

DECK OF MANY DICE

ONE DECK TO ROLL THEM ALL

CARD ANATOMY

1. PLAYING CARD SUITS

Each of the four different playing card suits are represented by custom sets of pips.

Play traditional card games alongside your tabletop roleplaying games with ease. Using these cards allows for inventive gameplay, creative storytelling, and epic moments.

2. ROLEPLAYING GAME DICE

Each of the **D4**, **D6**, **D8**, **D10**, **D12**, and **D20** are all represented in a single card.

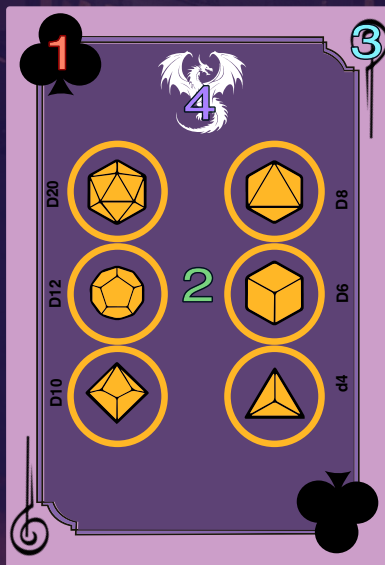
As you draw cards you can use the other symbols on the cards to inform your roleplaying, add modifiers and more!

The **Deck of Many Dice** has been engineered to have consistent, fair, and balanced results while allowing balance to classic gameplay systems and inspiring new creativity and endless homebrew potential.

Each **Deck of Many Dice** contains:

- D4 (x15)
- D6 (x10)
- D8 (x7 + 4 rerolls)
- D10 (x6)
- D12 (x5)
- D20 (x3)

Unlimited Possibilities.



3. TAROT/CARTOMANCY

The four Minor Arcana (also known as Latin Symbols) have been included on their matching suit to provide inspiration during roleplaying and storytelling.

The **Deck of Many Dice** includes addition cards:

- Page of suits (x4)
- Zero/o of suits (x4)

Cartomancy, minor tarot spreads, and unique card interactions inspire moments to roleplay for both storyteller and players.

4. UNIQUE ARTWORK

Each **Deck of Many Dice** has been created by an artist to represent different themes. Unique symbols, pips and artwork are featured on the front, back and tuck box of each deck.

Future editions will include a growing community of artists that can leave their mark on an 1100 year old tradition.

QUICK MATHS!

The probability of any **Deck of Many Dice** being in the same order is about 1 in 8.32 octodecillion. Here's those odds in long form:

1 in 8,320,987,112,741,390,144,276,341,183,223,364,380,754,172,606,361,245,952,449,277,696,409,600,000,000,000,000,000

That means you would need to shuffle the deck

1,912,094,000 times every millisecond since the universe began to guarantee a repeat result!

That's pretty random!

OVERVIEW

The **Deck of Many Dice** (DMD) is a new way to experience gaming and can be used with different **roleplaying systems, board games, and even traditional card games** like poker and blackjack.

DMD was designed to intrinsically support many game systems, improve accessibility, and smooth out gameplay (and avoiding the need for dice jail).

A WALK THROUGH TIME

Playing cards date back to the 9th century in China during the Tang dynasty. It is speculated that their origin was actually the very first **trading card game** (TCG) where the cards themselves acted as a form of currency and value outside of play.

Once these cards made its appearance in Persia, they started to take a more recognizable form where *suits* and *pips* were added. By the 11th century it had made its way into Egypt and ultimately poured into Europe through Spain and Italy.

During the late 13th century, playing cards were becoming widespread across Europe. This is were cups, coins, swords, and polo sticks began to be adjusted based on the country; but ultimately were the original Latin Decks (our tarot arcana symbols).

In the late 14th century, industry began printing cards (wooden and painted). France then changed the suits entirely (what we recognize as standard playing cards today). There is speculation that this change was double-edged: to facilitate mass production, and to remove pagan symbols and uphold the royal court structure.

In tradition with evolving playing cards, we believe its time to incorporate our modern age of gaming innovations to this historic relic.

As people across the world embrace collaborative storytelling and board games, its time to create a new generation of playing cards like those before us.

Let fate be foretold...



WHY NOT 52 CARDS?

DMD is designed to smooth out dice rolls to provide a better experience. This is similar to how casinos use multiple decks during blackjack for a more even spread.

Within the 60 cards, we've built a dice pool combined with standard 52 playing cards and arcana symbols to draw from.

DMD is a system agnostic, rules neutral, and light-weight tool for storytellers and players.

THE WORST THING ABOUT DICE

Nobody likes rolling low numbers for an entire session just as much as no one likes how one person at the table is rolling high and dominating the session.

Dice are fallible in the majority of manufacturing. Unless the dice are verified with a micrometer, they are not guaranteed to be balanced (weighted dice).

Traditional dice do not provide a way to mitigate this. This is where cards can change that!

LEVELING THE FIELD

A simple and effective way to level the playing field across the table is to leverage drawing cards for results and waiting to shuffle them back in.

By each player building a discard pile, roll distributions become **more balanced over time** and the discard piles could even be the target of new mechanics and spells.

Creativity is the limit!

STORYTELLING

THE CREATIVE SPARK

One of the most unique elements of **DMD** when compared to regular dice, is that all rolls have additional elements surrounding it. These include the **card suit**, **card number**, and **tarot suit**.

Not everybody at the table is a consummate performer overflowing with creativity; and **DMD** can help to spark creative inspiration.

Let's look at the meaning of the tarot suits compared to a common array of stats as an example:

CUPS
Friends, Family, Love, Emotion, Charm, Social
WANDS
Intelligence, Wisdom, Knowledge, Mystical, Arcane, Nature, Jealousy
SWORDS
Strength, Tears, Suffering, War, Fighting, Violence, Change, Doubt, Fear
PENTACLES
Money, Luck, Fortune, Happiness, News, Social
NONE
Indifference, Uncertainty, Clouded Judgment, Hidden Influence

EXAMPLE

Your character is chatting to a barkeep and you are trying to get information. The storyteller makes you roll for persuasion, so you draw a card and you pass.

The storyteller asks you what you say to them, but you're put on the spot and need help!

Your result card has a **cup** symbol representing friends, family, love, and emotion. You respond:

“Spin the barman a heartfelt tale of how precious his family is, and that he must be the luckiest man alive.”

The charmed barman now spills everything he knows, and even invites you for tea with the family once your quest is complete!

ROLEPLAYING OPPORTUNITY

You can use these symbols to describe a personal feel that the character has towards a certain conflict when you can't decide.

This is particularly helpful when a storyteller is playing multiple roles or when a player is looking for ways to roleplay.

You are playing a neutral character, The King has just decreed all bandits must be executed. In this moment, you draw a card. The tarot symbol is a **sword** and the card suit is a **heart**. You decide that your character valiantly agrees with the king.

Using **DMD** allows players and storytellers to play characters with positions and opinions they may not share, creating **opportunities to roleplay**.

STORYTELLING

INVERTED CARDS

Being tarot inspired, the tarot suits can also reflect the upside-down card aspect of tarot readings.

Using that aspect during storytelling an inverted pentacle might, instead of representing money and luck, represent poverty, failure, sadness, bad tidings, and loneliness.

REMEMBER

These sections are intended to be used as inspiration for your roleplaying games.

Use them at your own **discretion**. As a group of players, it is important to **agree** on how to incorporate **DMD**.

STORYTELLING TIP

The tarot suits of this deck can also be used to prompt character improv!

Pentacles - Holy/Priestly
Wands - Arcane/Intellect
Swords - Physical/Martial
Cups - Dexterous/Rogue

*Storytelling is open to game **interpretation**. It is up to the players to agree upon to make their experience better. The goal of **collaborative storytelling** is each player enriching it with their **creativity**.*

DMD is a tool designed to facilitate those moments.



SAMPLE RULES

DMD UNIQUE MECHANICS

We've covered how to use **DMD** in a standard **tabletop roleplaying game**, and we've focused mainly on using it instead of dice.

Now let's look at things that **DMD** can do that dice can't!

HAND OF FATE

Blend strategy deeper into your game and focus more on storytelling than on the chance of rolls and ability checks.

Use this method to give players more control over their results and promote group coordination.

- **Players draw five cards**
- **Cards can be played in any order**
- **Encourage players to strategize in or out of character**
- **All five cards must be used before drawing a new hand**
- **Leverage rest actions to allow players to draw new cards**

TRIGGERED EVENTS

You can use the cards as **timers to trigger events**. Build in anticipation, excitement, or dread with each card flip!

Here are some ideas we've had that use this mechanic:

Encounter Trigger: This can happen based on # of the **suit** flipped throughout the fight. (after the 4th **Diamond**, the dragon soars high before diving at the party)

World Trigger: Use a specific card (Joker, King etc) as a trigger for a special event.

Miseries in Mörk Börg: We suggest the **7 of Clubs** for all those **7s!**

Randomised Event Ending - Shuffle a specific card (**Ace, King etc**) in the bottom five (or any number) of a stack. Event ends when the card is drawn.

POSITIONAL HITS

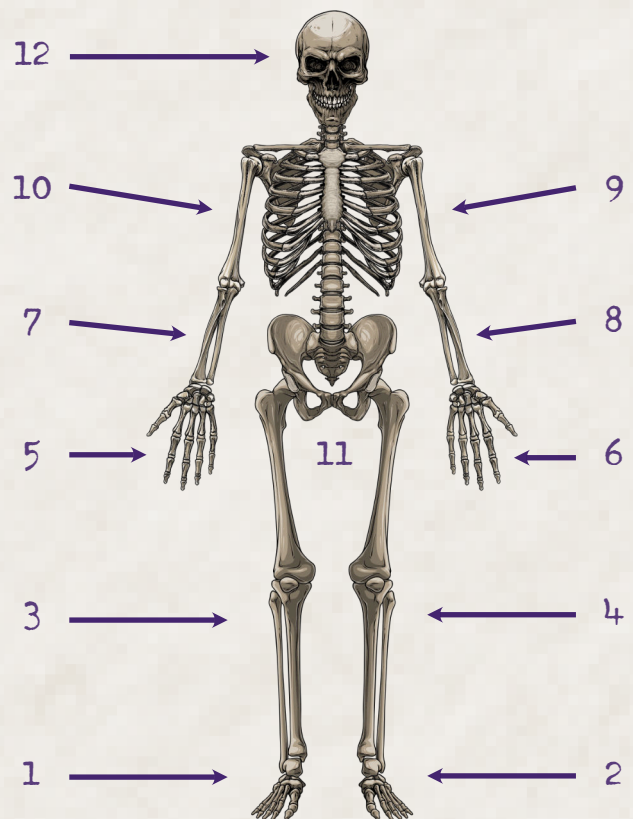
When rolling to attack with a **D20** roll, the **D12** result shown on the card can be used to indicate the positioning of the attack for narrative flavour or extra damage!

This can be especially useful during critical hits, misses, and skill attempts.

Use this as a blueprint.

The rogue succeeds a pickpocket attempt. The **D12** result is a six. The rogue firmly shakes hands with the priest.

Upon clasping, the rogue slips off the priests ornate bracelet off his left wrist, wondering what makes this so valuable...



You can use this table (or one of your own) to assist the storyteller or players describe where scars, tattoos, distinguishing marks, or any other location-dependent element that may arise during play.

NPC GENERATOR

DRAW RANDOM NPC

Did your players just start interrogating the window cleaner? Need a quick personality for a flower seller?

Use this as a basis to make your own roll tables.

SUIT - POLITICAL

- ♦ Conservative
- ♥ Liberal
- ♠ Authoritarian
- ♣ Anarchistic

D4 - ALIGNMENT

- 1 Chaotic Neutral
- 2 Lawful
- 3 Chaotic Good
- 4 Lawful Evil



Splatterpunk Neon, Artist: Adam-James Laveaux

D6 - BACKGROUND

- 1 Urchin
- 2 Orphanage
- 3-4 Working Class
- 5 Upper Class
- 6 Noble/Royalty

D10 - PERSONALITY

- 1 Hostile towards players
- 2-4 Somewhat Abrasive
- 5-8 Easy going
- 9 Charming
- 10 Lovable and Endearing

D8 - APPEARANCE

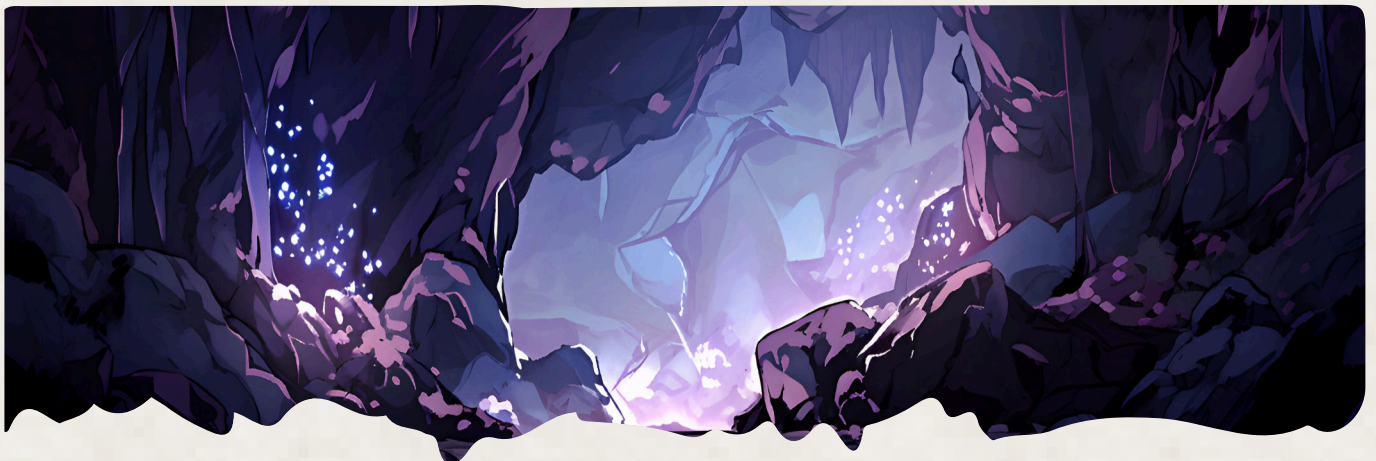
- 1 Repulsive
- 2-4 A Face for Radio
- 5-6 Average Appearance
- 7 Conventionally Attractive
- 8 Drop Dead Gorgeous

D12 - INTELLIGENCE

- 1 Doesn't speak the language
- 2-5 Doesn't understand the intricacies of the conversation
- 6-10 Of reasonable intelligence
- 11 Smart
- 12 Far too intelligent for their position

D20 - ATTITUDE

- 1 Aggressive towards players
- 2-9 Unhelpful
- 10-15 Provides rumors that may or may not be true
- 16-20 Tries to be as helpful as possible



ACTION SEQUENCE

Has your party caught you off-guard and you need to quickly run a chase or escape sequence?

Instead of running a few athletics checks, try this:

1. Draw 5 cards face down.
2. Use the table below to construct a challenge for each card.
3. Players win the sequence by completing 3 cards.

Sample Modifiers:

- D4 - Level of public attention drawn
- D6 - Difficulty Class (10, 12, 14, 16, 18, 20)

D20 CHASE EVENTS

1	Locked Door	<i>The door is locked, gasp!</i>
2	Overtured Cart	<i>A cart filled with goods is overturned, creating an obstacle the must be climbed over dodged.</i>
3	Slippery Puddle	<i>A large puddle of oil or water makes the ground slippery, requiring a Dexterity saving throw to avoid falling</i>
4	Crowded Market	<i>A busy marketplace slows down movement, requiring characters to weave through the crowd.</i>
5	Narrow Alley	<i>A narrow alleyway forces characters to move in single file, slowing them down.</i>
6	Guard Patrol	<i>A patrol of city guards blocks the way, potentially resulting in a confrontation or a need to sneak past.</i>
7	Rooftop Chase	<i>The chase moves to the rooftops, requiring Athletics or Acrobatics checks to jump between buildings.</i>
8	Loose Animals	<i>A herd of animals or a flock of birds is startled, creating chaos and potential obstacles.</i>
9	Falling Debris	<i>Construction work or an old building causes debris to fall, requiring Dexterity saving throws to avoid.</i>
10	Foggy Street	<i>Thick fog reduces visibility, making it hard to see the pursued or the pursuer.</i>
11	Busy Road	<i>A busy road with fast-moving traffic presents a dangerous crossing.</i>
12	Sewer Entrance	<i>The chase leads into a sewer system, with a heavy grate that must be lifted.</i>
13	Bridge	<i>A narrow or rickety bridge that might collapse or sway, requiring careful balance.</i>
14	Mysterious Stranger	<i>A cloaked figure offers to help hide the pursued, creating a decision point.</i>
15	Trap	<i>A hidden trap (like a pitfall or snare) is triggered during the chase.</i>
16	River Crossing	<i>A river must be crossed, either by swimming or finding a boat or bridge.</i>
17	Barrel Roll	<i>A stack of barrels is rolled or knocked over in an attempt to hinder progress.</i>
18	Mage Duel	<i>A rival spellcaster appears, casting spells to slow down or block the way.</i>
19	Illusion	<i>An illusionary wall or creature creates confusion, requiring an Investigation check to disbelieve.</i>
20	Construction Site	<i>Scaffolding and building materials create a hazardous area, requiring careful navigation.</i>

GOLDEN RULE

INSPIRE, CREATE, AND HAVE FUN

We firmly believe that **fun** is the key element of these experiences. Whether you are a brand new player or a Paragon - Level storyteller with 30 years of experience... the game **must** be fun.

We have designed **DMD** to be a part of your table. Take the rules you like, leave the ones you don't feel suit your play-style.

As always, the rule of cool trumps almost any mechanical data that would say otherwise.

Listen to the Storyteller and **participate** in the game; if at any point you feel silly, uncomfortable, or need to take a moment to collect yourself, remember that we have all gathered around the proverbial table to **tell a story together**.

Be vocal with your needs, be safe, have fun, and tell a story together.



ACKNOWLEDGEMENTS

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SPECIAL THANKS

Our families

Our families have sacrificed a great deal supporting all of us during our endless nights working to create our dreams.

Our community of supporters

Our Norfolk drive us and every backer and every customer enable us to feed and shelter our families. Without your support, we would not be able to accomplish the things we set out to do.

Our friends

Our industry is a small one. In the five years we've been a part of it professionally, we have had wonderful friendships formed centered around a singular goal: to make the world experience more laughter and smiles.