As a special bonus for our readers, we present a complete set of the deck of many things. Carefully remove the card pages from this magazine, then cut out each of the cards using either a sharp pair of scissors or a modeling blade and metal straightedge on a flat, smooth surface.

These cards may be used to create either the 13- or 22-card deck, whenever such is found during the course of an adventure. The DM can allow the player whose character draws from the deck to draw from this full-size deck, with each card drawn producing the appropriate results in the game setting.

Inventive players may attempt to create specialized card games based on the deck of many things, and special adventures using this item may be created for a campaign. An excellent adventure of this type appears in DUNGEON® Adventures issue #19 (September/October 1989), “House of Cards” (by Randy Maxwell) makes use of the 22-card deck of many things in a dungeon setting.

For more information on the deck of many things, see “Luck of the Draw” (by Robin Jenkins) in this issue.