

DECK OF
MONSTER SUMMONING



CVD

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"Whats that you got there?" Stane asked Cari as he was going through one of the pockets of a Orc band they just came across dead on the road. Bodies ripped and torn to shreds, some look burned quite badly but there is no sign of who or what attacked them.

"Looks like a deck of cards," answered Cari. "it appears to have different creatures on it and some words, here have a look"

That looks like elvish answered Stane as he takes a card, it was a 4 of hearts, it has a extremely beautiful woman on it. Stane stammers, his elvish not that great, He manages to speak the word, translated to common it says Succubus. He puts the card back and goes to take another one from the middle of the deck and gets the same card. "What the...did you see that Cari? I put the card back on the top and took another one but got the same card." Cari goes to take the card from him and drops it.

A swirl of mist comes up from the card, the the beautiful woman from the card appears right before their eye's. Bat like wings stretch out from her back and she smiles. "Hello boys, lets have some fun," she says and suddenly Cari pulls out his dagger and stabs Stane in the gut as he staggers back and falls to the ground. Cari looks down on his friend with a look of hate as he stabs again and again, unable to control his actions, she was his and wasn't going to share with anyone even his best friend. Stane cries out in pain and tries to stop him as he falls to the ground too weak from all the stab wounds.

"Finish him my love and I will be yours forever," the succubus says to Cari and he looks down at Stane one last time as he finishes him off and just as quickly as the feeling came over him it was gone and he stood over his best friend, lying dead on the ground before him, his knife and hands covered in blood. Realizing what he had done he immediately attacks the succubus...

The Deck of Monster Summoning is a deck of cards with various monsters on it, on each card a creature inside with elvish writing. Speaking the words will summon the monster and they will attack anything. Once card is drawn the only way to get a different card is to speak the word, they cannot leave any part of the deck laying around they will find that the deck will always be complete. Cards are not expended on use and will re appear in the deck after the card is used.

METHOD 1: DECK OF CARDS

Using a standard deck of playing cards including the jokers, draw a card and reference the table, the card you get is the monster summoned.

METHOD 2: DICE

Using dice roll 1D4 to find out which suit and then roll 2d8-1 to get the card face.

THE JOKERS (WILD CARD/DIE)

CARDS

If you draw one you get to draw another card but leave that joker out and the monster summoned is x2 and if you draw the 2nd joker you draw again (leaving the second joker out) and the monster summoned is x3.

DICE

If using the dice method after rolling the first joker the second roll would be -2 and the monster summoned is x2 if you get the joker again the third roll would be -3 and monster summoned x3. Note that anything below a 1 would be treated as 1 (ace).

Cards	Dice	Hearts (1)	Diamonds (2)	Clubs (3)	Spades (4)
Ace	1	Stone Golem	Young Red Dragon	Death Slaad	Deva
2	2	Assassin	Cloaker	Drow Priestess	Frost Giant
3	3	Mage	Medusa	Drider	Cyclops
4	4	Succubus	Ettin	Ghost	Banshee
5	5	Rug of Smothering	Wererat	Ogre	Ghast
6	6	Giant Frog	Goblin	Zombie	Swarm of Bats
7	7	Bandits	Giant Rats	Tribal Warriors	Kobolds
8	8	Gnolls	Hobgoblins	Orcs	Swarm of Insects
9	9	Animated Armor	Bugbears	Dire Wolf	Ghouls
10	10	Knight	Owlbear	Werewolf	Basilisk
Jack	11	Drow Elite Warrior	Hill Giant	Fire Elemental	Zombie Beholder
Queen	12	Drow Mage	Mind Flayer	Stone Giant	Giant Ape
King	13	Fire Giant	Cloud Giant	Treant	Young Silver Dragon
Joker	14				
Joker	15				

ALTERNATIVE RULES

- You could have the number of enemies scale with the parties overall strength.
- Monsters that are summoned could be either new manifestations of that monster which disappear when killed
- Alternatively they could be summoned from somewhere else. When they die the magical effect ends and they are transported back to their original location. Sentient creatures will remember who summoned them.
- You can choose whether the creatures attack PC's or are under control of them.

JOKERS

- Alternative to method 1 and 2 jokers, you could have them draw 2 or 3 times or re-roll 2 or 3 times instead of multiplying and get different creatures instead of same creature x2 or x3.

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