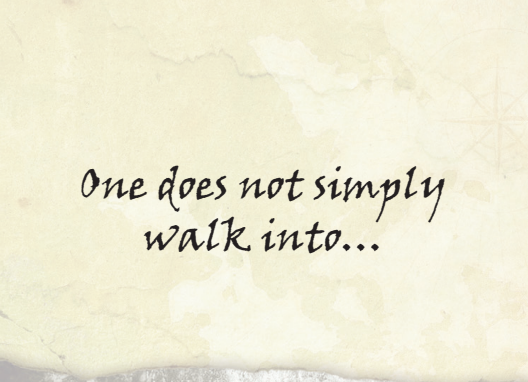


Deck of
Dirty Tricks
Volume Two





*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...*

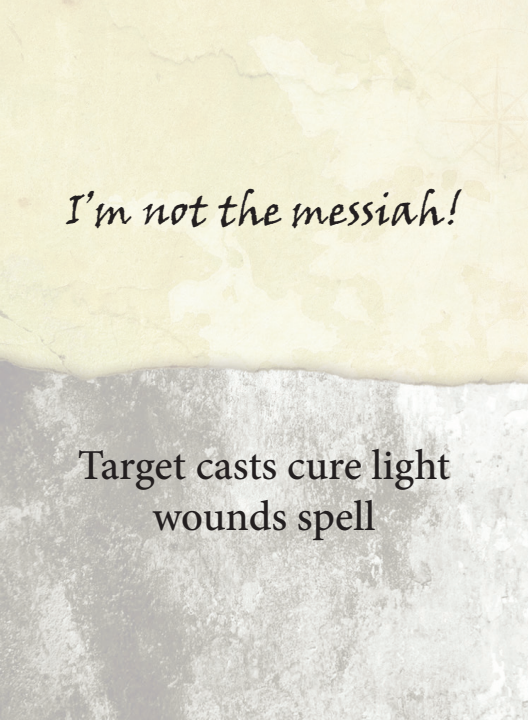
Target casts cure serious
wounds spell

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

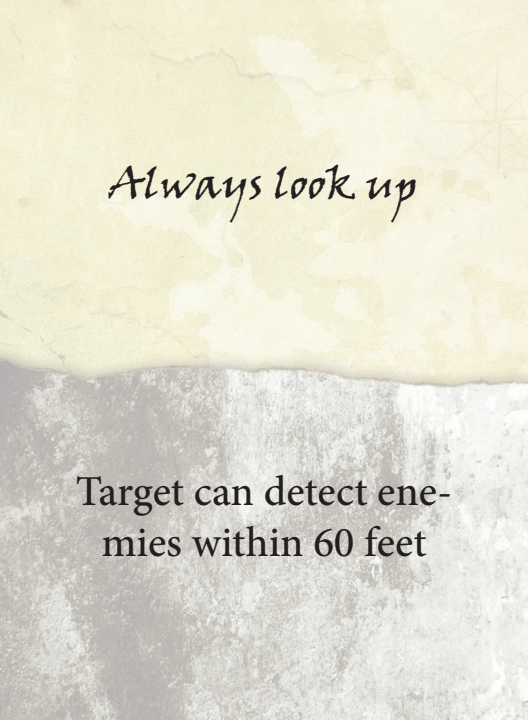


Follow the gourd!

Target gains one holy
water vial

Vogon Poetry

Opponent focuses all
attacks on a single
character

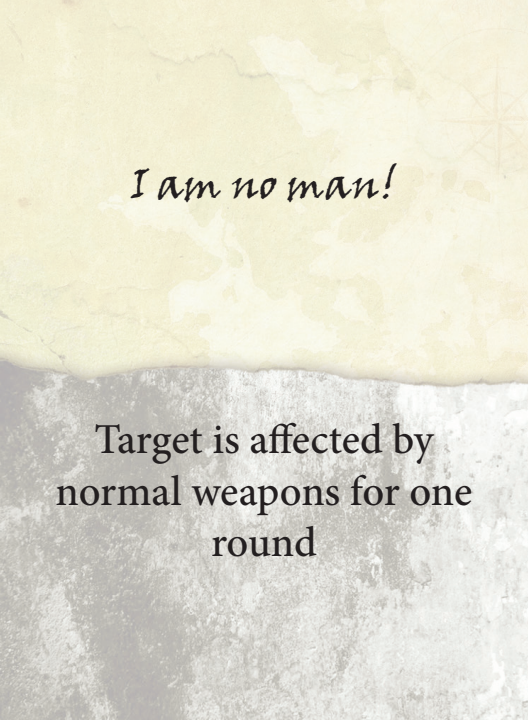


Always look up

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!*

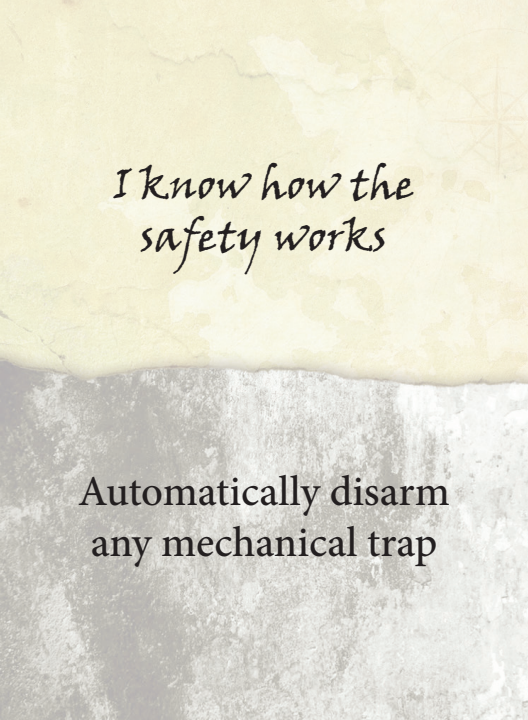
Counters one spell au-
tomatically Summons
1d6 skeletons that attack
randomly

*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

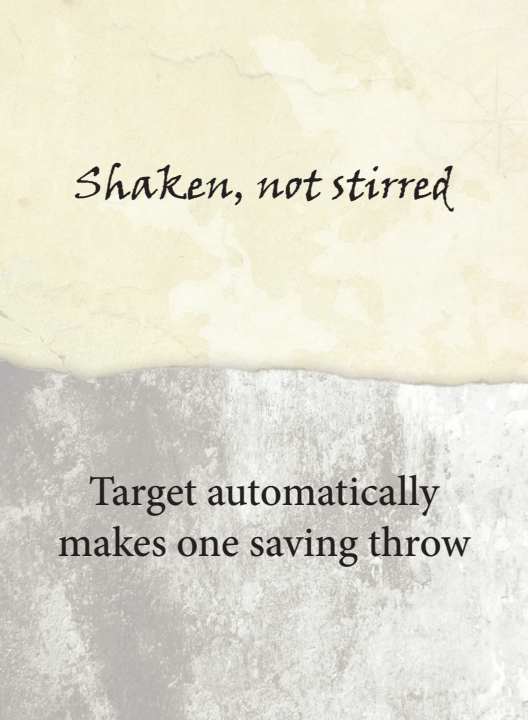


*I know how the
safety works*

Automatically disarm
any mechanical trap

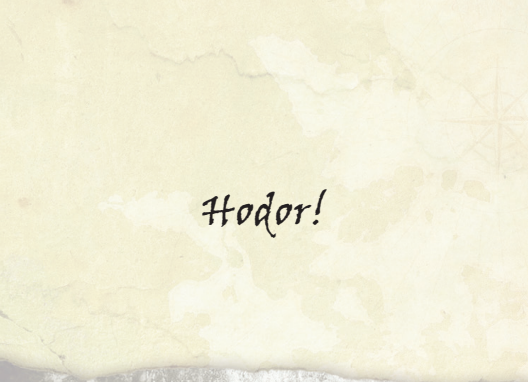
Someday, I'm gonna
poke a sword through
your eye

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

