

DARING EXPLOIT

GENERAL



“Fall! Fall I say!” - Zanne, human rogue

Benefit: When you miss on an attack roll with an at-will exploit, use this card to re-roll the attack roll. You must keep the second result. Turn the card sideways to indicate it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.



Dungeons & Dragons Rewards Set 1, Card 1 of 8. Illustration by Eva Widermann



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DESPERATE SPELL

GENERAL



“Just one more should do the trick . . .” - Fargrim, dwarf wizard

Benefit: When you miss on an attack roll with an at-will spell, use this card to re-roll the attack roll. You must keep the second result. Turn the card sideways to indicate it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.



Dungeons & Dragons Rewards Set 1, Card 2 of 8. Illustration by Franz Vohwinkel



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FERVENT PRAYER

GENERAL



“By the power of Moradin, I smite thee!” - *Helja, dwarf cleric*

Benefit: When you miss on an attack roll with an at-will prayer, use this card to re-roll the attack roll. You must keep the second result. Turn the card sideways to indicate it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.



Dungeons & Dragons Rewards Set 1, Card 3 of 8. Illustration by Eva Widermann



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TURNING THE TIDE

GENERAL



"This is gonna hurt you a lot more than you hurt me."
- Mikal, half-elf rogue



Benefit: When you roll a natural 20 on an attack roll, use this card to gain one immediate save against one effect that allows saves that affects you (your choice). Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 1, Card 4 of 8. Illustration by Steve Prescott



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SNAP OUT OF IT

GENERAL



“Your tricks won’t work on me, villain!” - *Luusi, human fighter*

Benefit: When you would become dazed, use this card to end that condition. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.



Dungeons & Dragons Rewards Set 1, Card 5 of 8. Illustration by Zoltan Boros and Gabor Sziksza



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“Stand back. Steady nerves and quick reflexes are needed here.”
- Corrin, halfling rogue



Benefit: When you fail a skill check, use this card to treat the number rolled on the die as a natural 10; apply modifiers as normal. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 1, Card 6 of 8. Illustration by Eva Widermann



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“Your foul hordes shall break against my indomitable presence!”
- *Ersaris, half-elf warlord*



Benefit: After you kill at least 3 minions in one encounter, use this card to spend a healing surge to gain hit points equal to your healing surge value $+1d6$. This use does not use your second wind for the encounter. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 1, Card 7 of 8. Illustration by Matt Cavotta



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ZHENTARIM INFILTRATION

QUEST



“If there’s murder afoot, be on the lookout for agents of the Black Network.” - Tyrian, investigator in Suzail

The Zhentarim is an organization of mercenaries consisting of corrupt priests, murderous soldiers, power-hungry wizards, and other folk of nefarious character. Also known as the Black Network, the Zhentarim is lead by Manshoon who controls the network from an old castle known as Stormwatch.

By taking this quest, you’re attempting to infiltrate the ranks of this organization to determine its current aims. Complete each task below to embark on your infiltration mission. Your DM will tell you if you complete a task. Tasks for this quest are seeded throughout heroic-tier Living Forgotten Realms adventures available in 2008 and 2009.

TASK 1: Find a wily merchant who traffics in ornate pottery. When you haggle over a pot, tell the merchant "A storm is coming: you should really close up for the day."

TASK 2: Give a scratched silver coin to a stranger wearing a yellow cloak with a black clasp, and ask for their name.

TASK 3: Defeat a Zhentarim agent in combat. Spare the agent’s life. Tell the agent that you delivered the coin and to whom it was delivered. You cannot complete this task before Task 1 and 2.

Benefit: Your infiltration mission begins. You are able to play the special adventure *Black Cloaks and Bitter Rivalries*, available in 2009.

Dungeons & Dragons Rewards Set 1, Card 8 of 8. Illustration by William O’Connor



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UNDEAD SLAYER

GENERAL



“The legions of the undying shall break upon my blades!
Come to me, rotted and withering hordes!” - Kornath, dwarf fighter



Benefit: After you kill at least two enemies with the undead keyword during an encounter, use this card to spend a healing surge and regain hit points equal to your healing surge value $+1d8$. This use does not use your second wind for the encounter. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 2, Card 1 of 8. Illustration by William O'Conner



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“Let’s see how well you stand to the forces of the sea!”

- Jelenneth of the Waves, eladrin wizard

Benefit: Pick one target that you have just knocked prone or immobilized with your spell. Use this card to push that target a number of squares equal to your Constitution modifier instead. Turn the card sideways to indicate it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 2, Card 2 of 8. Illustration by Randy Gallegos



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ELEMENTAL FURY

GENERAL



"I call down fiery wrath from on high, villain!" - Evon, human cleric

Benefit: After you've hit with a prayer that does radiant damage, use this card to change the damage type to cold, fire, or lightning. Turn the card sideways to indicate it is used.

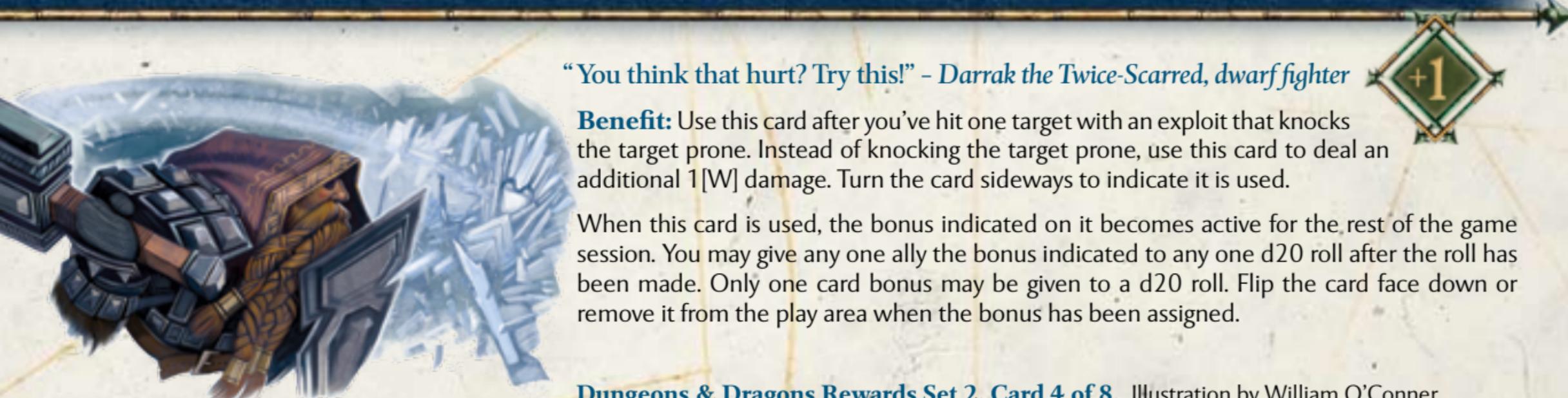
When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 2, Card 3 of 8. Illustration by Carl Frank



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“You think that hurt? Try this!” - Darrak the Twice-Scarred, dwarf fighter

Benefit: Use this card after you've hit one target with an exploit that knocks the target prone. Instead of knocking the target prone, use this card to deal an additional 1[W] damage. Turn the card sideways to indicate it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 2, Card 4 of 8. Illustration by William O'Conner



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QUICK GETAWAY

GENERAL



"I'm glad I'm not wearing my riding boots!" - Immeral, eladrin rogue

Benefit: Use this card when you take the run action. You may shift 2 additional squares at any point during your move. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.



Dungeons & Dragons Rewards Set 2, Card 5 of 8. Illustration by Ryan Barger



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ONE SHOT, ONE KILL

GENERAL



“Rarragh! Now who’s next?” - *Surina Spikemauler, dragonborn barbarian*

Benefit: Use this card when you’ve killed a non-minion enemy that’s not bloodied. Gain a +1 bonus to attack rolls for the rest of the encounter. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.



Dungeons & Dragons Rewards Set 2, Card 6 of 8. Illustration by William O’Conner



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INSTINCTIVE REACTION

GENERAL



“Ahh! Make it stop!” – Too many adventurers to count

Benefit: Use this card when you’re hit by an attack that does ongoing damage. As an immediate reaction, make a saving throw against the ongoing damage. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.



Dungeons & Dragons Rewards Set 2, Card 7 of 8. Illustration by William O’Conner



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SECRETS OF ALCHEMY

EXPANSION



“These wonders are the ingenious works of mortals, unfettered by the crutch of magic” - *Silvu the Magnificent, human rogue*

Benefit: You gain access to the following alchemical formulas and items from Adventurer's Vault. You may purchase these items and formulas as long as your level is equal to or less than the alchemical item or formula. You must possess the Alchemist feat (see Adventurer's Vault) to create alchemical items.

- Alchemist's fire
- Tanglefoot bag
- Smokestick
- Antivenom
- Thunderstone

Dungeons & Dragons Rewards Set 2, Card 8 of 8. Illustration by Franz Vohwinkel



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SECOND CHANCE

GENERAL



“Wait... this doesn’t look as bad as I thought. I think I can help bind your wounds.” - *Myreen of Sune, human cleric*



Benefit: After you roll a natural 1 on a skill check in a skill challenge, use this card to reroll the die. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 3, Card 1 of 3. Illustration by Mike Sass



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SPELLSCARRED: LARGER THAN LIFE EXPANSION



“You thought you were safe from my cutting blades? Think again!”
- Ki-amar the Haughty, spellscarred genasi ranger

Exposed to the Spellplague, you can manifest your strange power by giving yourself extra reach with your melee weapon. When you use this ability, your spellscar manifests its blue radiance and a blue glow encompasses your hands. With more training, you may also learn the secrets of other, greater ways to harness your “gift”.

Benefit: This card allows you to play a spellscarred character or add a spellscar to an existing character, which has certain benefits and drawbacks. If you take the feat Student of the Plague, your trait is larger than life. You may use any of the other spellscarred options present in the Forgotten Realms Player’s Guide.

Dungeons & Dragons Rewards Set 3, Card 2 of 3. Illustration by Jesper Ejsing



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"I bring to you once-lost arcane secrets and the ancient knowledge found deep within Cormanthor." - Kirwilna, eladrin swordmage

Benefit: After you cast a ritual that requires a skill check and receive the lowest check result, use this card to achieve the next lowest result. Turn this card sideways to indicate that it is used.

When this card is used, the bonus indicated on it becomes active for the rest of the game session. You may give any one ally the bonus indicated to any one d20 roll after the roll has been made. Only one card bonus may be given to a d20 roll. Flip the card face down or remove it from the play area when the bonus has been assigned.

Dungeons & Dragons Rewards Set 3, Card 3 of 3. Illustration by Chippy



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DUNGEONS & DRAGONS