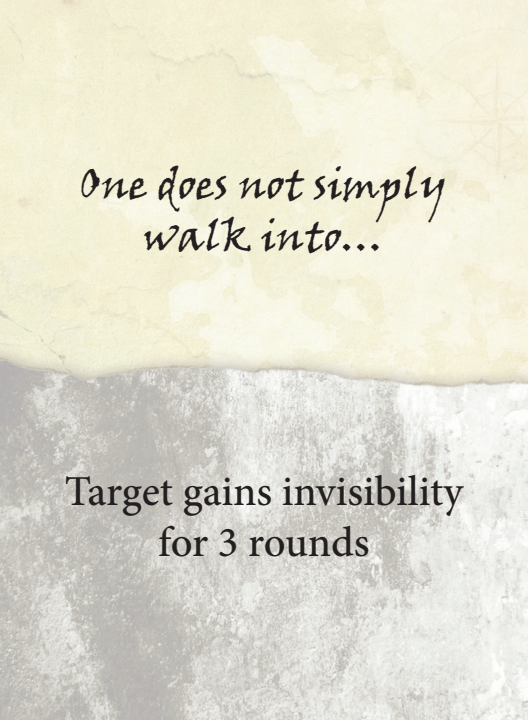



Deck of  
*Dirty Tricks*  
Volume Two





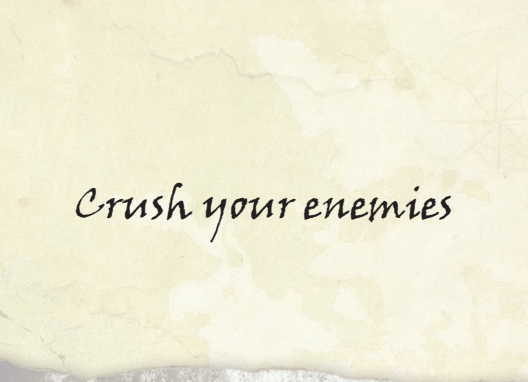
*One does not simply  
walk into...*

Target gains invisibility  
for 3 rounds



*Fire, Walk with me*

Target is affected by  
cause fear on one target  
(save applies)



*Crush your enemies*

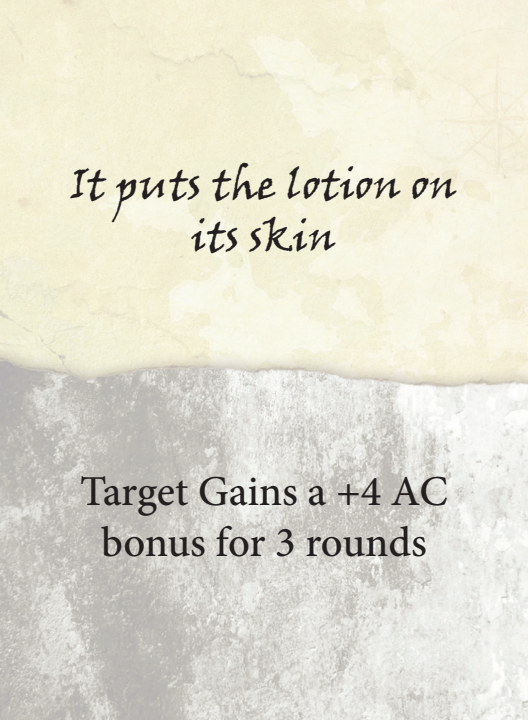
Max damage on next hit (stacks with **See them driven before you** and **Hear the lamentations of the women**--if all three cards played, all 3 affect three targets)

*See them driven  
before you*

Max damage on next hit (stacks  
with **Crush your enemies** and  
**Hear the lamentations of the  
women**--if all three cards played,  
all 3 affect three targets)


Hear the  
lamentations of the  
women

Max damage on next hit (stacks  
with **Crush your enemies** and  
**See them driven before you**--if  
all three cards played, all 3 affect  
three targets)



*It puts the lotion on  
its skin*

Target Gains a +4 AC  
bonus for 3 rounds



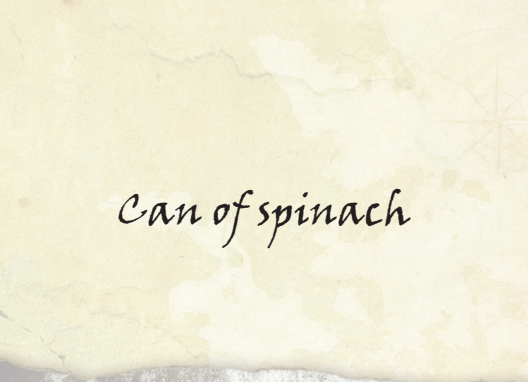
*Meep Meep!*

Target gains haste for 3  
rounds



My name is Inigo  
Montoya You killed  
my father,  
prepare to die!

Target gains heroism  
(per potion) for 3 rounds

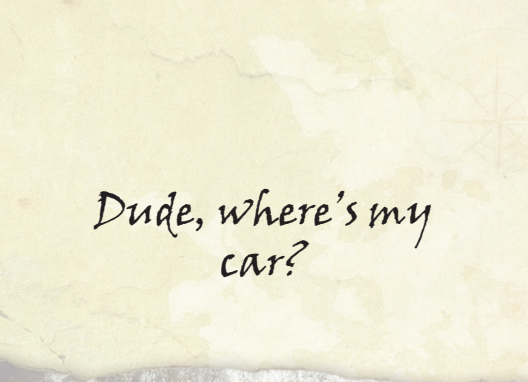


*Can of spinach*

Target gains giant  
strength (per potion) for  
3 rounds

*The holy  
hand grenade*

Target casts fireball  
(5d6) but must count to  
three (fireball is thrown  
2 rounds later)

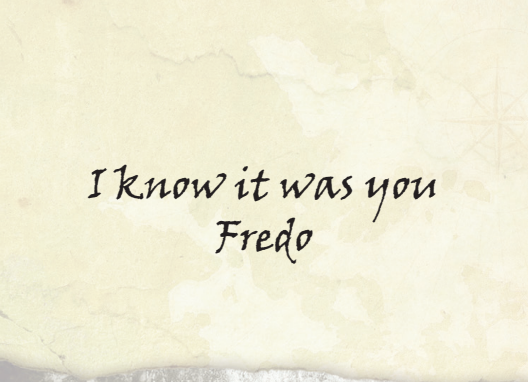


Dude, where's my  
car?

Target casts locate object

*Its not the wand,  
it's the wizard (size  
doesn't matter)*

Player character (not  
opponent) is affected by  
diminuation potion effects  
(as per potion)



*I know it was you  
Fredo*



Target teleports behind  
opponent

*I thought I was out,  
but they dragged me  
back in...*

Target casts cure serious  
wounds spell

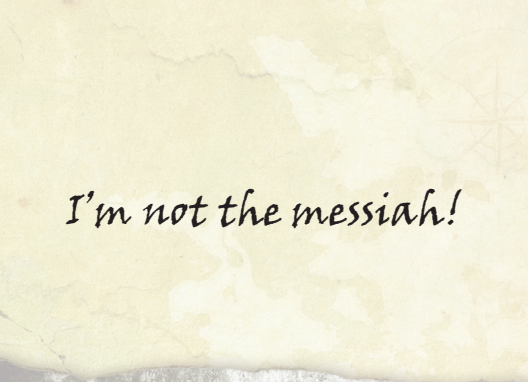
Oh, but you can't expect  
to wield supreme  
executive power just  
because some watery tart  
threw a sword at you

Target weapon is enchanted  
to +5 for 3 rounds




*Come and see the  
violence inherent in  
the system!*

Target casts bless spell



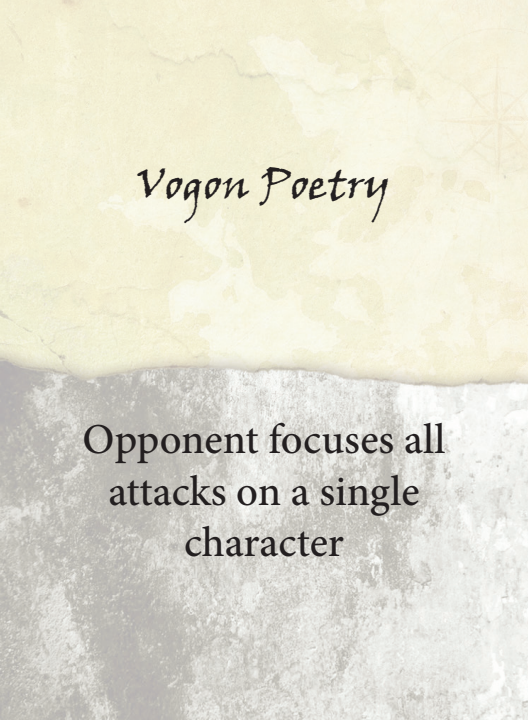
*I'm not the messiah!*

Target casts cure light  
wounds spell



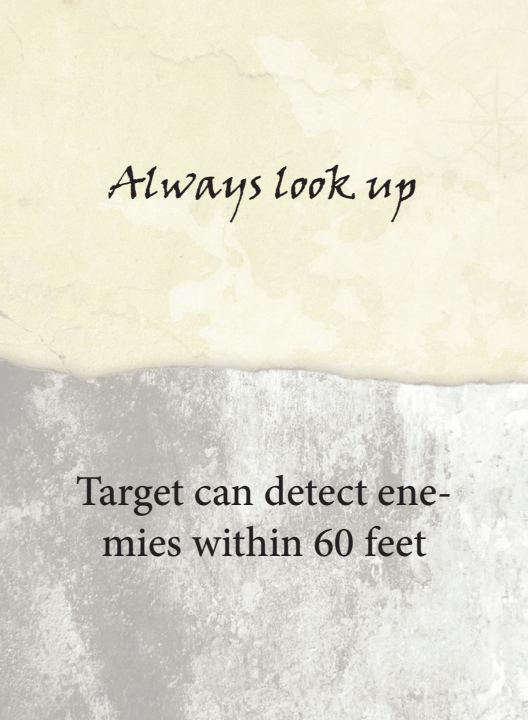
*Follow the gourd!*

Target gains one holy  
water vial



## *Vogon Poetry*

Opponent focuses all  
attacks on a single  
character

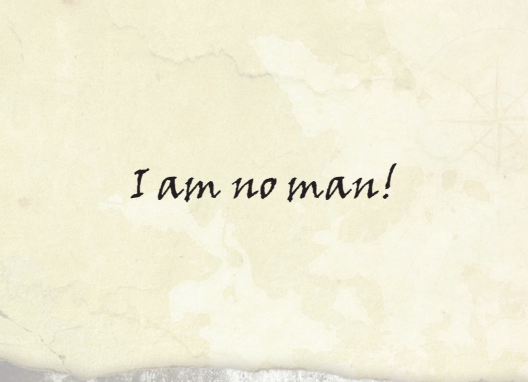


*Always look up*

Target can detect enemies within 60 feet

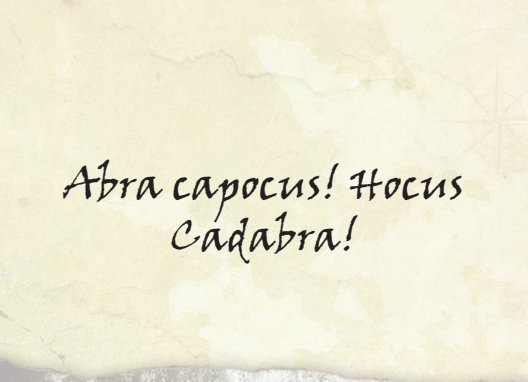
*Not at the table  
Carlos!*

Counters use of one  
magic item for one  
round



*I am no man!*

Target is affected by  
normal weapons for one  
round




*Abra capocus! Hocus  
Cadabra!*

Target is affected by  
dispel magic



*You are a very funny  
man, I kill you last*

Target casts mirror  
image

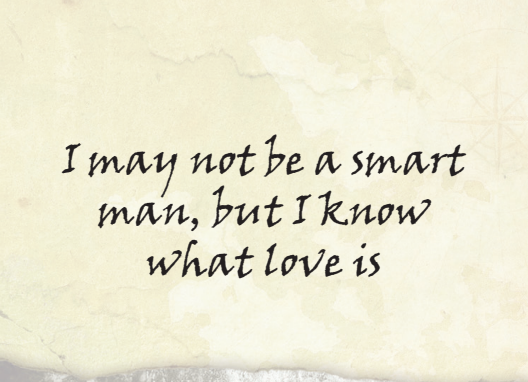


*Its Rappan Athuk,  
not Ruppin Atuk*

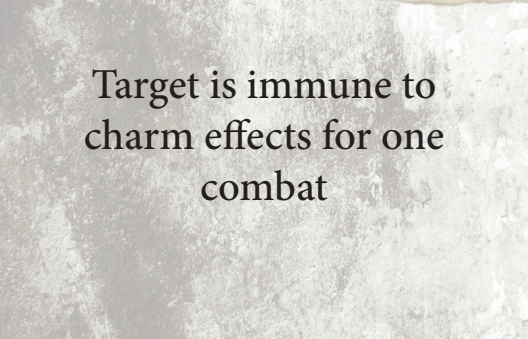
Target casts legend lore

*She turned me into a  
newt...I got better*

Target casts either: re-  
move curse, cure disease,  
dispel polymorph or  
stone to flesh



*I may not be a smart  
man, but I know  
what love is*



Target is immune to  
charm effects for one  
combat

# *ACME Products*

Indoors, half the ceiling collapses  
(randomly determined, 2d6  
damage to an area)

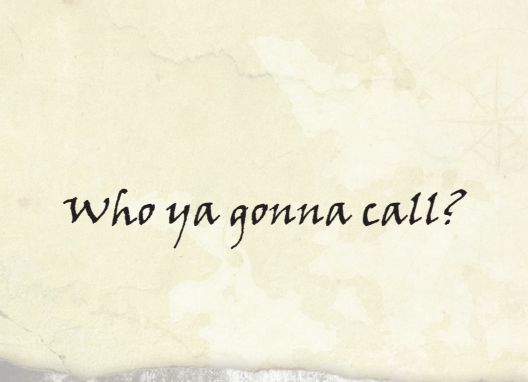
Outdoors, a 10 foot pit opens un-  
der a random target (fall causes  
1d6 damage)

*Me dad's a muggle, me  
mum's a witch...*

Target gains 1 use of a  
random wizard spell of  
level 1d4

*Come to me  
my pretty...*

Target teleports to target  
of the card (save applies)




*Who ya gonna call?*

Target can turn undead  
(for 1 round) as a 6th  
level cleric



*Neither can live  
while the other  
survives*

Choose two targets on  
opposite sides of a combat. If  
one target causes damage to  
the other, both take  
damage. This applies to dam-  
age only.



*Little Birds*

Target casts claraudience  
spell

*We wouldn't last 3  
days without her*

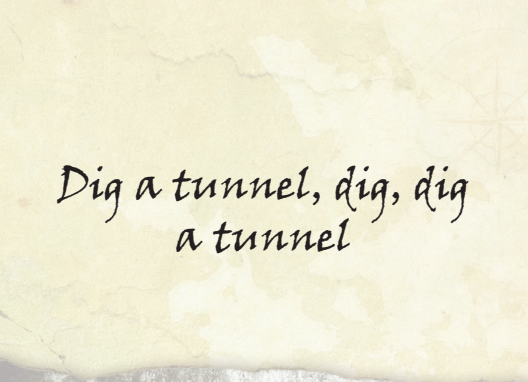
Target automatically  
succeeds on any  
knowledge related check

*This is the water, this  
is the well...*

Target is affected by a  
sleep spell  
(no HD limit)  
Save applies

*The needs of the many  
outweigh the needs of  
the few, or the one*

For one round, all  
damage taken applies to  
one friendly target



*Dig a tunnel, dig, dig  
a tunnel*

Target casts passwall  
spell

*They come mostly at  
night...mostly*

Target may hide with a  
90% chance of success

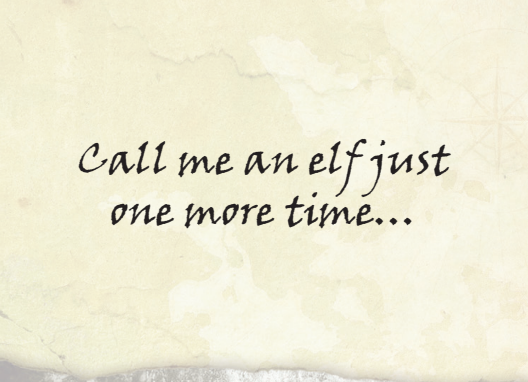
*Klaatu, Verada,  
Necktie!*

Counters one spell au-  
tomatically Summons  
1d6 skeletons that attack  
randomly




I know soemthing you  
don't know...I am  
left handed

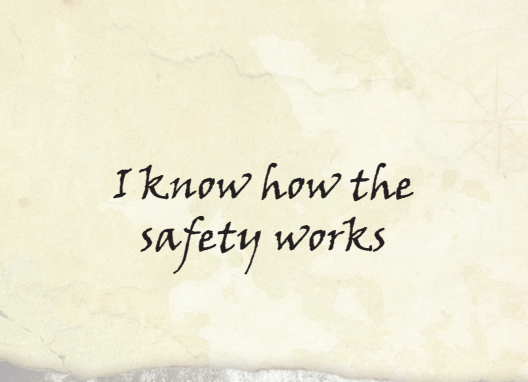
Gain +2 to hit and +2  
damage for 3 rounds



*Call me an elf just  
one more time...*



Target detects secret  
doors as an elf for 1  
game session

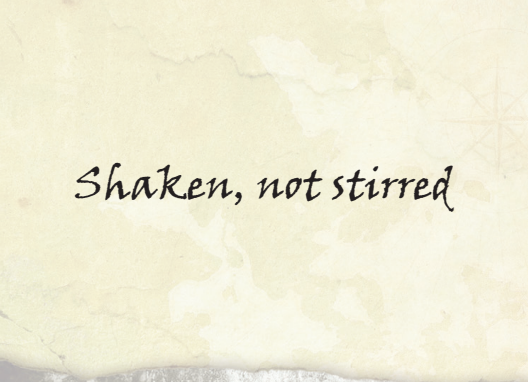


*I know how the  
safety works*

Automatically disarm  
any mechanical trap

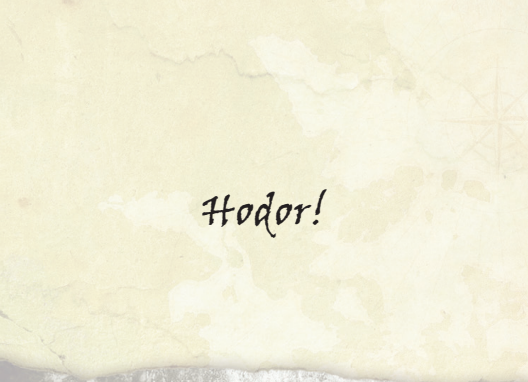
Someday, I'm gonna  
poke a sword through  
your eye

Next attack, if it hits, is  
an automatic critical hit



*Shaken, not stirred*

Target automatically  
makes one saving throw



*Hodor!*

**Target casts Hold Portal**

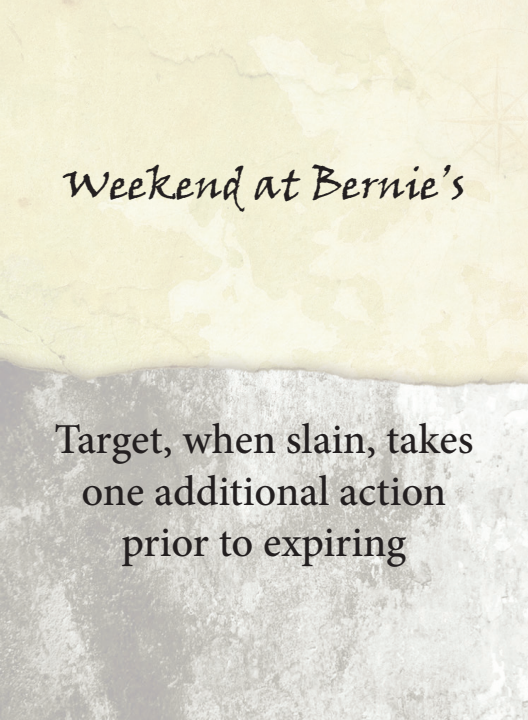
*Two minutes in  
heaven is better than  
one minute in heaven*

Target casts raise dead,  
20 round delay for effect

*Proof denies faity...*  
*QED*

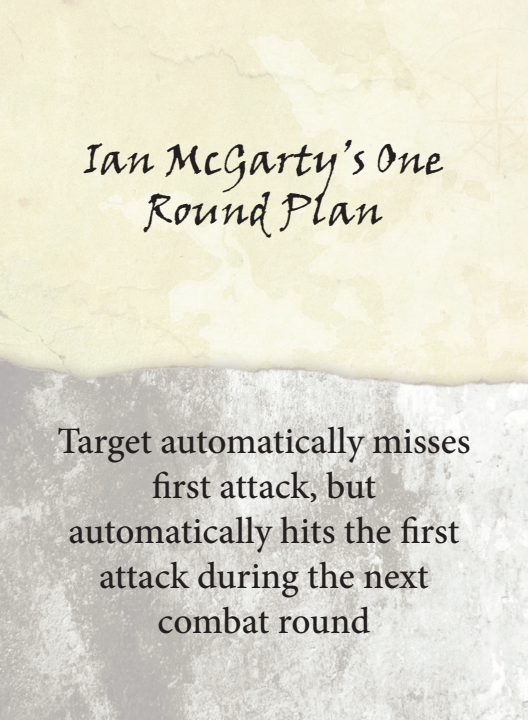
Target is immune to  
magic for 2 rounds





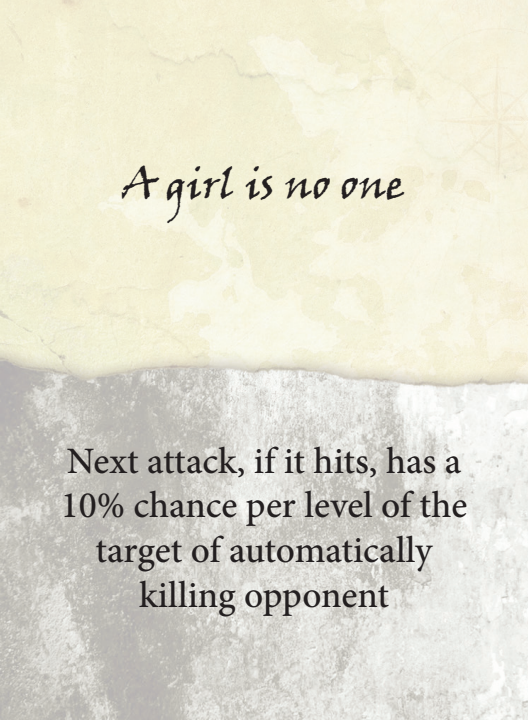
*Weekend at Bernie's*

Target, when slain, takes  
one additional action  
prior to expiring



*Ian McGarty's One  
Round Plan*

Target automatically misses  
first attack, but  
automatically hits the first  
attack during the next  
combat round



*A girl is no one*

Next attack, if it hits, has a  
10% chance per level of the  
target of automatically  
killing opponent

