



The Mondo Deck Of Fate

The Mondo Deck of Fate is the improved version of the standard Deck of Fate (see “Artifacts” in the SenZar source book), having some 100 possible effects. If the character is transformed into anything, he’ll generally keep all of his former stats and abilities, unless otherwise noted. All effects are permanent. However, both bad and good effects can be removed by the burning of 1 Point, by drawing the proper card from the Mondo Deck (or the normal Deck), and/or by using a well-stated 1 Primal Point Wish. Characters can “store” any cards that can be kept on their person simply by internalizing them somewhere on their form (such as by slapping the card into their forehead, where it’ll “sink” into the forehead, vanishing from sight until it’s ready to be “popped,” which requires 1 Action Phase). The Mondo Deck of Fate theoretically has a PD of 1,000,000 (though most believe that it is actually a manifestation of The Pool itself). Creators should be warned that the appearance of the Mondo Deck of Fate in any campaign typically heralds the inevitable appearance of the Eternals themselves. Use it with care.

#(d100) Card

		<u>Effect</u>
1	The Foaming Llama	The Foaming Llama appears! And it’s pissed, so it’s gonna pop 1 Point on the Character for sheer destructive damage! And if that doesn’t work, it’s gonna pop 1 more! And if that doesn’t work, then it’s gonna pop 10,000 Points on the Character, his friends, his house, his pets, his kingdom, his castle, his henchmen, and his entire world! Aieeee....
2	Voom, Voom, Voom!!!	Character has just summoned Voom, and it won’t go away until the Character kills it!
3	Eternal SPAMnation	Character’s physical form instantly transforms into a Terran meat-product. No Save. Tasty. Keep all stats.
4	I Ain’t Got No Body	Character becomes totally Immaterial (see “Creeping Death”).
5	Seal ‘Em Up!	All of Character’s exterior orifices seal over with skin. Ouch. Or, “Owwmmmmffm!”
6	Six Feet Under	Character will die of natural causes in 24 Hours. No Save.
7	Hot Projectile Vomit	Character starts doing this, and can never stop...
8	Die, Mutie, Die!	If Character is a Freak, he’s instantly reduced to his TOD.
9	The Goat	Character transforms into a goat. Keep yer stats, Billy!
10	Ah-Nold!	Character’s STR is reduced to 1.
11	Slow Children At Play	Character’s SPD is reduced to 1.
12	Spas! Spas! Spas!	Character’s DEX is reduced to 1.
13	Marathon Man	Character’s CON is reduced to 1.
14	No Control	Character’s WILL is reduced to 1.
15	The Gump	Character’s INT is reduced to 1.
16	You Suck!	Character’s PRE is reduced to 1.
17	Mr. Magoo	Character’s PER is reduced to 1.
18	Powerslave	Character’s POWER is reduced to 1.
19	Foam!	Pick a Total Manifestation of Sanity at “20.” Keep the Fate Points.
20	The Loser	All possessions are stripped from Character, then randomly Master Warped through time and space.
21	Karma Chameleon	Two Karmas (Character’s choice) just switched their values.
22	I Hate You!	Pick a Total Manifestation of Harmony (Hate) at “20.” Keep the Fate Points.
23	The Invisible Man	The Character’s physical body becomes totally, permanently invisible.
24	The Worm	Character suddenly develops a taste for moist dirt, and nothing else will satisfy.
25	I’m With Stupid	Reduces the INT of the Character nearest to card drawer to 1.
26	The Illustrated Man	Every time Character kills, a small tattoo of the victim’s buttocks appears on his body.
27	I Hate The Morning	Character becomes a Vampyr equal to his own Level.
28	Nuke ‘Em!	Randomly nukes the nearest inhabited city of more than 10,000 people with a 1 Primal Point Nuke ‘Em!
29	29 Dead Babies	Yes, 29 dead babies (of various Races) appear, stinking really badly.





#(d100) Card

Effect

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| 30 | I Love The Dead | Not a Necromancer? Perhaps Character should become one, since now he can fall in love only with those who are dead. |
| 31 | NYAAA!!! | Every word Character mutters from now on will come out sounding like this! |
| 32 | Goats, Goats, Goats! | Character gains a Karma of "20" in "Hoarder!!!" and now hoards goats! Keep the Fate Points. |
| 33 | E-I-E-I-Oh, No! | Gains the eternal enmity of all farm animals. |
| 34 | Farmer Brown's Revenge | Transforms the smartest member of Character's party (or Character, if he's alone) into a random farm animal, then automatically draws Card #33 for him... |
| 35 | Beam Me Up... | Character is beamed up, alright... right into a full convocation of The League!!! |
| 36 | Fate <i>This</i> ... | The next Fate Point Character spends does absolutely nothing! Heh. |
| 37 | Hyper-Flander | Character is attacked by a Hyper-Hasted Flander! Aieeee!!! |
| 38 | Pick A Card:-Not! | Can pick any card Character wants, as long as it's not this one, and it's below "50." |
| 39 | The Phart | Character can't help it, but has to do it, loudly, every 10 seconds from now on. |
| 40 | Ankh! Ankh! | Must utter loud pig-like noises every time Character see an ankh. |
| 41 | Typhoid Mary | Every time Character touches another sentient, he'll give them a random Disease. |
| 42 | Great Zaphod! | Character instantly grows another head on his neck; it's just like his old one, but now Character has Multiple Personalities at "20" and his new head has Smartass at "20." Keep all Fate Points. |
| 43 | If You Think It's Butter... | ...But it's not! It's Chthon! And Character has just summoned her! Aieeee... |
| 44 | The Cereal Killer | A random cereal entity (a super-Harlequin of 20th Level with 20's in all stats) will stalk Character for 1 Year and 1 Day, trying to kill him in the most heinous way possible. |
| 45 | Mr. Vibrazyne | Character transforms physically into living Vibrazyne. |
| 46 | Purify Me! | Character appears at a mass Rellian Purification ceremony... as the one being purified! |
| 47 | ...And The Mokarr He Rode In On... | Character gains the perpetual enmity of all Rellians. |
| 48 | Smay! | Character pummeled to his TOD by tons of rancid yams. |
| 49 | There Can Be Only Juan! | Juan Valdez and his Puke Mule appear at random once per Day, only to Character, making snide remarks in Druus and puking all over the place, for 1 Year and 1 Day. Make a Sanity Karma Check every time they are seen. If failed, Sanity manifests totally until they are seen again! |
| 50 | Valayan Blast Me! | Character gets popped by a Valayan Blaster, and it's on setting 10! |
| 51 | Aww, Sh\$#!!! | Character can instantly transform any single mortal victim into Sh\$#, once and once only, with No Save. Can keep card until used. |
| 52 | Grin'N Bear It | Transforms the Character into a Silestion. Gains all Racial Stuff, keeps all old. Too bad the new "Honor Crest" is that of a slightly demented, blood-splattered Smiley Face. In bright yellow, too. With "Warhawk Sucks" inscribed on it in High Silesian. |
| 53 | I'll Stay Here In The Tent... | Allows Character to totally ignore the damage and harmful effects from any single future combat, but still gets full XP and/or Fate Points as if he were really there! |
| 54 | Donkey Hotey | The next windmill Character defeats in personal combat will automatically Rank him. Too bad the windmill will fight as if it were a Black Dragon. |
| 55 | The Midas Touch | Anything that the Character touched will instantly and permanently transform into 1 Ingot of Gold. Even the Character. |
| 56 | Rad-Man | Character becomes totally immune to all hardcore radiation. |
| 57 | Killer Krabs | These artificial Killer Crab (with a "K") Golems act as do Killer Crabs, but they're the Character's to control. Roll 1d100 to determine the number of your new friends. |





#(d100) Card

58	Spidey-Widey	Character can now kill any mortal Arachnoid and/or spider by sight, 1 per Action Phase. Naturally, Character gains the perpetual enmity of all arachnidae.
59	Captain Video	Character naturally maxes-out all rolls to any contest involving video games. Not too handy on a low-tech, magick-heavy world, but you never know...
60	Johnny Lotus-Seed	Gains the power to instantly transmute any normal plant into black lotus.
61	Scarface	Character always tells the truth, even when he lies. This pact makes the Character tell nothing but the truth, but causes all those who hear him to think that he's lying through his teeth.
62	Little Pig, Little Pig	If Character chooses to "huff and puff" at a building, the Creator must roll a d4. A "1" means that the building transformed into mud; "2" means that it turned into straw; "3" means it turned into bricks; and "4" means that it just totally blew away.
63	Pleh! Pleh!	Character's just been cursed to say everything backwards!
64	Anna's Grams	PenisenyygurgleourfetussyouhitIt!youofotolf,o' [Solve it with no help for 1 Point...]
65	It all Depends...	A random Contact of Character suddenly becomes totally incontinent!
66	These are words with a "D" this time...	Character suddenly, randomly, can say nothing but words that start with a "D!"
67	Global Thermonuclear Diarrhea	Sure, it's only a game...isn't it? (No, it isn't: When Character chooses to pop this card, he'll cause the 100 largest cities on his current planet to be bombarded with megatons of hot, squishy, rancid, foul, smelly farm animal diarrhea.)
68	I'm Sorry, Dave...	Character can instantly, totally, and completely refuse any magickal pact made on him.
69	Pass The Buck	Instantly blame someone else for something that everyone else thinks or knows that the Character did! And everyone else will believe it!
70	The Hoarder!!!	Pop this single-use card the next time your group is dividing up loot, and the Character suddenly, mysteriously gets it all! And no one but Immortals will know what's just happened!
71	The Easter Bunny	Character suddenly sprouts a pair of pink, floppy bunny ears. They can, however, launch forth a 1 Point Primal Bunny Blast 1 time per Day. They will vanish, to be replaced by real, powerless pink bunny ears, after 1 Year and 1 Day.
72	Use The Farce...	By the sheer power of comedy, Character can render any single deadly encounter unto a farcical parody of all things sane, instantly transforming all the mortalBad Guys into faulty, hopelessly inept, all stats "1" and all Levels "gone" versions of their former selves. This card is single-use.
73	I'm So Special	Gain any single Special Power of Character's choice, for free.
74	The Balooob	This summons the Balooob, the evil giant purple dinosaur, who will totally smash, rend, and devour any single item or mortal or non-Artifact thingie of the Character's choice, sing everyone a happy yet totally mindless song, then leave. This card empowers the Character with the ability to summon the Balooob 3 times only.
75	Could We Start Again?	Gain any single Profession instantly, and for free! Starts at 1st Level.
76	Mr. Mod	Gain 10 Mods to distribute as Character sees fit.
77	Join Us!	Any single magick item in Character's possession of his choice will "merge" with him, granting him its complete powers and abilities. This does not take up a Power Foci. All powers are totally Polarized, and may be selected at will.
78	The Banana Peel	This single-use card will cause any creature or being (no matter how much Primal it has!) to fall down comically, with No Save. The victim will lose his next Action Phase, slipping and sliding around in total chaos.
79	The Eightfold Path	Pop this single-use card to instantly defy any single pathway of the Eightfold Path! Collect 8 of them and really have some fun!
80	Get Out Of Jail	This card allows Character to transport magickally to freedom, once, no matter how imprisoned he is. Destination, of course, is The Pool.





#(d100) Card

Effect

81	Pump You Up	Character's STR zooms up to 20.
82	Mr. Speed	Character's SPD zooms up to 20.
83	The Joy Of Dex	Character's DEX zooms up to 20.
84	Endurance Is The Word	Character's CON zooms up to 20.
85	By Thy Will	Character's WILL zooms up to 20.
86	Einstein's Smarter Brother	Character's INT zooms up to 20.
87	Who's The Man?	Character's PRE zooms up to 20.
88	I Can See Clearly Now	Character's PER zooms up to 20.
89	POWER!	Character's POWER zooms up to 100.
90	The Man With Two Brains	Character permanently gains the power of "Hemispheres." Casting only 1 spell will cost normal, while casting 2 will cost 2X for both.
91	Mr. Quick	Character permanently gains an extra Action Phase!
92	The Joke's On Ewe	This single-use card will transform any single mortal opponent into a totally inoffensive, totally normal female sheep, with No Save. The former Baa-aad Guy now can do nothing except munch on grass and back up to stumps!
93	We Are The Champions	When this single-use card is popped, the Character suddenly fights as if he were a 100th Level VoidSpawn/Luckster/Talisman, with all stats of 100, and with all powers and combat abilities, until the fight is over.
94	You Got It Goin' On!	In a large-ass way, too, for the Character has just increased his PRE to 20, gained 3 new cool 20th Level Connections, gained 1,000,000 Stars worth of Random Loot, and suddenly has become High/Royal. For free!!!
95	Voom, Voom, Voom!	Voom appears, but this time it's under Character's complete control for 24 Hours...
96	The Foaming Llama!	The Foaming Llama appears, and it'll grant the Character any single non-Artifact item desired! Make it hold up to 10 slots!
97	Throwback	Toss back any single card picked. One only, please.
98	The Joker	Character just got a Point!
99	Pick A Card!	Pick any card, except for #100.
100	Let's Do The Twist	Character just picked a Silver Twist from the deck. Roll 4d10 (1 - 9,999) to determine the amount of Primal within. Of course, the Character is still gonna have to claim it before a full convocation of The League, and they might just make him draw again from The Deck one time for each point of primal that he's just claimed...

