THE SLEEPER'S DECKS · NO. 1 · SAMPLE

Encounter Complications

Six-Card Sample

Six cards from Encounter Complications, one from each of its six suits, with the deck's own instructions. The full deck has 36 cards and two blank House cards, and these six are among them.

Print the next two pages, cut along the lines, and you have eight cards: the title card, the How-to card, and six complications. They are the same size the full deck prints at, so they shuffle in with it later.

HOW TO USE THIS DECK

Draw One, Let It Land

Cut the cards, shuffle them, and keep the deck under the screen or in the middle of the table. When a fight settles into taking turns, draw one and drop it face-up where everyone can see it.

Read the scene aloud. The line at the foot stays true while the card sits face-up, and the dots say how far it reaches: one changes the scene, two the fight, three may take it over. Discard draws that need absent terrain or people.

Draw a second card when the table wants one. Retire a card when its obstacle is removed, its event resolves, or the fight ends. Name any risk and the check before anyone commits.

THE SIX

The Ground	The Long Crack
The Uninvited	The Warden
Turncoats	Old Friends
Gift Horses	An Exit Presents Itself
The Sky's Opinion	The Downpour
The Other Guest	The Extra

THE FULL DECK

Encounter Complications, 36 cards across six suits, with the d66 page for a night without scissors. It ships as a screen edition, a plain-white print edition, every card as plain text, and every card as a PNG.

sleepersartifice.com/decks/encounter-complications

Pursuit Complications (The Sleeper's Decks No. 4) carries the same treatment for the chase.

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THE SLEEPER'S DECKS · NO. 1

Encounter Complications

36 CARDS · 6 SUITS · ANY FANTASY TABLE

Draw one when the fight runs on, and the fight changes shape.

How to use this deck

Draw One, Let It Land

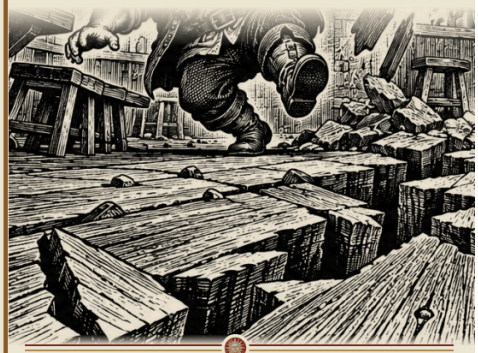
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1 · The Ground · 1 of 6 ●●

The Long Crack

A crack opens at the far wall and starts crossing the room. Anything heavy standing in its path could go through the floor.



While face-up *Every hard impact moves the crack a hand's width.* I

5 · The Uninvited · 5 of 6 ●●

The Warden

One officer of the law arrives, alone, unhurried, carrying nothing but a writ and total confidence in it.



While face-up *Everything after their arrival has a price written down somewhere.* II

2 · Turncoats · 2 of 6 ●●

Old Friends

Two combatants on opposite sides recognize each other. Whatever happened between them ended badly, a long time ago, and neither of them finished it.



While face-up *Those two fight each other, or no one.* 14

2

5 · Gift Horses · 5 of 6 ●●

An Exit Presents Itself

A door no one counted swings open in the draft: cellar, alley, roof. No one has taken it yet.



While face-up *The same draft is swinging it shut again.* 23

5

3 · The Sky's Opinion · 3 of 6 ●●

The Downpour

Rain in earnest: gutters overflowing, footing gone soap-slick, bowstrings going soft.



While face-up *Everything fast becomes a wager.* 27

3

1 · The Other Guest · 1 of 6 ●●

The Extra

Mid-fight, the count comes up one high. No one can say which one is extra. It is nearest the door.



While face-up *At the end of the next round the extra one bars that exit, then is gone. Touch it first and it was never there.* 31

1