

The Deck Of Many Things

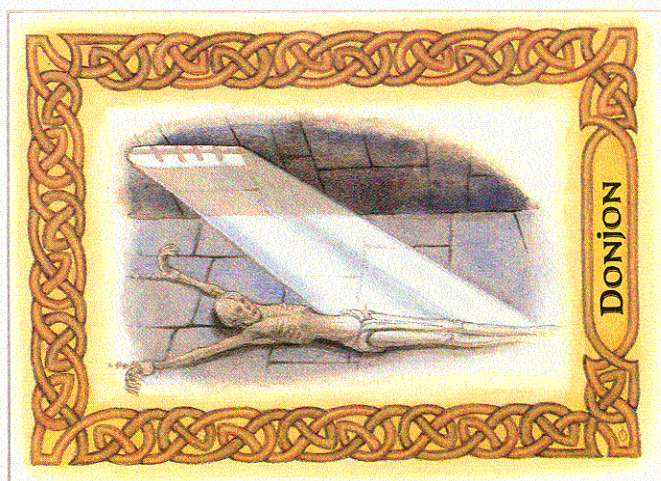
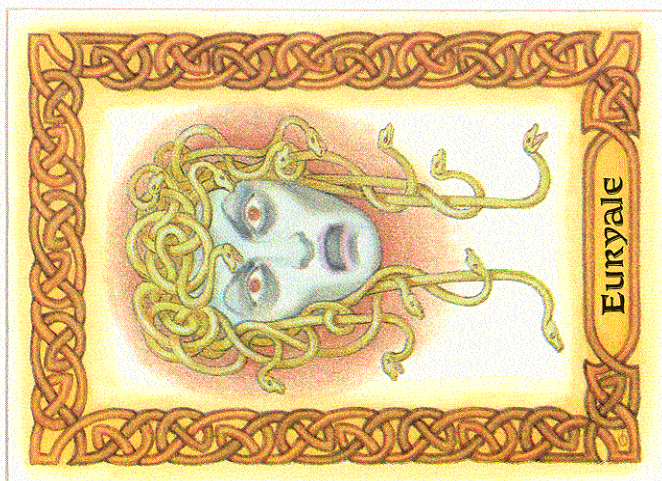
Artwork by George Barr

As a special bonus for our readers, we present a complete set of the *deck of many things*. Carefully remove the card pages from this magazine, then cut out each of the cards using either a sharp pair of scissors or a modeling blade and metal straightedge on a flat, smooth surface.

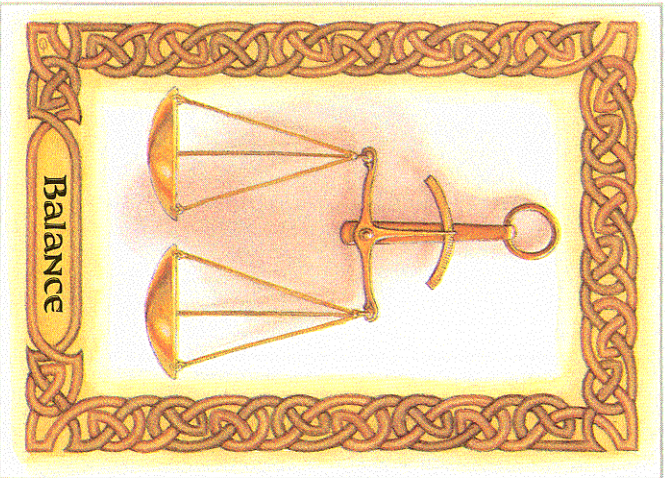
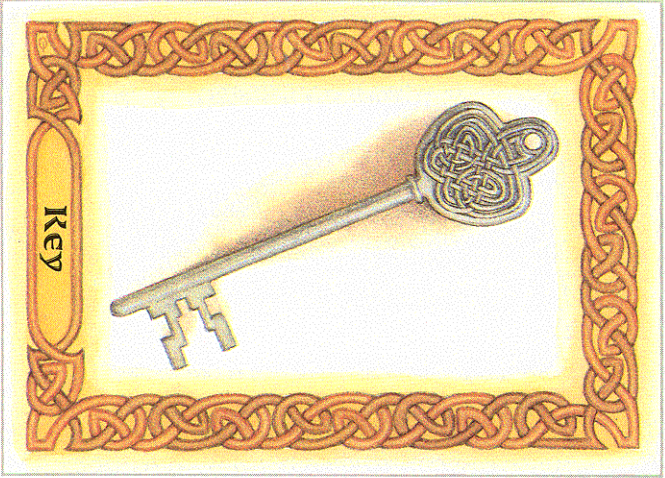
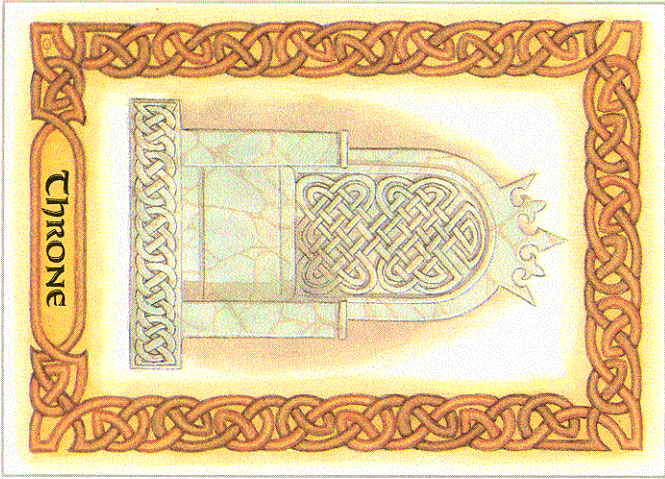
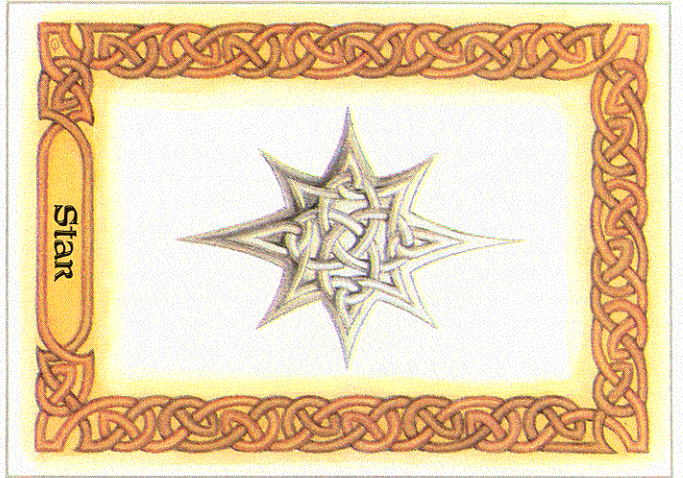
These cards may be used to create either the 13- or 22-card deck, whenever such is found during the course of an adventure. The DM can allow the player whose character draws from the deck to draw from this full-size deck, with each card drawn producing the appropriate results in the game setting.

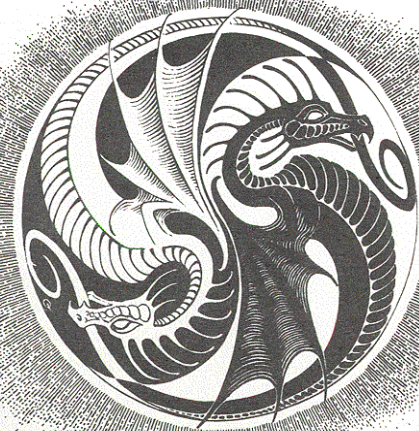
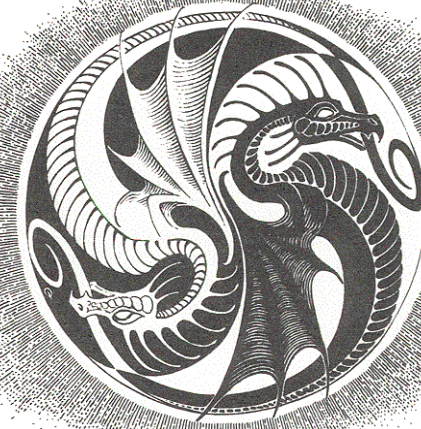
Inventive players may attempt to create specialized card games based on the *deck of many things*, and special adventures using this item may be created for a campaign. An excellent adventure of this type appears in DUNGEON® Adventures issue #19 (September/October 1989). "House of Cards" (by Randy Maxwell) makes use of the 22-card *deck of many things* in a dungeon setting.

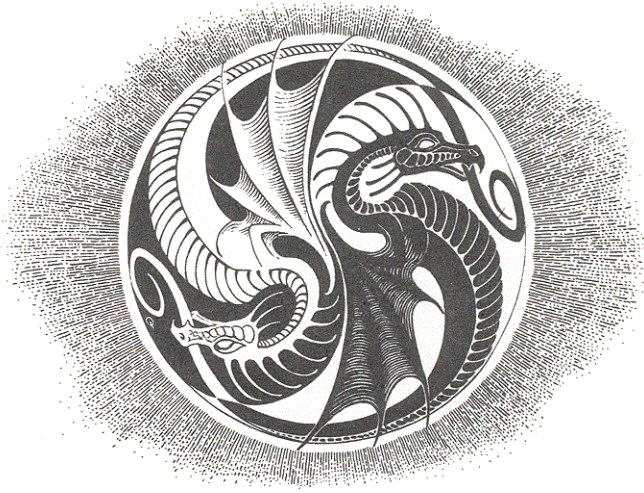
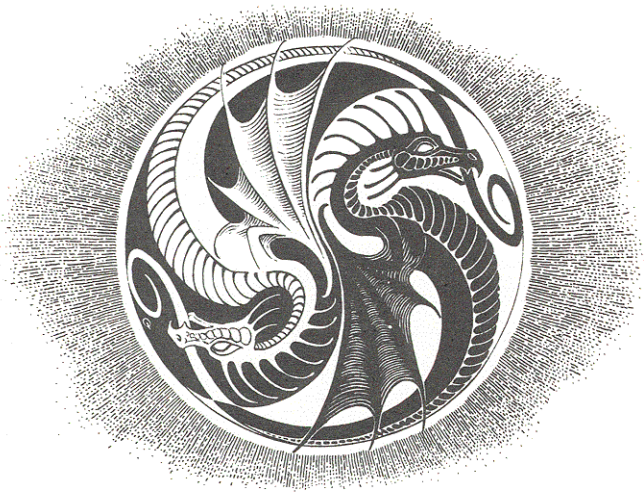
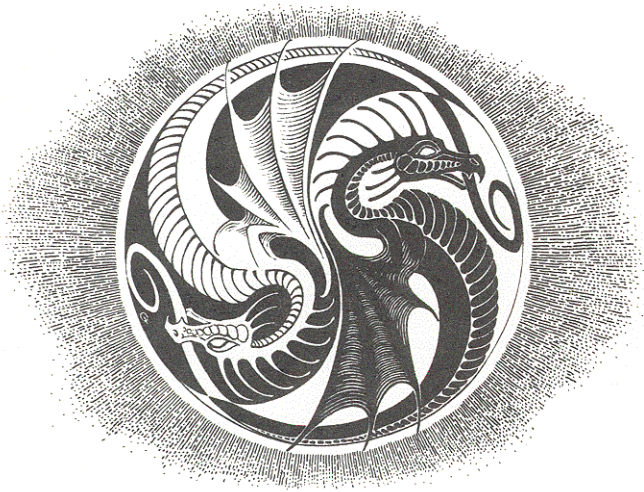
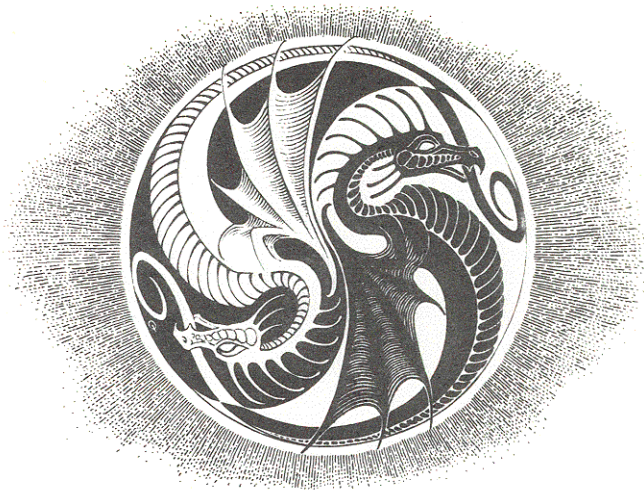
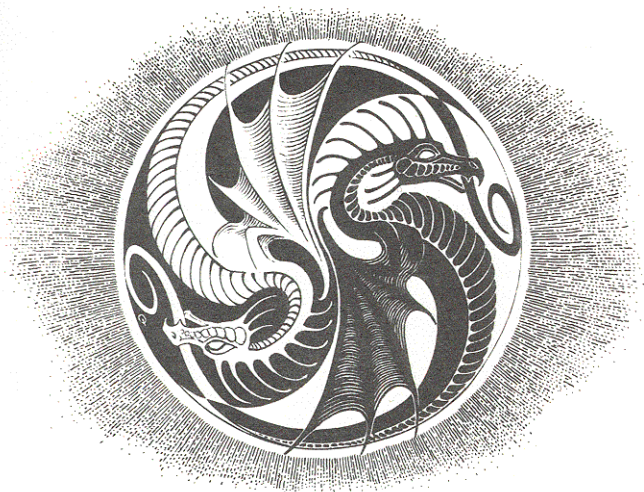
For more information on the *deck of many things*, see "Luck of the Draw" (by Robin Jenkins) in this issue.



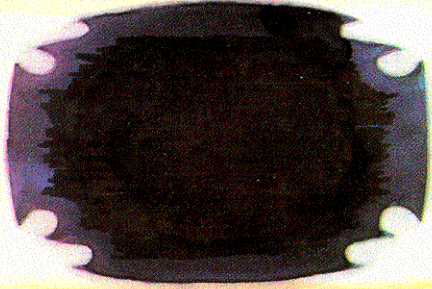








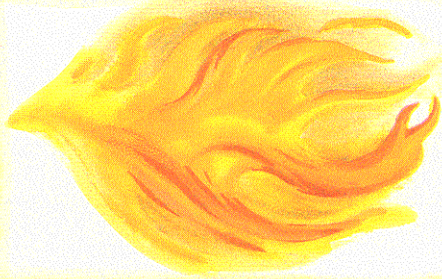
The Void



Comet



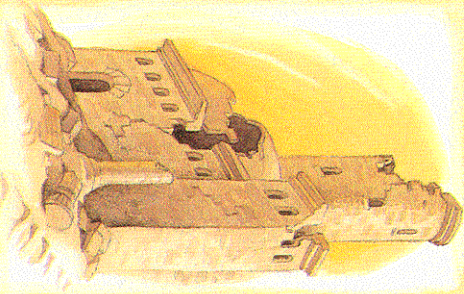
Flames



Sun

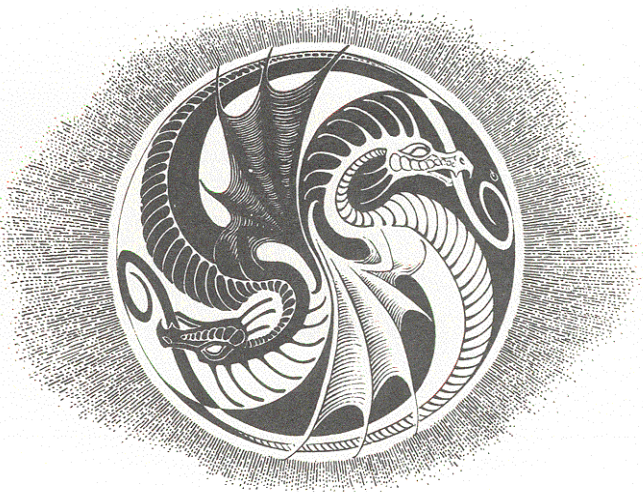
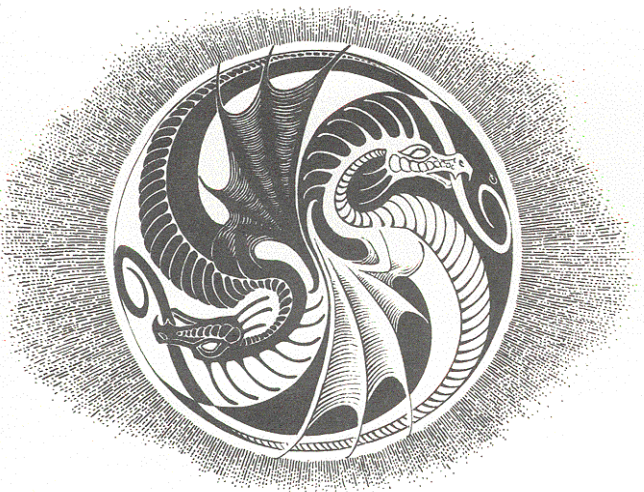
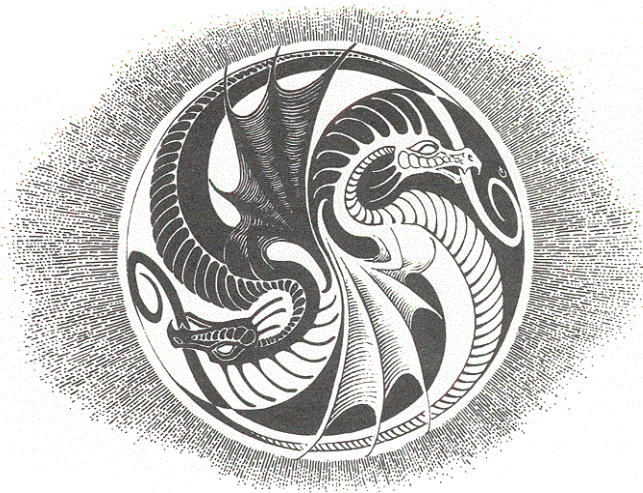
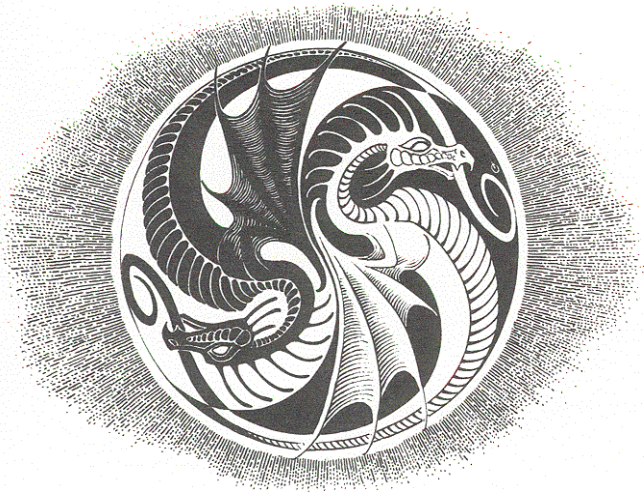


Ruin



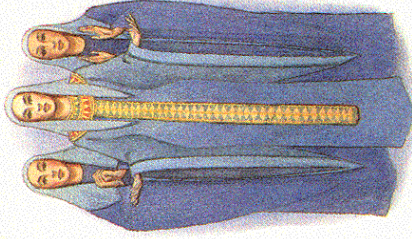
Claws



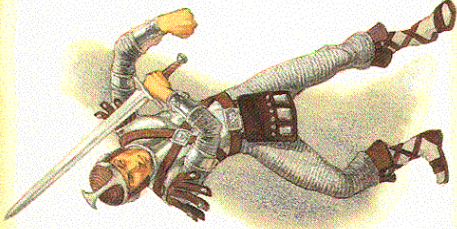




Vizier



Fates



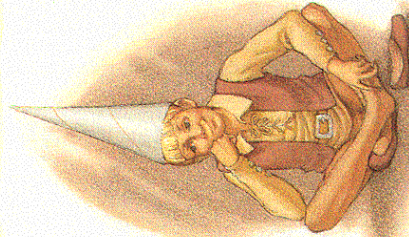
Knight



Rogue



Jester



Fool