

# MARVELOUS ASCAN DECK

By Irving Galvez

This deck is based on the Mexican Lottery Game, so as Ascan culture is based on the Aztecs, that's the reason of its name. Each card has some interpretation in the real game, so I try to adapt it to be play at Mystara in my own campaign. This is a basic idea so you can feel free to modify effects and durations. I try to balance things hope you like it.

No.	Carta	Card	D&D Interpretation	Effect
1	El Gallo	The Rooster	Treason	(-1) Trusting, Forgiving and Loyalty
2	El Diablito	The Devil	Change bad Behaviour	(+1) Peaceful and Honesty
3	La Dama	The Lady	Draw attention	(+1) Charisma
4	El Catrín	The Dandy	Wealthy	D6X1000 GPS
5	El Paraguas	The Umbrella	Protection	Ring Protection +1
6	La Sirena	The Mermaid	Charmed	The player become charm one day doing the will of the deck owner.
7	La Escalera	The Ladder	Levitation	The player can use a levitation spell for a unique time.
8	La Botella	The Bottle	Drunk	The Player becomes drunk for 1d6 turns.
9	El Barril	The Barrel	Endurance	The player can resist drinking alcohol for a longer time (+1 bonus)
10	El Arbol	The Tree	Fire Resistance	(-1) on each HD of Fire Damage (Ex. Fireball 5d6 he gets 5 hp of damage less)
11	El Melon	The Melon	The toss	Toss a coin with another person (NPC of PC) Win Take an Item/Loose Give an item.
12	El Valiente	The Brave Man	Courageos	(+2) to Corageous
13	El Gorrito	The Little Bonnet	Cold Resistance	(-1) on each HD of Cold Damage (Use Resist Fire example but for cold)
14	La Muerte	The Death	Death	The PC dies.
15	La Pera	The Pear	Rash	(-2) To cautious.
16	La Bandera	The Flag	Military	Player automaticaly gain skill military Tactic and if he has it gains a +1 bounes to that skill.
17	El Bandolon	The Mandolin	Deception	Players best weapon turns into a musical instrument of his choice.

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18	Violoncelo	The Cello	Growth For one day the player has the size of an Ogre.
19	La Garza	The heron	Dark Side For one day characters alignment change to evil.
20	El Pajaro	The Bird	Flying The character can fly for 24 hours.
21	La Mano	The Hand	Thieft The player loose half of his total money.
22	La bota	The Boot	Equality The player gain Boots of Traveling and Leaping
23	La Luna	The Moon	Bewitched The player get in love with the first woman he sees.
24	El Cotorro	The Parrot	Annoying A parrot appear near the player ,it will travel with him talking all the time. Duration a week.
25	El Borracho	The Drunkard	Not in Control (-1) In trusting and (-1) in forgiving.
26	El Negrito	The Littel Black Man	Tough (+1) Constitution
27	El Corazon	The Heart	Love The player can make one woman love him.
28	La Sandia	The Watermelon	Weight The player gain weight (-1) Dexerity
29	El Tambor	The Drum	Age The player become 10 years older
30	El Camaron	The Shrimp	Lazy (-2) in Energetic
31	Las Jaras	The Arrows	Bulleye The player once a day can choose to automatically hit with a projectil or throwing weapon.
32	El Musico	The Musician	Stubborn (+2) Dogmatic
33	La Araña	The Spider	Stunned Player becomes stun for a day.
34	El Soldado	The Soldier	Commanded The player cannot make any decision for a day
35	La Estrella	The Star	Sense of Derection The Player gains Navigation Skill, if he already has it give a (+1) bonus.
36	El Caso	The Saucepan	Distracted Player loose one random skill.
37	El Mundo	The World	Strength Player gains (+1) in Strength
38	El Apache	The Apache(Indian)	Enemies Summon an enemy monster that can chalenge the payer or the party.
39	El Nopal	The Cactus	Bad Fame The player loose his fame if he has one. Heirlings leave him, if he is a ruler people start leaving his lands.
40	El Alacran	The Scorpion	Weakness (-1) In Strenght
41	La Rosa	The Rose	Commanding The player becomes a leader for one day everything that he orders is fulfilled.
42	La Calavera	The Skull	Necromancy The player can cast an animate dead spell once per day.
43	La Campana	The Bell The Little Water	Luck Toss a coin if you win you'll have good luck all day if you loose you'll have bad luck all day.
44	El Cantarito	Pitcher	Perseverance (+1) in Wisdom
45	El Venado	The Dear	Blindness The player becamas blind.

46	El Sol	The Sun	Clear Path	The character gains tracking skill and if he already has it he gains a (+1) bonus.
47	La Corona	The Crown	Loyalty	The player get fame in his country. He would double the heirlings and if he is a ruler, population will grow.
48	La Chalupa	The Canoe	Boat	The player gets a magic canoe, it moves on his comand and has capacity for 4 persons.
49	El Pino	The Pine Tree	Anti Thief	Pickpockets cant be use against his player.
50	El Pescado	The Fish	Bigmouthed	People will think the player is a liar.
51	La Palma	The Palm Tree	Search	Player gain one important clue of an mission or adventure.
52	La Maceta	The Flowerpot	Underachievement	(-1) In Inteligence
53	El Arpa	The Harp	Knowledge	(+1) in Inteligence
54	La Rana	The Frog	Frighten	Player has fear spell efect all day and get a (-1) in courageos













