

ACQUISITIONS INCORPORATED TRADING CARDS: 2ND EDITION



Acquisitions Incorporated™ Trading Cards® are another ingenious invention of Ominifis Hereward Dran, designed to both promote and capitalize on the popularity of the brand. Cards can be found in possession of children, speculators and a few hard-core adult collectors across the realms.

Cards come with artwork of the Acq Inc employee and a short biography. Some cards have alternative art and/or a foiled 'shiny' appearance which increases the rarity and value.

Due to the popularity of the original run, a Second Edition with brand new cards has since been printed.

CREDITS AND LINKS

Rules by Joseph Fowler. If you had fun, please let me know by sending me a message [@JiFish](#) on Twitter.

You can generate cards using the online tool found at <https://5e.jifish.co.uk/aitool>

UPDATES FROM 1ST EDITION

If you've never used these rules before, you can skip this section. If you've used the old rules, please note the following:

- 1st Edition card packs are no longer available in shops.
- The price of 1st edition cards has been increased to reflect their increasing rarity.
- The 'Vintage' card modifier has been renamed 'Alpha'.

CARD GENERATION TABLES

To generate a random trading card, roll **1d12** and **1d20** and check the featured person and card modifiers table.

If the card is found outside of a pack **flip a coin** to determine if the card is 1st or 2nd edition and add a **1d10** for the card's condition.

FEATURED PERSON (2ND EDITION - HEADS)

1d12	Featured Person	Base Price (cp)
1	Drizzt Do'Urden	3
2	Donaar Blit'zen	4
3	K'thriss Drow'b	5
4	Rosie Beestinger	5
5	Strix Beestinger	5
6	Walnut Dankgrass	6
7	Evelyn Marthain	6
8	Bobby Zimeruski	7
9	Môrgæn	8
10	Viari	8
11	Omin Dran	9
12	Jim Darkmagic III	10

FEATURED PERSON (1ST EDITION - TAILS)

1d12	Featured Person	Base Price (cp)
1	Jeff	4
2	Donaar Blit'zen	7
3	K'thriss Drow'b	7
4	Walnut Dankgrass	7
5	Rosie Beestinger	9
6	Strix	9
7	Môrgæn	10
8	Aeofel Elhromane	12
9	Binwin Bronzebottom	12
10	Viari	12
11	Omin Dran	13
12	Jim Darkmagic III	15

CARD MODIFIERS

1d20	Card Modifiers	Value Multiplier
1 - 11	(None)	-
12 - 17	Alternate Art	x3
18 - 19	Foiled	x10
20	Foiled, Alternate Art	x25

CARD CONDITION

If taken directly from a pack, the card will be **Near Mint** unless particular care is taken. A cruel DM can have players make a Dexterity Check DC 16 to keep cards **Mint** when handled.

If found outside a pack, roll on this table.

1d10	Card Condition	Value Multiplier
1	Ruined	x1/10
2 - 3	Poor	x1/4
4 - 7	Fair	x1/2
8 - 9	Near Mint	-
10	Mint	x2

EXAMPLE CARD ROLL

- **Edition:** Got a heads on the coin flip, *2nd Edition*.
- **Featured Person:** Rolled 7 on 1d12, *Bobby Zimeruski*.
- **Modifiers:** Rolled 19 on 1d20, *Foiled*.
- **Condition:** Rolled 4 on 1d10, *Fair Condition*.
- **Calculate Value:** $7\text{cp} \times 10 = 70\text{cp}$. $70\text{cp} \times 1/2 = 35\text{cp}$.
- **Result Card:** *AI Trading Card - Bobby Zimeruski (Foiled, Fair Condition, 2nd Edition, 35cp)*

BUYING PACKS IN SHOPS

Buy official Acquisitions Incorporated™ Trading Cards® at a shop or tavern near you! **One pack of 3 random cards costs 7sp, or three packs for 2gp.** Shops normally have **1d6 + 3** packs for sale.

Most shops now only have 2nd Edition packs in stock. At the discretion of the DM, they may have **1d4 - 1** old 1st Edition packs under the counter. These normally sell for **8sp to 1gp.**

When buying your very first pack, the shop will give you a free leather card holder to attach to your belt.

COLLECTOR'S PARADISE IN WATERDEEP

Collector's Paradise is Faerûn's first dedicated card store. It can be found in a side-alley in the merchant district. Run by the eccentric halfling, Rich Greenfield. (See NPCs.)

The shop has 50 2nd Edition card packs in stock. But Rich is only willing to part with 12. "To leave some for his regulars." He also has **1d4 + 1** 1st edition packs for sale, but charges **12sp** each.

The shop has a number of loose cards for sale. Use the "Master" collector rules below for the shop's stock.

TRADING WITH COLLECTORS

Most collectors keep their cards Near Mint, but a few deal only in Mint cards. Depending on how long they have been collecting determines how many cards they have for trade.

The table below shows how likely it is that a collector will have the specific card someone is looking for. Roll **1d100** and if the result is equal to or less than the percentage value then this collector has the card for trade.

1d10 Type	# Cards	Basic	Alt	Art	Foil	Foil Alt	Art
1 Newbie*	1	5%	3%	1%	-		
2 - 3 Amateur*	5	21%	12%	4%	2%		
4 - 7 Casual	10	37%	22%	8%	4%		
8 - 9 Fan	20	61%	40%	15%	8%		
10 Master	50	90%	72%	34%	19%		

* Newbies and amateurs do not have 1st Edition cards to trade.

PRESTIGE CARDS

Shops sometimes have an expensive card for sale. Collectors will often have a favourite card they are loathe to part with. These are known as prestige cards.

Roll **1d4** and use the following table to determine modifiers and condition, then **flip a coin** to determine edition and finally roll **1d12** and consult the Featured Person table.

1d4 Card Modifiers	Card Condition	Value Multiplier
1 Foiled	Near Mint	x10
2 Foiled	Mint	x20
3 Foiled, Alternate Art	Near Mint	x25
4 Foiled, Alternate Art	Mint	x50

OTHER CARD MODIFIERS

The hard-core collector may encounter other types of cards. These modifiers can stack.

1d20	Card Modifier	Value Multiplier
1 - 5	Bootleg	x1/50
6 - 10	Promo	x1/2
11 - 14	Encased	x3/4
15 - 17	Art Misprint	x2
18 - 19	Signed	x3*
20	Alpha	x4

BOOTLEG

It's a FAKE.

To protect his business, Omin Dran has a subtle enchantment cast on every printed card. If the card is duplicated - even by magical means - the duplicate will be fraught with spelling errors, incorrect colours and other problems. Even a casual player will easily identify the copy as a bootleg. Bootlegs are generally worthless.

PROMO

Sometimes cards are given away for free to promote the product. These promotional cards are easily identifiable by the big 'PROMO' label at the top and lower print quality.

ENCASED

In an effort to preserve the mint condition of their cards, some collectors have elected to have expensive cards encased. An alchemist pours a special liquid over the card that hardens in to a solid clear shell.

Unfortunately since the process is irreversible, it reduces the value of the card by one quarter. But **the card is always mint.**

ART MISPRINT

Cards are printed in a two step process. Text first, then artwork. This makes cards with non-matching art the most common misprint. They are found in around 1 in 100 packs.

Some collectors seek specific text and art combinations. This can easily double the price of the card.

Roll twice on the featured person table.

SIGNED

Getting a card autographed often triples the value of the card. However if the signer has since died the price can increase significantly. Buyer beware! If the person is resurrected, the price drops back down again.

ALPHA

Before each edition, a test (or 'alpha') run is printed. These test versions are often quite different from the final product. This makes alpha cards particularly desirable for collectors.

Before 2nd Edition, these were known as 'vintage' cards and collectors still occasionally use this term.

RARE AND UNIQUE CARDS

These unique cards will be hard to encounter and even harder to obtain. Note that the values given assume the card is Near Mint. (Listed from cheapest to most expensive.)

JIM DARKMAGIC'S CLONE

Base Value: 7cp. Basically identical to a normal Jim Darkmagic card. Such a lazy reprint that it's worth less than you'd expect.

OMIN DRAN'S BUSINESS CARD

Base Value: 2sp. Omin Dran's Business Card is also a unique trading card. Omin gives these away.

FLABBERGHAST AND MISTER SNIVELY

Base Value: 3sp. Limited run special card featuring former Dran Enterprises Wizard, Flabberghast, and his feline familiar, Mister Snively. Cats sell cards, as they say.

STRIX WITH WAFFLE CREW

Base Value: 3sp. Limited run special Strix card that features the rest of the waffle crew: Daith, Evelyn and Paultin.

THE ACQ INC BATTLE BALLOON

Base Value: 3sp. Limited run special card. Features the battle balloon and its statistics.

TIPSY

Base Value: 3sp. Limited run special card. Features the beer robot, Tipsy.

VISITING RAVNICA

Base Value: 3sp. Limited run special card. Features Acquisitions Incorporated in the world of Ravnica. This card has a unique back that reads "Magic The Gathering™ Deckmaster."

VIRARI CLASS MISPRINT

Base Value: 6sp. A few cards mistakenly list "Rogue" as Virari's class until this was corrected to "Bard."

BINWIN BRONZEBOTTOM MEMORIAL CARD

Base Value: 9sp. Limited run special card produced to mark the death of Binwin. Depicts his final epic battle against Xanathar.

"EVIL" AEOLFEL ELHROMANE

Base Value: 15sp. Not many of these were made before Aeofel's lawyer's got involved. No foil versions were made.

BINWIN BRONZEBOTTOM (SIGNED)

Base Value: 4gp. After the unfortunate passing of Binwin Bronzebottom, signed cards have shot up in price.

ACQ INC LOGO (ULTRA-HOLOGRAPHIC)

Value: 200gp. Early on, holographic cards were considered as a potential ultra-rare find. Five holographic cards featuring the brand logo were created as a test, before the idea was dropped as too expensive. Their current location is a mystery.

JIM DARKMAGIC III (ULTRA-HOLOGRAPHIC)

Value: 500gp. Only three of these were ever printed and it's said Jim Darkmagic owns two of them.

ACQUISITIONS & ADVENTURES THE CARD GAME

Although primarily designed as a collector's item, the cards can also be used to play a game.

IN-UNIVERSE DESCRIPTION

Acquisitions & Adventures was designed by a halfling called Rich Greenfield. It quickly became a phenomenon.

Players construct decks of exactly 10 cards. Anyone can throw a deck together with 10 random cards, but players that know the game well can build better decks by using special card combinations.

The game itself is played by taking turns. At the start of a turn, the player draws a card from their deck and places it in front of them. They can then choose to "fight". A card in front of them is assigned as "attacker" and the opponent chooses one of their cards as a "defender". The card that loses the fight is shuffled back in to its owner's deck. The first player to have all 10 of their cards in front of them wins.

The "fight" is resolved by complicated rules involving the statistics of the two cards and a die. A skilled player can win fights by citing special card combinations and obscure rules.

Games between two advanced players can go on for hours. A game between an expert and a new player is likely to go "Ten to zero". (Or in other words, the expert wins in the minimum 10 turns.)

PLAYING FOR ANTE

The card game is very rarely played for money. But those who are confident in their abilities, or want to spice up the game, can play for ante. Each player offers a card to forfeit to their opponent if they lose. The card may be part of the deck being played, or another card they own entirely.

ROLE-PLAY MECHANICS

Games are resolved with a contested intelligence check. If the character is proficient in "Acquisitions & Adventures" they add their proficiency bonus to this check. Decks may provide an additional bonus to the roll.

There are no draws in Acquisitions & Adventures. If the rolls are equal, roll again.

BECOMING PROFICIENT

After 20 victories a player character becomes proficient in the game. After 50 victories, they gain double proficiency.

When rolling a character "Acquisitions & Adventures" can be chosen as a gaming set proficiency. In this case the character is assumed to already have 20 victories.

BUILDING A DECK

Anyone with 10 cards is able to play the game. But your deck can give you a bonus to your check if it has specific combinations of cards. See "Card Combinations."

Unless you are able to pull one over on your opponent, they generally aren't going to let you play with *Bootleg* or *Ruined Condition* cards.

CARD COMBINATIONS

You can use as many of these as you like in a single deck, so long as the total number of cards is 10. Multiple copies of the same combination do not give any additional bonus.

ARTWORK INTIMIDATOR

+1 if every card in the deck is Alternate Art.

CCCC COMBO

+1 if the deck contains Donaar Blit'zen, K'thriss Drow'b, Rosie Beestinger and Walnut Dankgrass.

INFINITE JIM COMBO

+1 if the deck contains 7 copies of Jim Darkmagic III.

INTERN INFERNOM COMBO

+1 if the deck contains Aeofel Elhromane, Bobby Zimeruski, Môrgæn and Viari.

LIMITED RUNNER

+1 if the deck contains at least 5 limited run cards.

OG COMBO

+2 if the deck contains Aeofel Elhromane, Binwin Bronzebottom, Jim Darkmagic III and Omin Dran.

OUTSIDERS COMBO

+1 if the deck contains 3 copies of Drizzt Do'Urden and 3 copies of Jeff.

PAY TO WIN

+2 if every card in the deck is Foiled and either Near Mint or Mint Condition.

PENNY ARCADIA COMBO

+1 if the deck contains 3 copies of Jim Darkmagic III and 3 copies of Omin Dran.

STINGER COMBO

+1 if the deck contains 3 copies of Rosie Beestinger and 3 copies of Strix Beestinger (2nd Edition.)

WAFFLES INC COMBO

+1 if the deck contains Donaar Blit'zen, Evelyn Marthain, K'thriss Drow'b, Rosie Beestinger, Walnut Dankgrass and Strix / Strix Beestinger.

COLLECTORS AND PLAYERS

MEETING OTHER COLLECTORS

You can identify other collectors by the leather card holder attached to their belt. Some of players have painted their name, or an important symbol on the holder.

Most collectors are amenable to trading or a quick round of the game. See "trading with collectors" above.

You'll often find newbies and amateurs hanging out near the shops that sell the cards. Casual players and fans can often be found playing a game or two in taverns. You're not likely to run across a master unless you are looking for one.

Players have begun to organise their own gatherings where you can encounter collectors and players of all types.

NPCs

AVIA KOMOT

Female Dwarf. Very traditional looking, with a big bushy beard. Mostly interested in the potential investment aspect of cards. Is actively looking to obtain expensive cards to appreciate in her vault. Only plays with cheap cards.

Prestige Card: Binwin Bronzebottom (Signed, Alternate Art, Near Mint Condition, 1st Edition) - 9gp

Collection: Casual. 10 cards to trade.

Acquisitions & Adventures: Rolls with a +4

BOOTLEG BARRY

Male human. Thinks he's a proper crook, but is actually as small-time as they come. He will sell you any bootleg foil card for 1sp, or any other bootleg card for 1cp.

Prestige Card: AI Card - Jim Darkmagic III (Bootleg, Foiled, Alternate Art, Mint Condition, 2nd Edition) - 1sp

Acquisitions & Adventures: Rolls with a +8 (But all his cards are bootlegs.)

FAELYN FEWE

Female Elf. Warm and friendly. Loves to introduce new players to the cards and the game. Describes the game as "Chess with cards." Goes easy on newbies.

Prestige Card: Evelyn Marthain (Foiled, Alternate Art, Mint Condition, 2nd Edition) - 25sp

Collection: Fan. 20 cards to trade.

Acquisitions & Adventures: Rolls with a +6, or a +2 against newer players.

JAMMIE, JIM FANATIC

Male human. The Original Jim Darkmagic fanboy. Owns the official Jim Darkmagic books and other merch. Deck consists of all Jim Darkmagic cards. Has based his whole look and life on Jim. Would likely kill to obtain the legendary Jim Darkmagic Ultra-holographic card.

Prestige Card: Jim Darkmagic III (Signed, Foiled, Alternate Art, Mint Condition, 1st Edition) - 30gp

Collection: Fan. 20 cards to trade.

Acquisitions & Adventures: Rolls with a +6

RICH GREENFIELD

Male Halfling. Designer of the game and owner of "Collectors Paradise," a shop specialising in the cards. Has cards that you've never even seen before. Nice guy, but does tend to ramble on about game balance.

Prestige Card: Virari (Misprint: wrong class, Foiled, Alternate Art, Mint Condition) - 10gp

Collection: Master. 50 cards to trade (or sell)

Acquisitions & Adventures: Rolls with a +15

T'IZZE

Female Tiefling. Bought her first five packs just yesterday. Doesn't have a clue how the game works, but still thinks she can kick your butt. A good negotiator, she always pushes for more than her fair share in a deal.

Prestige Card: Donaar Blit'zen (Alternate Art, Near Mint Condition, 2nd Edition) - 12cp

Collection: Amateur. 5 cards to trade.

Acquisitions & Adventures: Rolls with a +1

COLLECTOR'S TABLE

Keep track of your card collection using this handy table.