

Wreck This Deck

Becky Annison

A solo journaling game of demon summoning
and deck crafting



Wreck this Deck – #WreckThisDeckRPG

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A solo journaling game of demon summoning and deck crafting.

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My name is Jackie Farley, my True Name is Jax and I'm a Deck Runner.

If you are reading this then I guess you want to run a Deck too. I can tell you what I know, give you a head start and maybe keep your soul intact. I don't know everything. But if you want to get started then better you learn it from me and not some corporate-branded social account, that'll just get you killed.

First there are some ground rules because this is dangerous work.

Some of this might sound stupid or superstitious. I don't care – just do it. You don't have to believe it right now, that will come later. But if you want to live, you do it.

Rule One – Make it Yours. The more of yourself you put in the Deck the safer it is and the more power you'll get. How you get there is up to you, everyone does it differently: blood, secretions, paint, or a felt tip pen, but mark your Deck. The oldest Decks are a total mess, you can barely tell they used to be playing cards... and they are the most powerful things you'll ever see.

Rule Two – Keep it Safe and never let another person touch it.

Rule Three – Be Kind. Care for others. Love hard. Nothing will protect you more.

I don't know exactly when the Demon Decks started. I wasn't the first, I'm sure of it. But 2020 changed everything. The bad stuff was already there, the climate crap, corruption, corporations screwing over the ordinary people, the racism. But before 2020 people were used to it, or they thought it was just them, or that it was bad luck or that it happened to other people who were probably 'kinda lazy'. Then 2020 happened and afterwards things really were different. The climate was still screwed and corporations still made billions on the backs of everyone else and people still died. But we looked to each other again and we looked to ourselves. Things are a lot more scrappy now, more local, more DIY and a lot more weird. But after 2020 it was like people decided they were done with being hopeless and helpless. I think people realised there was always a small thing you could do; something that would make a difference to someone.

Someone, somewhere, worked out a way of trapping Demons in playing cards. Sounds wild I know. A mass-produced stack of cardboard is the secret to Demonology. That sounds TOTALLY real and not at all fake. Surely someone would have worked it out before now? Well, maybe they did and the knowledge got swallowed by a ritual gone wrong – who knows. I got involved near enough the beginning but even I don't know where it came from. On good days I like to imagine it was just sweet luck when people needed it the most. On the bad days... I deliberately don't think about it.

I use my Deck to nudge fate and level the battlefield rigged by corporates, governments and the super-rich. My Deck is battered and dog-eared, scratched with sigils, the names of Demons and the names of people I love. It is spattered with paint, blood and worse. It works though, and I thank Hell for that, every day.

The more time you spend with your Deck, the more you mod it with writing, paint splatters, sigils, whatever; the more powerful it will get. I'd like to say you get more control too, but that isn't always true. One day your Deck might eat you up, but before that day arrives, just do as much good as you can.

Doing good matters by the way. Keeping a kind heart is the thing that keeps your soul safe. You ARE carrying a bunch of Demons in your pocket, after all.

I probably should tackle the big problem here. Are we enslaving Demons? Are we saying that the ends justify that course of action? Not really. Trapping a Demon is metaphorical (mostly). It is getting a Demon to pay attention to you, giving you a direct conduit to them and a way of making sure that they will listen when you ask them for a favour; they will probably give you the favour just the way you asked for it and won't devour your soul. Well, not today anyway.

Blessed are the Deck Runners.



What will you need to make a Demon Deck?

- A normal deck of playing cards.
- Something to journal in (notebook and pen).
- Sharpies, pencil, paint, coffee stains, nails, stickers, matches, washi tape, mud, blood – anything and everything to change your deck, trap Demons and make magic. Sigils in blood mixed with spikenard oil are great, but if all you have is a ball point pen then you are still golden.

Who are you?

Answer the following questions and write the answer in the front of your journal:

- What do people call you?
- What is your True Name?
- What is the community you are trying to protect and what problem are they currently facing? For example maybe you look in on a bunch of unhoused folks by the train tracks, people getting moved on to gentrify an area.
- What matters to you (apart from your community)?
- What is going wrong right now? E.g. you tried to summon a demon and it went wrong, a corporation is hunting you down, you are about to fail a class at school because you are too busy wrecking your Deck.

You might think you can skip this step – like you'll ever forget your own name, right? Don't skip it. Someday you'll be pleased you kept a record of who you are.