

Deck of
Dirty Tricks
Volume One



*“I brushed my teeth
this morning.”*

Reaction check
automatically positive

Phrase of the fates

Spell has maximum
effect(s) or duration

Ruby Slippers

Teleport to previous
location

Rust Buildup

A non magical trap fails
to trigger

*“What I mean to
say was ...”*

Take back one action

*“You can’t catch me,
I’m the gingerbread
man!”*

Double movement
for 1 round

*“Your shoes are
untied!”*

Opponent loses one
action

False advertising

An opponent's magic
item fails to function for
one round

I was sneaky

Automatic surprise for
your character only

*For the want
of a nail*

Opponent's mount
staggers and crashes to
the ground

Friendly Fire

Opponent ranged attack
strikes a friendly target
instead

Aren't we related?

Opponent attacks
different target

*Time enough for
countin' when the
dealin's done*

Roll two dice and pick
the result

*You will respect mah
authoritah!*

Command 1 target to
perform a legal action on
their next turn

The Age of Aquarius

All damage this round is
nullified for both sides

I feel dizzy

Target has -4 to hit for 1
round

0000# Shiny!

Target stands idle for 1
round

*Oh my God it's full of
stars!*

Target is effected by
confusion spell for 1
round

*I am better than
that!*

Re-roll one failed ability
or skill check

It burns!

Target gets -4 on saving
throws and takes double
damage for 1 round

Let them eat cake!

Whole party doesn't have
to eat for 1 week

*What has it got in its
pockets?*

Acquire any (singular)
mundane item once
(eg. rope, spike,
11' pole, etc.)

Presto-change-o

Use anything in
your pack (chest,
bag, backpack...etc.)
regardless of where it is,
instantly

Time dilation

Get two full rounds of
action in one round

*Tw'as brillig, and the
slithy toves*

Weapon does double
damage (if it hits)

*May the odds be ever
in your favor*

Add +4/20% to any dice
roll

Open sesame

Cast knock spell

*Let's go get us a
pic-a-nic basket*

Use one of target
opponents items for
one round

*To boldly go where no
man has gone before*

Clairvoyance
for 2 rounds

*Don't tell me what I
can't do!*

You automatically
succeed at any non-
combat related check

*The night is dark and
full of terrors*

Random encounter, but
the encountered entity
joins your side in the
battle

*By the power of
Greyskull!*

Gain giant strength
(+10 strength)
for one round

*If you have to ask,
you'll never know If
you know, you need
only ask*

GM must answer one
Yes/No question

*Be vewy vewy quite,
I'm hunting wabbits*

Sneak by opponent(s) in
one room

Game Master Fiat

Because I said so
(Limited Wish)

*Blink of the dice
demons*

Highest possible roll,
automatically

*Jump back Kiss
myself*

Re-roll one failed save

A Kodak moment

Cast one spell in your
repertoire without losing
it from memory

I'm not dead yet!

Raise dead
(as per the spell)

Last known survivor

Ignore the damage and
just drop to 1

I am a golden god

GM re-rolls that result

I feel, better!

One time stabilize
(as the spell)

Ha! You missed me!

It hits an adjacent
character instead

Smooth moves

Extra attack in one
round

Suck it up!

Heal 50% of damage
you've taken

Yep, it was too quiet

You guys weren't actually
surprised

*It's only a flesh
wound!*

Take only half damage,
once

This is my boom stick!

Your weapon gains the
vicious ability for 1
round

*Skill beats power,
every time*

Auto-confirm one
critical hit

*Who you calling
butterfingers?*

Ignore one critical
fumble

Alison

One time true strike
(as the spell)

*A hop, skip and a
jump*

Get one extra 5-ft step as
a free action