage on wisdom-based checks and saving throws until the start of your next turn.
8 ♣	<i>Inscription</i>	Insult of Charm: The targeted enemy has disadvantage on charisma-based checks and saving throws until the start of your next turn.
7 ♣	<i>Inscription</i>	Rhythm of Restraint: The targeted enemy cannot take reactions until the start of your next turn.
6 ♣	<i>Inscription</i>	Tone of Turbulence: The next spell the targeted enemy casts requires a concentration check to cast.
5 ♣	<i>Inscription</i>	Discordant Note: The targeted enemy has disadvantage on the next attack roll they make before the end of their next turn.
4 ♣	<i>Inscription</i>	Ballad of Bile: The targeted enemy is poisoned until the start of your next turn.
3 ♣	<i>Aura</i>	The Beggar: Targeted enemy reduces attacks by 1d4 until the start of your next turn.
2 ♣	<i>Aura</i>	The Thief: Targeted enemy reduces saving throws by 1d4 until the start of your next turn.

♠ Spades

Card	Type	Card Description
Ace ♠	[Spell Imprint]	<u><i>A spell can be imprinted on this card.</i></u>
King ♠	<i>Inscription</i>	Harsh Lament: The targeted enemy cannot regain hit points until the start of your next turn.
Queen ♠	<i>Inscription</i>	Whispers of Woe: The targeted enemy suffers a penalty to their AC equal to your charisma modifier until the start of your next turn.
Jack ♠	<i>Inscription</i>	Echoes of Enfeeblement: The targeted enemy deals half damage with their next attack until the start of your next turn.
10 ♠	<i>Inscription</i>	Song of Silence: The targeted enemy is unable to cast spells with verbal components until the start of your next turn.
9 ♠	<i>Inscription</i>	Canticle of Clumsiness: The targeted enemy kneels (prone) until the start of your next turn.
8 ♠	<i>Inscription</i>	Refrain of Reluctance: The targeted enemy expends their reaction attacking a creature within melee.
7 ♠	<i>Inscription</i>	Aria of Apathy: The targeted enemy takes psychic damage equal to your bardic inspiration dice (rolled but not expended) plus your proficiency bonus.
6 ♠	<i>Inscription</i>	Sorrowful Serenade: Any ally of the targeted enemy within 10 feet takes psychic damage equal to your bardic inspiration die (rolled but not expended) plus your proficiency bonus.
5 ♠	<i>Inscription</i>	Chant of Chains: The targeted enemy is restrained until the start of your next turn.
4 ♠	<i>Inscription</i>	Critical Chorale: The targeted enemy can no longer critically succeed on d20 rolls and critically fails on rolls of 1 and 2 until the start of your next turn.
3 ♠	<i>Aura</i>	The Hoaxer: Targeted enemy gains -1 penalty to their AC until the start of your next turn.
2 ♠	<i>Aura</i>	The Carpenter: Targeted enemy takes 2d6 psychic damage.

Jokers

Card	Type	Card Description
Red Joker 	[Spell Imprint]	<u><i>A spell can be imprinted on this card.</i></u>
Black Joker 	[Spell Imprint]	<u><i>A spell can be imprinted on this card.</i></u>