

DUNGEONS & DRAGONS[®]

Fortune takes many forms. The hand of fate, destiny, divine intervention, or even just plain luck—adventurers attribute their good (or bad) fortune to such agents. *DUNGEONS & DRAGONS Fortune Cards™* represent these forces acting on your character and his or her allies.

Try using these cards in your *DUNGEONS & DRAGONS[®]* roleplaying game. May fortune favor you!

HOW TO PLAY

You can use all the cards of one or more *DUNGEONS & DRAGONS Fortune Cards* boosters as your deck. Each player brings his or her own deck to the game.

At the start of each encounter, shuffle your deck and draw a card.

You can play one card per round. It requires no action to play. The rules on each card state when you can play it and what effect it has. A card takes effect just once unless it states otherwise, and you discard the card when its effect ends.

You can have only one Fortune Card in your hand at a time. At the start of each of your turns, you can do one of the following:

- ◆ Discard the card in your hand and draw a new one.
- ◆ Draw a new card if you don't have one in your hand.
- ◆ Keep the card that's in your hand if you haven't played it.



BUILD YOUR OWN DECK

You can also build and play with your own customized deck of *DUNGEONS & DRAGONS Fortune Cards™*. Each card in the *Shadow Over Nentir Vale™* set belongs to one of three categories: Attack, Defense, or Tactics. The card's face displays its category.

A custom Fortune Card deck can contain any multiple of 10 cards (10, 20, 30, and so on). For every 10 cards in your deck, you must have at least 3 cards of each of the three categories (Attack, Defense, Tactics), as shown in the table below.

Deck Size	Minimum Cards per Category
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10	3
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20	6
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30	9
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And so on.

FAQ

The *DUNGEONS & DRAGONS Fortune Cards* rules and FAQ are available at DungeonsandDragons.com/fortunecards.

