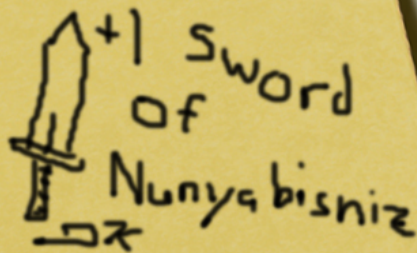


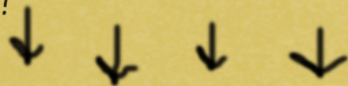
NOPE!

Nothing to  
see here

You want  
magic items?  
Well here's  
one for  
you!



Alright, we promised. Here's  
the magic item gaurunteed to  
add a touch of chaos to your  
game!



## DECK OF MANY THINGS

*Wondrous item, legendary*

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only thirteen cards, but the rest have twenty-two.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). 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.

Playing Card	Card
Ace of diamonds	Vizier*
King of diamonds	Sun
Queen of diamonds	Moon
Jack of diamonds	Star
Two of diamonds	Comet*
Ace of hearts	The Fates*
King of hearts	Throne
Queen of hearts	Key
Jack of hearts	Knight
Two of hearts	Gem*
Ace of clubs	Talons*
King of clubs	The Void
Queen of clubs	Flames
Jack of clubs	Skull
Two of clubs	Idiot*
Ace of spades	Donjon*
King of spades	Ruin
Queen of spades	Euryale
Jack of spades	Rogue
Two of spades	Balance*
Joker (with TM)	Fool*
Joker (without TM)	Jester

\*Found only in a deck with twenty-two cards

**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

## A QUESTION OF ENMITY

Two of the cards in a *deck of many things* can earn a character the enmity of another being. With the Flames card, the enmity is overt. The character should experience the devil's malevolent efforts on multiple occasions. Seeking out the fiend should not be a simple task, and the adventurer should clash with the devil's allies and followers a few times before being able to confront the devil itself.

In the case of the Rogue card, the enmity is secret and should come from someone thought to be a friend or an ally. As Dungeon Master, you should wait for a dramatically appropriate moment to reveal this enmity, leaving the adventurer guessing who is likely to become a betrayer.



