

THE DECK OF MANY THINGS

**KICKSTARTER
PRINT 'N PLAY PDF**



Follow us on twitter:
[@thedeckofmany](https://twitter.com/thedeckofmany)



BEFORE YOU DRAW A CARD

- You must declare how many cards you intend to draw and then draw them randomly.
- Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect.
- You must draw each card no more than 1 hour after the previous draw.
- If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once.
- Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.

“Heed these warnings, or you too will fall to the fates of these cards”



THE FATES

Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.



FLAMES

A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.



FOOL

You lose 10,000 XP, discard this card, and draw from the deck again, counting both draws as one of your declared draws. If losing that much XP would cause you to lose a level, you instead lose an amount that leaves you with just enough XP to keep your level.



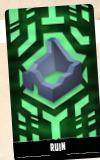
GEM

Twenty-five pieces of jewelry worth 2,000 gp each or fifty gems worth 1,000 gp each appear at your feet.



IDIOT

Permanently reduce your Intelligence by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws.



RUIN

All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.



SKULL

You summon an avatar of death—a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the GM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die or it drops to 0 hit points, whereupon it disappears.

If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.



STAR

Increase one of your ability scores by 2. The score can exceed 20 but can't exceed 24.



SUN

You gain 50,000 XP, and a wondrous item (which the GM determines randomly) appears in your hands.



AVATAR OF DEATH

CR

MEDIUM UNDEAD, NEUTRAL EVIL

ART: JORDAN RICHER



THE DECK OF MANY © CARDAMAGIC.COM 2018



JESTER
You gain 10,000 XP, or you can draw two additional cards beyond your declared draws.



KEY
A rare or rarer magic weapon with which you are proficient appears in your hands. The GM chooses the weapon.



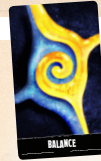
KNIGHT
You gain the service of a 4th-level fighter who appears in a space you choose within 30 feet of you. The fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.



MOON
You are granted the ability to cast the wish spell 1d3 times.



ROGUE
A nonplayer character of the GM's choice becomes hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Nothing less than a wish spell or divine intervention can end the NPC's hostility toward you.



BALANCE
Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.

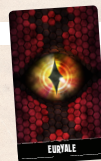


COMET
If you single-handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect.



DONJON
You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere.

You can't be located by any divination magic, but a wish spell can reveal the location of your prison. You draw no more cards.



EURVALE
The card's medusa-like visage curses you. You take a -2 penalty on saving throws while cursed in this way. Only a god or the magic of The Fates card can end this curse.

STR 16 (+3) **DEX** 16 (+3) **CON** 16 (+3) **INT** 16 (+3) **WIS** 16 (+3) **CHA** 16 (+3)

AVATAR OF DEATH 0XP

SENSES
Darkvision 60 ft.,
Truesight 60 ft.,
Passive Perception 13
LANGUAGES
All languages known
to its summoner

DAMAGE IMMUNITIES
Necrotic, Poison
CONDITION IMMUNITIES
Charmed, Frightened,
Paralyzed, Petrified,
Poisoned, Unconscious

SPECIAL TRAITS

Incorporeal Movement. The avatar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turning Immunity. The avatar is immune to features that turn undead.

ACTIONS

Reaping Scythe. The avatar sweeps its spectral scythe through a creature within 5 feet of it, dealing 7 (1d8 + 3) slashing damage plus 4 (1d8) necrotic damage.



TALONS
Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish.



THRONE
You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which you must clear out before you can claim the keep as yours.



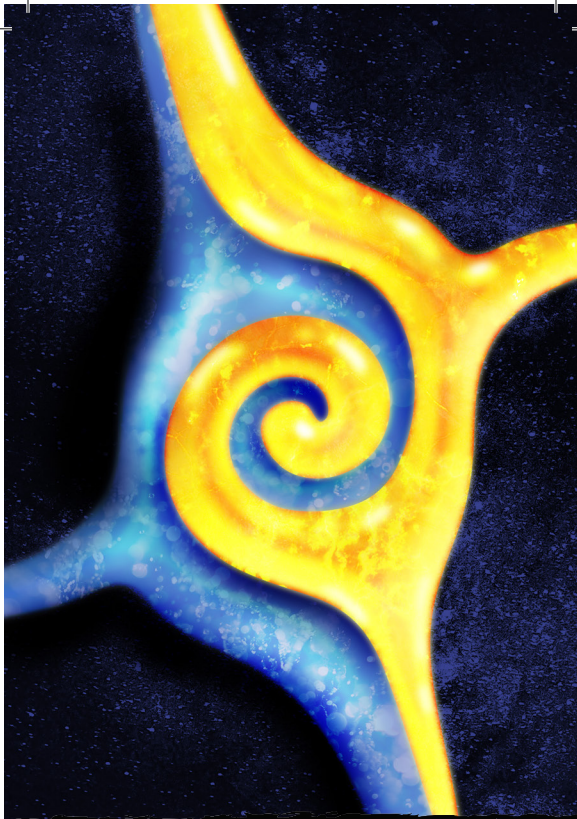
VIZIER
At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it.



THE VOID
This black card spells disaster. Your soul is drawn from your body and contained in an object in a place of the GM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated.

A wish spell can't restore your soul, but the spell reveals the location of the object that holds it. You draw no more cards.

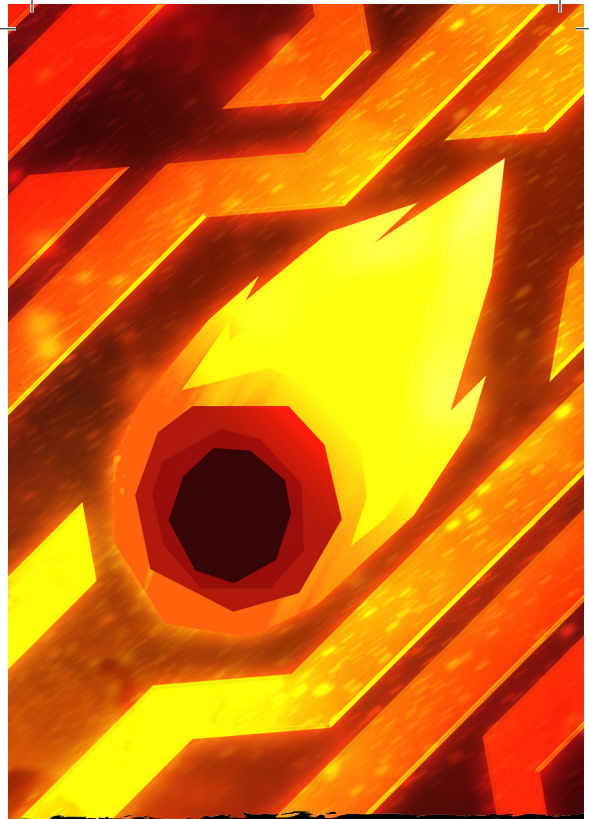
ARMOR CLASS 20 **HIT POINTS** HALF THE HIT POINT MAXIMUM OF ITS SUMMONER **SPEED** 60 FT., FLY 60 FT. (HOVER)



BALANCE

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



COMET

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



DONJON

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



EURYALE

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



THE FATES

ART: JORDAN RICHER & RICARDO EVANGELHO ✦

THE DECK OF MANY © CARDAMAJIGS.COM 2018



FLAMES

ART: JORDAN RICHER & RICARDO EVANGELHO ✦

THE DECK OF MANY © CARDAMAJIGS.COM 2018



FOOL

ART: JORDAN RICHER & RICARDO EVANGELHO ✦

THE DECK OF MANY © CARDAMAJIGS.COM 2018



GEM

ART: JORDAN RICHER & RICARDO EVANGELHO ✦

THE DECK OF MANY © CARDAMAJIGS.COM 2018



IDIOT

ART: JORDAN RICHER & RICARDO EVANGELHO ✦

THE DECK OF MANY © CARDAMAJIGS.COM 2018



JESTER

ART: JORDAN RICHER & RICARDO EVANGELHO ✦

THE DECK OF MANY © CARDAMAJIGS.COM 2018



KEY

ART: JORDAN RICHER & RICARDO EVANGELHO ✦

THE DECK OF MANY © CARDAMAJIGS.COM 2018



KNIGHT

ART: JORDAN RICHER & RICARDO EVANGELHO ✦

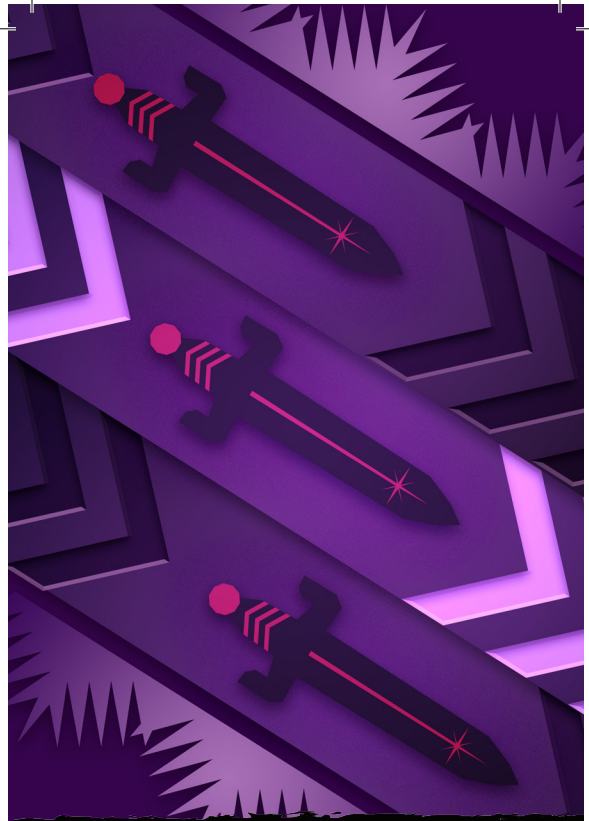
THE DECK OF MANY © CARDAMAJIGS.COM 2018



MOON

ART: JORDAN RICHER & RICARDO EVANGELHO

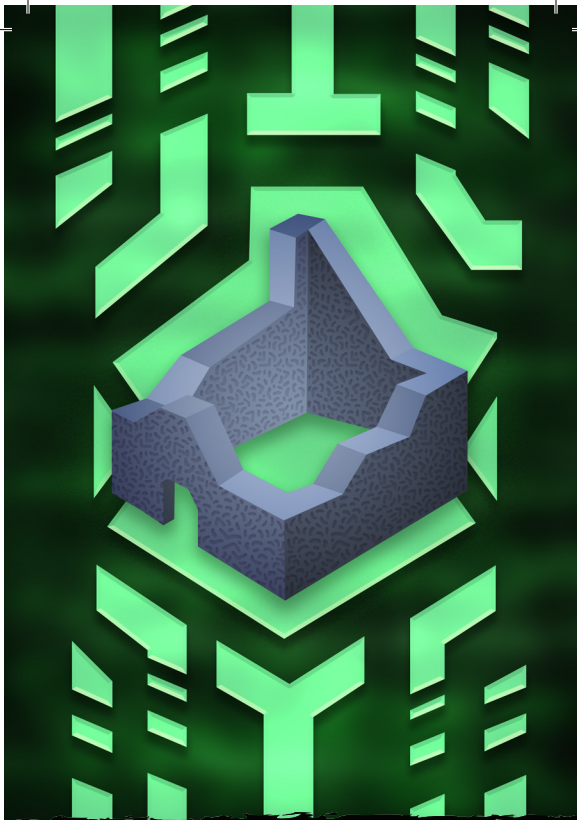
THE DECK OF MANY © CARDAMAJIGS.COM 2018



ROGUE

ART: JORDAN RICHER & RICARDO EVANGELHO

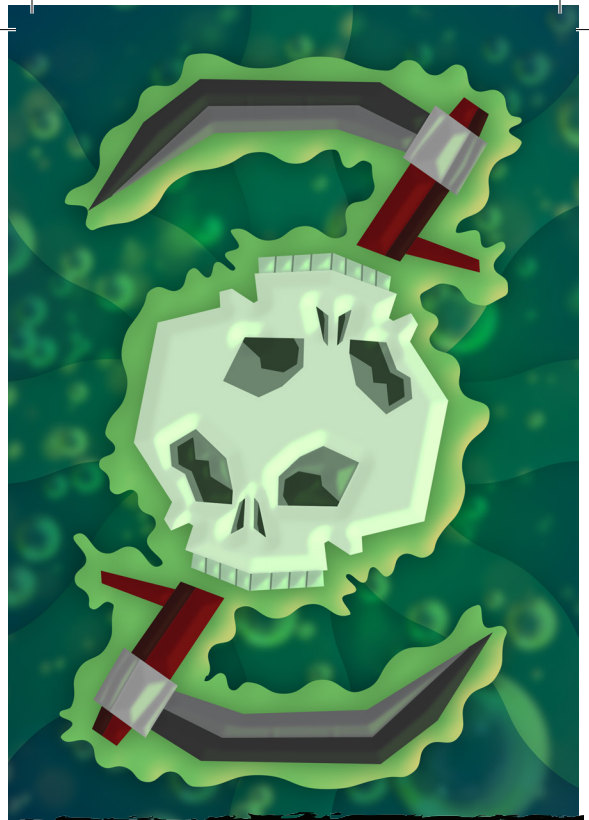
THE DECK OF MANY © CARDAMAJIGS.COM 2018



RUIN

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



SKULL

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



STAR

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



SUN

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



TALONS

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



THRONE

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018



VIZIER

ART: JORDAN RICHER & RICARDO EVANGELHO

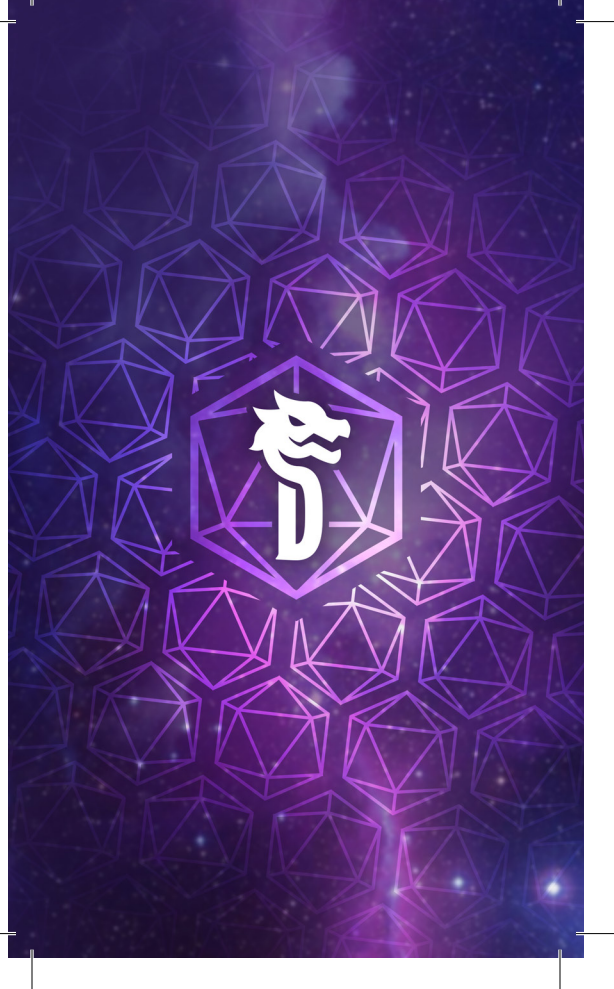
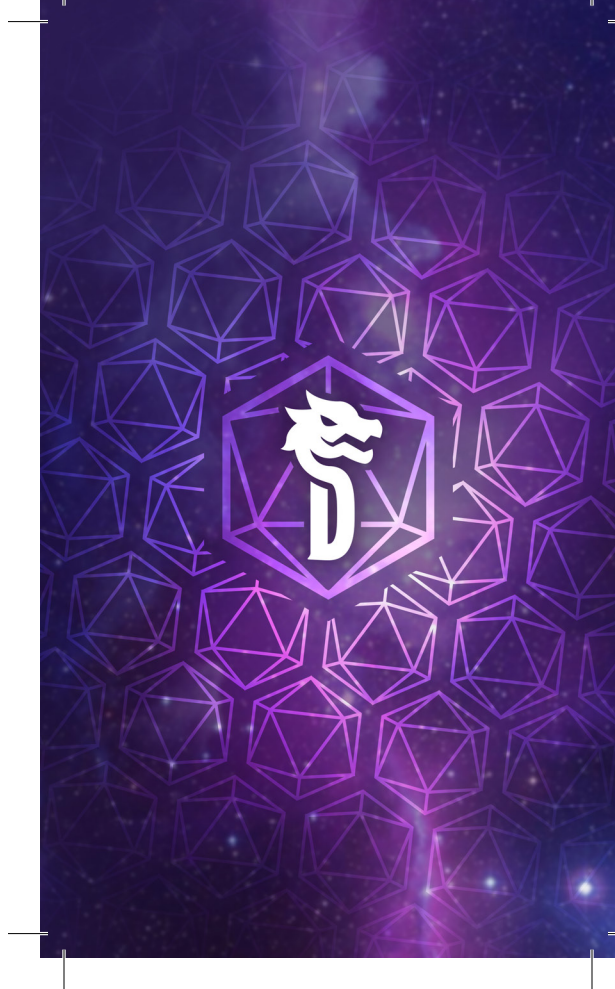
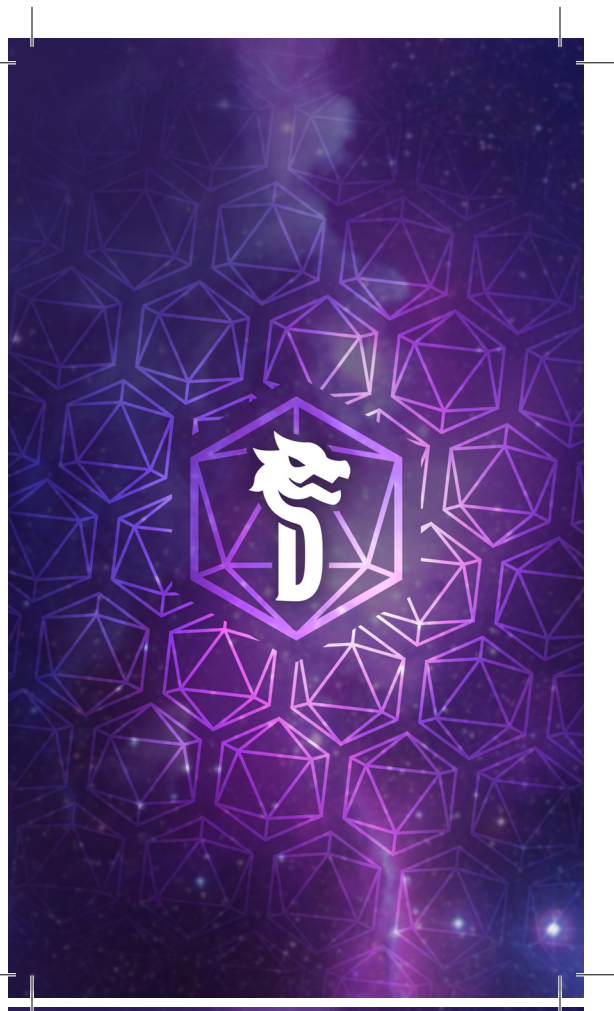
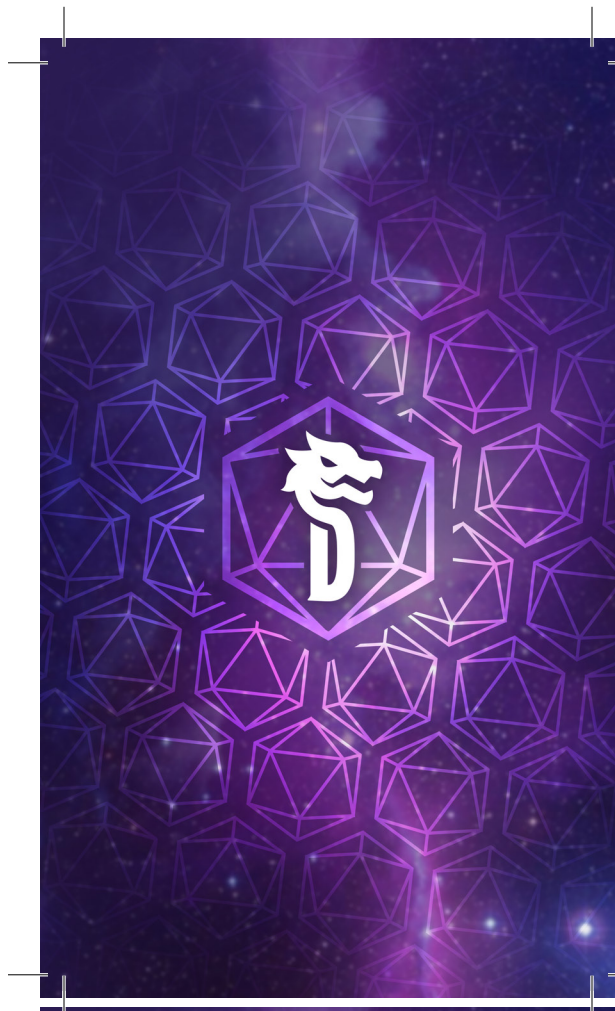
THE DECK OF MANY © CARDAMAJIGS.COM 2018



THE VOID

ART: JORDAN RICHER & RICARDO EVANGELHO

THE DECK OF MANY © CARDAMAJIGS.COM 2018





LICENCE

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format,

modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product

Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

PRODUCT IDENTITY

The following items are designated Product Identity, as defined in Section 1(e) of the Open Gaming License Version 1.0a and are subject to the conditions set forth in Section 7 of the Open Gaming License, and are not Open Content:

All artwork, including but not limited to, works created by Jordan Richer, Andrea Bruce, Ricardo Evangelho, Geoffrey Palmer, Leifkicker, Jason Engle, Peter Mohrbacher, Steve Argyle, Thomas M. Baxa, Tom Babbey, and Aaron Miller,

Cardamajigs branding, including but not limited to, logos, trademarks, graphic design, layouts and identifying marks,

The Deck of Many branding, including but not limited to logos, trademarks, graphic design, layouts and identifying marks,

Graphic design elements of the Deck of Many, including but not limited to, layouts, box design, graphics, and iconography,

All text created by Cardamajigs not found in the Open Gaming License Version 1.0a, System Reference Document 5.1 found at the internet link http://media.wizards.com/2016/downloads/DND/SRD-OGL_V5.1.pdf,

Promotional materials for the Deck of Many, including but not limited to, video, animation by Geoffrey Palmer, and social media content,

All merchandise associated with the Deck of Many, including but not limited to, enamel pins and deck boxes, and

Parody card names, statistics, abilities, spells, and all information found on all parody cards, including but not limited to, the following cards: Behind Flayer, Grey Booze, Build-An-Owlbear, Withholder, and Terry Askew.

OPEN GAMING CONTENT

All content from the System Reference Document 5.1 is Open Game Content as described in Section 1(d) of the License. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without permission.