

Deck of
Dirty Tricks
Volume Three



*Why you try to bury
me in the cold, cold
ground?*

Target casts raise dead

*Watch me pull a
rabbit out of my hat!*

Target casts animal
summoning 3

*Charm of making
(anal nathrak,
uthvas bethud)*

Target casts obscuring
mist spell

*Don't forget to take
your towel!*

Target is hit by 2d6
stones for 1 point of
damage each

*Love your neighbor as
yourself*

Target is not attacked by
opponents unless they
are the last one standing

*Castles don't have
phones*

Target casts
sanctuary spell

*Grandma, what big
teeth you have*

Target casts
charm monster

*Let's do the time
warp again!*

Target gets an extra
action this round

*If it wasn't for you
meddling kids...*

Target has true sight for
3 rounds

*Screw you guys, I'm
going home*

Restarts encounter-
all items/cards/spells
used are still gone

God Dammit Zach!

Summons Ernesto Verde, a 4th Level Ranger with a club +2/+4 vs. reptiles who travels with and assist the party for one game session

*There is no try,
do or do not*

Next non-combat action
automatically succeeds

*Honey badger
don't care*

Target is immune to
damage for one round

Hit the road Jack

Target retreats
(double move)
for 1 round

*Be excellent
to one another*

Parley attempts are at
+25% chance of success
for one encounter

*Bring us...
a shrubbery!*

Target casts speak
with plants

*Out of the frying pan
and into the fire*

Target becomes unlucky
(-1 on all rolls)
for ten rounds

*Life is like a box of
chocolates*

Target is affected by
random potion effect

*Lt. Dan did not
believe in God, but
then God showed up*

Target casts control
weather

*Toto, I don't think
we're in
Kansas anymore*

Small but vicious dog
joins party for the
duration of the game
session (1HD)



*Fishsticks
and Custard*

Target casts create
food spell

*Do you still
have your bat?*

Target casts
mending spell



*The Last of the
Mohicans*

Automatically pass any
wilderness related
checks related to travel/
foraging/getting lost
for one day

What's up Doc?

Target affected by
confusion spell
for 1 round

One must not tell lies

Target casts
Detect Lies spell

Nailed it!

Target cannot move
for 1 round

*The Lord of Light is
with us*

All fire saves are at -4 and
fire damage is at +1/die for
1 round. Anything killed by
fire this round is destroyed
and turned to ashes

Winter is coming

All cold saves are at -4 and cold damage is at +1/die for one round. Anything killed by cold turns into a zombie that attacks randomly

*You wouldn't like me
when I'm angry*

Target gains basic ranger
abilities for one day
(increased damage against
certain opponents, tracking
ability, etc.)

*I'm the greatest
botanist
on this planet*

Target gains basic druidic abilities to identify plants and animals and move through terrain without penalty for 1 day

*Pants are an illusion,
and so is death*

Target casts feign
death spell

*Some people just
want to watch the
world burn*

All Combatants take 3
actions this round
(alternating turns)

I'm a pickle Morty!

Target casts polymorph
self spell

*I flinched when I
should have scurried*

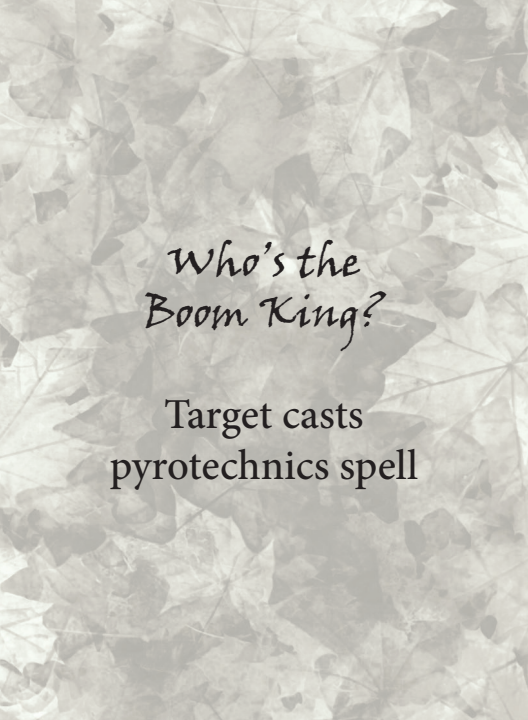
Target cannot move for
1 round, but gains a
+4 AC bonus

*Let's Make new
friends*

Target casts
insect plague

*I used to be an
adventurer, before I
took an arrow
to the knee*

Summons a 1st level
fighter named Bob. Bob has a
spear, short sword and wears
chainmail. He remains for 1
game session or until killed.




*Who's the
Boom King?*

Target casts
pyrotechnics spell

*What have the
Romans
ever done for us?*

Target casts create water
or purify water spell



Lighten up Francis

Target casts
Faerie Fire spell

*I picked a bad day to
stop sniffing glue*

Target casts fly spell

*You're gonna shoot
your eye out*

Missile attack blinds
opponent for 2 rounds


*Where is my space
modulator?
That creature has
stolen it!*

**Pick any target's pocket;
automatic success**



Bond, James Bond

Target casts protection
from normal missiles



Red Sea Pedestrian

Target casts lower water

*This one time,
at band camp...*

Repeat one action taken
this round (new roll, if
applicable, applies)

*Always look on the
bright side of life*

Discard card, players
draws two additional
cards from the deck

*You're hot
then you're cold,
you're yes
then you're no...*

Target casts Control
Temperature 10' radius

*No one has used this
spell since 1978*

Target casts massmorph

I'm Mr. Heat Miser...

Target casts produce
flame

*The long and
winding road*

All travel counts as
“road” for one day

*The power of Christ
compels you!*

Target can walk on water
for 10 rounds

*Never go in the
tall grass*

Party gains an extra 5
miles of travel for
one day

