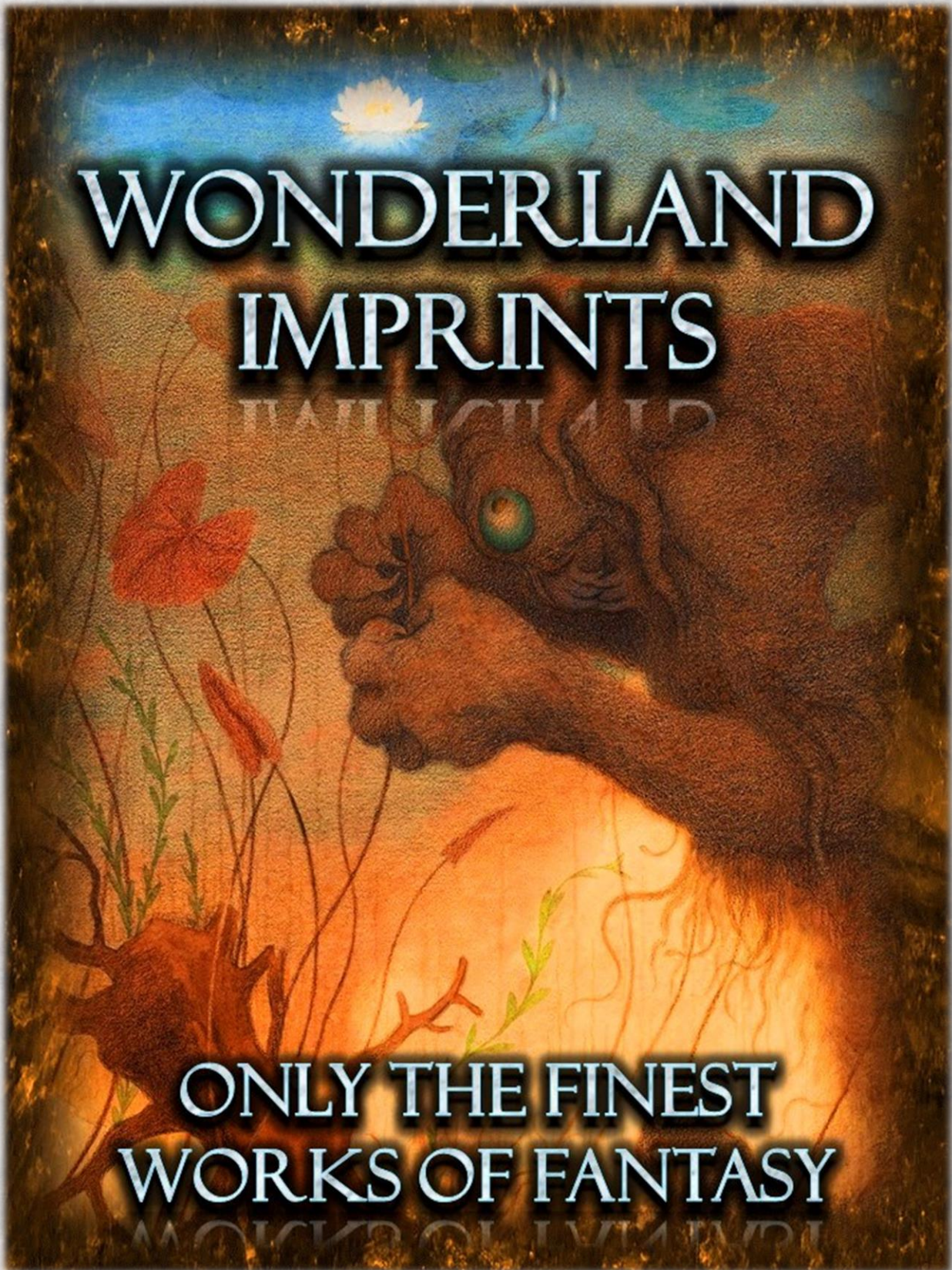


A painting depicting a central figure, a man in a blue robe and a hat with a large feather, holding a staff. He is surrounded by several other figures in a dramatic, dark setting. One figure in the foreground is wearing a blue dress and a floral headpiece, looking up at the man. Another figure in the foreground is wearing a purple dress and a floral headpiece, looking down. The background is dark and atmospheric, with a blue glow behind the man's head. The overall style is reminiscent of classical or romantic era painting.

KENT DAVID KELLY

THE OLDSKULL
DECK OF
STRANGEST
THINGS



CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT

TAR1

THE OLDSKULL DECK OF STRANGEST THINGS

BY

KENT DAVID KELLY

(DARKSERAPHIM)

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~

OSR



What's that you say? You want more? Of all the Game Masters in all the worlds, all of them I must cater to and care for, you think that you — most especially of All — are worthy of more, and more, and MORE?

Clawed fingers, tapping atop the arm of an ancient wooden chair, its underworld frieze carved to appear as a struggling pile of burdened figures

Hmm. Very well.

From the dais, he picks up an ancient leathery tome, paging through, licking claw-tips with his forked tongue flick-flicking through razor fangs, then proceeds to the place of the second bookmark with a grin

Yes, this half of the book is hollow. What? No. No, I will not barter. Is that mithril? I ... no! Enough of that. Let me lift these out here. Hmm, yes. Pretty, pretty. I do believe that some of these will suit you. Now, my sweet mortal princeling, how would you like to peruse the most powerful of all Darkseraphim's magic items from beneath the Castle, the Tarot of the Unnamable One, the ever-vaunted Oldskull Deck of Strangest Things?

Indeed. Quite. That is what I thought you would say. But how can you ever know if your friends will truly care for this perspicaciously pilfered pile of little lovely ivory plaques, my love, if you don't try before you pry?

Oh no, please and no thank you. After you. No, I insist.

There you are. Pick a card. Any card. Oh, and do mind which position you place them in before you turn them over, they tend to have slightly differing soul effects based on their angle in respect to your ever-wandering eye ...

* * * * *

(The Oldskull Deck of Strangest Things is the major magical item from my own OSR campaign. It may remind you a bit of the Tarot, or a Gygaxian deck of cards. So what does it do? You'll find that my item has several hundred different effects, all detailed hereafter, necessitating the size of this gaming supplement. It gives the bravest Player Characters the challenges of their lives (defeating the ploys of arch-devils, fighting angels of death). It sets unusual epic adventure hooks (rescuing an imprisoned ally, inheriting a haunted castle to claim your birthright). It causes exclamations of joy, and terror, both. It keeps your players

coming back for more. The tension, excitement and stakes at your table will never be higher than when the Oldskull Deck hits your game! The results herein are somewhat balanced by experience level, so this item is suitable for any campaign, for PC experience levels 1 to 20. And why only somewhat? Because it wouldn't be the best magic item of all time if it was perfectly balanced! There need to be grave stakes, and majestic rewards at hand. Why risk everything for something run-of-the-mill? No. We're going all in. Read on, decide where you want to place the deck in your own world, and change your campaign for the better ... forever.)

* * * * *

Did you hear something? Hmm. Odd, that. I think you heard it too. Most Fate Seekers do not smile before they turn the first of cards. But you are a capricious and a sly one, aren't you?

Yes. I like that.

Now draw your card, then begone. I've things to do. There's a dimensional uprising on level 9 sub-C and the Svartalfar are threatening the Deep Ones with total spider goddess Armageddon if I don't get down there soon and make things worse, in my own very special way.

What? No. You've given me a platinum piece, it's yours. Believe me, I want no more of it. Take it from my sight, a moment after you draw and know your Fate.

For this is the secret lore of Groohlz-Drahka. All hail Groohlz-Drahka the Immortal Troll King, the Ever-Replenishing Jester, Devourer of Maiden Flesh. Behold the reflections of the Un-Gods, the plaques of destinies, the cards of life and death. Shuffle, if you like. I hear it makes a difference ... sometimes.

Salute me not, mortal. Though you may laugh.

INTRODUCTION

One of the most coveted arcane items in all of the World of Oldskull is the Bewildering and Ever-Pilfered Mad Tarot of Groohlz-Drakha, known too (in whispered tavern tales) as the Oldskull Deck of Strangest Things. At its essence, “The Deck” is a curious form of occult grimoire: a loose collection of painted ivory plaques, each of which attenuates an immortal planar power via the focus of a “card” (a specific ivory plaque). The deck is somewhat reminiscent of other enchanted card decks (the Unalterable Fate, the Many Things, etc.) of weaker power, yet similar nature. The Oldskull Deck supersedes them all.

(Ask me about the Minor Arcana sometime. There are dozens more cards to be had out there!)

The deck was created many thousands of years ago by the Gods of the Cosmic Balance (neutrality), to ensure that only the worth few heroes and heroines who are deserving of demigod-hood would ever attain their own immortality. Their messenger is Herne, Master of the Wild Hunt. And the Mad God is the exile from their enigmatic cause.

The many vainglorious and unworthy mortals who dare to tempt the Fates too far will almost always meet their end due to the deck’s dark temptation and eldritch manipulations of free will. Sages and victims of the deck insist that the Oldskull Deck is a tool of chaos, but this is not so: the deck creates villains and destroys heroes, but it also turns Lords of Chaos into Champions of Law as well.

Its secret origin is that it was created before the age of the lost lands of Pegana, by the daydreaming (but not yet hibernating) primordial god of magic and substantiation, Mana-Yood-Sushai. When Mana fell asleep, the deck literally became the plaything of the lesser gods of Fate. These immortal creatures duplicated the deck hundreds of times over the next several thousands of years, and the few decks which remain today are relics from that ageless time of mystique and malediction. It is rumored that no new decks can now be made; it is a creation beyond mortal ken.

The tremendous power of any one given card in the Oldskull Deck is unleashed into the body, soul, and mind of the person who dares to draw that card from the larger deck. The card-drawer is always a bold individual possessed far more by greed than by sagacity, a lucky fool named by some as the “Fate Seeker,” and by others as the “Questioner.”

In other words, you swipe the deck, you draw the cards, and then very good and very bad things begin to happen to you. If you're feeling exceedingly lucky and the deck has not yet vanished, you might (depending on the rules of the individual cards) have the option to draw again ... probably not, but maybe. Usually, the deck will disappear after the Fate Seeker interacts with it once. In practice, the deck's machinations are actually fairly simple and very fun, until you get yourself killed, or soul crushed, or ensnared by some eldritch power that forever imprisons you beneath the earth. Sucking up such "unfair" random results is part and parcel in choosing to have your Player Character interact with the deck. Your GM will certainly warn you of that, and may even speak the words of power: NO TEARS. It's all the luck of the draw.

The Deck of Strangest Things is similar to the many other lesser decks which are found throughout the enchanted realms, with two key distinctions: [1] The 22 Major Arcana of the Deck of Strangest Things have both Ordered and Inverted powers, meaning each card is potentially good and bad; and, [2] The effects of each card can vary wildly based on the Fate Seeker's class, level, or alignment. In all, there are scores of effects, and hundreds of varying tiers of intensity.

That's a lot to think about. It sounds treacherous. Will your players dare to draw the cards for their Player Characters? It would be very, very dangerous for them to do so.

Hahaha. Who are we kidding? Of course they will!

* * * * *

The purposes of this supplement are as follows:

[1] To make a new tarot deck magic item for old school FRPGs, which surpasses the complexity and quality of all others, while retaining the original Gygaxian spirit of the earliest masterpiece.

[2] To clarify generally vague abilities and effects, and to provide solid rules for each effect, so that we might (hopefully) preserve the Game Master's sanity when it's argument time.

[3] To balance the item for all players and all experience levels, so that the item can be found in any treasure trove from level 1 on up and not be an "insta-kill" waiting to happen. (But it's still exceedingly dangerous.)

[4] To provide deeper mythology to each of the cards, tying The Deck more strongly to the medieval and Renaissance-era Tarot of the real world.

[5] And, to create a graphically beautiful set that can be printed and used in play.



SORTING AND PREPARING THE OLDSKULL DECK

To use the deck in your campaign, you just need to decide that the item will appear in your game world. You don't need to randomly roll on treasure tables, endlessly praying for the thing to finally appear; you're the Game Master. Drop it into your game and go.

Then, you need to place the deck. I recommend that you always place the deck in the treasure trove of a powerful monster that might, or might not, be encountered by the Player Characters fairly soon. As examples, you might want to place it in the trove of the strongest monster in the dungeon that the PCs are currently exploring; or in a sealed crypt in a ruin on the surface, guarded by a wraith (or whatever other undead monster will give the PCs a challenge); in a dragon's lair; or so forth. (In a mega-dungeon, it goes in that huge special room you designed with no real idea of its purpose ... it's on a dais there, with a ray of light shining down on it.) Choose a place that's tempting, and certainly no pushover. Interaction with the deck must be earned.

Once you have a lair or other place in mind, you should next decide on whether you want the PCs to discover the Lesser Deck, or the Greater Deck. These 22 primary cards are known as the Major Arcana. (The Minor Arcana will be the subject of other tomes in this series, if there is interest.) The Lesser Deck has 13 random cards drawn from the full set of 22, while the Greater Deck features all 22 cards. The difference in power between these decks is largely illusory; both are very powerful, with many boons and curses that the PCs might soon experience. Being pragmatic, I will say that the Lesser Deck is more predictable (and you can prepare and plan for the results better), while the Greater Deck is wildly random and will certainly surprise both the players and the GM.

If you want to introduce the Lesser Deck in play, I recommend that you determine the 13 cards which appear (and the 9 cards which do not appear) randomly. You can certainly — against my advice — choose the cards you want to appear, but if you do so make sure that you aren't cherry picking things with the players' anguish in mind. In other words: Don't just introduce a loaded deck, against their classes, alignment, etc. to screw over your players. Play fair,

because things will become very unfair the moment a negative card reading hits the table.

To determine the 13 cards in a Lesser Deck, you can roll 1D100 and consult the following table. If you roll the card, it is present; if you don't roll the card, it's not yet there. Make a list. Continue until you have 13 randomly chosen cards. (Consider too, the Oldskull Deck has cards that are both good and bad, depending on if they are Ordered (right side up) or Inverted (upside down) when drawn; there are no "I win" cards and no "You lose" cards. But some cards are more powerful and game-disrupting than others. Temperance is fairly simple, while Judgment can bring madness.)

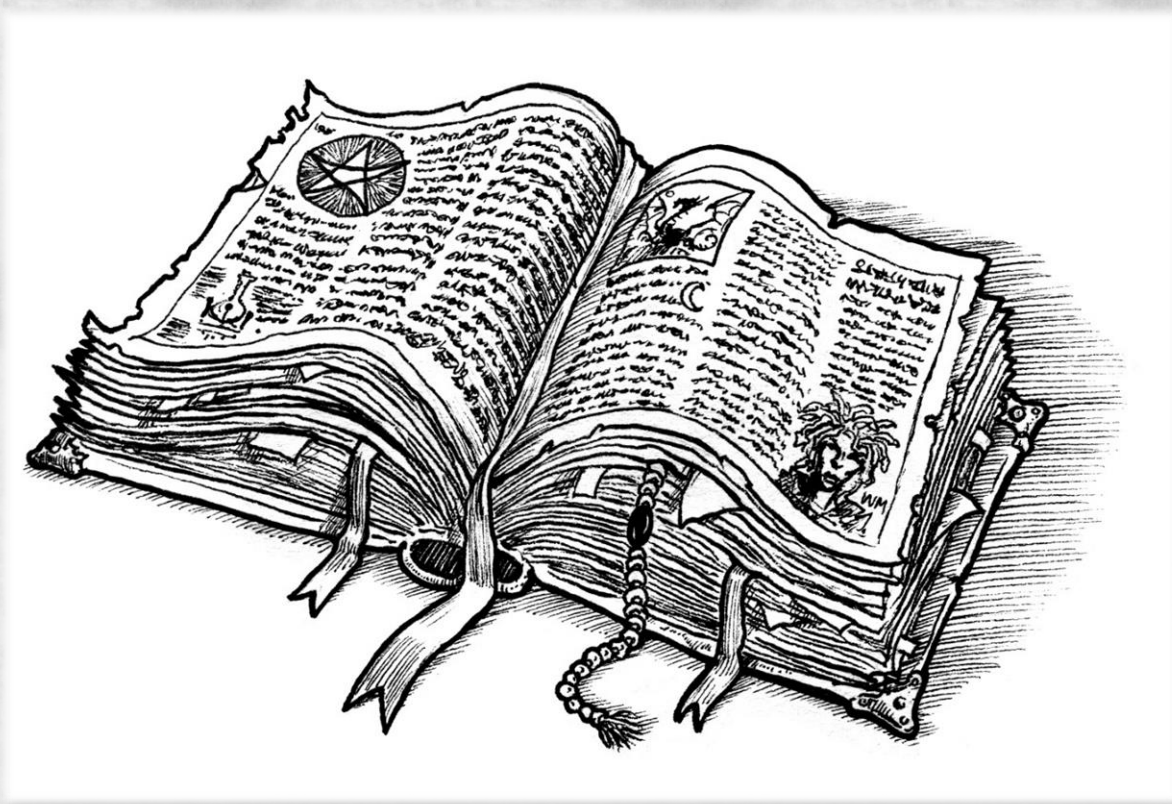
If you roll a card that is already present, do not put two copies of that card in the Lesser Deck; instead, read down the table from your result until you get to the next card that is not yet in the deck, and use that one. For example, if you roll Strength and you already have Strength, then add the next card instead, which is the Maiden Crone. See the results below for guidance. Or, if you love rolling dice, you can just keep rolling until you get a non-duplicate result ... but before you get 13 random cards, you will likely be rolling quite a lot.

RANDOM SELECTION OF THE CARDS IN THE LESSER DECK		
D100 Roll	Card (Major Arcana)	If The Rolled Card is Already in the Deck, as an Alternate Consider ...
01 to 04	The Fool (0)	<ul style="list-style-type: none"> ➤ [1st Alternate] The Archmagus (I), then ➤ [2nd Alternate] The Hierophanta (II)
05 to 08	The Archmagus (I)	<ul style="list-style-type: none"> ➤ [1st Alternate] The Hierophanta (II), then ➤ [2nd Alternate] The Imperatrix (III)
09 to 12	The Hierophanta (II)	<ul style="list-style-type: none"> ➤ [1st Alternate] The Imperatrix (III), then ➤ [2nd Alternate] The Emperor (IV)
13 to 16	The Imperatrix (III)	<ul style="list-style-type: none"> ➤ [1st Alternate] The Emperor (IV), then ➤ [2nd Alternate] The Hierophant (V)
17 to 20	The Emperor (IV)	<ul style="list-style-type: none"> ➤ [1st Alternate] The Hierophant (V), then

		➤ [2nd Alternate] The Adorers (VI)
21 to 24	The Hierophant (V)	➤ [1st Alternate] The Adorers (VI), then ➤ [2nd Alternate] The Chariot (VII)
25 to 28	The Adorers (VI)	➤ [1st Alternate] The Chariot (VII), then ➤ [2nd Alternate] Strength (VIII)
29 to 32	The Chariot (VII)	➤ [1st Alternate] Strength (VIII), then ➤ [2nd Alternate] The Maiden Crone (IX)
33 to 36	Strength (VIII)	➤ [1st Alternate] The Maiden Crone (IX), then ➤ [2nd Alternate] Chaos (X)
37 to 40	The Maiden Crone (IX)	➤ [1st Alternate] Chaos (X), then ➤ [2nd Alternate] Law (XI)
41 to 44	Chaos (X)	➤ [1st Alternate] Law (XI), then ➤ [2nd Alternate] The Mad God (XII)
45 to 48	Law (XI)	➤ [1st Alternate] The Mad God (XII), then ➤ [2nd Alternate] Death (XIII)
49 to 52	The Mad God (XII)	➤ [1st Alternate] Death (XIII), then ➤ [2nd Alternate] Temperance (XIV)
53 to 56	Death (XIII)	➤ [1st Alternate] Temperance (XIV), then ➤ [2nd Alternate] The Devil (XV)
57 to 60	Temperance (XIV)	➤ [1st Alternate] The Devil (XV), then ➤ [2nd Alternate] The Tower (XVI)
61 to 64	The Devil (XV)	➤ [1st Alternate] The Tower (XVI), then ➤ [2nd Alternate] The Falling Star (XVII)
65 to 68	The Tower (XVI)	➤ [1st Alternate] The Falling Star (XVII), then ➤ [2nd Alternate] Luna (XVIII)
69 to 72	The Falling Star (XVII)	➤ [1st Alternate] Luna (XVIII), then ➤ [2nd Alternate] Sol Invictus (XIX)
73 to 76	Luna (XVIII)	➤ [1st Alternate] Sol Invictus (XIX), then ➤ [2nd Alternate] Judgment (XX)
77 to 80	Sol Invictus (XIX)	➤ [1st Alternate] Judgment (XX), then ➤ [2nd Alternate] Gaea (XXI)
81 to 84	Judgment (XX)	➤ [1st Alternate] Gaea (XXI), then ➤ [2nd Alternate] The Fool (0)
85 to 88	Gaea (XXI)	➤ [1st Alternate] The Fool (0), then ➤ [2nd Alternate] The Archmagus (I)

89 to 94	Game Master's choice (for this card only)	➤ Reroll if you would rather not choose
95 to 00	Roll again	➤ Game Master's choice (for this card only)

When the deck (Lesser or Greater) is placed in the treasure hoard, you should also decide on its container. The container will typically be sturdy, a bit unwieldy perhaps, but always transportable. Whether it's trapped, innocuous, or on the person of an enemy NPC is entirely up to you. If you prefer random selection, I recommend 1D6: [1] coffer of spice wood, [2] leather bag, [3] locked wooden puzzle box, [4] silk cloth wrapping inside a velvet pouch, [5] silk drawstring satchel, [6] small silver-bound treasure chest.



Similarly, if you want to randomly determine the cards' appearance, you can determine the origin of the ivory (and the god who made the deck) as follows

(1D6): [1] dragon's horn, [2] Dreamland behemoth tooth, [3] elephant tusk, [4] land shark scales, [5] mammoth or mastodon tusk, [6] unknown horned prehistoric beast. The cards can be further decorated with (1D6): [1] animated paintings (on the all-the-same backs and on the various numbered portraits), [2] cloth of gold, [3] fingernail-thin squares of jade, [4] gold gilding, [5] powdered jewels, [6] silver etching. The cards might also be found within the pages of a spell book, or something similar.

The value of each card — in the short time between the deck's discovery, and the decision to draw cards or let the deck disappear — would be appraised by a master in the range of 1,000 to 4,000 gold pieces. Not that it matters, of course! There is no practical way to sell, preserve, or “own” any of the cards.

FINDING AND UTILIZING THE OLDSKULL DECK

When the guardians are dispatched by the adventurers and the treasure is discovered, please note a peculiar aspect of the Oldskull Deck: It is only ever found by Non-Player Characters “off stage,” not during game time. This is because you don't want an NPC using all of its effects, and then having the deck disappear before a Player Character can ever experience it. So, the treasure is not there if (for example) the PCs order an NPC henchman to pile up all the treasure and haul it out without investigating further.

When a PC picks up the deck and you describe it (as an enchanted gathering of tarot cards), at that moment the PC who is holding the deck becomes the Fate Seeker. All of the other PCs (and players) will probably clamor for the deck, but that doesn't matter ... the deck remains attuned to the Fate Seeker, unless the Fate Seeker's player decides to relinquish it to another player's PC. The Fate Seeker cannot simply “stow it away,” or keep it for “the party,” or “for later division of treasure.” If the Fate Seeker's player attempts this, tell them quite plainly that legends tell them that any hero who has ever done such a thing has only witnessed the deck's disappearance within a matter of minutes.

If, for some godforsaken reason, one of the present PCs attacks the Fate Seeker and kills him, charms him, paralyzes him, etc. to acquire the deck by

force, not only is that a Chaotic Neutral or Chaotic Evil act, but the Oldskull Deck will immediately vanish with no cards being drawn by anyone. Change the attacker(s) alignment and proceed with your game. More often, your players will be rational and sane. I hope.

Once the Fate Seeker has been well-established, tell the Fate Seeker's player that the Fate Seeker must choose — within 10 minutes of game time — to either draw one or more cards, or to refuse to draw.

If no card is drawn within 10 game minutes, the deck disappears. It cannot be teleported home or sold, the PC does not gain any magic item acquisition XP, etc. It vanishes even if the PC tries to give it away, or Wishes it into a treasure chest back at home, or whatever else ... the immortal powers behind the deck are simply wiser and powerful than any PC will ever be.

If the Fate Seeker's player decides that cards will be drawn, then the GM should prepare for that ... or even better, have the deck prepared before the game session ever begins.

To simulate the deck, cards work better than dice. You can if you must use the prior table to simulate drawing a card with D100; if you do this (not ideal), then 50% of the time the card will be Ordered, meaning right side up; and 50% of the time the card will be Inverted, upside down. To be fair, you should probably let the player roll the dice and see the table's results ... unless you want a very angry player on your hands in about 5 minutes.

A much better way to simulate the deck is to use actual cards. You can either cut out the printout cards in the back of this PDF, and put them into card sleeves in front of normal playing cards (to give the deck shuffling strength and opaque backs), or you can use a deck of normal playing cards to simulate the deck (Ace of Spades, Queen of Hearts, etc.). See hereafter for the 13 or 22 cards that I recommend you set aside to create the deck with normal playing cards, in each card's unique description, under the heading "Recommended Playing Card."

Whichever approach you take, when the Fate Seeker's player is ready to draw cards from the deck, ask them if the Fate Seeker will draw 1, 2, 3, or 4 cards. (They can chicken out and say zero, in which case the deck disappears.) They cannot choose more than 4 ... but a few cards, as detailed later or in later supplements, will allow them to take additional draws under special circumstances.

Once the Fate Seeker has decided how many cards to draw, the drawing begins. The deck's magic draws the chosen number of cards simultaneously, in sequence. These cards each create glowing sigils of power (possibly inverted, for

the inverted cards) which float in the air before the Fate Seeker. A Magic Mouth (of an Immortal Troll) appears and intones the name of the first card, and whether it is Ordered or Inverted. These sigils will have their magical effects activated in the order of the cards drawn, despite any and all attempts to destroy the deck, dispel the sigils, run away, heal, silence the mouth, remove curses, etc.

For game play purposes, each card's effect is resolved one at a time, beginning with the first one drawn. But all of the drawn cards will "try" to activate themselves in sequence if at all possible. For example, if a card causes the Fate Seeker to be teleported and imprisoned, then those effects occur, and then immediately thereafter the next card drawn is "activated" (impelled by the Fate Seeker's recently-transported soul), and that next card's magic takes effect after the imprisonment. If an effect is deemed impossible, such as an NPC knight appearing to serve the Fate Seeker when the Fate Seeker has just been thrown into a dimensional prison, the effect fizzles ... but only have an effect fizzle if you as GM see no other way to resolve the situation. No bystanders will be directly affected by the deck's magic, except in special cases as explained hereafter in the descriptions of the cards.

There will be some situations where a combat, drama, explanation of results, etc. will need to occur, to be followed immediately thereafter by the effect of the next-drawn card. For example, if a Death Reaper appears because the first card drawn was Death, then the Fate Seeker will need to fight the Reaper before the next card effect takes place. The very instant after the combat is completed, before any healing or other effects can occur, the next card's effect will begin. As you can imagine, there are too many thousands of possible wild events which can occur, so that I can only offer you guidelines for resolution and not specifics in every instance.

Expect the drawing of the cards to be a chaotic and very exciting time, and ask the players for patience if this is your first time using such an item in your game. The Fate Seeker will almost certainly be killed, crippled, or (perhaps simultaneously!) exalted in some manner if four cards are drawn.

Use your discretion when resolving any apparent conflicts, but follow this rule of thumb: Each card takes effect, and that effect is resolved, before the next-drawn card's effect is resolved, whenever possible. And if (for example) a player decide to draw 4 cards, and the first card is exceedingly nasty, they can't call for a "do over" to any effect ... the next 3 drawn cards' effects will still occur in immediate succession.

FURTHER NOTES

REGARDING THE DECK

Far more than most other magical items, the Oldskull Deck is vulnerable to ingenious player manipulation. Whatever happens, just keep in mind that greater gods created and refined the deck, and mortals will not ever be able to subvert the deck's true purpose. The purpose of the deck, to be clear, is to reshuffle and restate mortals' stake in the Cosmic Balance, and to empower (or convert, or lay low) various champions of Good, Evil, Law, and Chaos in whatever impenetrable manner the Fates decree, so as to keep the universe from being overthrown by any one imbalanced faction in the millennia to come. As such, it is almost impossible to subvert the deck.

But here are a few notes to keep in mind in the types of situations that frequently occur with clever players:

There Is No “Forced Draw”: The Oldskull Deck is not a weapon. You cannot whip out a card and show it to an enemy and have it affect them. They must draw of their own free will.

The Law of Hubris and Mortal Foolery: It takes a Wish spell to revert reality to a point before a catastrophic card draw (“I wish that I had never drawn that card”), but if the Fate Seeker is experience level 9 or less, a Limited Wish will work as well. If the Fate Seeker has a Wish-giving magic item available that he doesn't mind burning, the player might be willing to gamble a bit more with the deck while keeping a Wish as “insurance.” This is fine, but keep in mind if multiple cards are drawn, the effects between cards will occur in sequence with only a moment to spare ... not enough time to phrase a Wish such as “I wish the deck would disappear before the next card is activated.” Sorry!

The Law of Limited Mortal Empowerment: Many of the deck's effects can permanently raise or lower ability scores. Please note that ability scores modified by the Oldskull Deck cannot be reduced below 3, or above 19. This item is one of the few ways for PCs to attain 19-point ability scores, but the attempt to gain such power is very risky and dangerous. PCs who attain 19-point scores through use of the deck have earned those numbers by risking life and limb.

The Law of Divination: Divination spells will not under any circumstances predict the luck of the draw. The reason for this, within the game universe, is

that the item was created by gods, solely to influence mortals. Divination is a temporary way for mortals to question the gods' and the Fates' intent, and in this case the item has its own built-in and eternal intent, outside of the gods' current doings and divine squabbles. In other words, questions concerning the deck's next draws by any one person will give only a null answer. (You can use a magic 8-ball if you like to torture your players at the table ...) However, clever questions concerning the deck's origin, associated legendary personages, last user, last location, last card drawn by someone else and then shuffled back in, etc. will yield very interesting answers.

The Law of Once and Never Again: Except under exceptional circumstances, I do not recommend having a character interact more than once with the Oldskull Deck over a lifetime. You may need to cheat a little bit to make sure this happens: For example, if you place two decks in your game world and both are discovered by the same PC, you might need to "move" the second deck to a different treasure trove, where a different PC will be finding the deck (searching for traps, opening a locked chest, whatever). As a bit of kindness, though, if a PC decides to let the deck disappear, there is no reason why that PC could not find and potentially use a second deck later in life. The temptation is always there!

For All the Rules Lawyers Out There: Note that effects of each card can vary wildly, based on whether the card is Ordered (right side up) or Inverted (upside down). Ordered results are usually good, and Inverted results are usually bad, which makes this consideration very important. To avoid arguments when your player is drawing physical cards at a game table, I should make very clear that this determination refers to the perspective of the player, not the Game Master. So if you as GM are sitting across from a player, and the card is upside down from where you're sitting (but right side up from the player's perspective), then that card is ORDERED, not INVERTED. If you think this is confusing, you honestly should sit directly adjacent to your player when the cards are drawn, so that you're both looking at the cards from the same perspective.

And Now, the 22 Stars of Our Show ...

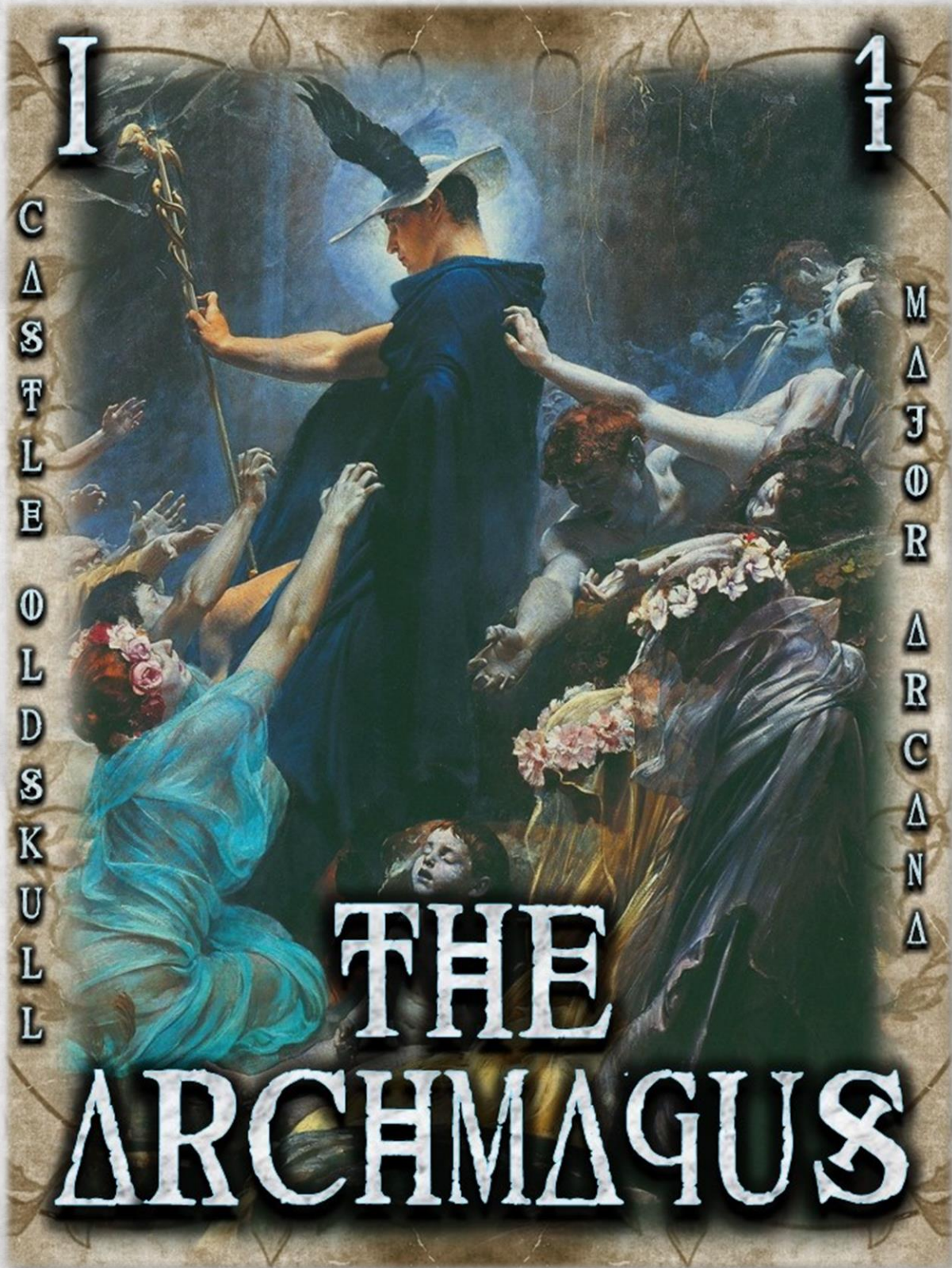
The details of the cards and their effects appear hereafter. Have fun with the wild and tumultuous upheaval you are about to introduce to your game!



<u>0</u> THE FOOL	
Associated Legendary Personage(s):	Hellekin (level 20 Jester, Chaotic Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ Le Mat ➤ Pennywise ➤ Punchinello
Recommended Playing Card:	The Joker, with trademark symbol
Ordered (“Right Side Up”) Effect:	<p>The effect depends on the Fate Seeker’s experience level.</p> <ul style="list-style-type: none"> ➤ Level 1 to 6: Grin of the Fates. This card has no effect, but the Fate Seeker is compelled to draw 1 bonus card immediately. If the new card is Ordered (usually a positive effect), the card takes effect. If the new card is Inverted (usually a negative effect), it disappears and nothing further happens. ➤ Level 7 to 12: Carefree Innocence. The drawer of this card gains +1D3% of their current total of earned experience points. For example, if they currently had 102,783 XP and a 2 was rolled, then their XP total would be multiplied by 1.02, meaning their new total (rounded down) would be 104,838. ➤ Level 13+: Naivete Regained. The Fate Seeker gains +2D4% of their current total of earned experience points.
Inverted (“Upside Down”) Effect:	<p>The effect depends on the Fate Seeker’s experience level.</p> <ul style="list-style-type: none"> ➤ Level 1 to 6: Frivolity. A Wondrous Wand (with 1D6+1 charges) appears in the Fate Seeker’s hand as the card disappears. ➤ Level 7 to 12: Foolishness. The Fate Seeker loses -1D3% of their current total of earned experience points. ➤ Level 13+: Bane of the Fates. This card has no effect, but the Fate Seeker is compelled to draw 1 bonus card immediately. If the new card is Inverted (usually a negative effect), the

	card takes effect. If the new card is Ordered (usually a negative effect), it disappears and nothing further happens.
After Any Effect:	Immediately after the effects of this card, and then any bonus card (as in the Grin of the Fates and Bane of the Fates effects listed above), the Fate Seeker has the option of flipping one last card before the deck disappears. This last card draw is strictly optional, and is known in tales as “The Fool Who Follows Him.”





I THE ARCHMAGUS

Associated Legendary Personage(s):	Hermes Trismegistus, Incarnation of Hermes, Greater God of Magic
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Archmage ➤ Le Bateleur ➤ The Magician ➤ The Talons
Recommended Playing Card:	The Two of Clubs
Ordered (“Right Side Up”) Effect:	<p>The effect may depend on the Fate Seeker’s class.</p> <p>Boon of Trismegistus. If the Fate Seeker is a Magic-User (or related sub-class, such as Illusionist), then they will gain a boon based on their experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1: +2 Intelligence. ➤ Level 2: A new random level 1 spell will appear in their spell book. The Fate Seeker will know this has occurred, and has a 100% chance to know and memorize the spell. ➤ Level 3: +1 Intelligence. ➤ Level 4: A new random level 2 spell. ➤ Level 5: A randomly rolled rod, staff, or wand, as rolled by the GM and usable by a Magic-User, with 1D4 charges. The item is specially attuned to the energies of the Fate Seeker, and can be recharged by the willing expenditure of 1% of the Fate Seeker’s XP at any time; this expenditure will restore 1D6+1 charges. The recharge effect can only be enacted once every 60 game days, at most. ➤ Level 6: A new random level 3 spell. ➤ Level 7: A random rod, staff, or wand, with 1D6+1 charges. ➤ Level 8: A new random level 4 spell. ➤ Level 9: A random rod, staff, or wand, with 1D8+3 charges. ➤ Level 10: A new random level 5 spell.

- **Level 11:** A random rod, staff or wand, with 1D10+5 charges.
- **Level 12:** A new random level 6 spell.
- **Level 13:** A random rod, staff, or wand, with 1D12+7 charges.
- **Level 14:** A new random level 7 spell.
- **Level 15:** A random rod, staff, or wand, with 3D6+9 charges.
- **Level 16:** A new random level 8 spell.
- **Level 17:** A random rod, staff, or wand, with 4D6+11 charges.
- **Level 18+:** A new random level 9 spell.

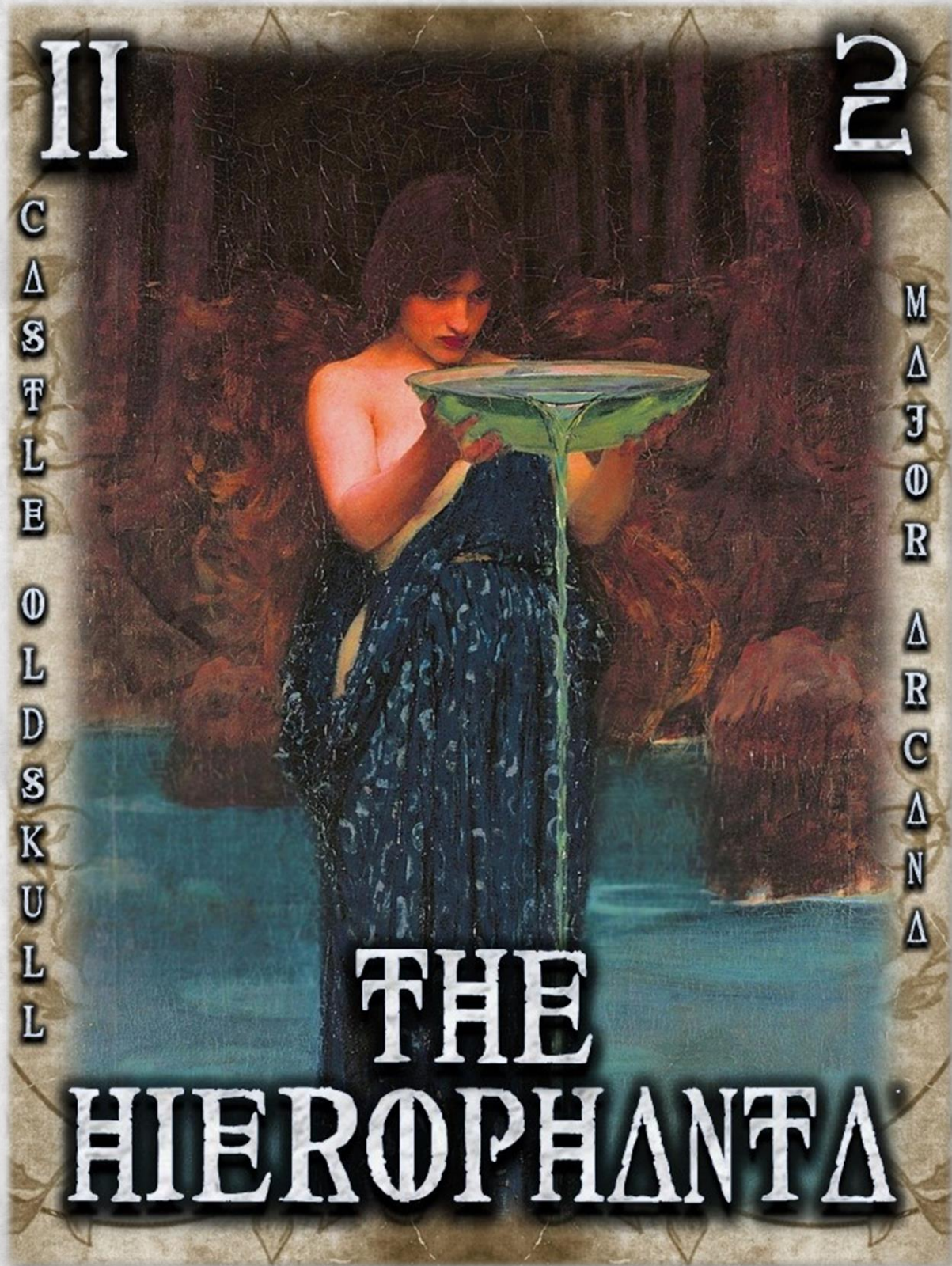
If the Fate Seeker is not a Magic-User, the effect depends on his experience level:

- **Level 1: Arcane Power I.** The GM rolls a random magic item, which is not cursed, and usable by the Fate Seeker. The maximum gold piece value of this item is 2,500 gold pieces. Reroll the item as needed.
- **Level 2: Arcane Power II.** The maximum value is 3,500 gold pieces.
- **Level 3: Arcane Power III.** The maximum value is 5,000 gold pieces.
- **Level 4: Arcane Power IV.** The maximum value is 7,500 gold pieces.
- **Level 5: Arcane Power V.** The maximum value is 10,000 gold pieces.
- **Level 6: Arcane Power VI.** The maximum value is 12,500 gold pieces.
- **Level 7: Arcane Power VII.** The maximum value is 15,000 gold pieces, and the minimum value is 5,000 gold pieces.
- **Level 8: Arcane Power VIII.** The maximum value is 20,000 gold pieces, and the minimum value is 7,500 gold pieces.
- **Level 9: Arcane Power IX.** The maximum value is 25,000 gold pieces, and the minimum value is 10,000 gold pieces.
- **Level 10+: Arcane Power X.** The maximum value is 25,000 gold pieces + 5,000 for each experience level above 9, and the minimum value is 15,000 gold pieces.

Inverted (“Upside Down”) Effect:

Arcane Misfortune. All magic items carried by the drawer irrevocably and instantaneously disappear. Magic items that were stored at home, in a safe place, buried, carried by NPC allies, etc. are unaffected. The Fate Seeker’s player can choose to avoid this effect by permanently sacrificing 1 point of Intelligence, or 1 point of Wisdom, at their discretion.



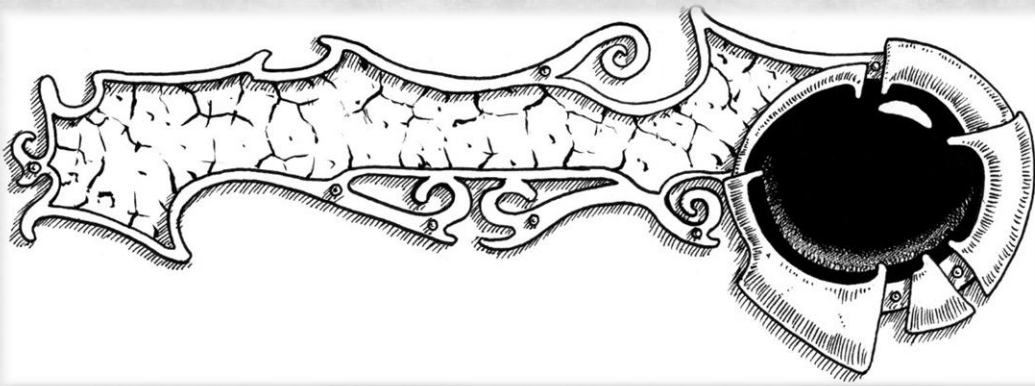


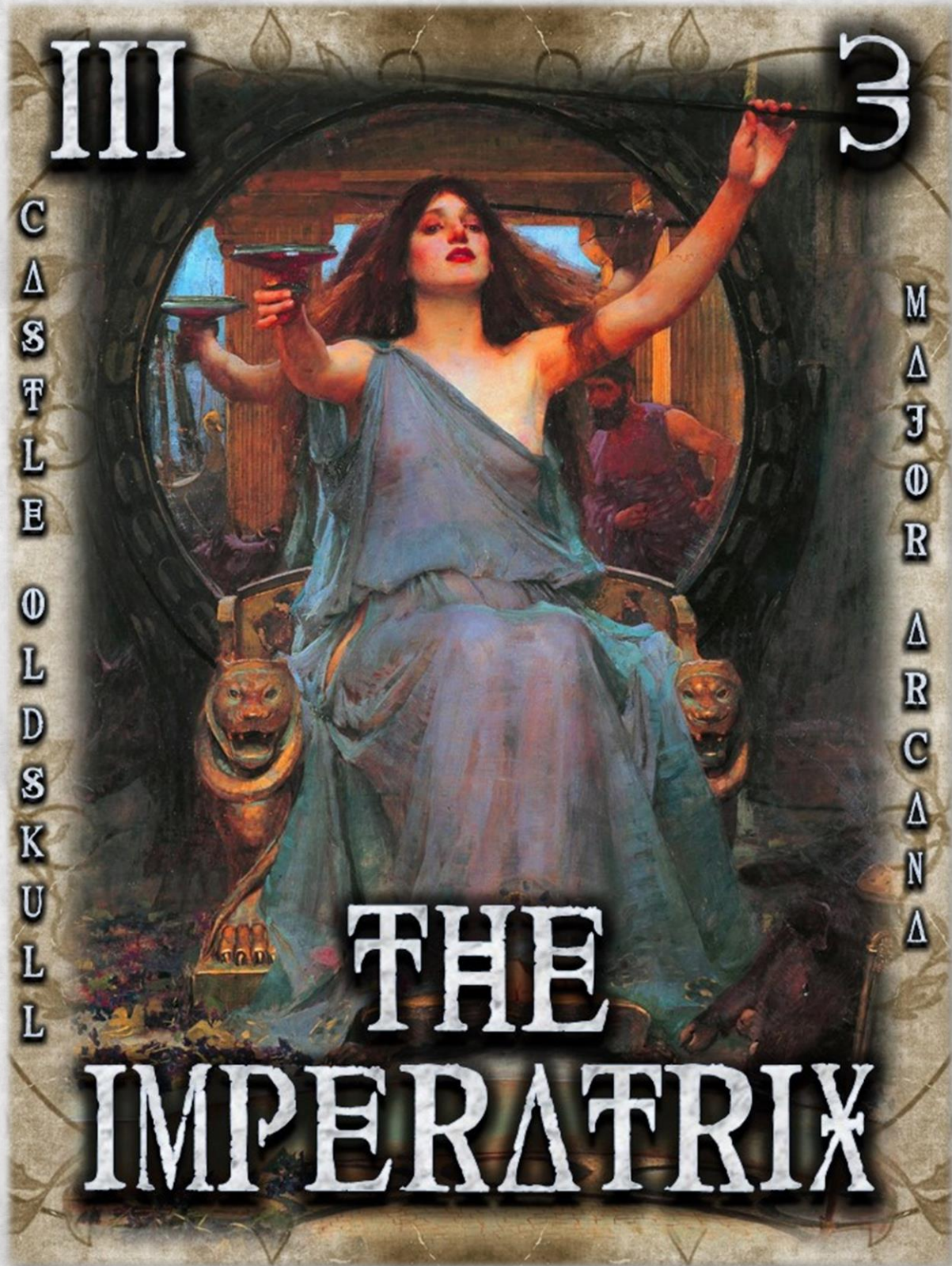
II

THE HIEROPHANTA

Associated Legendary Personage(s):	Circe Invidiosa (level 15 Cleric, level 12 Magic-User, level 9 Illusionist, level 5 Bard, Chaotic Evil); believed to have been formerly associated with Juno
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Goddess ➤ The High Priestess ➤ Junon ➤ The Vizier
Recommended Playing Card:	The Ace of Diamonds
Ordered (“Right Side Up”) Effect:	<p>The effect may depend on the Fate Seeker’s class.</p> <p>Boon of the High Priestess. If the Fate Seeker is a Cleric (or related sub-class, such as Druid), then they will gain a boon based on their experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1 or 2: +2 Wisdom. ➤ Level 3 or 4: Empowerment, such that they will be able to cast 1 additional level 1 spell in addition to their usual repertoire. The spell must still be meditated upon and received normally at all times. ➤ Level 5 or 6: +1 Wisdom. ➤ Level 7 or 8: Empowerment, 1 additional level 2 spell. ➤ Level 9 or 10: Empowerment, 1 additional level 3 spell. ➤ Level 11 or 12: Empowerment, 1 additional level 4 spell. ➤ Level 13 or 14: Empowerment, 1 additional level 5 spell. ➤ Level 15 or 16: Empowerment, 1 additional level 6 spell. ➤ Level 17+: Empowerment, 1 additional level 7 spell. <p>If the Fate Seeker is not a Cleric, the following boon is gained:</p>

	<ul style="list-style-type: none"> ➤ Divine Wisdom. The Fate Seeker will be able to discern the true answer to the next dilemma he or she faces, which basically means that he/she can choose to cast a Find the Path spell (regardless of being a spell caster or not) at will, at some point in the next game year. The spell's duration will depend on the Fate Seeker's experience level, as if he were the caster of the spell.
<p>Inverted (“Upside Down”) Effect:</p>	<p>There is a 50% chance of either of the following effects occurring:</p> <ul style="list-style-type: none"> ➤ [01-50] Silenced Intuition. The next several divination spells cast by the Fate Seeker, and/or by any of his trusted companions (the other Player Characters), will each have a separate 50% chance of failure. The number of spells affected will be equal to the Fate Seeker's experience level. ➤ [51-00] Conceited Craft. The Fate Seeker loses 1 Wisdom, but gains a thieving skill of their choice. (This must be a percentage-based non-Backstab skill, such as Hide in Shadows, Climb Walls, Open Locks, etc.). The level of skill will always be equal to their experience level minus 4; a level 7 Fate Seeker would have the skill of a level 3 Thief. If the character already possesses thieving skills, then they lose 1 Wisdom and gain a permanent +10% bonus to a thieving skill of their choice.



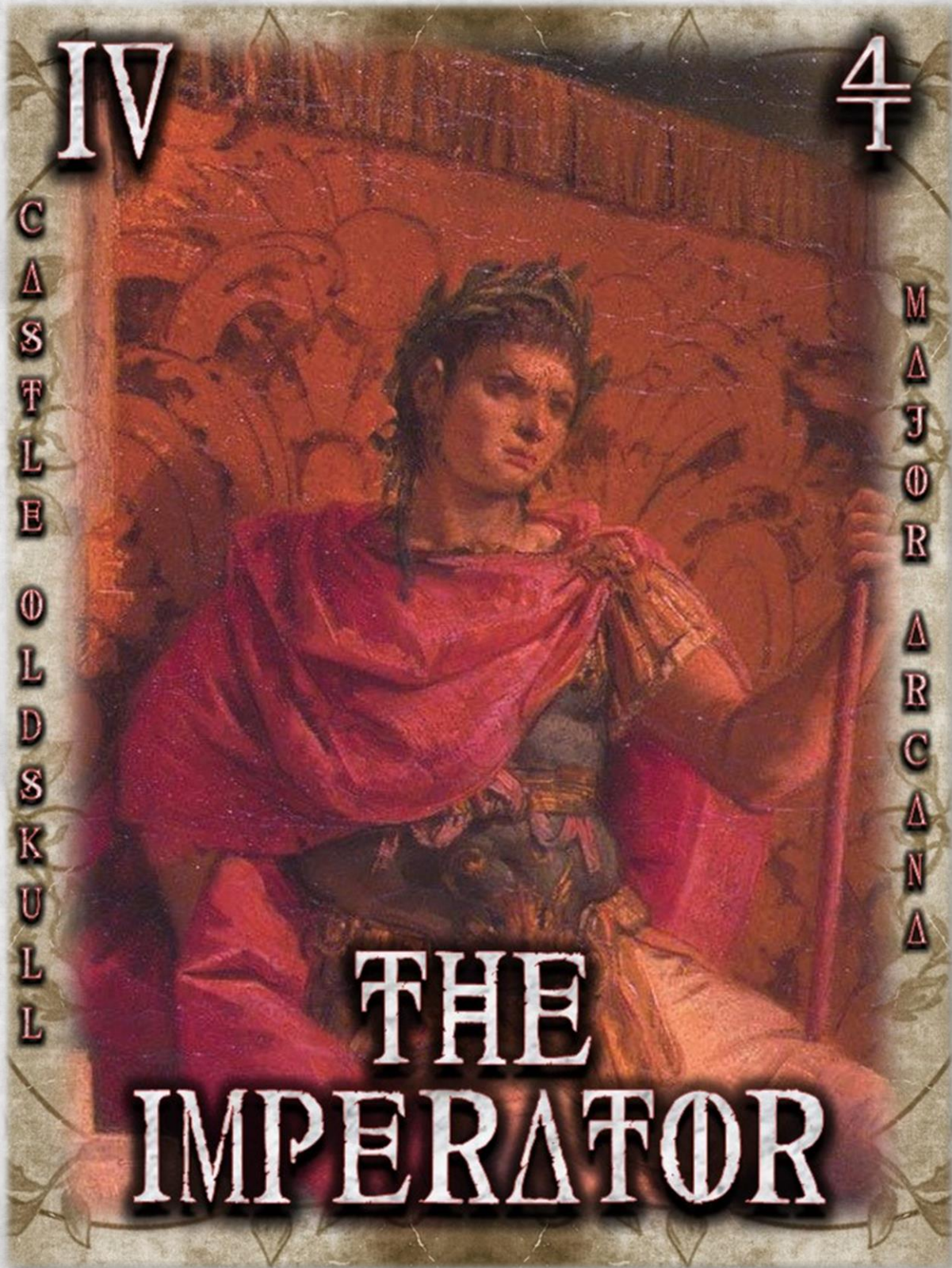


III THE IMPERATRIX

Associated Legendary Personage(s):	Valeria (Empyrean Imperatrix, level 20 Cavalier, Lawful Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Empress ➤ L'Imperatrice ➤ The (Maiden) Knight
Recommended Playing Card:	The Jack of Hearts
Ordered (“Right Side Up”) Effect:	<p>Empyrean Maiden. The Fate Seeker gains the fanatical services of a magically-conjured female Fighter (80%) or Cavalier (20%, if that class is used in your game; otherwise a chivalric Fighter) of Lawful Neutral alignment but strong personal loyalty. The experience level of the Maiden will be equal to the Fate Seeker’s level minus 2, but never lower than 4, and she will progress normally as a mortal follower. The character will serve willingly and fearlessly as a bodyguard, but will vanish if mistreated. To determine the Maiden’s ability scores, roll dice as follows; assign class minimum scores if any score is too low to qualify for the class.</p> <ul style="list-style-type: none"> ➤ Maiden Level 4: STR 10+1D8, DEX 8+1D10, CON 10+1D8, INT 4D6 (drop lowest), WIS 4D6 (drop lowest), CHA 4D6 (drop lowest). Minimum of 4 hit points per hit die, plus CON modifier. ➤ Maiden Level 5 or 6: STR 12+1D6, DEX 10+1D8, CON 12+1D6, INT 4D6 (drop lowest)+1, WIS 4D6 (drop lowest)+1, CHA 4D6 (drop lowest)+1. Maximum score for any ability is 18. Minimum of 5 hit points per hit die, plus CON modifier. ➤ Maiden Level 7 or 8: STR 14+1D4, DEX 12+1D6, CON 14+1D4, INT 4D6 (drop lowest)+2, WIS 4D6 (drop lowest)+2, CHA 4D6 (drop lowest)+2. Maximum score for any ability is 18. Minimum of 6 hit points per hit die, plus CON modifier.

	<ul style="list-style-type: none"> ➤ Maiden Level 9 or 10: STR 15+1D3, DEX 14+1D4, CON 15+1D3, INT 4D6 (drop lowest)+2, WIS 4D6 (drop lowest)+2, CHA 4D6 (drop lowest)+2. Maximum score for any ability is 18. Minimum of 7 hit points per hit die, plus CON modifier. ➤ Maiden Level 11+: STR 16+1D2, DEX 15+1D3, CON 16+1D2, INT 4D6 (drop lowest)+2, WIS 4D6 (drop lowest)+2, CHA 4D6 (drop lowest)+2. Maximum score for any ability is 18. Minimum of 8 hit points per hit die, plus CON modifier. <p>Valeria's Signet. If the Fate Seeker is female with INT, WIS and CHA scores all in excess of 11, there will be an additional effect: 1D4 days later, a non-magical jeweled ring inscribed VALERIA will fall out of something (a pocket, pouch, etc.) and be noticed. The value of the ring is equal to the Fate Seeker's level x 2,000 gold pieces.</p>
<p>Inverted ("Upside Down") Effect:</p>	<p>The effect will depend on whether the Fate Seeker has any henchmen or other NPC followers.</p> <ul style="list-style-type: none"> ➤ Dependence. If the Fate Seeker does have 1 or more followers, then a favored follower (male or female) will have a permanent morale penalty of -1 (on a 12-point morale system), or -10%. ➤ Disenchantment. If the Fate Seeker does not have any followers, then the next new magic item the PC earns and claims will lose all of its powers a mere 1D20+10 hours after first being owned.





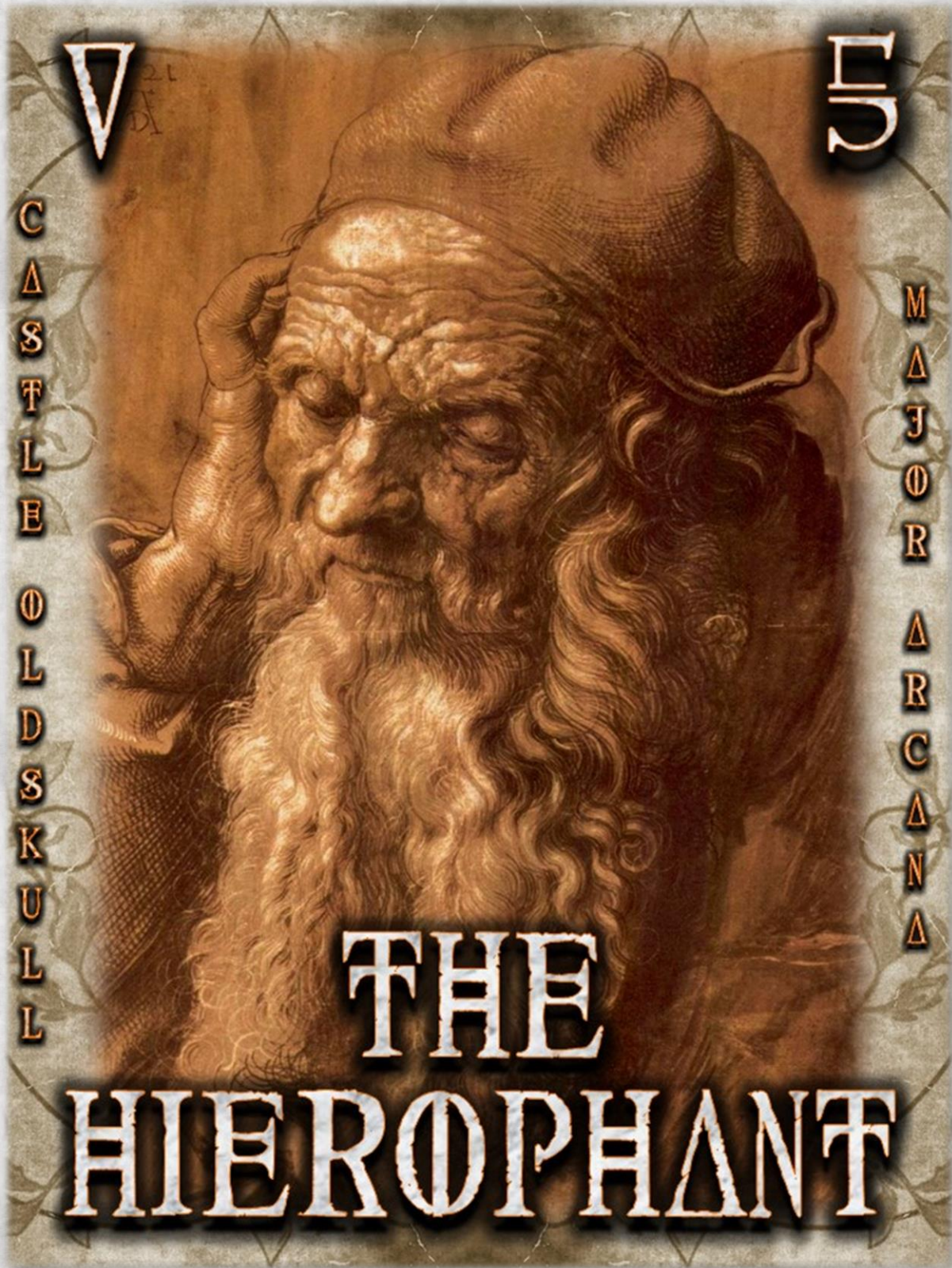
IV THE IMPERATOR

Associated Legendary Personage(s):	Tiberius (Empyrean Emperor, level 20 Fighter, Lawful Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ L'Empereur ➤ The Emperor ➤ The Rogue
Recommended Playing Card:	The Jack of Spades
Ordered (“Right Side Up”) Effect:	<p>If the Fate Seeker is male, then the following effect will take place:</p> <ul style="list-style-type: none"> ➤ Gravitas. The PC can gain a permanent bonus of +1 Strength or +2 Charisma (maximum score 19), as preferred. <p>If the Fate Seeker is female, then the following effect will take place:</p> <ul style="list-style-type: none"> ➤ Authority. All NPC henchmen and followers who currently follow the PC, or the first henchman hired, will have a permanent morale bonus of +1 (on a 12-point morale system) or +10%.
Inverted (“Upside Down”) Effect:	<p>The effect will depend on whether the Fate Seeker has any henchmen or other NPC followers.</p> <ul style="list-style-type: none"> ➤ Obsessive Domination: If the Fate Seeker has followers, then the most loyal one will turn against the drawer at a most inopportune time. This fact must be kept secret from the player, who should be told that they feel a grim sense of distrust, but that they cannot determine what it precisely means. ➤ Delusions of Grandeur: If the Fate Seeker does not have any followers, then he will gradually become paranoid, vain, and insane over a period of 1D4 weeks. This effect should be role-played effectively ... the PC will not kill allies, but will be very hard to work with. The effect will go away naturally after 1D100 days, or can be removed by a Remove Curse or more powerful magic.

After Any Effect:

- **The Die is Cast.** The Fate Seeker will gain 1D10-4% XP. Please note that this effect can range between -3% and +6%, depending on the luck of the roll.





V THE HIEROPHANT

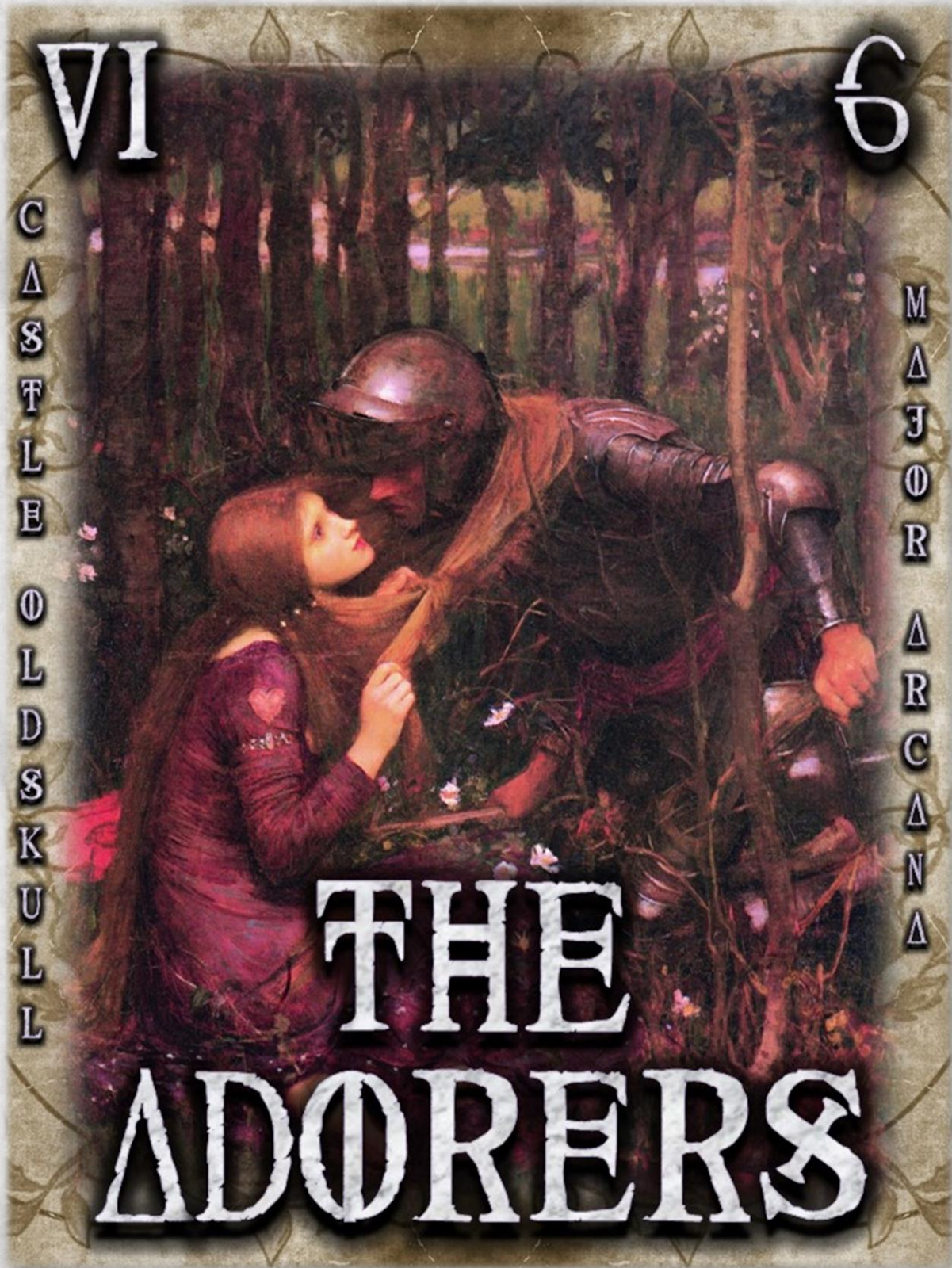
Associated Legendary Personage(s):	Zeus, Greater God of the Sacred Storm
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Fates ➤ The God ➤ The High Priest ➤ The Pope
Recommended Playing Card:	The Ace of Hearts
Ordered (“Right Side Up”) Effect:	<p>The Patriarch’s Blessing. As a minor effect, any Fate Seeker with an Ordered Hierophant card has a powerful Remove Curse spell immediately cast upon them, if such is needed. Additionally ...</p> <p>Boon of the High Priest. If the Fate Seeker is a Cleric (or related sub-class, such as Druid), then they will gain a boon based on their experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1 or 2: +2 Wisdom, to a maximum of 18. (If already 18, the Fate Seeker instead gains +5% to his current earned XP.) ➤ Level 3 or 4: +1 Intelligence and +1 Wisdom, to a maximum of 18. (If either or both are already 18, the Fate Seeker instead gains +5% to his current earned XP.) ➤ Level 5 or 6: +1 Wisdom, to a maximum of 19. ➤ Level 7 or 8: A randomly rolled rod, staff, or wand, as rolled by the GM and usable by a Cleric, with 1D6 charges. The item is specially attuned to the energies of the Fate Seeker, and can be recharged by the willing expenditure of 1% of the Fate Seeker’s XP at any time; this expenditure will restore 1D6+1 charges. The recharge effect can only be enacted once every 60 game days, at most. ➤ Level 9: A random rod, staff, or wand, with 1D8+1 charges.

	<ul style="list-style-type: none"> ➤ Level 10: A random rod, staff, or wand, with 1D10+3 charges. ➤ Level 11: A random rod, staff or wand, with 1D12+5 charges. ➤ Level 12: A random rod, staff, or wand, with 3D6+7 charges. ➤ Level 13: A random rod, staff, or wand, with 4D6+9 charges. ➤ Level 14+: A random rod, staff, or wand, with 5D6+11 charges. <p>If the Fate Seeker is not a Cleric, the following boon is gained:</p> <ul style="list-style-type: none"> ➤ Clerical Favor. This creates a special type of Wish spell, called Salvation. When a future adverse situation (such as a deadly combat, a failed saving throw, a sprung trap) etc. is experienced, and the character is not yet dead, the drawer can call upon the power of Salvation. This is a wish fulfillment that negates the experience (the monsters disappear with their treasure, the saving throw succeeds, the trap misfires and does zero damage, etc.). The PC's allies might well be affected by this result as well. ➤ Special Note: At the GM's sole discretion, a Salvation effect can save the Fate Seeker from a negative upcoming card in the same draw. This is one of the only effects in the universe which can avert such a fate!
<p>Inverted (“Upside Down”) Effect:</p>	<p>The effect depends on the Fate Seeker's experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1 to 6: Clerical Retribution. This creates a special curse (which can be removed), called Retribution. The next series of affected encounters, whether planned (by the GM) or random, which include appropriate creatures or NPCs will always be hostile, and the creatures will have the maximum possible number of hit points. If the drawer is Good, the affected encounters will be those with creatures of Evil alignment. If the drawer is Evil, the affected encounters will be those with

creatures of Good alignment. If the drawer is Neutral, the next series of encounters will always be affected, regardless of creature/NPC alignment. The number of encounters is equal to the Fate Seeker's experience level x 3.

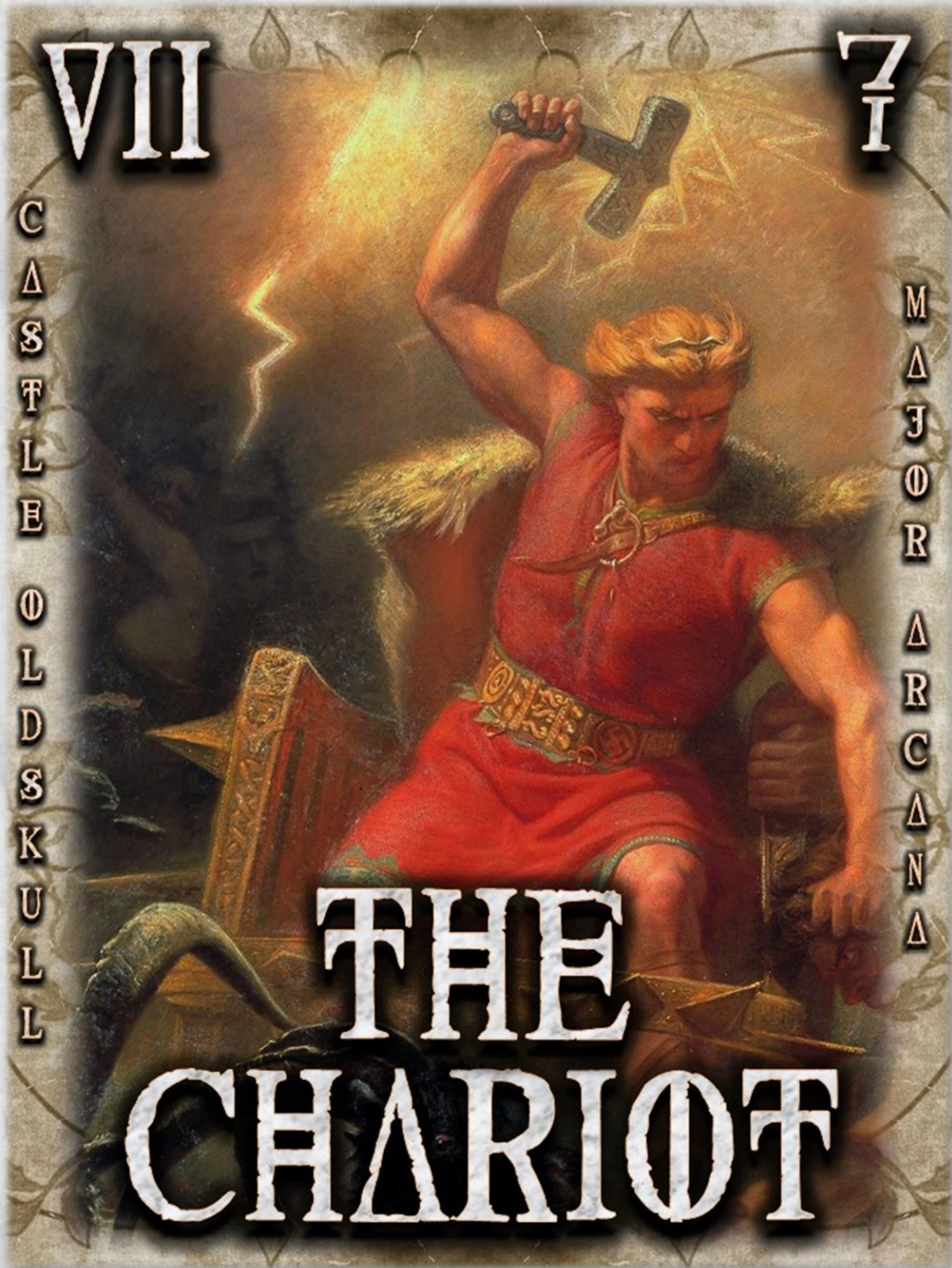
- **Level 7+: Vanity.** The Fate Seeker suffers a -1 penalty to charm, suggestion, and other mind attack saving throws, which is permanent. This effect requires a Limited Wish or Wish to remove.





VI THE ADORERS

Associated Legendary Personage(s):	Tristan (level 13 Cavalier, Neutral Good) and Isolde (level 13 Druidess, True Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ L'Amareux ➤ The Idiot(s) ➤ The Lovers
Recommended Playing Card:	The Ace of Clubs
Ordered ("Right Side Up") Effect:	<p>The effect depends on the Fate Seeker's experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1 to 4: Beguiling Aura. The Fate Seeker gains +2 Charisma in regards to the opposite sex. ➤ Level 5+: Love's Fortune. The Fate Seeker's player must choose either gain a bonus equal to 2D4% of their current total of earned experience points, or to draw an additional card from the deck before it disappears, which will be automatically Ordered (regardless of actual facing).
Inverted ("Upside Down") Effect:	<p>The effect depends on the Fate Seeker's experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1 to 4: Suspicious Aura. The Fate Seeker suffers -1 Charisma in regards to the opposite sex. ➤ Level 5 to 8: Mistrustful Aura. As above, but the penalty is -2. ➤ Level 9+: Disharmony. The Fate Seeker's player must choose either to lose 2D4% of their current total of earned experience points, or to draw an additional card from the deck before it disappears. Please note that the new card might be Ordered (beneficial) or Inverted (harmful), depending on the luck of the draw.



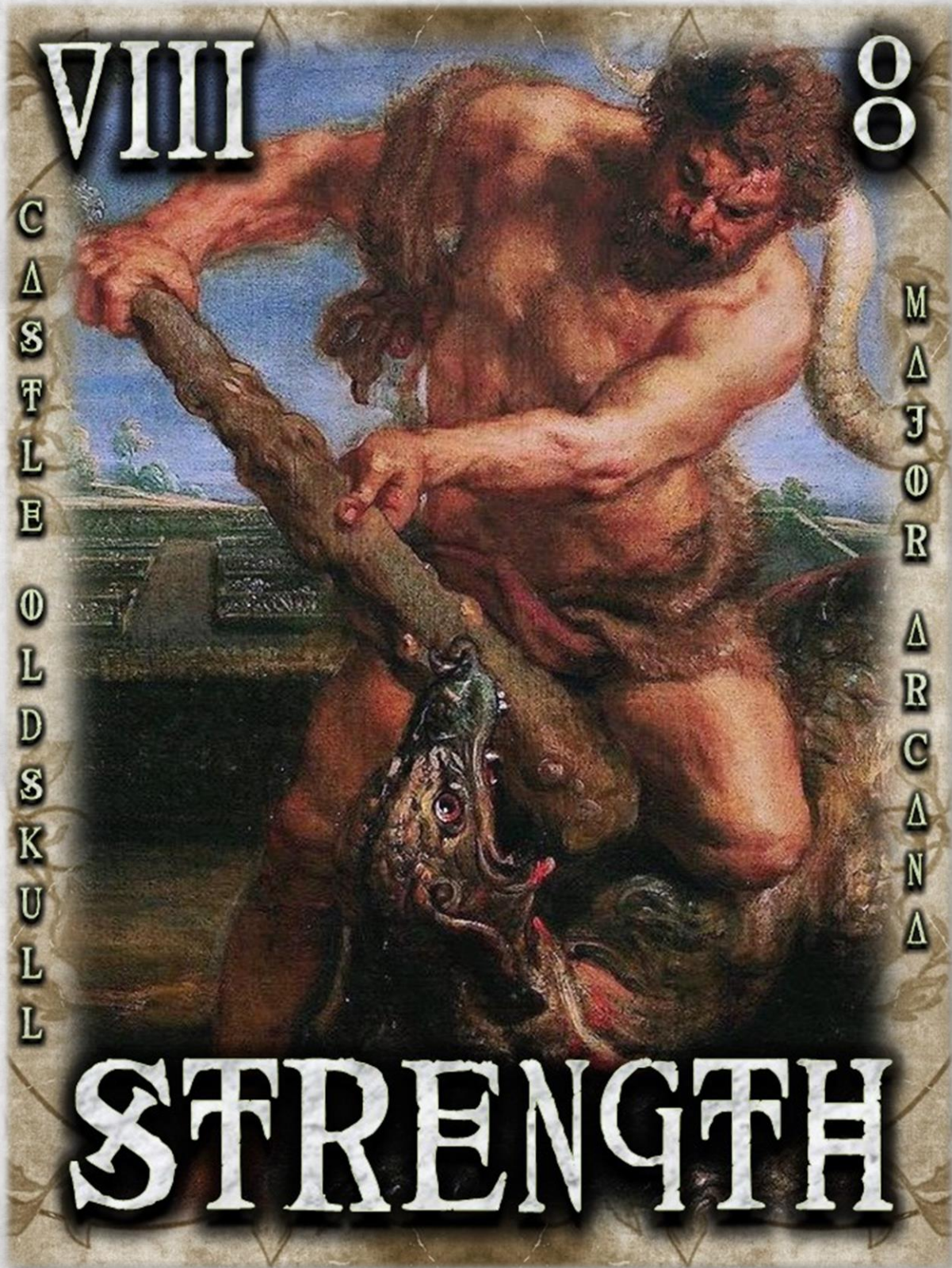
VII THE CHARIOT

Associated Legendary Personage(s):	Valkyrie Queen (Brynhilde); Thor, Greater God of Thunder
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ Le Chariot ➤ The Key
Recommended Playing Card:	The Queen of Hearts
Ordered (“Right Side Up”) Effect:	<p>Boon of the Valkyrie Queen. If the Fate Seeker is a Fighter (or related sub-class or warrior class, such as Ranger or Barbarian), then they will gain a boon based on their experience level, as follows:</p> <ul style="list-style-type: none"> ➤ The Fate Seeker’s player must choose what aspect of the Valkyries’ guardianship they prefer: Blade Mastery, Deflection, Protection, or Wrath. (You needn’t explain these terms to the player if they have not yet seen this effect in play.) ➤ Once they have chosen, generate a random treasure map (which will never be a false treasure map) which leads to a treasure, possibly of coins, gemstones, etc. The treasure will be within 1D10 miles, but may be in a ruin, dungeon, lair, etc. ➤ When rolling up the random treasure, add a powerful random item which will only be present if the Fate Seeker follows the map. (Other characters will not find this item.) The item will have a maximum gold piece value of the Fate Seeker’s level x 3,000 gold pieces, and a minimum gold piece value equal to the Fate Seeker’s level x 1,500 gold pieces. ➤ If the Fate Seeker’s player chose Blade Mastery, it will be a random magic sword. ➤ If the Fate Seeker’s player chose Deflection, it will be a random magic shield. ➤ If the Fate Seeker’s player chose Protection, it will be a random magic armor. Reroll the armor if it is not metal (e.g., leather or padded).

	<ul style="list-style-type: none"> ➤ If the Fate Seeker's player chose Wrath, it will be a random magic miscellaneous (non-sword) weapon. <p>If the Fate Seeker is not a Fighter (or warrior class), a boon is gained depending on his experience level:</p> <ul style="list-style-type: none"> ➤ Level 1 to 4: Physical Purity. The Fate Seeker is cured of any diseases, up to and including powerful arcane diseases such as lycanthropy, mummy rot, etc. If a disease is not currently present, then the Fate Seeker gains an aura which will automatically nullify the next disease (natural or magical) that is suffered. ➤ Level 5+: Physical Mastery. The character gains 15% resistance to all diseases, natural or magical. This resistance chance applies before any saving throws; if the disease is resisted, it is nullified. If the character already possesses disease immunity, grant them the Fighter Fate Seeker effect instead.
<p>Inverted (“Upside Down”) Effect:</p>	<p>The effect depends on the Fate Seeker's experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1 to 6: Physical Vulnerability. For each of the next 13 game days, the Fate Seeker must roll vs. their Constitution x 5% each day. For example, a Fate Seeker of CON 13 would need to roll a 01 to 65 to resist the effect daily, and a 66 or higher would indicate the effect is not resisted. Effect: The Fate Seeker suffers a disease, which will cause them to become helpless, unconscious and bedridden (with full hit points) for 1 month. The character is diseased immediately, and then unconsciousness sets in within CON hours. The disease can be magically healed, but at least 3 days of unconsciousness will occur regardless. When the disease runs its course (25-CON days, or until magically healed), the character will suffer either a permanent -1 CON or -1 CHA penalty from the disease's lingering effects.

- **Level 7+: Pyrrhic Victory.** If the Fate Seeker possesses a magic weapon, then the weapon (or the most powerful one that is owned, carried or otherwise) is instantly destroyed. A new completely random weapon appears in its place. (This may cause an “upgrade,” or a calamity such as receiving a +1 dagger.) The Fate Seeker also gains a random treasure map, which has a 50% chance of being false.



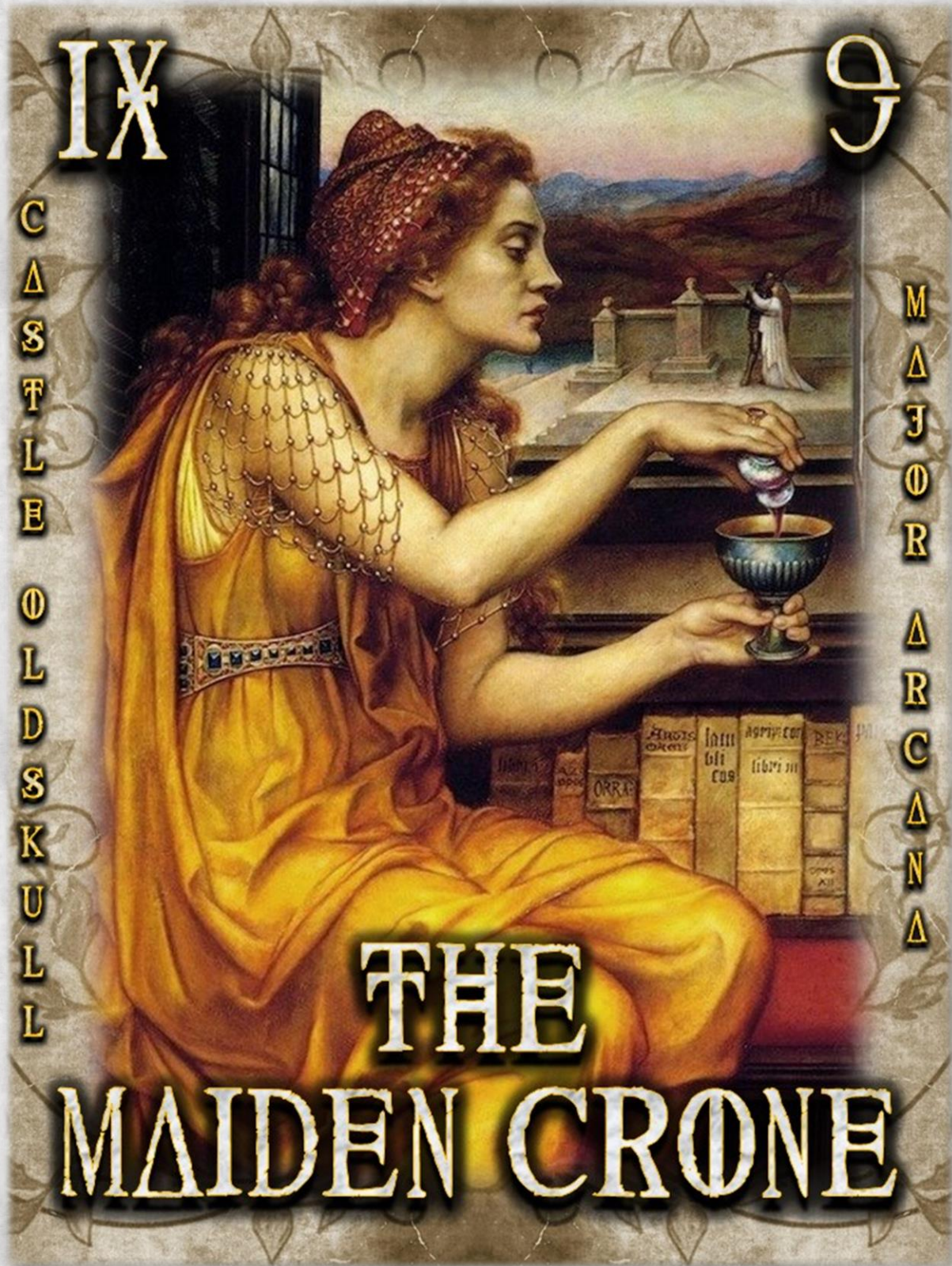


VIII STRENGTH

Associated Legendary Personage(s):	Heracles, Demigod
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ La Force ➤ Sthenno ➤ The Star
Recommended Playing Card:	The Jack of Diamonds
Ordered (“Right Side Up”) Effect:	<p>The effect depends on the Fate Seeker’s experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1 to 5: Strength of Heart. The character gains a permanent +1 bonus to an ability score of their choice, which is not already 18. ➤ Level 6 to 10: Strength of Will. The character can choose to either gain a permanent +1 bonus to an ability score of their choice (even if it is already 18), or to gain a permanent +2 bonus to all saving throws vs. non-magical effects (paralysis, poison, traps, etc.). ➤ Level 11+: Strength of Spirit. The character can choose to either gain a permanent +1 bonus to an ability score of their choice (even if it is already 18), or to gain a permanent +2 bonus to a random ability score (1D6, 1=STR, 2=DEX, 3=CON, 4=INT, 5=WIS, 6=CHA), to a maximum of 19.
Inverted (“Upside Down”) Effect:	<p>The effect depends on the Fate Seeker’s experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1 to 5: Weakness of Heart. The character suffers a permanent -1 penalty to an ability score of their choice. ➤ Level 6 to 10: Weakness of Will. The character can either choose to suffer a permanent -1 penalty to two ability scores of their choice, or to suffer a permanent -2 penalty to all saving throws vs. non-magical effects (paralysis, poison, traps, etc.).

- **Level 11+: Weakness of Spirit.** A mirror image of the Fate Seeker is summoned, and immediately attacks (roll for initiative). Warn all players of other PCs that they hear a divine voice in their minds, decreeing that if they intervene in any way, they too will conjure mirror images of themselves to fight. The fight will be to the death, unless the mirror image is somehow incapacitated. The mirror image has all of the Fate Seeker's magic items and weapons and armor, but if the image loses control of any possessions (dropped, image is slain, image is rendered unconscious, etc.), the mirror items vanish. The Fate Seeker gains no boon from defeating the image, only survival.





IX THE MAIDEN CRONE

Associated Legendary Personage(s):	Baba Yaga (level 29 Magic-User, Chaotic Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ Donjon ➤ L'Ermite ➤ The Exile ➤ The Hermit ➤ The Wanderer
Recommended Playing Card:	The Ace of Spaces
Ordered (“Right Side Up”) Effect:	<p>The effect depends on the Fate Seeker’s experience level, as follows:</p> <ul style="list-style-type: none"> • Level 1 to 5: Inner Guidance. The player (at the game table!) is now allowed 60 seconds — time this carefully — to view the Game Master’s maps, play notes, computer screen, and so forth. The GM shows each piece of paper / screen desired, and the player does not touch anything. The GM does not need to answer questions, nor does he need to correct the player’s guesses or misunderstandings. No other players can know what is seen or discussed ... send them out of the room before the 60 seconds are allowed. The player is not allowed to communicate any of what was seen, in character or otherwise, during the remainder of the game session. If this rule is broken (accidentally or intentionally), the Fate Seeker gains 0 XP this session. • Level 6+: The Price of Wisdom. The Fate Seeker can choose to gain a permanent +2 bonus to Wisdom (to a maximum of 19), at the price of permanent -1 penalties to CON and CHA. The gift can be declined, and then nothing is gained.
Inverted (“Upside Down”) Effect:	Isolation and Imprisonment. One of the most dreaded effects of the deck. The Fate Seeker is instantly stripped of all gear and possessions (which are held in an unreachable alternate dimension), and

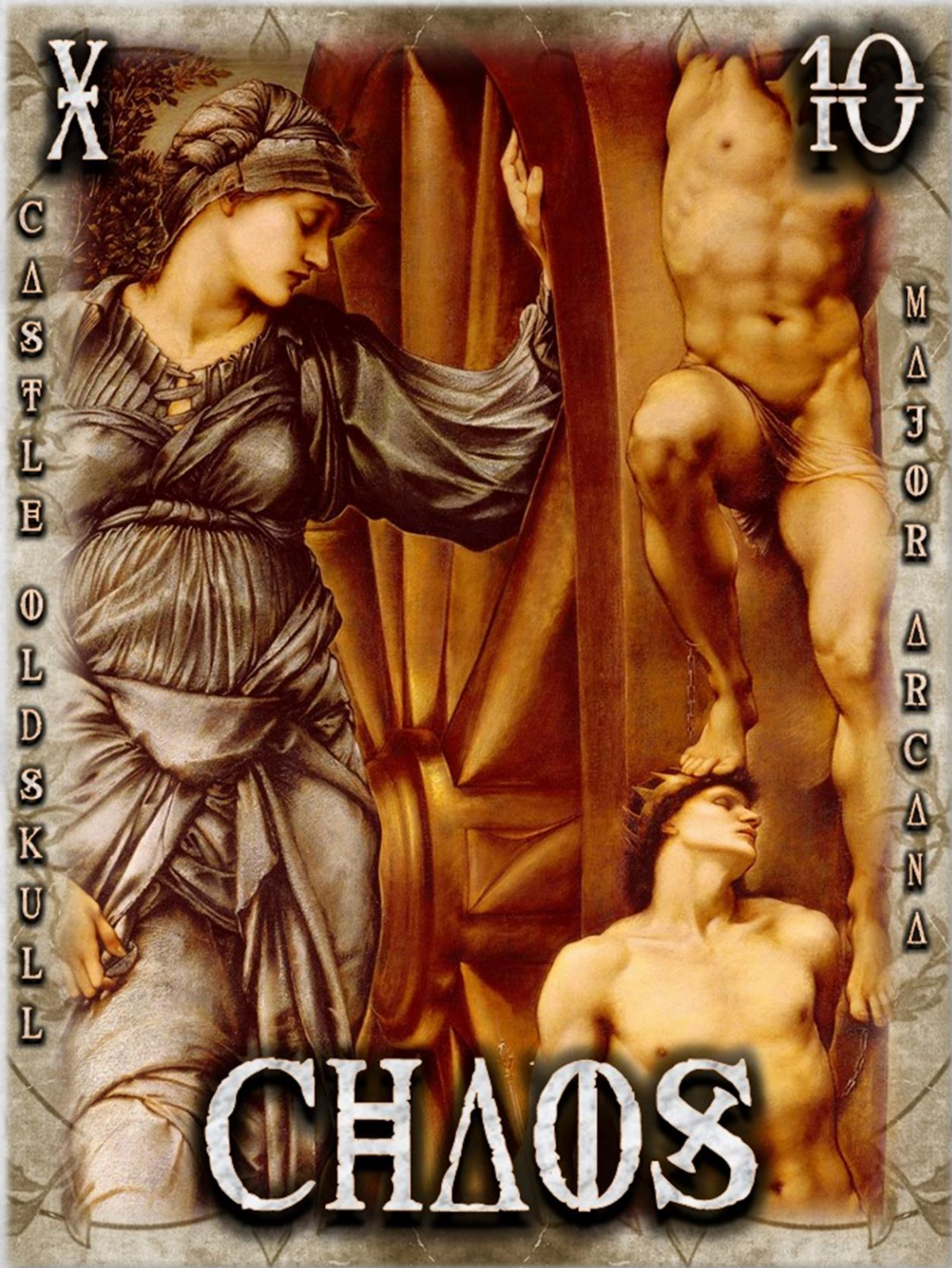
is magically *Imprisoned* without saving throw. This effect is irresistible and immediate, and it sends the Fate Seeker into a far-away hidden location in a helpless state. The victim is placed in magical temporal stasis until rescued, therefore requiring no water, food, air, or sustenance of any kind. He can think, but take no actions.

- If the PC is alone, he is effectively dead unless the GM wishes to continue the campaign in a future world (where an NPC rescues the PC and demands a Quest as payment).
- If the PC has companions, they receive a vague mental hint of where the prison is, and a direction (“It’s in a ruined tower somewhere in the Forest of Souls, to the northwest.”)
- Sages, research, and divination might be employed by the other PCs to affect an eventual rescue.
- A Wish can release the character as if the effect never occurred. A Limited Wish cannot free the character, but can teleport the PCs to within 1 mile of his location, if they are willing.
- The prison appears as a glowing golden orb, which only the other Player Characters can see. Interacting with the orb for 1 round will trigger release and the return of the Fate Seeker’s possessions. But it may well be in a dangerous monster lair!

The overall in-game difficulty and challenge level of the imprisonment depend on the experience level of the Fate Seeker:

- **Level 1:** Imprisoned in an unguarded tower ruin on the surface, 1D10x100 yards away.
- **Level 2:** Imprisoned in an unguarded subterranean cell, on the first level of a dungeon beneath the surface, 1D3 miles away.
- **Level 3:** Imprisoned in a monster-infested moathouse ruin on the surface, 1D4+1 miles away.
- **Level 4:** Imprisoned in a cell in a monster-infested subterranean dungeon, on the first level beneath the surface, 1D6+2 miles away.

- **Level 5:** Imprisoned in a monster-infested manor house, castle, or temple ruin on the surface, 2D6+2 miles away.
- **Level 6:** Imprisoned in a cell in a monster-infested subterranean dungeon, on the second level beneath the surface, 3D6 miles away.
- **Level 7:** Imprisoned in a monster-infested ruined town on the surface, 5D6 miles away.
- **Level 8:** Imprisoned in a cell in a monster-infested subterranean dungeon, on the third level beneath the surface, 5D10 miles away.
- **Level 9:** Imprisoned in a monster-infested ruined city on the surface, 10D10 miles away.
- **Level 10:** Imprisoned in a cell in a monster-infested subterranean dungeon or cave system, on the fourth level beneath the surface, 10D20 miles away.
- **Level 11+:** Imprisoned in a cell in a monster-infested deep dungeon or the netherworld, as least five levels beneath the surface, 10D20+100 miles away.
- **Special Note:** If you don't want the imprisoned Fate Seeker's player to be out of the game while the rescue adventures are being played out, I recommend providing the Fate Seeker's player with an NPC of decent but not spectacular power ... for example, of any class and race that the player prefers, of an experience level that is equal to the party's average experience level, rounded down, minus 2. If the player complains about this lack of compensation, they can choose not to play; remind them that the card effect is intended to be negative and harrowing, not beneficial.



X CHAOS

Associated Legendary Personage(s):	Kaos, Primordial Un-God (eternal force)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ Entropy ➤ The Gem (of Chaos) ➤ Le Roue de Fortune ➤ The Wheel of Chaos ➤ The Wheel of Fortune
Recommended Playing Card:	The Two of Hearts
Ordered (“Right Side Up”) Effect:	<p>Wheel of Fortune. If the Fate Seeker is a Thief (or related sub-class, such as Assassin), then they will gain a boon based on their experience level, as follows:</p> <ul style="list-style-type: none"> ➤ General Effect: For what is likely the only time this can occur in the game, the Fate Seeker’s player will be allowed to view the GM’s guidebook and the random lists of generated magic items. The player is allowed to roll on a table as indicated below, and to find a usable item within a gold piece range equal to the Fate Seeker’s level x 2,000 and level x 4,000. For example, a level 6 PC would roll until a usable item with a value between 12,000 and 24,000 is rolled. When the item is rolled, the item appears in the Fate Seeker’s possession, with full knowledge of how to use the item. If a cursed item is rolled, regardless of value, keep the result and give the cursed item to the Fate Seeker! If the item is not usable by the Fate Seeker, too expensive, or too inexpensive, reroll on the same table. ➤ Level 1 or 2: 1 roll on the Potion table. Since potions are consumable and have a low gold piece value, accept the first result and give the Fate Seeker a number of potions equal to the minimum gold value, rounded down. For example, if the Fate Seeker is level 2 (minimum gold roll 2,000) and a 500 gold piece value

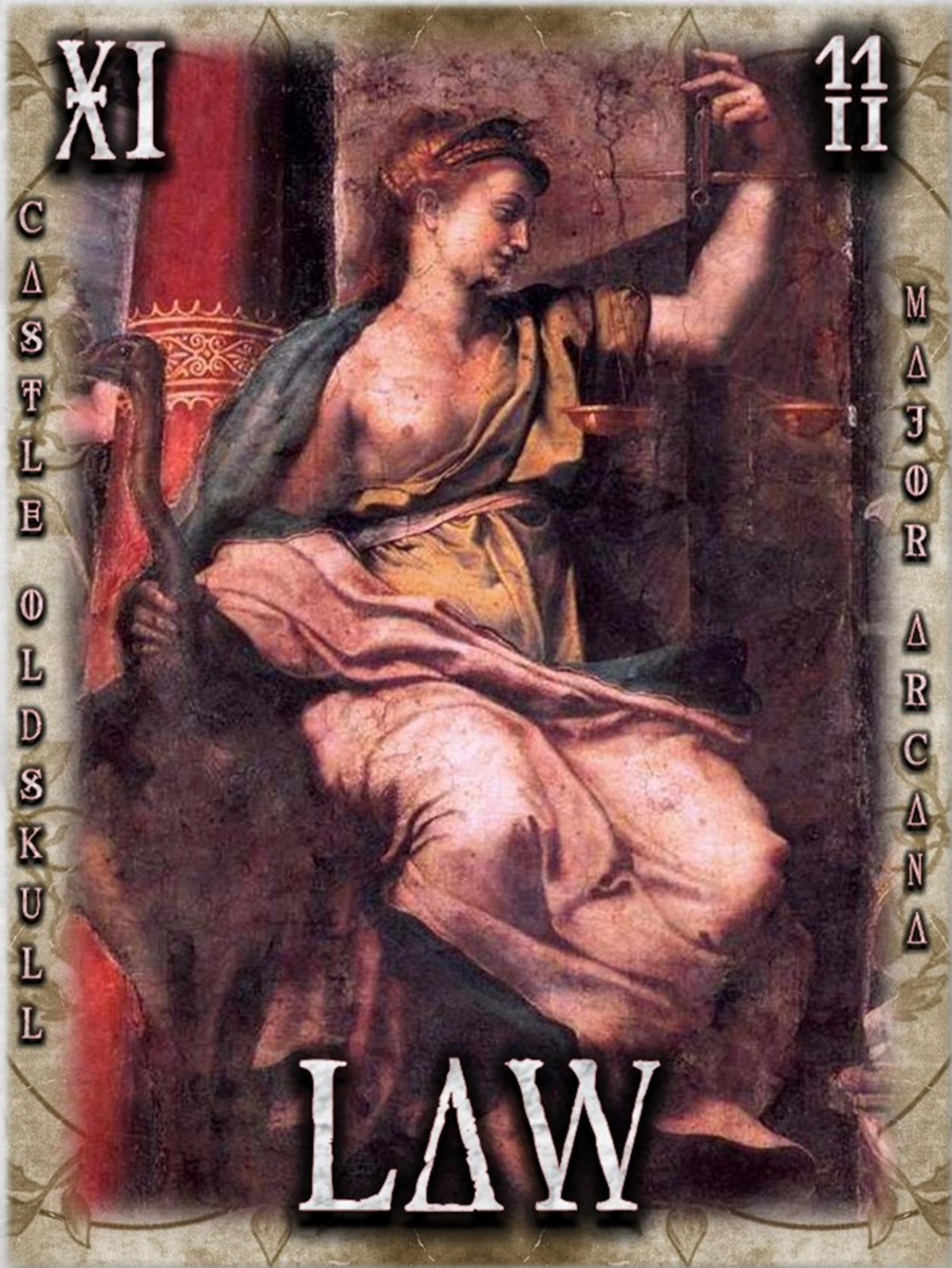
potion is rolled, give the Fate Seeker four vials of that potion type.

- **Level 3 or 4:** 1 roll on the Armor table.
- **Level 5 or 6:** 1 roll on the Miscellaneous Weapon table.
- **Level 7 or 8:** 1 roll on the Sword table, or on the Miscellaneous Table. The player must decide which table before any dice are rolled.
- **Level 9 or 10:** 2 rolls on the Miscellaneous Item tables. (Roll up two usable items.) The player decides which item is taken, and which one will vanish.
- **Level 11 or 12:** 2 rolls on the Ring table. (Roll up two usable items.) The player decides which item is taken, and which one will vanish.
- **Level 13 or 14:** 2 rolls on the Rod / Staff / Wand table. (Roll up two usable items.) The player decides which item is taken, and which one will vanish.
- **Level 15+:** 2 rolls on any ONE table the player wants, excluding Artifacts and Relics. (Roll up two usable items.) The player decides which item is taken, and which one will vanish.

If the Fate Seeker is not a Thief, the boon gained depends on his or her experience level:

- **Level 1-4: Gift of Fortune.** The Fate Seeker gains a permanent +1 bonus to a random ability score (1D6, 1=STR, 2=DEX, 3=CON, 4=INT, 5=WIS, 6=CHA) that is not already 18.
- **Level 5 to 10: Mantle of Fortune.** The Fate Seeker gains a +1 permanent bonus to all saving throws.
- **Level 11+: Fortuna's Bounty.** The Fate Seeker is showered with good celestial fortune. The player should choose either jewelry, or gems. If jewelry is chosen, then 20 randomly-generated pieces of jewelry magically appear in a small treasure chest. If gems are chosen, then 50 randomly-generated gemstones magically appear in a heavy silk haversack. The maximum value of the fortune is equal to the Fate Seeker's experience level x 5,000 gold

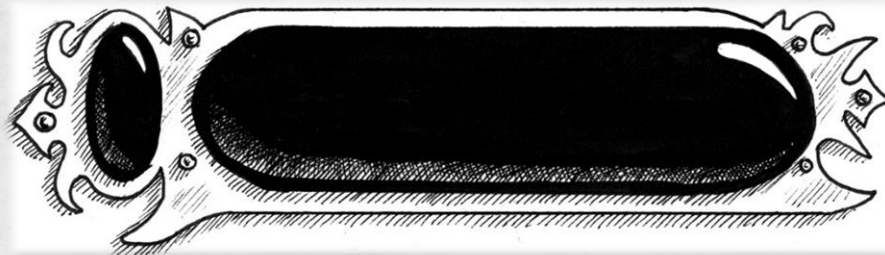
	<p>pieces, so adjust the values of individual pieces as needed.</p> <p>➤ Special Note: Due to the inherent Chaos effect of this boon, there is a considerable chance (meaning, “at the option of the GM”) that the Oldskull Deck “stole” these riches from somewhere, rather than conjuring them from thin air. If this occurs, a very angry and level-appropriate evil monster of high intelligence (ogre mage, ifrit, dragon, etc.) will know what has occurred and will arrive at the Fate Seeker’s location in 1D8+10 days. This effect is unbeknownst to the player or the Fate Seeker, but the former possessor will certainly blame the thief when that first encounter occurs! If you prefer random rolls, the odds for such a confrontation are 30%, plus the Fate Seeker’s experience level x 2%. For example, a level 9 Fate Seeker would have a 48% chance of drawing such unwanted attention. Thief, we hates it!</p>
<p>Inverted (“Upside Down”) Effect:</p>	<p>Ill Misfortune. Jewelry or gems currently carried by the drawer vanish into nothingness, forever. (Hey, maybe some other thief across the world drew the Ordered Chaos card and just got lucky!) If carried jewelry and gems cannot be sufficiently affected, then make the character’s stored coins and other non-magical treasures back at home vanish in the same proportion (and the Fate Seeker will sense what has occurred. The maximum value of such vanishing treasure is equal to the Fate Seeker’s experience level x 4,000 gold pieces; for example, a level 7 Fate Seeker would lose 28,000 gold pieces of non-magical treasure if he already owned more than that, or would lose all non-magical treasure if he owned less than that. Easy come, easy go!</p>

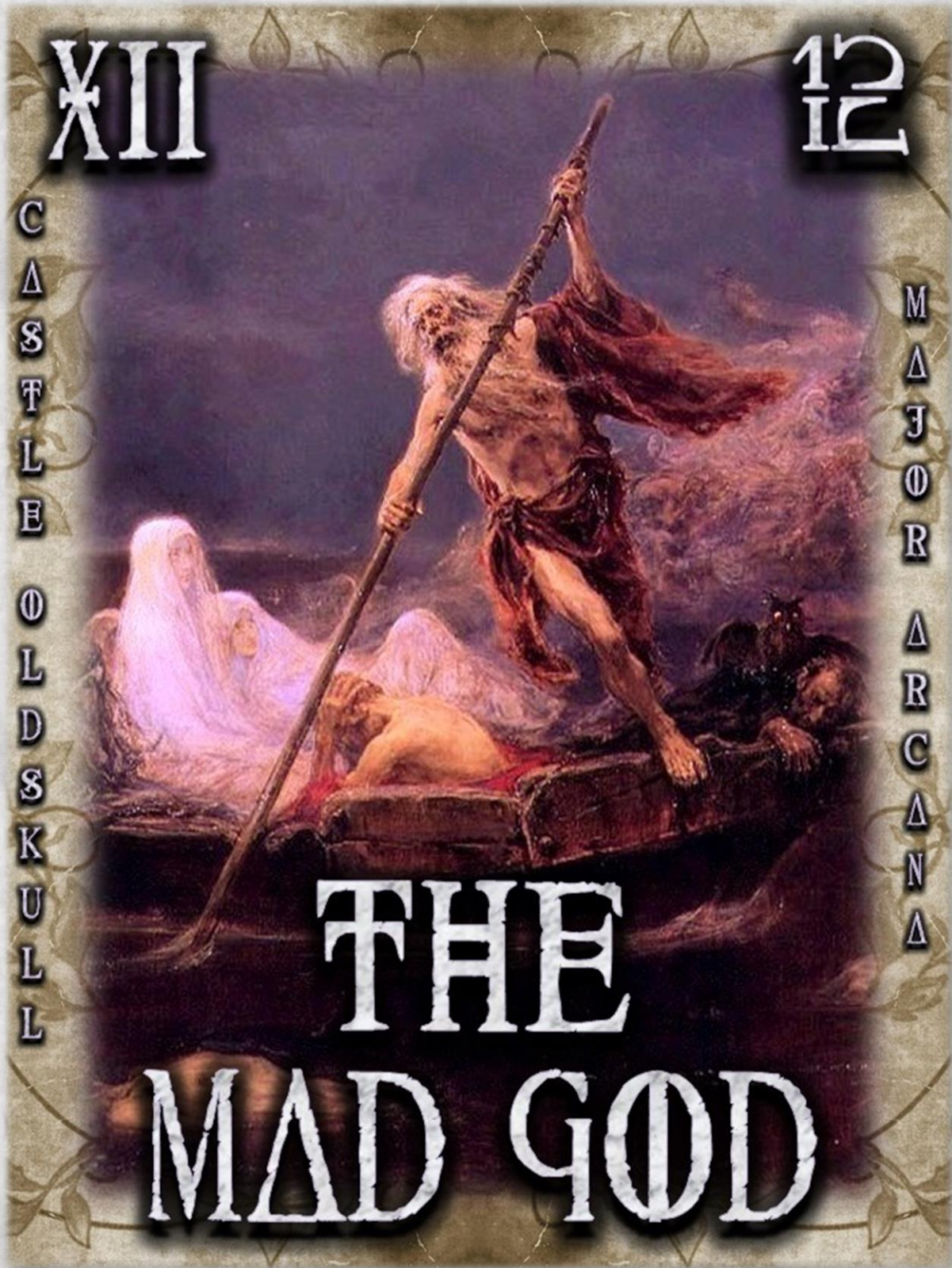


XI LAW

Associated Legendary Personage(s):	Nomos, Primordial Un-God (eternal force)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ (The) Balance ➤ Justice ➤ Justicia
Recommended Playing Card:	The Two of Spades
Ordered (“Right Side Up”) Effect:	<p>Judgment of Law. The effect depends on the Fate Seeker’s alignment, as follows:</p> <ul style="list-style-type: none"> ➤ Lawful (Evil, Good, or Neutral): The judgment is favorable. A Lawful Fate Seeker gains a bonus equal to 1D4% of their total earned experience points, and also gains a permanent +2 bonus to their lowest ability score (if two scores are equally low, the player can choose). ➤ Neutral (Evil, Good, or True): The judgment is meted out sternly. The Fate Seeker can gain the boon granted for a Lawful PC (as above), but only if the Fate Seeker is willing to change alignment toward Law at this moment. For example, a Neutral Good character would be given the divine chance to convert to Lawful Good. If the offer is refused, nothing happens. If the offer is accepted, the transition to the new alignment will occur with no normal penalty (which is usually GM censure and XP loss), but there may be a problem related to the character’s class vows, position in society, followers, etc. as determined by the GM. The character must remain true to the new alignment, or suffer the usual punishments for straying from alignment. ➤ Chaotic (Evil, Good, or Neutral): The Fate Seeker is judged and found wanting, and is threatened with a forced conversion to law. If the offer is refused, the Fate Seeker suffers a permanent -1 penalty to his highest ability

	<p>score (and if two are equal, the GM chooses the one that will cause the player the most consternation). If the offer is accepted, the Chaotic alignment becomes Lawful; for example, a Chaotic Evil Fate Seeker would convert to Lawful Evil. Accepting the offer will create considerable difficulties for the character (class vows, followers, position, allies, etc.), and will cause the Fate Seeker to lose 1D4% of the current total of earned experience points. Play the conversion with caution, and warn the player of dire effects!</p>
<p>Inverted (“Upside Down”) Effect:</p>	<p>Unfair Judgment. The effect depends on the Fate Seeker’s alignment, as follows:</p> <ul style="list-style-type: none"> • Lawful (Evil, Good, or Neutral): The judgment is of minor consequence, but unfair ... Law prevails even when it is not just. The Fate Seeker earns no experience points this game session; any gains already earned this session are reduced to zero. • Neutral (Evil, Good, or Neutral): The judgment is harsh and unfair, Law prevailing over balance. The Fate Seeker can choose to either suffer a permanent loss of hit points equal to their total experience level divided by 3 and rounded down (minimum 1 point), or a permanent -1 penalty to all saving throws. • Chaotic (Evil, Good, or Neutral): The judgment is cruel and punishing, smiting the enemies of Law. The character suffers both a permanent hit point loss and a permanent saving throw penalty, as for Neutral, above.

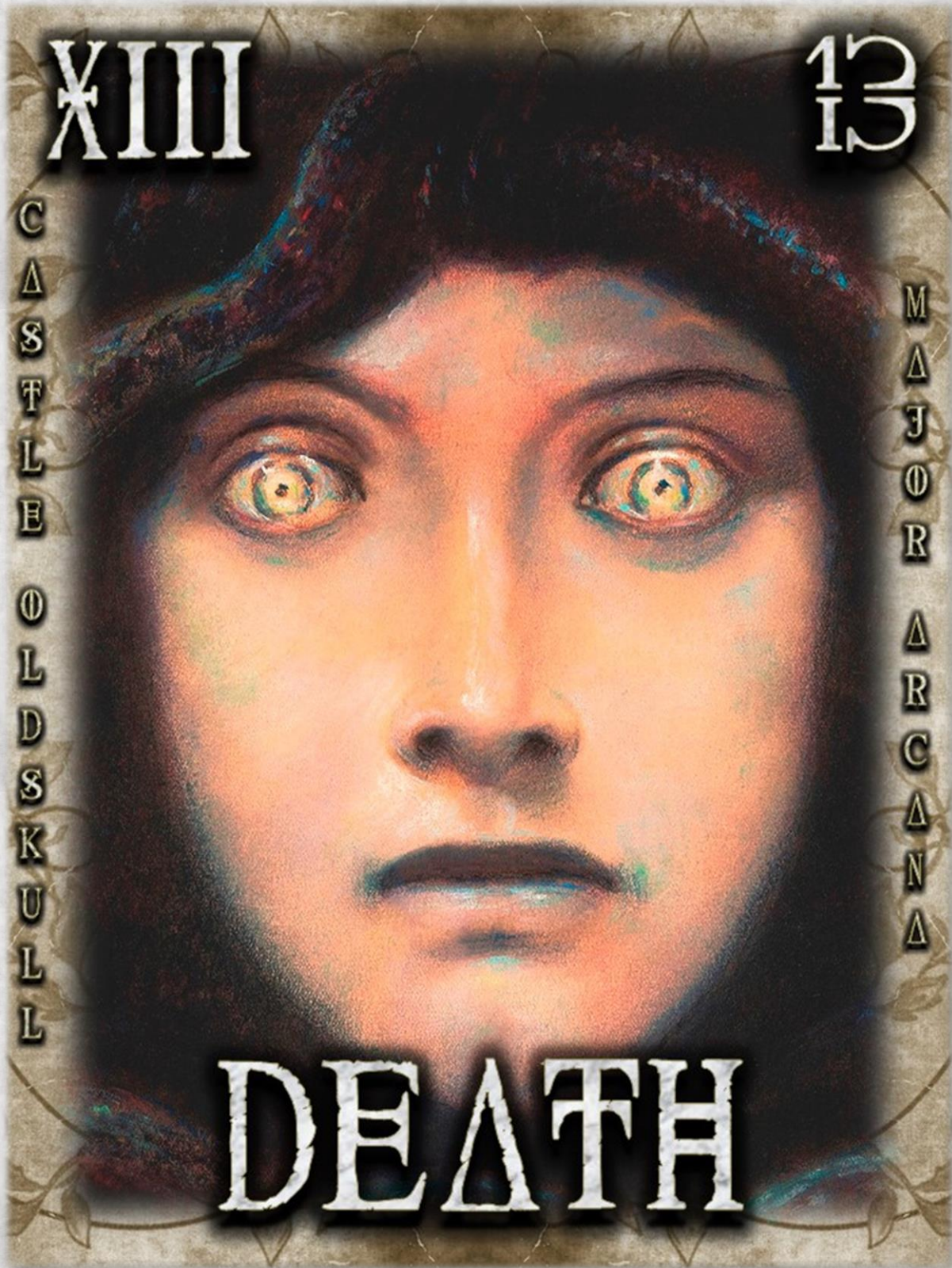




XII THE MAD GOD

Associated Legendary Personage(s):	Charon? (The identity of the Mad God is different in the World of Oldskull, but he is known to have a ferryman; in your world, Charon might well suffice if the idea of a Mad God does not fit well with the pantheons in your campaign.)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Deathless One ➤ Euryale ➤ The Hanged Man (or Woman) ➤ Le Pendu
Recommended Playing Card:	The King of Spades
Ordered (“Right Side Up”) Effect:	<p>Sacrifice of the Mad God. The Fate Seeker gains an Aura of Sacrifice. In the future, if any PC allied to the Fate Seeker is killed by any effect (injury, dragon’s breath, disintegration, poison, whatever), then the Fate Seeker’s player can choose to intervene by expending the Aura.</p> <p>This must be a willing and conscious choice by the Fate Seeker’s player; the slain PC’s player, the other players, and even the GM have no say in the matter. In absorbing the effect and performing the willing sacrifice, the intervening Fate Seeker gains the opportunity to make a System Shock Survival (CON) check.</p> <ul style="list-style-type: none"> ➤ If the roll succeeds, the deadly effect is completely nullified (to the bafflement of onlookers, and likely the death dealer if there was one). ➤ If the roll fails, the fatal effect (weapon damage, poison, petrification, whatever) befalls the Fate Seeker in full, and may well result in his death (or injury, as appropriate). ➤ In either instance, the PC that was originally affected prior to the Fate Seeker’s intervention suffers no ill effects whatsoever. ➤ This intervention of sacrifice cannot be made on behalf of any NPC or non-PC creature. The

	<p>Aura can be retained indefinitely until expended, and gives the Fate Seeker an innate +1 bonus to Charisma until it is used.</p>
<p>Inverted (“Upside Down”) Effect:</p>	<p>Martyrdom. The Fate Seeker’s player must make a soul sacrifice to the Mad God, or suffer the consequences. The sacrifice can be one of the following:</p> <ul style="list-style-type: none"> ➤ Burnt Offering. The Fate Seeker’s most valuable (in gold pieces) magic item is destroyed, consumed by sacred fire. ➤ Arcane Offering. If a spell caster, the Fate Seeker voluntarily loses the ability to memorize and cast 1 level 1 spell. For example, a Cleric who could formerly cast 4 level 1 spells could only cast 3 after the sacrifice. In addition, the character suffers a permanent -1 penalty to their lowest ability score. ➤ Blood Offering. The Fate Seeker surfaces a permanent loss of 1 hit point per 2 experience levels, rounded down. For example, a level 9 Fate Seeker would need to sacrifice 4 hit points. ➤ If the Fate Seeker refuses to make a sacrifice, he or she suffers a temporary -3 penalty to all saving throws for the next 333 game days. This curse cannot be removed by any means, including a Wish spell. ➤ The GM should explain all four of these options before the player decides. If the player cannot decide within 30 seconds, the default condition is that the Fate Seeker has refused to make a sacrifice.
<p>After Any Effect</p>	<p>After this card’s effects take place, and after the effects of all other cards in the draw (if any) are resolved, the Fate Seeker’s player is given the option of drawing one more card — for good or ill — before the deck disappears. Choosing to draw this extra card is colloquially termed “Embracing the Madness.”</p>



(TAR1) THE OLDSKULL DECK

KENT DAVID KELLY

XIII DEATH

Associated Legendary Personage(s):	Medusa (the Greater Gorgon)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Gordon ➤ La Mort ➤ Medusa ➤ The Skull
Recommended Playing Card:	The Jack of Clubs
Ordered (“Right Side Up”) Effect:	<p>Trial of Death. The Fate Seeker must battle a summoned Death Reaper, which is a special form of gorgonian zombie, with a hideously exposed skeletal ribcage, armed with a two-handed scythe. If anyone intervenes and attempts to assist the Fate Seeker, each such person will be forced to fight a summoned Death Reaper of their own. If the Fate Seeker is successful in this battle, his current experience point total is increased by 5% (or by 10%, if the Fate Seeker is currently level 6 or lower). (This bonus applies only to the Fate Seeker, not others who summoned additional Death Reapers.) The abilities of the Death Reaper vary according to the experience level of their summoner, as follows. Death Reapers always strike first in a round, and never miss. They are resistant to cold, fire, and lightning (damage is reduced by half), and immune to mind control effects, but are vulnerable to turning, holy water, weapon attacks, and so forth.</p> <ul style="list-style-type: none"> ➤ Level 1: Armor class 6, 5 hit points, damage 1D4. ➤ Level 2: Armor class 5, 10 hit points, damage 1D6. ➤ Level 3: Armor class 4, 15 hit points, damage 2D4. ➤ Level 4: Armor class 3, 20 hit points, damage 2D4+1. ➤ Level 5: Armor class 2, 25 hit points, damage 2D6.

- **Level 6:** Armor class 1, 30 hit points, damage 2D6+1.
- **Level 7:** Armor class 0, 35 hit points, damage 2D8.
- **Level 8:** Armor class -1, 35 hit points, damage 2D8. Cold, fire, and lightning damage is reduced by 60%; all other damage regardless of source is reduced by 10%.
- **Level 9:** Armor class -2, 35 hit points, damage 2D8. Cold, fire, and lightning damage is reduced by 70%; all other damage regardless of source is reduced by 20%.
- **Level 10:** Armor class -3, 35 hit points, damage 2D8. Cold, fire, and lightning damage is reduced by 80%; all other damage regardless of source is reduced by 30%.
- **Level 11:** Armor class -4, 35 hit points, damage 2D8. Cold, fire, and lightning damage is reduced by 90%; all other damage regardless of source is reduced by 40%.
- **Level 12:** Armor class -5, 35 hit points, damage 2D8. Immune to cold, fire, and lightning damage; all other damage regardless of source is reduced by 50%.
- **Level 13:** Armor class -6, 35 hit points, damage 2D8. Immune to cold, fire, and lightning damage; all other damage regardless of source is reduced by 60%.
- **Level 14+:** Armor class -7, 35 hit points, damage 2D8. Immune to cold, fire, and lightning damage; all other damage regardless of source is reduced by 70%.
- **Special Note:** An Ordered Death card does not represent a truly fatal challenge. If anyone is slain by a Death Reaper during an Ordered Death card event, that character will be reborn as a random other race in 24 hours. Any reborn character will still be able to advance normally; for example, a slain human paladin who rises as a dwarf could still attain unlimited experience levels (while also enjoying the benefits, as well as the other limitations, of the dwarf race). This is a bittersweet advantage ... but don't tell the

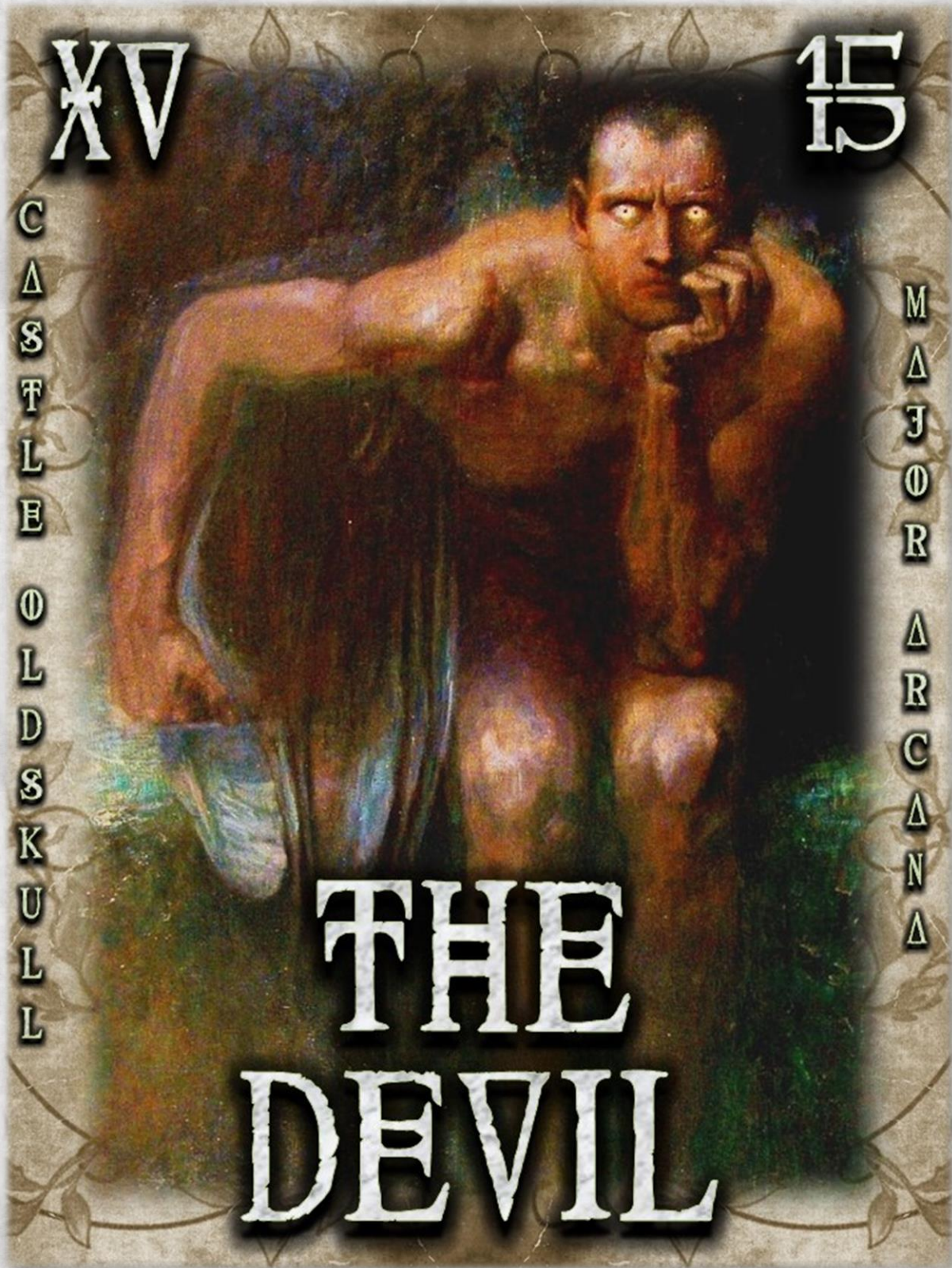
	<p>players about this until someone dies to a Death Reaper! Note also that magical armor will resize to fit a reborn character.</p>
<p>Inverted (“Upside Down”) Effect:</p>	<ul style="list-style-type: none"> ➤ The Reaping. This terrifying effect is exactly the same as above (summoning a vicious Death Reaper), including the potential XP gain, but the stakes are much higher. ➤ Special Note: An Inverted Death card is a fatal challenge. This is one of the deadliest effects in the deck. Anyone slain by a Death Reaper during an Inverted Death card event is slain forever, resurrection and Wishes notwithstanding!





XIV TEMPERANCE

Associated Legendary Personage(s):	Saint Cuthbert, Wonder Worker of Britannia (level 22 Cleric, level 8 Druid, level 7 Monk, Lawful Good with Neutral tendencies); Saint Sophrosone, Maiden of the Golden Decanter (level 24 Cleric, True Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Jester ➤ La Temperanza ➤ Temperantia
Recommended Playing Card:	Joker, with no trademark symbol
Ordered (“Right Side Up”) Effect:	Purpose and Meaning. The Fate Seeker can choose to gain a permanent bonus of either +1 Intelligence now, +1 Wisdom now, or to defer the boon. If the boon is deferred, no ability score bonus is gained now; but when the Fate Seeker next attains a higher experience level, the player can choose to gain a permanent bonus of either +2 Intelligence and +1 Charisma (to a maximum of 19 for both), or +2 Wisdom and +1 Charisma (to a maximum of 19 for both).
Inverted (“Upside Down”) Effect:	<p>The effect depends on the Fate Seeker’s class(es).</p> <ul style="list-style-type: none"> ➤ Lack of Insight. If none of the Fate Seeker’s classes have Intelligence and/or Wisdom as a prime attribute, then the character suffers a permanent penalty of -1 Intelligence and -1 Wisdom. ➤ Balance Essences. If the above condition is not met, then the character suffers a permanent -1 penalty from his highest ability score (the player chooses if two scores are tied), and a permanent +1 bonus to his lowest ability score (the GM chooses if two scores are tied).

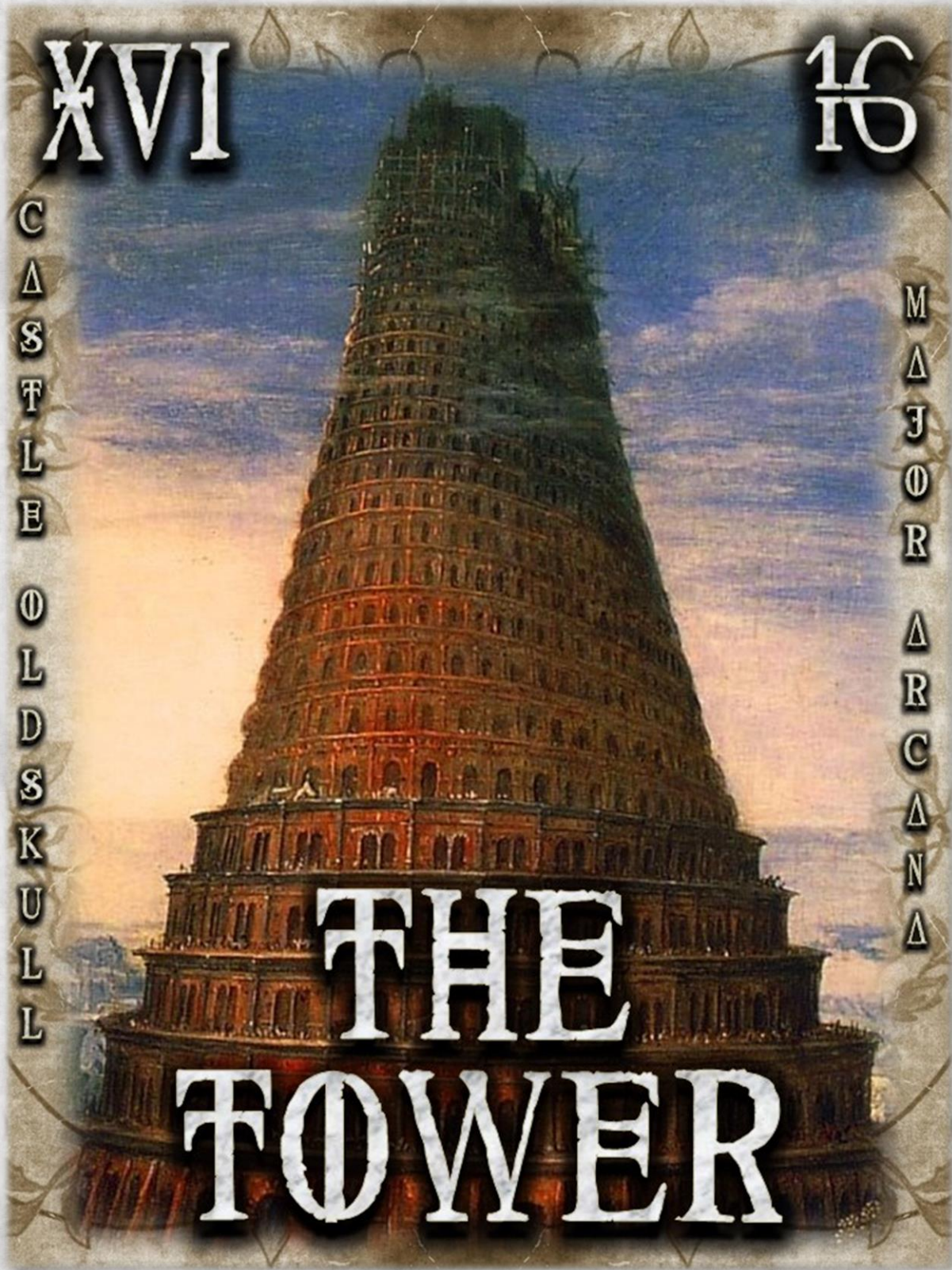


XV THE DEVIL

Associated Legendary Personage(s):	Duke Ashmodai, Lord of the Ninth Damnation (Arch-Devil)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ Ashmodai ➤ Le Diable ➤ The Flames
Recommended Playing Card:	The Queen of Clubs
Ordered (“Right Side Up”) Effect:	<p>Diabolic Confrontation. The power of this card draws from a devil in the Hells, reducing their strength, intelligence, magic, and charismatic influence for a period of 666 game days. The devil is magically imprisoned in stasis during this time, and can only think and not act ... plotting revenge against the one mortal it knows caused its downfall. During that time, the Fate Seeker will be unaffected, but will know that the devil is plotting revenge. The player will want to empower the Fate Seeker as much as they can before the inevitable future confrontation (when the devil can leave its infernal prison, and come to the Prime Material Plane to attack its hated foe). The power of the devil is dependent upon the current experience level of the Fate Seeker ... so you have about 1.75 game years to level up and prepare for the worst!</p> <ul style="list-style-type: none"> ➤ Level 1: Spiny Devil. ➤ Level 2: Crimson Bane of Abishai. ➤ Level 3: Azure Bane of Abishai. ➤ Level 4: Emerald Bane of Abishai. ➤ Level 5: Pale Bane of Abishai. ➤ Level 6: Ebon Bane of Abishai. ➤ Level 7: Erinys / Fury. ➤ Level 8: Thorn-Beard Devil. ➤ Level 9: Stygian Devil. ➤ Level 10: Tusked Devil / Malebranche. ➤ Level 11: Barbed Spiny Devil. ➤ Level 12: Scorpion Devil. ➤ Level 13: Frost Devil. ➤ Level 14: Chasm Fiend.

	<ul style="list-style-type: none"> ➤ Level 15 or 16: A Duke of Hell of the GM's choice (who will summon lesser devils once every 66 days to attack the Fate Seeker, but who cannot directly come to the Prime Material Plane solely to act against that mortal ... such is an inherent controlling power of the Oldskull Deck). ➤ Level 17+: An Arch-Devil of the GM's choice (who will summon greater devils once every 66 days to attack the Fate Seeker, but who cannot directly come to the Prime Material Plane solely to act against that mortal ... such is an inherent controlling power of the Oldskull Deck). The enmity will never end. ➤ Special Note: If the devil is slain — even if it is no longer really a threat, its hatred will still drive it to fight to the death — the Fate Seeker will gain a full experience level, but only if the confrontation was one-on-one.
<p>Inverted (“Upside Down”) Effect:</p>	<p>Diabolic Nemesis. This effect is identical to the Diabolic Confrontation effect, above, but the Fate Seeker only has 66 game days to prepare before the devil is unleashed. And yes, the potential for a gained experience level is still there!</p>





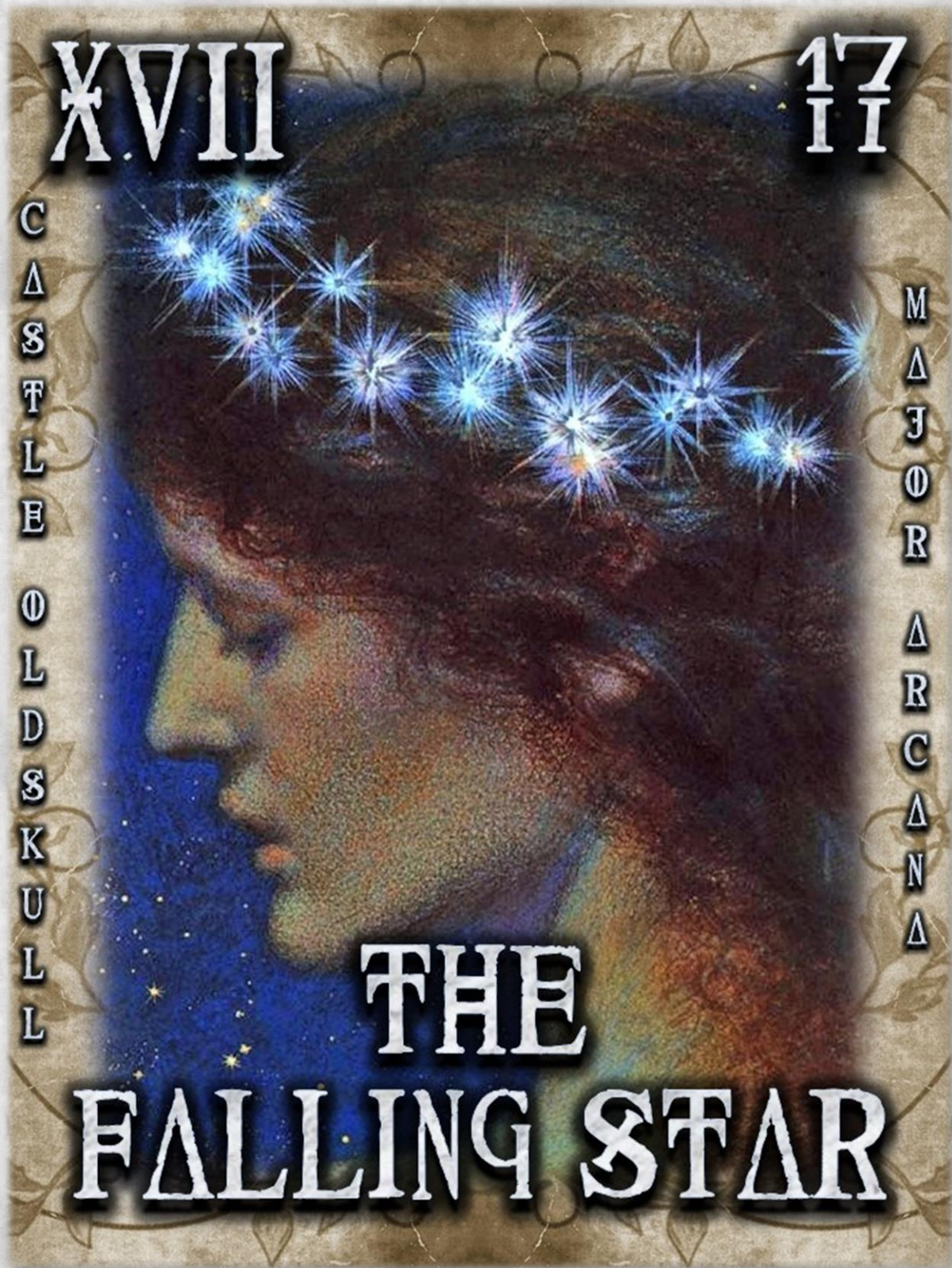
XVI THE TOWER

Associated Legendary Personage(s):	Nebuchadnezzar (level 22 Fighter, Lawful Neutral with Evil tendencies)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Hose of (the) God ➤ The Lightning-Struck Tower ➤ Le Maison de Dieu ➤ The Throne
Recommended Playing Card:	The King of Hearts
Ordered (“Right Side Up”) Effect:	<p>Chivalric Honor and Worthy Claimant. The Fate Seeker beholds a vision, which makes him realize that he has inherited a small keep in the world that is near to the adventurers’ current base of operations. Ways to introduce this familial legacy vary, but being a fan of Lovecraft and dark fairy tales, my preference is to describe a vision of an overgrown ancestral castle deep in the woods, filled with ghosts and monsters. Encourage the Fate Seeker and the other PCs to clear this new dungeon out: If they can do it, they will find magical and mundane proof tying the Fate Seeker to the legacy, and they will have a castle of their very own as a base for future adventures! When the property is claimed and the heir returns with proof to the local kingdom, the PC gains a noble rank (typically a Baronetcy, but higher if level 9+ at GM’s discretion), and a Charisma score of 18.</p> <p>The Fate Seeker will know the approximate location of the castle, in a wilderness 10D10 miles away. The recommended size of the castle varies by the Fate Seeker’s experience level, as follows. The ground level of a castle will be the largest, and the upper level(s) might either be of the same size, or (more likely) smaller and divided into tower sections. Please refer to The Classic Dungeon Design Guide, Book III if you need more information on castle types. As a reminder, 100 square feet are equivalent to a 10’x10’ square on a graph paper map.</p>

- **Level 1 or 2: Wooden Fortress / Ostrog.** The floorplan comprises 1 or 2 levels, and approximately 10,000 square feet.
- **Level 3 or 4: Angular Blockhouse / Tower House.** The floorplan comprises 2 levels, and approximately 10,000 square feet.
- **Level 5: Refuge Castle / Volksburg.** The floorplan comprises 2 levels (one of which is underground), and approximately 15,000 square feet.
- **Level 6: Fortified Hunting Lodge.** The floorplan comprises 2 levels, and approximately 15,000 square feet.
- **Level 7: Blockhouse / Tower House.** The floorplan comprises 3 levels, and approximately 20,000 square feet.
- **Level 8: T-Plan Blackhouse / Tower House.** The floorplan comprises 2 or 3 levels, and approximately 25,000 square feet.
- **Level 9: Moathouse.** The floorplan comprises 2 levels, and approximately 30,000 square feet.
- **Level 10: C-Plan Blockhouse / Tower House.** The floorplan comprises 3 levels, and approximately 30,500 square feet.
- **Level 11: Tower Castle.** The floorplan comprises 3 or 5 levels, and approximately 40,000 square feet.
- **Level 12: Bridge Castle.** The floorplan comprises two sub-castles of 4 levels each, and approximately 50,000 square feet.
- **Level 13: Hillside Castle.** The floorplan comprises 4 levels (one of which is underground), and approximately 60,000 square feet.
- **Level 14: Hilltop Castle.** The floorplan comprises 4 levels (one of which is underground), and approximately 80,000 square feet.
- **Level 15: Island Castle / Inselburg.** The floorplan comprises 4 levels, and approximately 100,000 square feet.

	<ul style="list-style-type: none"> ➤ Level 16: Fantastic Castle. The floorplan comprises 4 levels (one of which is underground), and approximately 150,000 square feet. ➤ Level 17 or 18: Underworld Castle / Subterranean Stronghold. The floorplan comprises 2 to 4 levels (entirely underground), and approximately 200,000 square feet. ➤ Level 19+: Sovereign Castle. The floorplan comprises 5 levels (one of which is underground), and approximately 250,000 square feet.
<p>Inverted (“Upside Down”) Effect:</p>	<p>Chivalric Dishonor and Fallen Claimant. As above, but the Fate Seeker will learn that his or her noble bloodline was laid low by a terrible monstrous curse. Suggested curses include lycanthropy, madness (demonic or diabolic possession), vampirism, or the corruption of the Great Old Ones. The castle can still be claimed, but it will be well-defended by evil powers who slaughtered the bloodline (werewolves, cultists, vampires, Lovecraftian entities, etc.). Whether the Fate Seeker decides to reclaim this birthright is entirely the player’s choice ... but until this is done, the haunting memory of being the only heir of a doomed family in need of salvation will cause a -1 penalty to all saving throws, until the castle is conquered (if ever).</p>





XVII

THE FALLING STAR

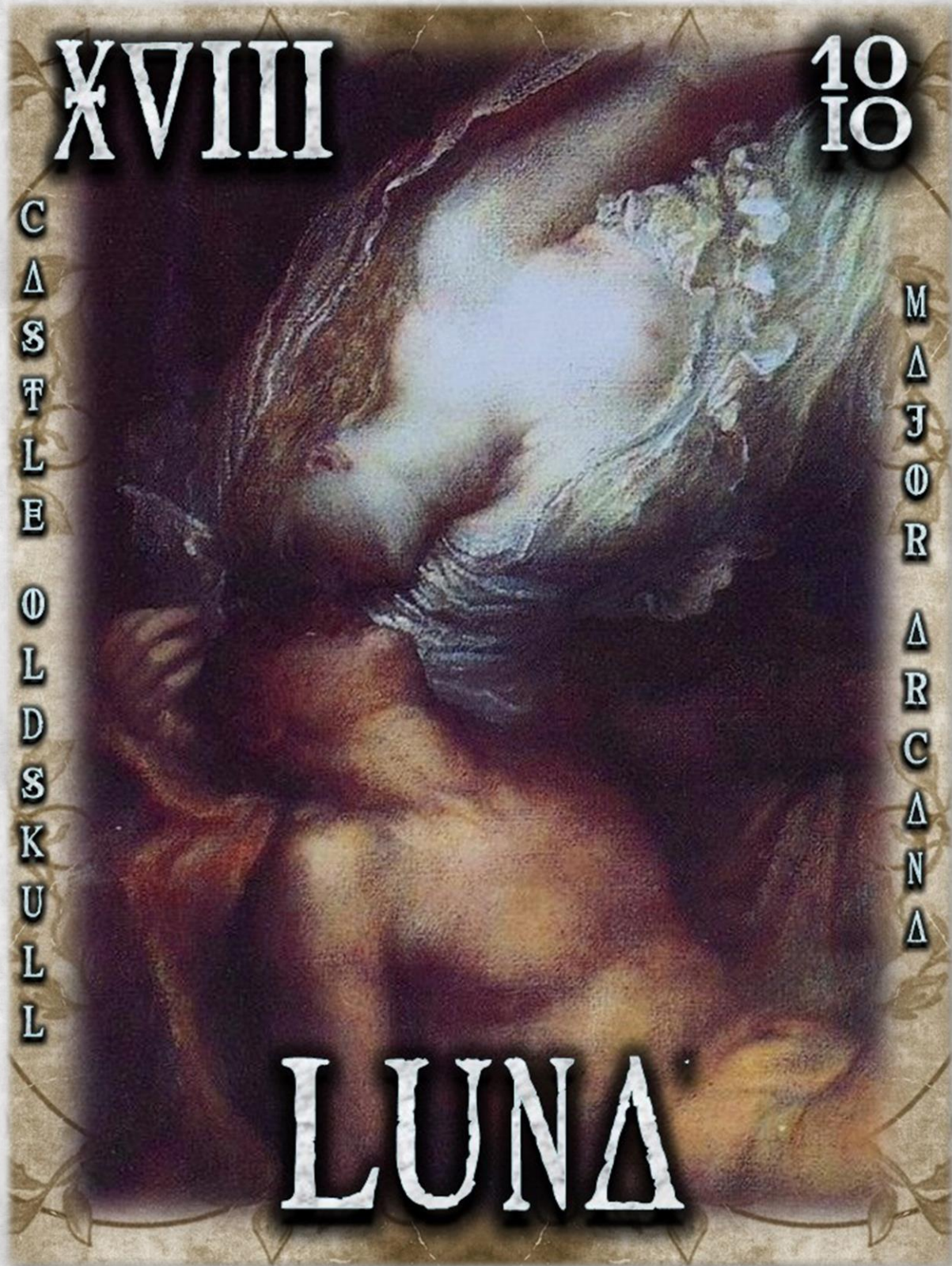
Associated Legendary Personage(s):	Astraeus, Lord of the Falling Star (level 22 Magic-User / Savant / Astrologer, Chaotic Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ The Comet ➤ L'Etoie ➤ The Falling Star
Recommended Playing Card:	The Two of Diamonds
Ordered (“Right Side Up”) Effect:	<p>Triumph in Adversity. The Fate Seeker has a vision of a powerful monster, in a nearby dungeon (or a deeper level of the current dungeon). The monster will be difficult to defeat, but not impossible. It will have the maximum possible number of hit points. If the Fate Seeker slays the monster with assistance, he will gain enough XP to be 1 point away from the next experience level. It will be difficult to reach, perhaps in a secret area, and there will be numerous encounters and traps before the fated confrontation can occur. While hunting in the correct dungeon area, the Fate Seeker will have mental-visual “radar” telling him the direction (N, NE, E, SE, etc.), verticality (up / down), and approximate distance to the monster (within 100’).</p> <p>If the monster is slain in one-on-one combat, he will gain enough XP to move to the mid-point of the next experience level. The monster must be slain within 30 game days, or the XP bonus will not be granted.</p> <p>I recommend the following monsters, but you can certainly use your own while employing the following power levels as guidelines. Dragons are not recommended ... your player’s PC will probably die trying to attain a solo kill, if your players are anything like mine!</p> <ul style="list-style-type: none"> ➤ Level 1: [1] Anti-Paladin Caitiff (Level 1), [2] Goblin Chieftain, [3] Kobold Chieftain, [4] Lizard Man, [5] Sea Devil, [6] Stryx.

- **Level 2:** [1] Corrupted Leprechaun, [2] Ghoul, [3] Large Spider, [4] Netherworld Centaur, [5] Ogre, [6] Orc Chieftain.
- **Level 3:** [1] Carnivorous Ape, [2] Gargoyle, [3] Ghast, [4] Harpy, [5] Huge Trapdoor Spider, [6] Wererat.
- **Level 4:** [1] Cockatrice, [2] Giant Constrictor Snake, [3] Giant Spider, [4] Living Shadow, [5] Six-Headed Hydra, [6] Wereboar.
- **Level 5:** [1] Armored Minotaur, [2] Cave Bear, [3] Dimensional Beast, [4] Manticore, [5] Minotaur, [6] Tentacled Centipede.
- **Level 6:** [1] Giant Dragonfly, [2] Hieracosphinx, [3] Medusa, [4] Troll, [5] Werejackal, [6] Wraith.
- **Level 7:** [1] Basilisk, [2] Black Slime, [3] Chimaera, [4] Hill Giant, [5] Invisible Monster, [6] Vulture Demon.
- **Level 8:** [1] Amber Behemoth, [2] Hag of Black Annis, [3] Hill Giant Chieftain, [4] Horde Demon, [5] Stone Giant, [6] Wereshark.
- **Level 9:** [1] Batrachian Demon, [2] Elemental (HD 8), [3] Ifrit, [4] Land Shark, [5] Succubus, [6] Two-Headed Giant.
- **Level 10:** [1] Banshee, [2] Boar Demon, [3] Clay Golem, [4] Elemental (HD 12), [5] Fire Giant, [6] Serpentine Demoness.
- **Level 11:** [1] Afanc, [2] Cloud Giant, [3] Ghost, [4] Level 11 NPC, [5] Pyre Demon, [6] Vampire.
- **Level 12:** [1] Cambion Baron, [2] Daemon of Charon, [3] Elemental (HD 16), [4] Gray Deep One Lord, [5] Level 12 NPC, [6] Vampire Lord.
- **Level 13:** [1] Cambion Marquis, [2] Corrupted Storm Giant, [3] Level 13 NPC, [4] Stone Golem, [5] Tyrannosaurus Rex, [6] Violet Tunnel Worm.
- **Level 14:** [1] Arcane Daemon, [2] Corrupted Titan, [3] Demi-Lich (Skull Lich), [4] Level 14 NPC, [5] Shoggoth, [6] War Daemon.
- **Level 15+:** [1] Corrupted Elder Titan, [2] Eye of Azathoth, [3] Fallen Angel, [4] Iron Golem, [5] Lich, [6] NPC of Equivalent Level.

Inverted (“Upside Down”) Effect:

Omen of Despair. Immediately, the Fate Seeker is reduced to the lowest XP total possible to retain his experience level (e.g., if he currently has 7,387 XP and needed 4,001 to reach this level, he is now reduced to 4,001). Be sure to record the original total! Then, he experiences the vision of the nemesis, as above. If the creature is defeated with assistance, the Fate Seeker will regain half of the total XP lost (e.g., 7,387 minus 4,001 equals 3,386, divided by 2 equals 1,693 XP); if the creature is bested in one-on-one combat, the full lost XP will be regained. If the monster is never challenged, or never defeated, the lost experience points are lost forever. Of course, normal XP can still be gained over time.





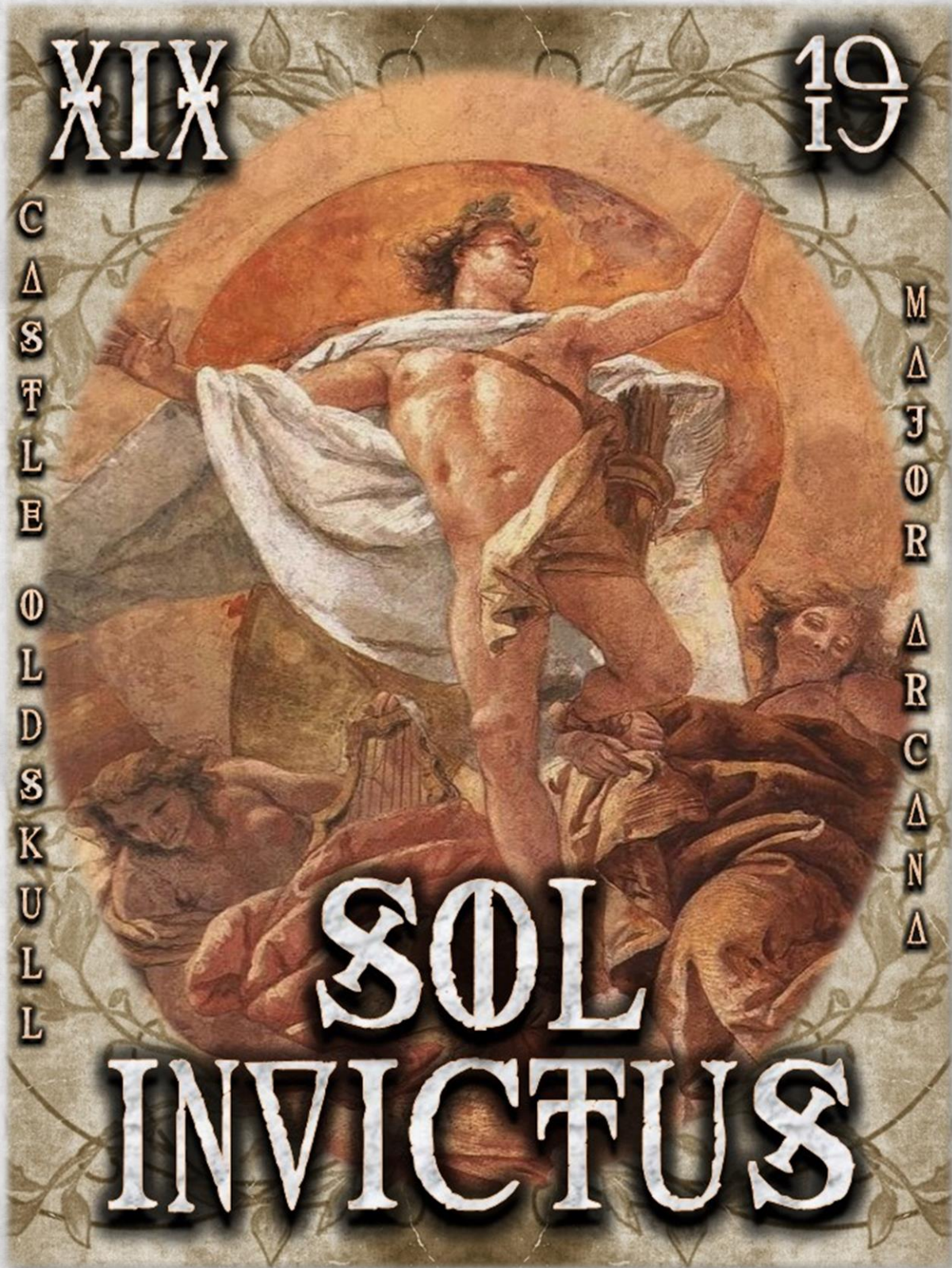
XVIII LUNA

Associated Legendary Personage(s):	Luna, Lesser Goddess of the Moon
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ Diana ➤ La Lune
Recommended Playing Card:	The Queen of Diamonds
Ordered (“Right Side Up”) Effect:	<p>Fulfillment of Illusion. Quite simply, this card is highly coveted in its Ordered state, because it grants Wishes. A beautiful moonstone jewel will appear in the palm of the Fate Seeker’s hand, attuned solely to him. (Even if the stone is stolen, or the Fate Seeker is threatened, no one else can draw the Wishes from the stone. The Fate Seeker cannot make Wishes work for others while being threatened; the power simply will not function in that instance.)</p> <p>Do keep in mind that if this effect is activated and there are still other cards to activate hereafter in the same draw sequence, the Fate Seeker will not have time to voice and await the fulfillment of a Wish before the next card effect occurs! This can be somewhat problematic, considering that the Wishes — which appear as sparkles swirling within the moonstone — will fade and become powerless over time.</p> <p>The power of the card increases with the Fate Seeker’s experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1: 1 Limited Wish, which will fade in 10 minutes of game time. ➤ Level 2: 1 Limited Wish, which will fade in 1 hour of game time. ➤ Level 3: 1 Limited Wish, which will fade in 12 hours of game time. ➤ Level 4: 1 Limited Wish, which will fade in 24 hours of game time. ➤ Level 5: 1 Limited Wish, which will fade during the rising of the next new moon. (That

	<p>might be one night or two weeks from now, depending on the campaign calendar.)</p> <ul style="list-style-type: none"> ➤ Level 6: 1 Limited Wish, which will fade in two Moonths (months, 60 game days from now, with the rising of the moon). ➤ Level 7: 1 Limited Wish, which will fade in three Moonths. ➤ Level 8: 2 Limited Wishes, which will fade in six Moonths. ➤ Level 9: 1 Wish, which will fade in 10 minutes of game time. (Be careful!) ➤ Level 10: 1 Wish, which will fade in 1 hour of game time. ➤ Level 11: 1 Wish, which will fade in 12 hours of game time. ➤ Level 12: 1 Wish, which will fade in 24 hours of game time. ➤ Level 13: 1 Wish, which will fade during the rising of the next new moon. (That might be one night or two weeks from now, depending on the campaign calendar.) ➤ Level 14: 1 Wish, which will fade in two Moonths (months, 60 game days from now, with the rising of the moon). ➤ Level 15: 2 Wishes, which will fade in three Moonths. ➤ Level 16+: 3 Wishes, which will fade in six Moonths.
<p>Inverted (“Upside Down”) Effect:</p>	<p>Lunacy. The exact nature of the affliction depends on the Fate Seeker’s experience level, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1: Madness I. The Fate Seeker suffers temporary insanity, beginning at moonrise. (As determined by the GM; options include paranoid delusions, schizophrenia, hysteria, etc.) Per the normal rules, the PC will basically be an NPC during this time without any player control. He will not however be violent, unless attacked. The madness can be cured by magic, or will resolve itself in 12 hours ... approximately the time from moonrise to moonset, depending on your game world. Running off and waking naked and alone, huddled down in a hole in the ground (for

example) can be a fun little adventure hook! Now where did my magic items go ...

- **Level 2: Madness II.** As above, but the affliction will be violent and dangerous. The Fate Seeker may need to be restrained, avoided, etc.
- **Level 3: Madness III.** Non-violent, duration 72 hours unless cured.
- **Level 4: Madness IV.** Violent, duration 72 hours unless cured.
- **Level 5: Madness V.** Non-violent, duration 7 days and nights (168 hours) unless cured.
- **Level 6: Madness VI.** Violent, duration 7 days and nights (168 hours) unless cured.
- **Level 7: Lycanthropy I.** The Fate Seeker will become a wererat. The usual rules for disease onset, avoidance, curing, timing, and effects will apply. Alignment will not change until after the second (next month's) transformation, and the Fate Seeker — while still controlled by the GM as an NPC during times of transformation — will recognize allied PCs and NPCs, and will not attack them unless attacked. But the newborn beast will need to feed, nevertheless, and will become violent if restrained ...
- **Level 8: Lycanthropy II.** As above, but the Fate Seeker will become a werejackal.
- **Level 9: Lycanthropy III.** As above, but the Fate Seeker will become a werewolf.
- **Level 10: Lycanthropy IV.** As above, but the Fate Seeker will become a wereboar.
- **Level 11: Lycanthropy V.** As above, but the Fate Seeker will become a weretiger.
- **Level 12+: Lycanthropy VI.** As above, but the Fate Seeker will become a corrupted (Chaotic Evil) werebear.



XIX

SOL INVICTUS

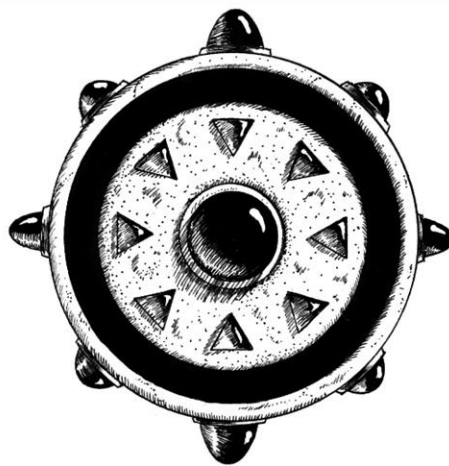
Associated Legendary Personage(s):	Helios, Greater God of the Sun
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ La Soleil ➤ The Sun
Recommended Playing Card:	The King of Diamonds
Ordered (“Right Side Up”) Effect:	<p>Triumph. The Fate Seeker gains experience points and a random magic item. The item will be usable by the character, within a gold piece range equal to the Fate Seeker’s level x 1,000 and level x 3,000. Roll on any random table as designated (ring, wand, miscellaneous, etc.), but reroll any results indicating consumables (potions or scrolls primarily).</p> <p>In addition, the Fate Seeker will gain an XP award, as follows:</p> <ul style="list-style-type: none"> ➤ Level 1: +500 XP (+1,000 if doubled). ➤ Level 2: +1,000 XP (+2,000 if doubled). ➤ Level 3: +2,000 XP (+4,000 if doubled). ➤ Level 4: +3,000 XP (+6,000 if doubled). ➤ Level 5: +4,000 XP (+8,000 if doubled). ➤ Level 6: +6,000 XP (+12,000 if doubled). ➤ Level 7: +8,000 XP (+16,000 if doubled). ➤ Level 8: +10,000 XP (+20,000 if doubled). ➤ Level 9: +15,000 XP (+30,000 if doubled). ➤ Level 10: +20,000 XP (+40,000 if doubled). ➤ Level 11: +25,000 XP (+50,000 if doubled). ➤ Level 12: +30,000 XP (+60,000 if doubled). ➤ Level 13: +40,000 XP (+80,000 if doubled). ➤ Level 15: +50,000 XP (+100,000 if doubled). ➤ Level 16: +60,000 XP (+120,000 if doubled). ➤ Level 17+: +75,000 XP (+150,000 if doubled). <p>The Fate Seeker can, after knowing what the magic item will be, either accept the item (and know its powers) or refuse the item (and double the above XP award as a result).</p>

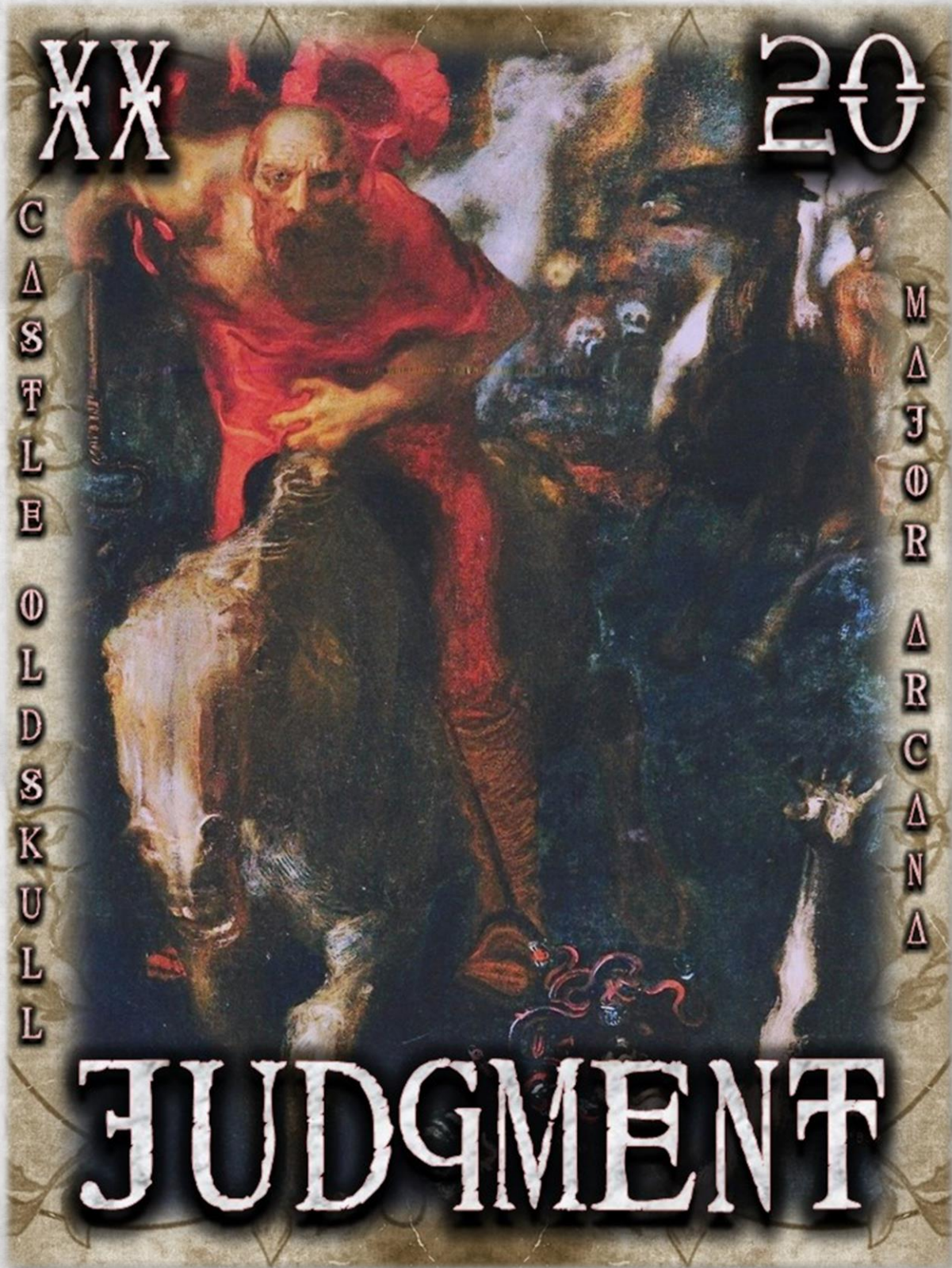
	Experience levels gained as the result of a Triumph effect do not require delay or training; they occur immediately as a form of divine (or infernal) exaltation.
Inverted (“Upside Down”) Effect:	<p>Hubris of Icarus. The Fate Seeker’s second most valuable item (if he is carrying more than one) will vanish. This should be fairly apparent based on how the player prizes the items (e.g., taking fine care of a sword +2 but always forgetting he’s wearing chainmail +1, which is the secondary item), but if it is not, go by the items’ gold piece values. If the Fate Seeker has 0 or 1 magic items, the Hubris disenchantment does not take hold in this manner.</p> <p>In addition, the Fate Seeker will suffer an XP gain penalty for the future, depending on his or her Wisdom, as follows:</p> <ul style="list-style-type: none"> ➤ Wisdom 3: -50% XP gain for the next 300 game days. ➤ Wisdom 4: -45% XP gain for the next 250 game days. ➤ Wisdom 5: -40% XP gain for the next 200 game days. ➤ Wisdom 6: -35% XP gain for the next 175 game days. ➤ Wisdom 7: -30% XP gain for the next 150 game days. ➤ Wisdom 8: -25% XP gain for the next 125 game days. ➤ Wisdom 9: -20% XP gain for the next 100 game days. ➤ Wisdom 10: -20% XP gain for the next 90 game days. ➤ Wisdom 11: -20% XP gain for the next 80 game days. ➤ Wisdom 12: -20% XP gain for the next 70 game days. ➤ Wisdom 13: -20% XP gain for the next 60 game days. ➤ Wisdom 14: -20% XP gain for the next 50 game days. ➤ Wisdom 15: -20% XP gain for the next 40 game days.

- **Wisdom 16:** -15% XP gain for the next 40 game days.
- **Wisdom 17:** -15% XP gain for the next 30 game days.
- **Wisdom 18+:** -15% XP gain for the next 20 game days.

These gain penalties work in conjunction with other XP gains, such as for high ability scores. So if a PC has +10% XP gain inherently due to high scores, and suffers -20%, the next result is -10% for the allotted time.

The effect begins immediately. Kindly do not inform the player of this effect, until the next time experience points are awarded! And yes, points received earlier in this game session, prior to the drawing of the Inverted Sol, are penalized in this manner when award time comes. Explain the unwelcome news when it is time. It is likely that the player will want to put the Fate Seeker on hiatus, ask the other PCs to delay their current adventures and wait, etc.; let these machinations work themselves out between players and observe without trying to smooth things over. Sometimes, PC Wisdom reflects player wisdom ...





XX JUDGMENT

Associated Legendary Personage(s):	Herne, Master of the Wild Hunt (incarnate spirit, level 15 Ranger, True Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ La Jugement ➤ The Void
Recommended Playing Card:	The King of Clubs
Ordered (“Right Side Up”) Effect:	<p>Absolution. The character will be freed from any Quest, Geas, charm, or curse that is currently suffered. (These are afflictions of the soul; bodily afflictions, such as disease, will not be cured.) If no such effects were currently suffered, then the Fate Seeker will be immune (automatic saving throw) to the next 3 such effects, whenever or however they occur. This Aura of Absolution will remain until the 3 effects are negated.</p> <p>In addition, if the character is true to his or her alignment, an XP award will be gained. The judge of this is solely the Game Master. As a rule of thumb, if the character has ever changed alignment (willingly or unwillingly, or through poor behavior), he has been Untrue; if he has ever been warned away from an action (by you or an NPC) that would result in an alignment shift, even if the action was then refrained from, he is Found Wanting; and otherwise, he is deemed True. The XP rewards are as follows:</p> <ul style="list-style-type: none"> ➤ Level 1: +500 XP if True, +250 if Found Wanting, +0 if Untrue. ➤ Level 2: +1,000 XP if True, +500 if Found Wanting, +0 if Untrue. ➤ Level 3: +2,000 XP if True, +1,000 if Found Wanting, +0 if Untrue. ➤ Level 4: +3,000 XP if True, +1,500 if Found Wanting, +0 if Untrue. ➤ Level 5: +4,000 XP if True, +2,000 if Found Wanting, +0 if Untrue. ➤ Level 6: +6,000 XP if True, +3,000 if Found Wanting, +0 if Untrue.

	<ul style="list-style-type: none"> ➤ Level 7: +8,000 XP if True, +4,000 if Found Wanting, +0 if Untrue. ➤ Level 8: +10,000 XP if True, +5,000 if Found Wanting, +0 if Untrue. ➤ Level 9: +15,000 XP if True, +7,500 if Found Wanting, +0 if Untrue. ➤ Level 10: +20,000 XP if True, +10,000 if Found Wanting, +0 if Untrue. ➤ Level 11: +25,000 XP if True, +12,500 if Found Wanting, +0 if Untrue. ➤ Level 12: +30,000 XP if True, +15,000 if Found Wanting, +0 if Untrue. ➤ Level 13: +40,000 XP if True, +20,000 if Found Wanting, +0 if Untrue. ➤ Level 15: +50,000 XP if True, +25,000 if Found Wanting, +0 if Untrue. ➤ Level 16: +60,000 XP if True, +30,000 if Found Wanting, +0 if Untrue. ➤ Level 17+: +75,000 XP if True, +37,500 if Found Wanting, +0 if Untrue.
<p>Inverted (“Upside Down”) Effect:</p>	<p>Ritual of Godlessness. The Fate Seeker is temporarily deprived of divine (or infernal) salvation, and is cursed by the Master of the Hunt for meddling in cosmic and dimensional affairs beyond mortal understanding. Basically, the card’s power was drawn upon improperly at a very bad time out of greed, and in another world a champion of True Neutrality who cried out for Herne was disempowered at a crucial moment, and died as a result.</p> <p>Clerics, Druids, Paladins, and clerical sub-classes are granted a saving throw vs. death magic. For anyone else, there is only a saving throw at -6. Is this highly unfair from the Fate Seeker’s perspective? Yes; they knew they were dabbling with great powers beyond their comprehension when they picked up the deck and decided to draw some cards in the name of greed.</p> <p>The effect of the Ritual of Godlessness is to afflict the Fate Seeker’s soul, based on his or her experience level, as follows:</p>

- **Level 1 or 2: Rebuke of Herne I.** The character no longer gains experience for monsters slain, until he makes a 1,000 gold piece (or equivalent) sacrifice at the temple of his deity.
- **Level 3 or 4: Rebuke of Herne II.** The character no longer gains experience for magical treasures found, until he makes a 3,000 gold piece (or equivalent) sacrifice at the temple of his deity.
- **Level 5 or 6: Rebuke of Herne III.** The character no longer gains experience for non-magical treasures found, until he makes a 6,000 gold piece (or equivalent) sacrifice at the temple of his deity.
- **Level 7 or 8: Curse of the Wild Hunt I.** All beasts and mundane creatures gain +1 to hit and damage when attacking the Fate Seeker. (If a creature exists on Earth, or once existed, it is then considered mundane for these purposes; this includes dinosaurs, wolverines, ants, whatever. Giant animals and insects are affected as well.) The effect can be removed by a powerful Remove Curse spell at any temple, in return for a sacrifice of 8,000 gold pieces (or equivalent). Alternately, it can be removed by a Wish or Limited Wish spell.
- **Level 9 or 10: Curse of the Wild Hunt II.** All extra-planar creatures gain +2 to hit and damage when attacking the Fate Seeker. (This includes demons, devils, elementals, invisible monsters, etc.) The effect can only be removed by a Limited Wish or Wish spell.
- **Level 11 or 12: Curse of the Wild Hunt III.** All monstrous creatures gain +2 to hit and damage when attacking the Fate Seeker. (This includes just about everything not in the above two categories, such as dragons, undead, manticores, etc. It includes humanoids, but does not include humans or demi-humans.) The effect can only be removed by a Wish spell.
- **Level 13+: Accursed Mantle of the Hunter.** The character's soulless body is imprisoned in the world-gate nexus of Herne, and his soul

becomes one of the howling spirits chained to his cloak during the runnings of the Wild Hunt. The other PCs can attempt to bargain with Herne as this judgment is enacted (instantaneously), but he is not impressed by either wealth or threats. This bartering with the Master of the Hunt will require a quest in the name of True Neutrality, a one-on-one honor duel with Herne (with the Fate Seeker's soul being destroyed if the PC fails), or something similarly grim. If Herne is not appeased before his departure, the Fate Seeker is basically out of the game for the next 365 game days, until Herne relents and releases him. A released character who was not rescued will suffer a permanent penalty of -2 Wisdom, to a minimum of 3.

Special Note Concerning the Accursed Mantle of the Hunter: If you don't want the imprisoned Fate Seeker's player to be out of the game while the rescue adventures are being played out, I recommend providing the Fate Seeker's player with an NPC of decent but not spectacular power ... for example, of any class and race that the player prefers, of an experience level that is equal to the party's average experience level, rounded down, minus 2. If the player complains about this lack of compensation, they can choose not to play; remind them that the card effect is intended to be negative and harrowing, not beneficial.

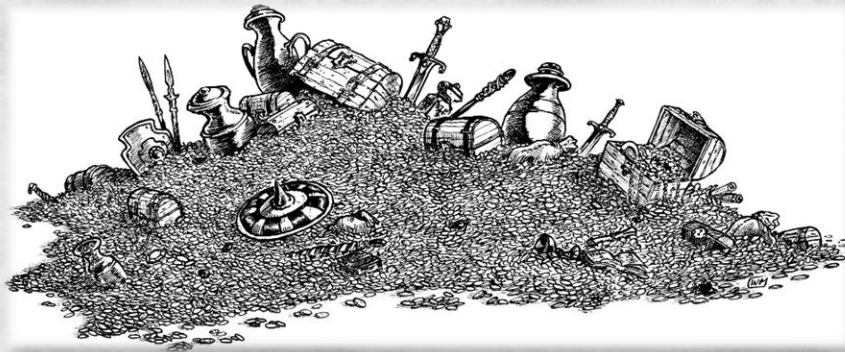




XXI GAEA

Associated Legendary Personage(s):	Gaea, Supreme Titaness of the Earth and Earthen Creatures (True Neutral)
Known Card Names in Other Worlds:	<ul style="list-style-type: none"> ➤ Le Mond ➤ Ruin ➤ The World
Recommended Playing Card:	The Queen of Spades
Ordered (“Right Side Up”) Effect:	<p>Journey’s Beginning. The Fate Seeker is instilled with a strong sense of wanderlust, a need to continue traveling, moving, walking, and exploring. Once the PC has walked a further 1,000 miles on foot, he will gain +2 to any ability score of his choice (to a maximum of 19), or +1 to any two ability scores of his choice (to a maximum of 18). And yes, slogging through dungeon corridors counts for this ... but I recommend just adding a mile a day for such activity, unless you love match and recordkeeping. Please note that effects such as flying, riding horses, sailing, teleporting, etc. do not count toward the 1,000-mile milestone!</p> <p>And sense you’re already tracking their travel, they also gain experience points for every mile walked, based on their current experience level as follows:</p> <ul style="list-style-type: none"> ➤ Level 1: +2 XP per mile (or day of dungeon crawling). ➤ Level 2: +4 XP per mile. ➤ Level 3: +6 XP per mile. ➤ Level 4: +9 XP per mile. ➤ Level 5: +12 XP per mile. ➤ Level 6: +15 XP per mile. ➤ Level 7: +20 XP per mile. ➤ Level 8: +25 XP per mile. ➤ Level 9: +30 XP per mile. ➤ Level 10: +40 XP per mile. ➤ Level 11: +50 XP per mile. ➤ Level 12: +60 XP per mile. ➤ Level 13: +70 XP per mile.

	<ul style="list-style-type: none"> ➤ Level 14: +80 XP per mile. ➤ Level 15: +90 XP per mile. ➤ Level 16+: +100 XP per mile. <p>Expects lots of “My character wants to go power walking this evening while the others are resting” role-play in the future, and that’s fine. Wandering the city streets alone at night is a perfect time for random encounters.</p>
<p>Inverted (“Upside Down”) Effect:</p>	<p>Reclamation of Earthly Treasures. Gaea reclaims some of what the Fate Seeker has “stolen” from her in earlier years. Basically, this means that the character immediately loses non-magical treasure, based on his or her experience level. Non-magical wealth is stripped in the following order (first items on person, then items at home or hidden elsewhere): [1st] coins, [2nd] gems, [3rd] jewelry, [4th] non-magical art objects or commodities (spices, furs, paintings, golden bowls, etc.), [5th] anything else non-magical that is not alive and has value, but not possessions such as weapons, armor, etc. Property will be stripped if the GM is willing to calculate (or estimate) the gold piece value of such things. The maximum value of such vanishing treasure is equal to the Fate Seeker’s experience level x 4,000 gold pieces; for example, a level 7 Fate Seeker would lose 28,000 gold pieces of non-magical treasure if he already owned more than that, or would lose all non-magical treasure if he owned less than that. Easy come, easy go!</p>



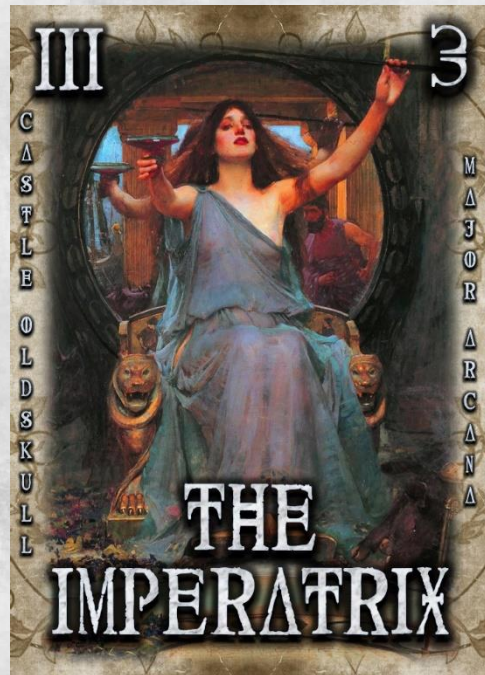
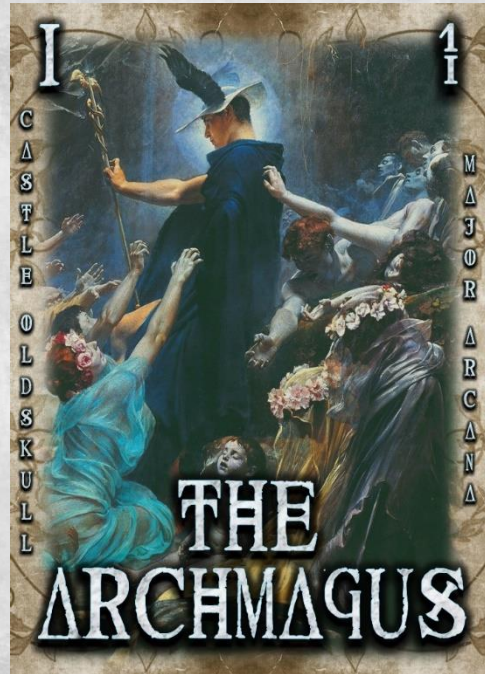
A LITTLE SOMETHING EXTRA ...

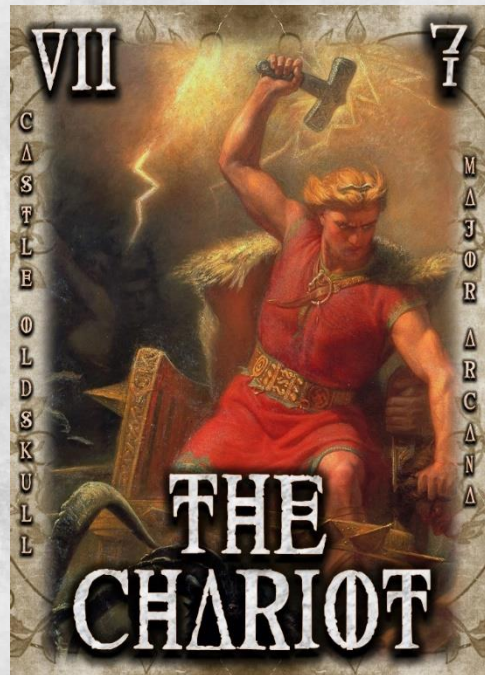
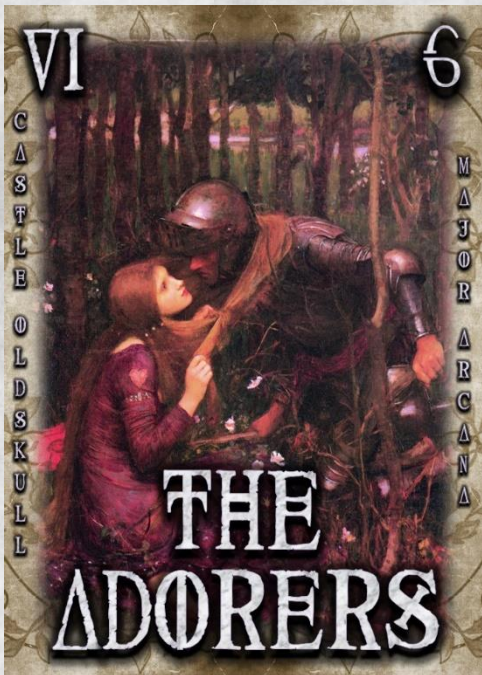
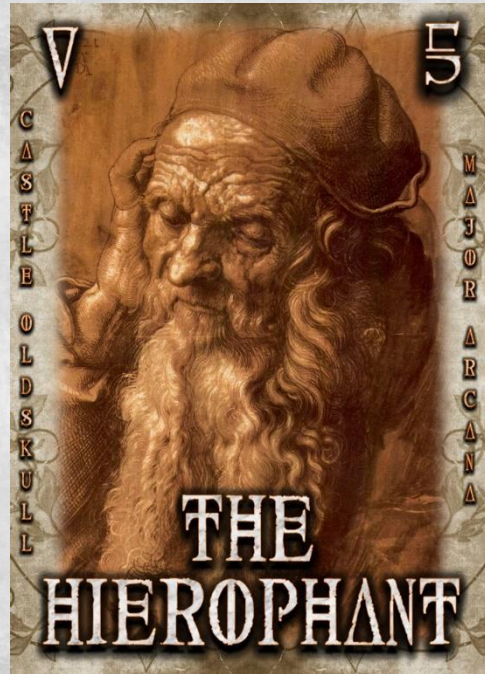
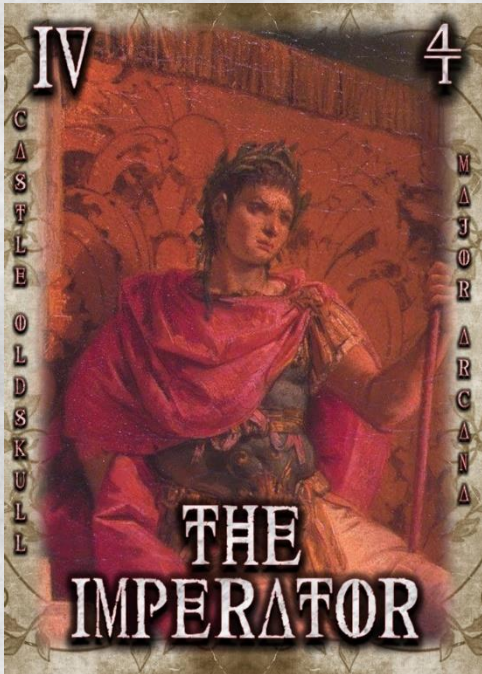
Hereafter, you will find several pages of printable cards in a format equivalent to most playing card sleeves (2.5" x 3.5"). Just cut around the colored edges, and trim as needed. You can usually find card sleeves at a gaming store where collectible card games are sold ... just get 22 sleeves, put normal playing cards in them for backs and reinforcement, and include the cut-out cards below as the front display. Voila! Instant Oldskull Deck.

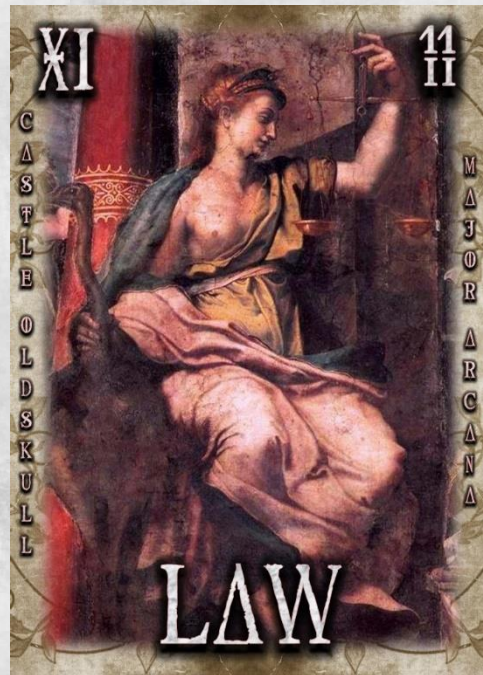
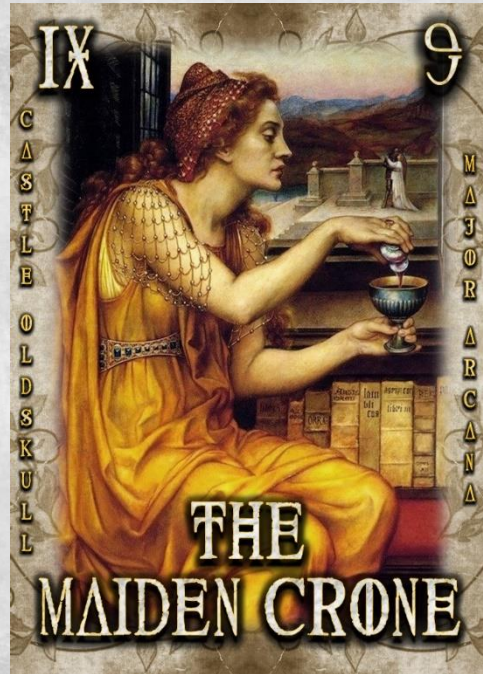
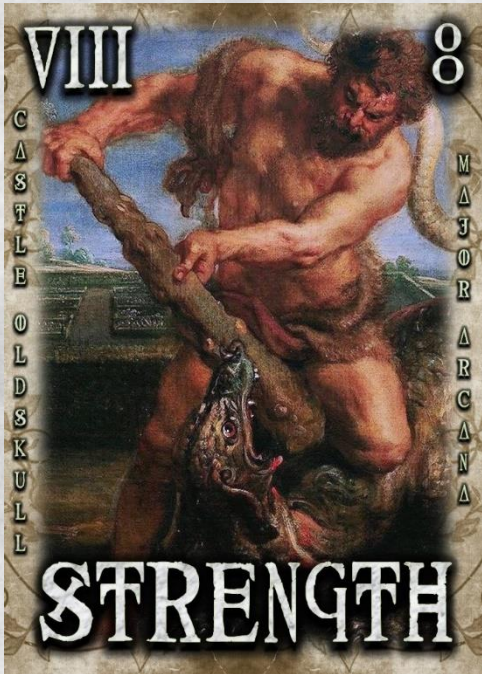
You are hereby granted full permission, if you feel that you need it, to print these out for use in your own decks and sleeves, for personal use. You can surely give them away to friends, family, and neophyte Game Masters too (and maybe even mention me and my DriveThruRPG site!). Please do not resell these cards without my permission, as I am hoping to publish an Oldskull Tarot deck in the future if there is sufficient interest. I'm not a professional graphics designer by trade, and it was a lot of work to make them look just right. Thank you, and I hope you enjoy the cards!

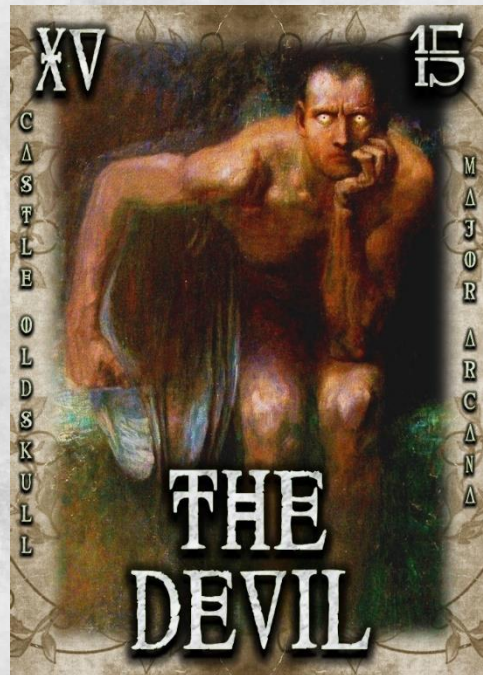
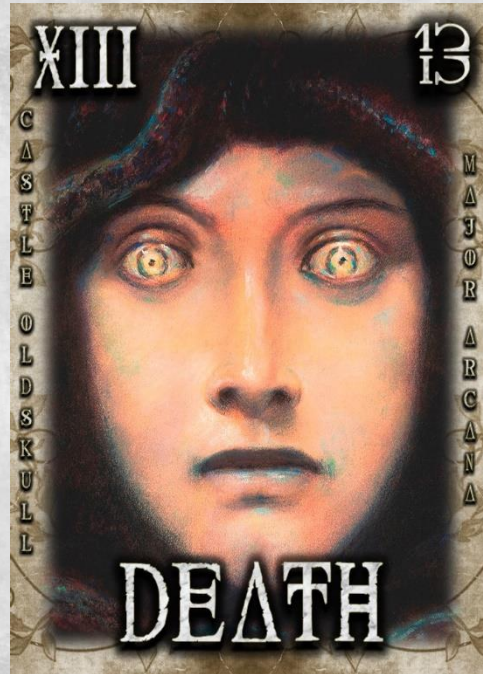
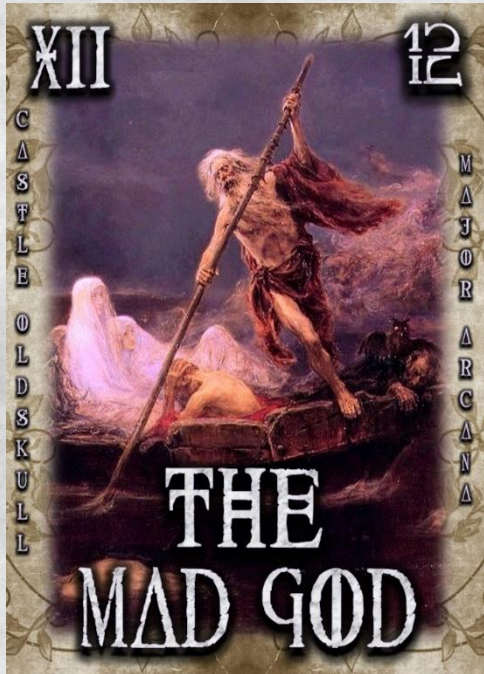
May you never draw an Inverted Judgment ...

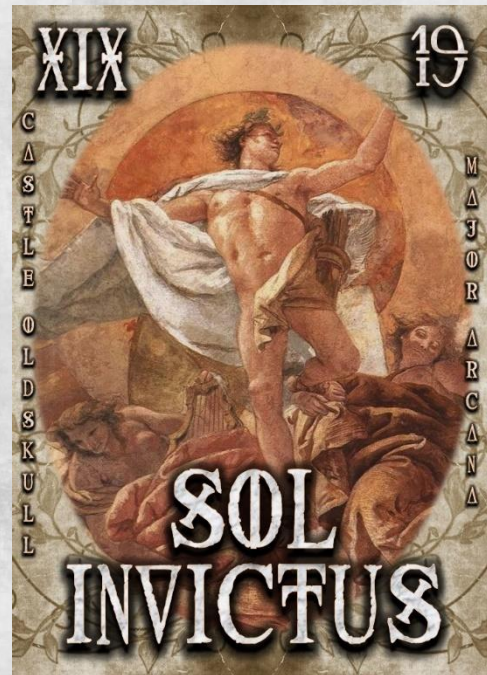
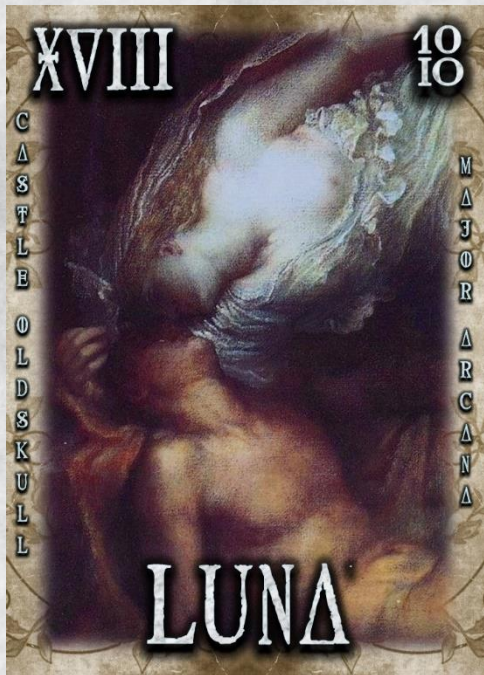
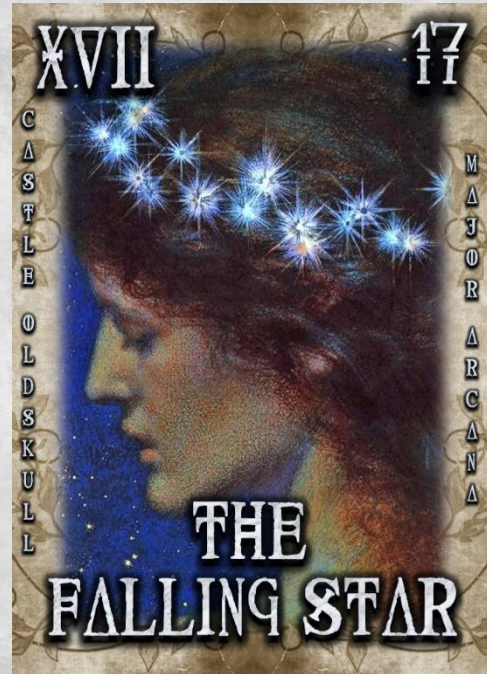
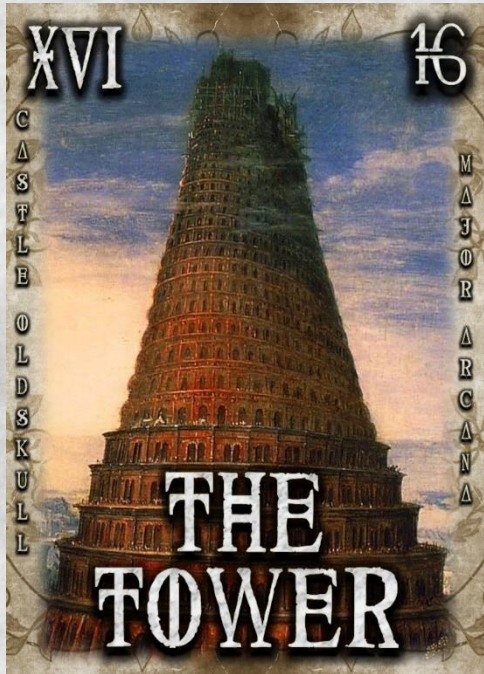


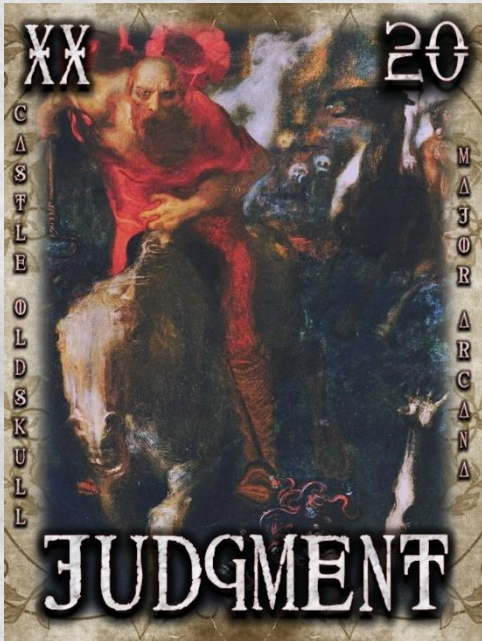




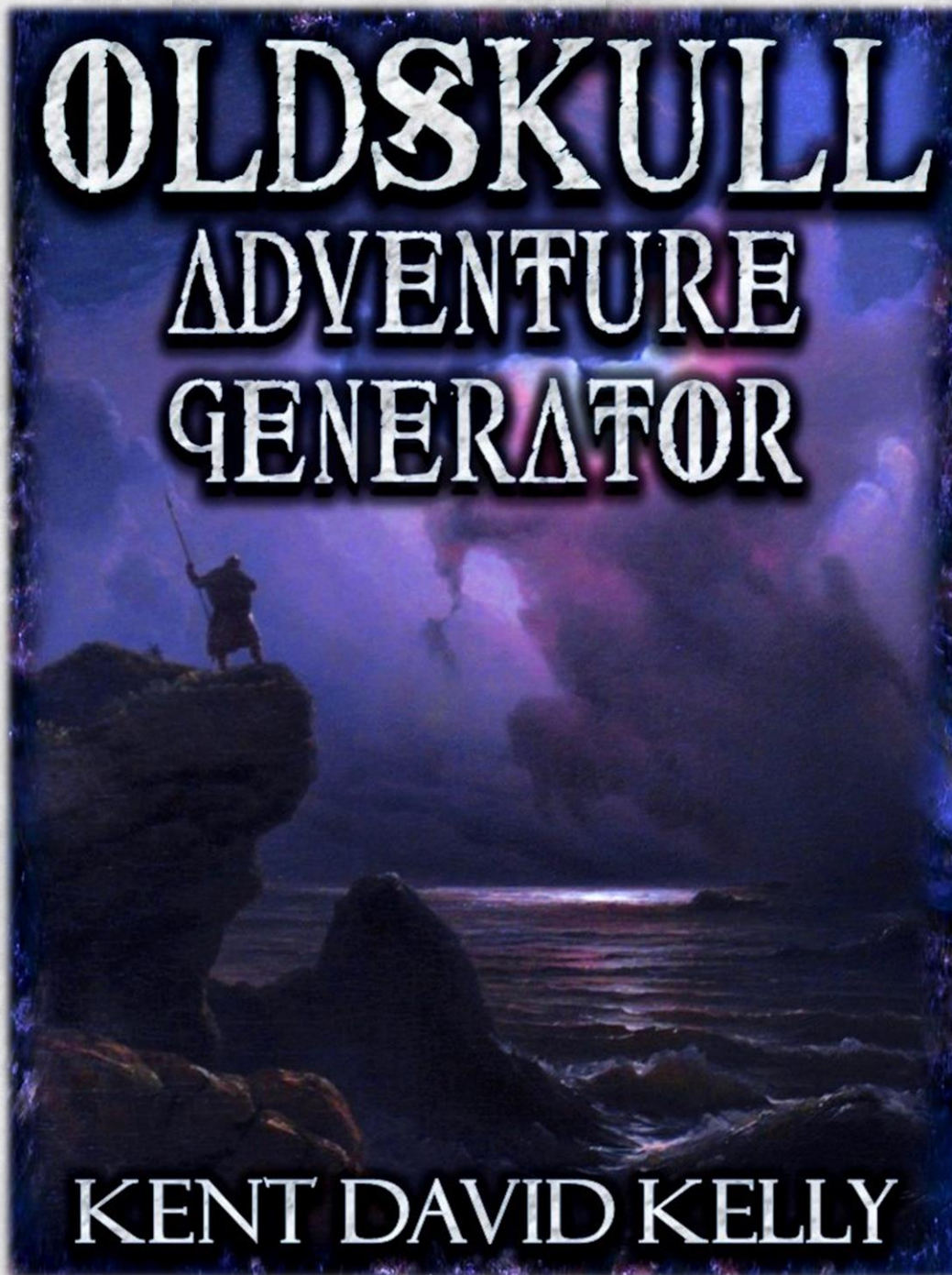








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