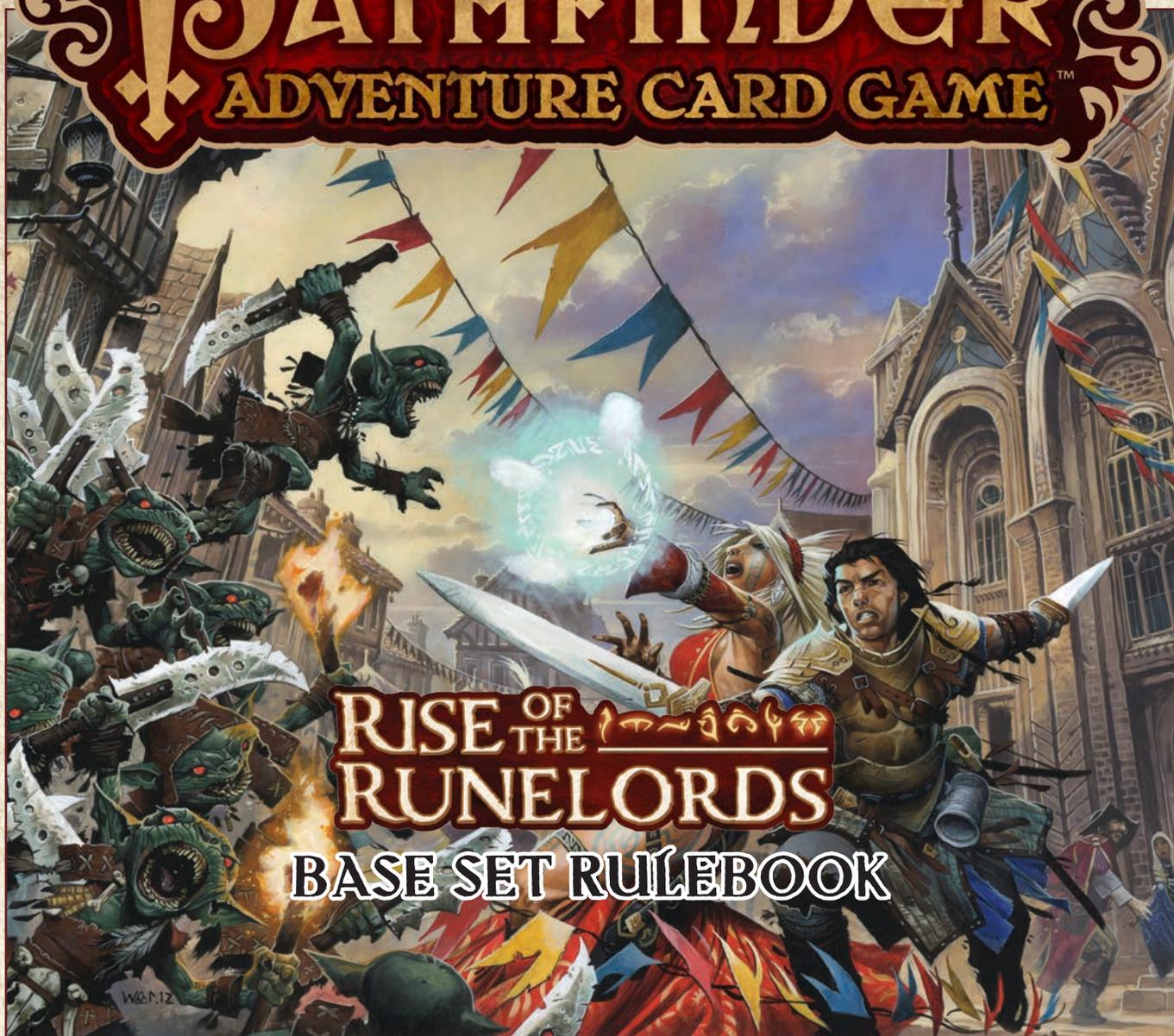


PATHFINDER[®]

ADVENTURE CARD GAME[™]



RISE OF THE RUNELORDS

BASE SET RULEBOOK

WELCOME TO VARISIA.

IT'S A REALM DOTTED WITH THE MONOLITHIC RELICS OF AN EMPIRE LONG SINCE CRUMBLED, A ROUGH BUT MAJESTIC LAND OF MISTY FORESTS AND ROLLING PLAINS BORDERED BY SHARP PEAKS AND BOUNTIFUL SEAS. ITS PEOPLE ARE HARDY PIONEERS AND NEWLY MINTED NOBLES, ALL EAGER TO CARVE NAMES FOR THEMSELVES FROM THE STERN LANDSCAPE. BEYOND THE SETTLED LANDS, BEASTS AND GIANTS UNUSED TO CIVILIZATION'S ENCROACHMENT STALK THE HILLS AND WOODS, MAKING SHORT WORK OF THE UNWARY AND LEGENDS OF THE BOLD. YET NONE CAN CLAIM TO KNOW ALL OF VARISIA'S SECRETS, AND IN ITS DARKEST SHADOWS AN AGES-OLD EVIL STIRS ONCE MORE.

**DARK RUMORS
WHISPER THAT
THE RUNELORDS
HAVE RETURNED.
BUT THE STORY
IS NOT YET
WRITTEN, AND
ONLY YOU CAN
DETERMINE THE
ENDING.**



OBJECT OF THE GAME

In the Pathfinder Adventure Card Game, your party of adventurers races against time on a quest to defeat a dangerous villain. Each player has a deck of cards representing a character. In most scenarios, your characters explore a variety of locations as you try to hunt down the villain. You'll need to clean out or protect these locations so you can defeat and corner the villain before time runs out. As you play more games, you'll complete scenarios, improve your deck, customize your character, and take on more and more powerful challenges.

CARD SETS

The *Rise of the Runelords Base Set* is one of several Pathfinder Adventure Card Game products. This box contains everything that 1–4 players need to begin the game, including the base card set for Rise of the Runelords. Included in the same box is your first Adventure Deck, *Burnt Offerings*, which provides the cards needed to tell the first chapter of the Rise of the Runelords story. Other Adventure Decks, available separately, continue the adventure by adding new locations to explore, new villains to fight, new loot to acquire, and much more. The *Rise of the Runelords Character Add-On Deck*, also available separately, adds new characters, monsters, and other cards; it also increases the maximum number of players to 6.

Each Rise of the Runelords card is marked with a pair of set indicators: the top of each card features the logo of the Adventure Path, and a letter or number in the upper-right corner identifies the specific product that the card came from. This might be a letter, such as **B** (indicating the card is part of the base set) or **C** (indicating that it's from the Character Add-On Deck); adventure deck numbers from

RULES SIDEBARS

Throughout this rulebook, you'll find a number of sidebars that look like this one. These sidebars explain general rules that deserve special attention. Make sure you read them all!

STRATEGY SIDEBARS

You'll also find a variety of sidebars that look like this one. These offer advice about game strategy. If you prefer to develop strategies on your own as you play, feel free to skip these sidebars—you won't miss any rules!

EXAMPLE SIDEBARS

Sidebars that look like this provide examples. Don't miss the example of an entire turn on page 26!

1 to 6 indicate that the card is part of one of six Adventure Decks for Rise of the Runelords. If a card has a letter for the set indicator, treat its adventure deck number as 0.

Also available separately are a variety of Class Decks. Each one includes several different versions of a specific character type (for example, the *Summoner Class Deck* has three different summoner characters) and a variety of cards that are useful for those characters. Since Class Decks are designed for use with any Adventure Path, Class Deck cards are marked with the name of the Class Deck instead of the logo of an Adventure Path. Class Deck cards are also marked with the letter **B** or numbers from **1 to 6** in the upper right.

To the left of the letter or number, you'll find the card type.

RULES: THE GOLDEN RULES

If a card and this rulebook are ever in conflict, the card should be considered correct. There is one exception to this: When the rulebook uses the word "never," no card can overrule it. If cards conflict with one another, then Adventure Path cards overrule adventures, adventures overrule scenarios, scenarios overrule locations, locations overrule support cards, support cards overrule characters, and characters overrule other card types.

Despite this hierarchy, if one card tells that you cannot do something and another card tells you that you can, comply with the card that tells you that you cannot. For example, if you're at a location that prevents you from moving, and the scenario has an effect that would move your character, you do not move. If a card tells you to ignore something, the thing you're ignoring never has any effect on you. If a card instructs you to do something impossible, like draw a card from an empty deck, ignore that instruction.

Regardless of the above, if you need to do anything with any number of cards from the blessings deck (other than shuffling it) and you don't have enough, you lose the scenario; if that happens with your character deck, your character dies.

TRAY LAYOUT

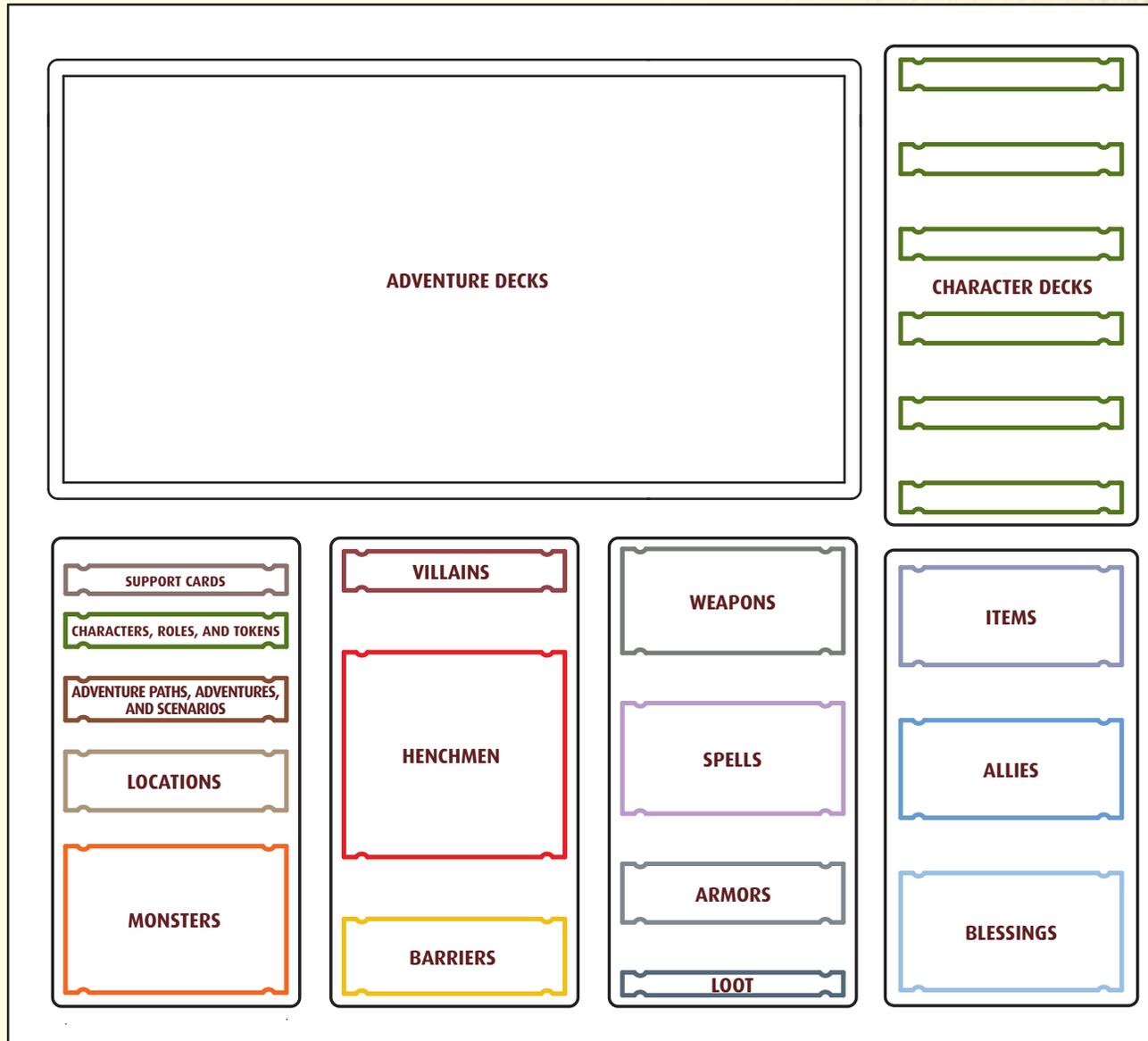


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There are more than a dozen different card types in the Pathfinder Adventure Card Game. Among them are character cards, roles, and tokens; story cards, which include an Adventure Path, adventures, and scenarios; locations; support cards; banes, which include villains, henchmen, monsters, and barriers; and boons, which include weapons, spells, armors, items, allies, blessings, and loot.

On story cards and location cards, the side with the more colorful version of the artwork is the face; the less colorful version is the back. Very rarely, a card can have two faces, as token cards do.

For your first play session, you'll need only the base cards, so leave Burnt Offerings sealed for now. If you own the Character Add-On Deck, go ahead and combine that set with the cards in the base set as described in Organizing Your Cards (see below). If you own any Class Decks, you may also add any cards from them that have a **B** in the upper-right corner.

We have also published a number of promotional cards; these are marked with the letter **P** in the upper-right corner. If you have a character promo card, or you have a promo card that has the Owner trait and you are playing the character listed as the owner, you can use it right away. Don't add other promo cards to the game until you begin adventure 1 of the Adventure Path.

ORGANIZING YOUR CARDS

The way you organize your cards is important, since there are times when you'll need to quickly locate specific cards during play. The box includes a special tray to keep all of the cards organized. It has room for the cards from the base card set, the *Rise of the Runelords Character Add-On Deck*, and all six Rise of the Runelords Adventure Decks.

Each type of card has its own place in the box, so you'll need to divide up the cards by type as shown in the illustration. For now, leave the character deck slots empty. You'll build your first decks soon.

When you use adventures, scenarios, locations, villains, henchmen, and loot, you'll often be asked to locate specific cards. You may wish to alphabetize the cards within each of those types to help you find them quickly during play. Group the character, token, and role cards by character. The other card types should have their cards shuffled, as you will often be asked to draw random cards from those groups.



Ezren's deck includes 1 weapon, 8 spells, no armors, 3 items, 3 allies, and no blessings. (The checkboxes are for card feats that he'll gain later.)

SETTING UP

Preparation is the key to a successful adventure. The road to victory is littered with the bodies of the unready.

Choose Your Character. Each player chooses one character card; this represents the character you'll be playing in the game. Characters have skills, which tell you which dice to roll when you attempt a check; powers, which are special things you can do before, during, or after the game; and other details that make them different from one another (see Character Cards on page 21). You might use some of your character's powers at the start of the game, so read them right away.

Locate the token card that matches your character card. Then place both on the table in front of you.

Build Your Character. Each character needs a character deck; if you don't already have one, you'll need to build one. If you'd like to start playing quickly, use the suggested deck for your character provided at the back of this rulebook (see Suggested Deck Lists on page 27). Alternatively, you can choose your own cards to create your deck. The Cards List on your character card indicates the exact quantity of each card type that you must choose from the box to make up your character's deck. You may choose only cards that have the word "Basic" in the list of traits underneath the card name.

Trade Cards if You Like. Before starting a scenario, players may freely trade cards from their character decks. After trading, each character deck must still conform to the list of card types specified by the character card.

CARD SETUP





Set Out the Story Cards. A scenario is intended for a single play session, an adventure consists of a number of linked scenarios, and an Adventure Path is a series of linked adventures. The Rise of the Runelords Base Set includes a three-scenario introductory adventure, Perils of the Lost Coast, which you will complete before you begin the full Adventure Path—if you have not yet completed Perils of the Lost Coast, skip the first step.

- Put the Rise of the Runelords Adventure Path card faceup on the table. It lists the adventures that make up the Adventure Path as well as the reward you'll get for completing all of those adventures.
- Put the current adventure card faceup on the table. It lists the scenarios that make up that adventure, as well as the reward you'll get for completing all of those scenarios. (If you're just starting, put the Perils of the Lost Coast adventure card on the table.)
- Put the current scenario card faceup on the table. It describes the goals and any unusual rules for this particular game session, as well as the reward you'll get for winning the scenario. (If you're just starting, the Perils of the Lost Coast adventure card tells you to complete the scenario Brigandoom! first, so put that card on the table.)

Set Out the Locations. The back of each scenario card lists the locations the scenario uses; a required number of players is listed next to each location. Use all of the location cards listed up to the number of players you have. For example, if you have 3 players, you'll use all of the location cards listed for 1, 2, and 3 players, but you won't use any of the location cards listed for 4, 5, or 6 players. Put the location cards you're using faceup in the middle of the table.

Build the Location Decks. Each location card has its own list of card types that are used to build a location deck, in much the same way that a character card has a list of card types that are used to build a character deck. Shuffle each card type and deal the correct number of cards of each type to form the basis of each location deck. Don't look at these cards; set them facedown in a stack next to their location card.

RULES: ROLLING DICE

The game comes with five dice: a 4-sider, 6-sider, 8-sider, 10-sider, and 12-sider. When you roll the 4-sider, use the number that's upright.

The game uses a shorthand form describing the number and type of dice to roll: $Xd\#$, where "X" represents the number of dice to roll and "d#" represents the number of sides on the dice. For example, if you're asked to roll $2d6$, that means to roll 2 6-sided dice and add their values together. Sometimes the shorthand includes a "+" or "-" and a number listed after the die, meaning that you add that number to, or subtract it from, the total of the roll (not each individual die rolled). So $2d4+2$ means to roll 2 4-sided dice, total them together, and then add 2. No matter how many penalties are applied to a roll of the dice, the result can't be reduced below 0.

Sometimes, the type of die that you need to roll is determined by your skill. If you're told to use your Strength skill + $1d8$, and your Strength die is a $d10$, roll one 10-sided die and one 8-sided die and add them together to determine your result.

If a card calls for a die roll that affects multiple characters or situations (for example, if it says that each character at a location is dealt $1d4$ damage), roll separately for each.

Add Villains and Henchmen. Each scenario card lists one or more villains and one or more henchmen. Make a stack of cards starting with the villain(s) and then add henchmen, working from the top of the list down, until your stack has as many cards as you have locations. Use multiple copies of the henchman at the bottom of the list as needed. For example, if you have 5 locations and your scenario card lists Gogmurt as the villain and Tangletooth, Bruthazmus, and Goblin Raiders as henchmen, you'll make a stack of 5 cards: Gogmurt, Tangletooth, Bruthazmus, and 2 Goblin Raiders. If you had only 3 locations, your stack would consist of Gogmurt, Tangletooth, and Bruthazmus, with no Goblin Raiders. Shuffle this stack and put 1 card on top of each location deck. Then shuffle each location deck.

Create the Blessings Deck. Draw 30 random blessing cards from the box. Shuffle them together, form a deck, and place it facedown on the table.

Arrange Yourself around the Table. Use any order you wish.

Place Token Cards. Each player chooses a location and puts her character's token card near it. Multiple characters can choose the same starting location.

Draw Starting Hands. Each character card includes a hand size for that character. Draw that number of cards from your character deck. The character card also lists a favored card type; if more than one is listed, choose 1 type before drawing. If you didn't draw at least 1 card of that type, discard that hand and draw again, repeating as needed until your hand contains at least 1 card of the specified type. If you discard enough cards that you can't draw up to your full hand size, draw all the remaining cards, then shuffle your discard pile into your deck and draw the rest of your hand. Once you have a full hand that includes your favored card type, shuffle any discarded cards back into your character deck.

Add Cohorts. The Rise of the Runelords set doesn't contain any cohorts, but some characters that may be used with Rise of the Runelords (from Class Decks and other Adventure Paths) use cohorts. If you have a cohort listed on your deck list, add it to your hand (see Cohorts on page 23).

Decide Who Goes First. Starting with whichever player the group chooses, take turns proceeding clockwise (see Taking Your Turn on page 8).

RULES: SKILLS, DICE, AND MODIFIERS

If your character card says "Strength d10," and the "+1" box next to that has been checked, your Strength skill is d10+1, and your Strength die is d10. (The "+1" is called a "modifier.") If your character card also says "Melee: Strength +3," your Melee skill is d10+4, your Melee die is d10, and the Melee modifier is +4.

STRATEGY: SHOULD YOU SPLIT THE PARTY?

There's an old saying in roleplaying games: Never split the party. Is that true for the Pathfinder Adventure Card Game? This isn't an RPG, so the answer is, "It depends."

Sometimes, it's a good idea to have multiple characters at the same location; other times, it makes more sense to split the party. A lot of your strategy depends on which characters you're playing. If you're playing Valeros and Lem, staying together makes sense; if you're playing Harsk and Merisiel, it may not be so important.

The best strategy also depends on where you're going. Harsk can handle the Treacherous Cave, but Ezren might not be able to close it if someone else runs into the villain. Sometimes you want backup for whatever perils await you; sometimes there's a dragon that blasts everyone at the same location. Pay attention to where you are in the game. If you know where the villain is, splitting up so you can temporarily close open locations is a good idea... unless it isn't. Every situation is different, and thinking before you move is always wise.





EZREN, THE WIZARD

Ezren's talents lie in spellcasting. He's got a lot of spells, and can get them into his hand quickly. This also means he might run out of cards before he reaches the end of the adventure. He also has no blessings, so he might not get to explore much unless he acquires some allies or finds some magic that lets him explore again.

PLAYING A SCENARIO

The Runelords' plots are sinister indeed. You must track down the villains, vanquish their minions, and quash their evil schemes!

TAKING YOUR TURN

Take your turn by going through the following steps in order. You can play cards and use powers without limit in between these steps, as long as they don't say they can only be played at certain times.

Advance the Blessings Deck: At the start of your turn, discard the top card from the blessings deck faceup onto the top of the blessings discard pile. You never acquire this card, though some cards may refer to it during your turn. If you have to remove one or more cards from the blessings deck for any reason and there are not enough cards to do so, the party loses the scenario (see Ending a Scenario, Adventure, or Adventure Path on page 19). After advancing the blessings deck, apply any other effects that happen at the start of your turn.

Give a Card: You may give 1 card from your hand to another player at your location. (Other players cannot give you cards on your turn.)

Move: You may move your token card to another location. Moving then triggers any effects that happen when you enter or leave a location. When you choose to move, you must always select a new location, although it is possible for some effects to move you to the same location you came from. If you do not change locations, your character is not considered to have entered or left a location. Some effects may cause you to move whether you want to or not, and other effects may restrict you from moving. If

RULES: TRACKING THE BLESSINGS DECK

It's very easy to get excited about starting your turn, so much so that you might forget to advance the blessings deck. Unfortunately, once you realize you've skipped it for the last few turns, it's often not so easy to figure out how many cards you need to flip to catch up. We recommend that when each player advances the deck, she should orient the card she turns over so that the text is right-side up to that player. Sure, it makes for a messy-looking blessings discard pile, but it makes it easy to see who remembered and who didn't.

an effect would move you while another effect restricts you from moving, do not move.

Explore: You may explore your location once each turn without playing a card that allows you to explore; this must be your first exploration for the turn. You may never explore outside of your explore step. When you explore, flip over the top card of your current location deck. If it's a boon, you may attempt to acquire it; if you don't attempt that, banish it. If it's a bane, you must try to defeat it (see Encountering a Card on page 11). Many effects allow you to explore again on your turn, and there is no limit to the number of times you can explore.

However, during a single exploration, no matter how many different effects allow you to explore again, treat them as granting one additional exploration, not a series of additional explorations. For example, Ezren has a power that lets him explore again when he acquires a card that has the Magic trait, and the location Academy lets you explore again if you encounter anything other than a spell on your first exploration. If Ezren were to acquire an item that has the Magic trait on his first exploration there, he'd get one additional exploration from those effects, not two.

If a card grants you an additional exploration, after you finish what you are doing, you must immediately use that exploration or forfeit it.

RULES: LIMITED RESOURCES

If you're required to do something with a certain number of things and there aren't that many things available, use as many as there are. For example, if you're told to choose 2 characters at a location occupied by only 1 character, choose only that character. If you're told to draw 4 cards from a deck that has only 3 cards, draw the 3 cards. (Regardless, if you need to do anything with any number of cards from the blessings deck, other than shuffle it, and you don't have enough cards, you lose the scenario; if that happens with your character deck, your character dies.)

Note that this only applies when you are required to do something. If you have the opportunity to do something that requires a limited resource, and you don't have enough of that resource, you cannot do that thing. For example, if you have the opportunity to close a location whose "When Closing" says "recharge 2 spells" and you have only 1 spell, you cannot close that location.

STRATEGY: SHOULD YOU ALWAYS EXPLORE?

The blessings deck is a countdown timer, and it's very unforgiving. More exploration leads to more success, but there are times you just want to hang out for a while.

One reason might be the state of your hand or character deck. If you're hurting, you might just want to be next to Kyra as she starts her turn.

Another reason to slow down is to realign your party toward the end of the game. If you just need someone at the Warrens so you can temporarily close it when you find the villain, don't risk finding a monster and upsetting your whole closing scheme. Take the time to get your strategy set, especially if you have plenty of turns to burn.

Of course, the biggest disasters often occur shortly after someone says, "We've got plenty of turns left."

Close a Location: If your character is at a location that has no cards remaining and has not been closed, you may make one attempt to close it at this time (see Closing a Location on page 17).

End Your Turn: First, apply any effects that happen at the end of the turn. While you do this, unless a power directed you to end your turn, you may play cards and use powers. Then, reset your hand (see Resetting Your Hand on page 16). When you're done, the turn passes to the player on your left.

PLAYING CARDS

Anyone can play a card whenever the card allows it. Playing a card means using a power on that card by performing an action with that card that is specified by the card itself (See Boon Cards, page 24). Choosing to activate a power on a displayed card also counts as playing it. If a power says using it counts as playing a boon, it counts as playing a card. Doing something with a card that does not use a power on that card does not count as playing that card. For example, if Kyra discards a spell to activate her healing power, it doesn't count as playing that spell (meaning she also can't recharge it). When a card has multiple powers, you must choose one of them, and you must do everything that power says when possible. If a power says it may be used when something happens, you may use it every time that happens. Otherwise, a specific card's power may only be used once per check or step.

STRATEGY: SHOULD YOU BE SELFISH?

Throughout the game, your friends will ask you for help. They might even beg for it. Should you ever tell them no?

Probably not. This is a cooperative game, so sharing information and setting goals as a group is wise. Think about ways you can help each other, such as having Kyra forgo exploration to heal another character. You might spend a blessing to get a boon that you can't use and give it to someone else who desperately wants it. Some groups even play with their hands faceup on the table so everyone can help make choices.

Other players do not share as freely, and there's a good reason for it. Your character is a living, growing entity. Your choices will determine whether your character succeeds and improves. If you let your friends make decisions for you, you might not be looking out for yourself.

When you play a card, it will usually require you to take one of the following actions.

- **Reveal:** Show it from your hand then put it back in your hand. You may not reveal the same card for its power more than once per check or step.
- **Display:** Place it faceup next to your deck, unless stated otherwise; the card's powers function as long as it is displayed. When a character displays a card, it is not part of that character's hand, deck, or discard pile, but it still belongs to that character.
- **Discard:** Put it into your discard pile—a stack of faceup cards next to your deck.
- **Recharge:** Put it facedown at the bottom of your character deck.
- **Bury:** Put it under your character card (likely losing access to it for the rest of the scenario).
- **Banish:** Put it back in the box, shuffling it in with the other cards of the same type (thus losing it for good).

Example: The ally Soldier has 2 different powers—you may recharge the card to add 1d4 to your combat check, or you may discard the card to explore your location. You can do either, but you can't do both, because once you play the card one way, it's no longer in your hand for you to play it the other way.



HARSK, THE RANGER

Harsk is the friend everyone wants to have—as long as he's somewhere else. Ranged weapons suit him best; his ability to fire arrows from long distances can turn the tide of many a combat. He's also great in dangerous locations because he can scout out the threats in advance and endure whatever they throw at him.



**KYRA,
THE CLERIC**

Everybody runs to Kyra for help. She can heal without a Healing spell, but doing so keeps her from exploring. She must find a balance between using her blessings for bonus dice and spending them to explore again. She's also a good combatant, and shines when she tries to kill something that should already be dead.

When you reveal a card, it does not leave your hand. When you display a card, it leaves your hand immediately. When you play cards by performing any other actions, set them aside while you process their effects. For example, a spell might tell you to discard it, then allow you to succeed at a check to recharge it instead; set it aside until you resolve the check that determines whether or not you recharge it. Do what each card requires in the order you set them aside. While set aside, a card does not count as being in your hand, your discard pile, your deck, or anywhere else.

If you play a card in such a way that it leaves your hand, that action can trigger only 1 power. For example, if a card says you may discard it to add to your die roll or discard it to explore your location, you may discard it to trigger either effect, but not both.

Always perform the first action required by a power before performing any other action. For example, if a card says "Recharge this card to recharge a card from your discard pile," recharge the card you're playing before recharging the card from your discard pile.

Cards often have instructions that you need to follow after you play the card; follow these instructions even if the card is no longer in your hand (even if the card is out of your sight, such as in the box or in a deck).

If you are instructed to play, reveal, display, discard, recharge, bury, banish, or otherwise manipulate a card, that card must come from your hand unless otherwise specified. You may not activate a power or play a card that doesn't apply to your current situation. For

RULES: AFFECTING THE SITUATION

In some situations, you are limited to playing cards or using powers that affect or otherwise relate to the current situation. In these cases, the things you do cannot require anyone to do something else for your action to be meaningful—the things you do must directly affect the situation. For example, let's say that a character is attempting a check using a power that adds 1 to her check for each blessing in her hand, and a second character has a power that allows him to give the first character a card. He could give her a blessing, because that doesn't require any other action to affect the check. But he could not give her a card that allows her to draw a blessing from the box, because she would have to do something else—in this case, play the card he gave her—to affect the check.

RULES: ACTIVE AND OPTIONAL POWERS

In the Pathfinder Adventure Card Game, there are always a lot of cards in play. But you don't need to worry about doing what all of them say all the time. Generally, powers on cards are only active in certain situations.

• **Cards in your hand**

Powers on cards in your hand are active only when you choose to play them.

• **Cards you examine**

When you examine cards, only powers that say they happen when you examine the card are active.

• **Banes you encounter**

All of a bane's applicable powers are active while you encounter it.

• **Boons you encounter**

When you encounter a boon, the only powers that are active are ones that say they happen when you encounter it, if you acquire it, or if you fail to acquire it.

• **Other cards you encounter**

When you encounter a card that isn't a bane or a boon, the only powers that are active are ones that say they happen when you encounter it.

• **Cards in the blessings deck and discard pile**

With regard to these cards, the only powers that are active are ones that say they happen when they are discarded from the blessings deck or while on top of the blessings discard pile.

• **Location cards**

Most powers on location cards are active only when players are at that location, but a few location powers affect other situations.

• **Other cards on the table**

Powers on cards on the table—including story cards, character cards, and displayed cards—are active whenever they are appropriate.

Playing cards from your hand is always optional. Active powers on all other cards are only optional if they say "you may" do something.

example, you may not play a card to reduce damage when damage is not being dealt, and you may not play a card to evade a monster when you are not encountering a monster.

If a card in your hand does not specify when it can be played, you can generally play it anytime you can play cards, with the exception that during an encounter you may only perform specific actions at specific times.

STRATEGY: SHOULD YOU BURN THROUGH YOUR DECK?

Playing a character such as Merisiel or Seelah gives you ways to churn through your deck faster, discarding cards quickly to get to the cards you want. While this makes you far more likely to defeat your enemies and acquire what you need, it comes with a cost: you might kill off your character.

This game is all about trade-offs. Should you press your luck or hold off a bit? Not taking risks will make you lose as often as taking too many risks, but at least your character will be alive after you lose.

One of the toughest choices involves shedding cards as you reset your hand. You're allowed to discard any number of cards before you draw up, but that means you're closer to death. There are few things more humiliating than dying because you forgot how many cards you needed to draw at the end of your turn.

When you have too many cards in your hand, that's a different problem. If you can play some cards that can be recharged—even though you might have used them much later—it's still worth playing them. Discarding cards for no gain is more painful.

Your cards include your deck, the cards in your hand and your buried, discarded, and displayed cards. You can look through your displayed, discarded, and buried cards at any time. You may not look through your character deck unless a card specifically allows it. Don't shuffle any stack of cards unless you're instructed to. A deck is a deck, a hand is a hand, and a pile is a pile whether or not it has cards.

ENCOUNTERING A CARD

When you encounter a card, you—and only you—can go through the following steps. No one else can perform these steps for you, though others might be able to play cards to help you deal with the encounter's challenges. During each of these steps, characters may perform only the specified actions. Characters may only play cards or use powers that relate to each step (or relate to cards played or powers used in that step). Each character may play no more than 1 card of each type during each step; for example, a character may play no more than 1 blessing while attempting a check, though multiple characters could each play 1 blessing. A character may not activate a given power more than once during each step, other than effects that can be used each time something particular happens.

RULES: FACEUP CARDS

Sometimes a card is left faceup on the top of the location deck. The card is still in the deck, and it can never leave the top of the deck until it is defeated or the condition that caused it to be left faceup on the deck has been resolved. If a faceup card tells you that you must encounter it on your first exploration on a turn, then you must encounter it the first time you explore that turn. After that exploration, ignore it for the purpose of additional explorations that turn; however, it still counts as the top card of the deck for any other purpose. If multiple cards are left faceup on the same deck, you may place them in any order and encounter them in that order, one per exploration. If you're instructed to put cards on top of the deck, put them immediately below any faceup cards. If you're instructed to shuffle the deck, leave any faceup cards on top.

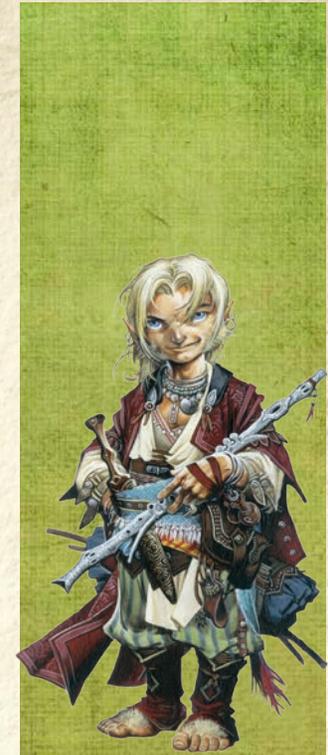
Characters may not play any cards or activate any powers between these steps.

If the card you're encountering states that it is immune to a particular trait, during the encounter, characters may not play cards that have the specified trait or use powers that would add that trait to any check against that card. The card you're encountering might require or allow a check that can affect your check to acquire or defeat; you must resolve that check before you begin the check to acquire or defeat.

After you flip over the top card of the location deck, put it on top of the deck and read it. If the card is a bane, you must try to defeat it. If it is a boon, you may try to acquire it for your deck; if you choose not to acquire it, it counts as failing to acquire it. If any powers happen when you flip over the card, they take effect at this time. Then go through all of the following steps that apply in order.

Apply Any Effects That Happen When You Encounter a Card. If any powers on the card you're encountering happen when you encounter the card, they take effect at this time. You may also use powers or cards that state they can be used when you encounter a card.

Apply Any Evasion Effects. You may use a power or card that lets you evade the card you're encountering. If any powers on the card you're encountering relate to evading the card, they take effect at



LEM, THE BARD

While most others specialize, Lem wants to do everything. He's a jack of all trades, capable of handling most challenges. He's great at making friends, whether they're characters who need a boost or allies who want to join his side. He should pick up as many spells as he can, as he's the only character who can use all of them efficiently.



MERISIEL, THE ROGUE

When she's on her own, sneaky Merisiel has the power to burn cards to boost her own deadliness. She can take out just about anything—including herself if she's not careful. She needs to temper her bonus damage with self-preservation. She's talented at removing barriers, and at never getting into a fight she doesn't want.

this time. If you evade the card, do not activate any other powers on it. Shuffle it back into the deck; it is neither defeated nor undefeated, and the encounter is over.

Apply Any Effects That Happen Before You Act. If any powers on the card you're encountering happen before you act, they take effect at this time. You may also use powers or cards that state they can be used before you act.

Attempt the Check. Most cards require you to succeed at a check to acquire or defeat them. If a card's check section says "None" or "See Below," look at the card's powers and immediately do whatever it says there.

If a power allows you to automatically defeat or acquire a card, you may use it instead of attempting the check. Doing so counts as succeeding at all checks and requirements to defeat or acquire the card. You may not use such a power against any card that does not have a check to acquire or defeat, or any card that has a check you're not allowed to succeed at.

After you attempt the check, deal with any effects that were triggered by the check. If any cards played while attempting a check include their own checks, resolve the current check in this step and the new checks in subsequent steps.

Attempt the Next Check, If Needed. If another check is required, resolve it now. For example, some boons allow you to attempt a check to recharge them, and some banes require a second check to defeat. Repeat this step until you resolve all such checks.

Apply Any Effects That Happen After You Act. If any powers on the card you're encountering happen after you act, they take effect at this time. You may also use powers or cards that state they can be used after you act. Do this whether or not you succeeded at your checks.

Resolve the Encounter. If you succeed at all of the checks required to defeat a bane, banish it; if you don't succeed, it is undefeated—shuffle the card back into its location deck. If you succeed at a check to acquire a boon, put it in your hand; otherwise, banish it. If you move during an encounter, any effects that would happen after that encounter do not happen. If you are forced to end your turn during

an encounter, shuffle the encountered card back into the deck, or if it was summoned, banish it; it is neither defeated nor undefeated, and the encounter is over.



ATTEMPTING A CHECK

Many times during the game, you will need to succeed at checks to do things, such as acquire a new weapon or defeat a monster. When you are required to attempt a check, you may not choose to fail it.

Each boon card has a section called Check to Acquire. This section indicates the skills that can be used in checks to acquire the boon and the difficulty of the checks. If you succeed in acquiring the card, put it into your hand. If you fail, banish it.

Each bane card has a section called Check to Defeat. This section indicates the skills that can be used in checks against the bane and the difficulty of the checks. If you succeed in defeating the bane, it is usually banished. If you fail to defeat a bane, it is usually considered undefeated, and it is shuffled back into the location deck. If you fail to defeat a monster, you are dealt damage (see Take Damage, If Necessary on page 15).

If a card refers to a check against another card, that refers to any check required by that card, whether it's a check to defeat, a check to acquire, a check to recharge, or any other check.

If multiple checks are listed on the card with "or" between them, choose one of them. If there's a "then" between them, you'll need to succeed at both checks sequentially; you must attempt both checks, even if you fail the first, because failure often has consequences. "Or" takes priority over "then," so if a card says "Wisdom 10 or Combat 13 then Combat 15," you must first attempt either a Wisdom check with a difficulty of 10 or a combat check with a difficulty of 13; after that, you must attempt a combat check with a difficulty of 15.

Only the character who encounters the card may attempt the check, save for one exception: if a card requires sequential checks, the character who encountered the card must attempt at least one of the checks, but any other checks may each be attempted by any character at the encountering character's location. While you are attempting a check against such a card that you did not encounter, powers that would apply to the character who encountered it apply to you instead.

Many cards also require checks to use powers or to recharge the cards after playing them.

Attempting a check requires several actions that are explained below. Each player may not play more than 1 card of each type or use any 1 power more than once during each check, other than powers that can be used each time something particular happens.

RULES: OPTIONAL VS. REQUIRED CHECKS

- If you are instructed to attempt a check, you must do so.
- If you are instructed to succeed at a check *to* do a thing, and the instruction does not use the word "may," you must attempt the check; if you succeed, you must do that thing.
- If you are instructed to succeed at a check *or* do a thing, you must attempt the check; if you fail, you must do that thing.
- If you are instructed to *either* attempt a check *or* do something else, choose one of those options.
- If you are presented with 2 or more options, none of which require a check, you may choose any of those options.

Determine Which Skill You're Using. Cards that require a check specify the skill or skills you can use to attempt the check. Each check to defeat or acquire a card lists one or more skills; you may choose any of the listed skills for your check. For example, if a check lists Dexterity, Disable, Strength, and Melee, you may use any one of those skills to attempt your check. Even if your character doesn't have any of the skills listed for a check, you can still attempt the check, but your die is a d4.

Some cards allow you to use a particular skill for a specific type of check, or to use one skill instead of another. (These cards generally say things like "For your combat check, use your Strength or Melee skill," or "Use your Strength skill instead of your Diplomacy skill.") You may play only 1 such card or use only 1 such power to determine which skill you're using. A few cards that can be used on checks don't use any of your skills; they instead specify the exact dice you need to roll or the result of your die roll.

The skill you're using for the check, and any skill referenced by that skill, are added as traits to the check. For example, if your character has the skill Melee: Strength +2, and you are using your Melee skill, both the Strength and the Melee traits are added to the check. When you're playing a card to determine the skill you're using, that card's traits are also added to the check; for example, revealing the weapon Longsword +1 for your combat check adds the Sword, Melee, Slashing, and Magic traits to the check. (This isn't the same as giving you a skill; for example, playing the spell for example, the spell Holy Light adds the Divine trait to your check, but it does not give you the Divine skill.) If a power adds an additional skill or die to a check, that skill or die



SEONI, THE SORCERER

Seoni blows stuff up. Even if she doesn't have a spell in her hand, she can invoke a fire blast whenever she meets an unfriendly sort. She doesn't have many spells to start with, but since she has an explosive power, her spells don't have to be Attack spells. And since she always recharges her spells, she'll be seeing them a lot.



VALEROS, THE FIGHTER

Valeros is bristling with weapons. While most characters must discard them for their most powerful effects, Valeros just puts them back into his deck. That means he shouldn't be afraid to take damage or discard to get to the cards he wants. Valeros is effective when he's using up his cards, not when he's safeguarding them.

STRATEGY: SHOULD YOU HOARD BLESSINGS?

Blessings are among the most versatile cards in the game. Most can be used to add to checks or to explore again, but you can't use one blessing to do both at the same time. So when you're trying to decide whether to play a blessing on your companion's check to acquire a wand, you might be wondering, "Did I just cost us a turn?"

What is the opportunity cost of not exploring? Do you need that sword more than you need to find the villain? The risk-reward analysis requires some thought.

Early in the game, you might be willing to spend a blessing on a check, but when the clock is ticking down, conservatism is often the wiser course. If it's your combat check and you think you need the blessing to succeed, it's likely worth playing it. Fail badly enough, and you might lose the blessing to damage anyway.

This analysis is worth going through, but don't let it stop you from acting. There are always more turns—at least, until there aren't.

is not added as a trait to the check. For example, a card that adds your Strength die to your combat check does not add the Strength trait to your check.

Most monsters and some barriers call for a combat check. Weapons and many other cards that can be used during combat generally tell you what skill to use when you attempt a combat check; if you aren't playing one of those cards, you must use your Strength or Melee skill.

Determine the Difficulty. To succeed at a check, the result of your die roll and modifiers must be greater than or equal to the difficulty of the check. In checks to defeat a bane or acquire a boon, the difficulty is the number in the circle under the skill you've chosen. In other checks, the difficulty is the number in the text that follows the skill you've chosen. (For example, where a card's power instructs you to attempt a Fortitude 7 check, the difficulty is 7.) Some cards increase or decrease the difficulty of a check; for example, if a card says that the difficulty is increased by 2, add 2 to the number on the card you encountered; if it says the difficulty is decreased by 2, subtract 2 from the number. When determining the lowest or highest difficulty to defeat or acquire a card, apply all powers from cards that affect the difficulty, but do not apply powers that happen before you act, while you act, or after you act.

Play Cards and Use Powers That Affect Your Check (Optional).

Characters may now play cards or use powers that affect your check. Characters may not do things that modify a skill unless you're using that skill, and characters may not do things that affect combat unless you're attempting a combat check. Do not add traits from these cards to the check; for example, playing the spell Aid on a check does not give the check the Divine trait.

Some cards and powers affect only specific types of checks, such as Dexterity checks, Acrobatics checks, or non-combat checks. If, on your character card, the skill you're using refers to another skill, both skills count for the purpose of determining the type of check. For example, if you're using the Arcane skill on a combat check, and your character card says that your Arcane skill is Intelligence +2, the check counts as both a combat Arcane check and a combat Intelligence check. Traits also determine the type of check; for example, if you're attempting a combat check and you played a weapon that added the Ranged trait, it counts as a Ranged combat check.

Some cards may allow you to replace a specific die with a different one. For example, Lini can discard a card to roll a d10 instead of her Strength or Dexterity die on a check. She replaces only the die, not the skill, so if her Strength were normally d4+1, using this power would allow her to roll d10+1 instead.

Example: Seoni encounters the spell Glibness. The check to acquire is Intelligence, Arcane, Wisdom, or Divine 6. Seoni selects Arcane. Her character card says her Arcane skill uses her Charisma die, which is d12, plus 2. She rolls a 3 and adds 2 for a result of 5, 1 less than she needed to acquire the spell. Dejected, she banishes the spell.

On the next turn, Kyra encounters the monster Ghost. It has 2 possible checks to defeat: Combat 12, or Wisdom or Divine 8. Though Kyra could use her Strength to attempt a combat check, she instead selects Divine. Her character card says that her Divine skill uses her Wisdom die, d12, plus 2. In addition, she has a power that gives her another 1d8 and the Magic trait against monsters with the Undead trait, which the Ghost has. So she rolls 1d12+2 + 1d8, resulting in a 14. That result vastly exceeds the Ghost's difficulty. The Ghost's power says that if Kyra's check to defeat didn't have the Magic trait, the Ghost would be undefeated, but since her power added the Magic trait to her check, the Ghost is banished.

Assemble Your Dice. The skill you're using and the cards you played determine the number and type of dice you roll. For example, if you're attempting a check using your Strength skill, and your Strength die is d10, you'll roll 1d10. If another player played a blessing to add a die to your check, you would roll 2d10.

Attempt the Roll. Roll the dice and add up their value, adding or subtracting any modifiers that apply to the check. No matter how many penalties are applied to a roll of the dice, the result cannot be reduced below 0. Powers may allow or require you to reroll 1 or more dice; each such power can let you reroll dice only once in a single check or step. If the result is greater than or equal to the difficulty of the check, you succeed. If the result is lower than the difficulty, you fail.

Take Damage, If Necessary. If you fail a check to defeat a monster, it deals an amount of damage to you equal to the difference between the difficulty to defeat the monster and your check result. Unless the card specifies otherwise, this damage is Combat damage. For example, if the difficulty to defeat a monster is 10 and the result of your check is 8, the monster deals 2 Combat damage to you (see Damage, below). Remember that players may not play more than 1 of each card type during a check, so if you previously played a spell to affect the check, you may not play a spell to reduce damage.

DAMAGE

When you are dealt damage, you and other characters may play only cards and use only powers that reduce or otherwise affect the specific type of damage you're being dealt. If you're being dealt Fire damage, for example, you may play cards that reduce Fire damage or cards that reduce all damage, but you may not play cards that reduce only Combat or Electricity damage. Each character may play no more than 1 of each card type to affect damage to the same character from the same source. If a card says it reduces damage with no type listed, it reduces all types of damage.

After any cards or powers affect the amount of damage dealt, choose that number of cards from your hand and discard them. If you don't have enough cards in your hand, discard your entire hand.

STRATEGY: SHOULD YOU LOOK AHEAD?

Harsk, Seelah, and cards like Augury let you look at cards in location decks before you must encounter them. This can be a tremendous help as you race the ticking clock that is the blessings deck.

Finding the villain early can mean the difference between success and failure. A card like Augury can strand a villain on the bottom of a deck, leaving him waiting for you to return while you loot and lock down other locations.

Of course, all that peeking ahead comes at an opportunity cost: those Spyglasses could instead be cards that help you defeat banes and acquire boons. If you can't actually beat what you find, there's no point in finding it.

DYING

If, for any reason, you are ever required to remove 1 or more cards from your deck and you don't have enough cards, your character dies. Bury your deck, hand, and discard pile; your turn immediately ends. You cannot take turns, play cards, move, do anything, or affect anything while you are dead; effects that refer to characters do not affect you unless they specifically refer to dead characters. Certain powerful cards allow you to return from death; if this doesn't happen before the end of the scenario, your death is permanent. The other characters may use the dead character's cards when they rebuild their decks after the scenario; any cards they don't keep are then returned to the box.

If all of the characters are dead, the players lose the scenario (see Ending a Scenario, Adventure, or Adventure Path on page 19).

If your character dies, start a new character for the next scenario. Choose a character card (it can be the same character who just died, though you do not get any of the feats that character previously earned) and build a new character deck as described in Build Your Character on page 4, choosing only cards that have the Basic trait. If your party has begun the adventure The Hook Mountain Massacre, you may ignore the Basic trait restriction; instead, you may use any cards in the box with an adventure deck number at least 2 lower than that of the adventure you're currently playing.



FROM THE CHARACTER ADD-ON DECK

AMIRI, THE BARBARIAN

Amiri is a scrapper. The strongest character in the game, she can also unleash her deadly rage, tossing cards to get boosts to her physical checks. This is a bit dangerous, but Amiri is a daredevil. She's never going to be stuck anywhere she doesn't want to be. When a barbarian enters the room, she leaves when she wants to.



FROM THE
CHARACTER ADD-ON DECK

LINI, THE DRUID

Lini commands animals to do her bidding—a humble dog will serve her better than most humans will. She’s a good spellcaster, and can serve as a healer if Kyra’s occupied. If all else fails, she can even turn into a bear to bump up her Strength or Dexterity considerably. That lets her collect a lot of non-Attack spells.

EXAMINING AND SEARCHING

Sometimes a card allows you to examine one or more cards—that means looking at the specified card and then putting it back where it came from. If you are examining a location deck, when determining which cards you are examining, consider only facedown cards. If a card tells you to examine a deck until you find a particular card type, begin with the top card of that deck and stop when you have found a card of the correct type. If you don’t find a card of the specified type, ignore any directions related to that card. Examine the cards in the order you find them, and put them back in the same order unless instructed otherwise. If anything would cause you to shuffle the deck while you are examining cards, shuffle the deck only after you put the cards back. (Examining cards is not exploring, though it may happen during an exploration.)

Sometimes a card allows you to search a deck and choose any card of a particular type; that means you may look at every card in the deck and choose any card of that type. Unless instructed otherwise, shuffle the deck afterwards.

RESETTING YOUR HAND

Do the following whenever you are instructed to reset your hand. First, you may play cards or use powers that say they may be used when you reset your hand. Next, you may discard any number of cards. Then, if you have more cards in your hand than your hand size specifies, you must discard until the number of cards in your hand matches your hand size. Finally, if you have fewer cards than your hand size, you must draw cards until the number of cards in your hand matches your hand size.

SUMMONING AND ADDING CARDS

Sometimes you will be told to summon cards or to add cards to a deck. When this happens, retrieve the cards from the box. However, if you’re told to summon a card that’s already being used, just imagine you have another copy of that card for the new encounter; this summoned copy ceases to exist at the end of the encounter. A summoned card can’t cause you to summon a copy of itself or of the card that summoned it.

If you’re told to summon and encounter a card, this immediately starts a new encounter. If you’re already in an encounter, complete the encounter with the summoned card before continuing the original encounter. If you’re told to summon and encounter a boon,

and you acquire it, draw it. Otherwise, after evading a summoned card or resolving the encounter with it, never put it anywhere other than back in the box unless the card that caused you to summon it instructs you otherwise. If an effect causes multiple characters to summon and encounter cards, resolve the encounters sequentially in any order you like, including banishing the card at the end of the encounter. If the summoned card is a villain or henchman, defeating it does not allow you to win the scenario or close a location deck—ignore any such text on those cards. Cards that you summon are not part of any location deck.

The When Closing section on some locations requires you to summon and defeat (or acquire) a card. Summon and encounter it; if you do not defeat (or acquire) it, the location is not closed.

If you’re told to summon and build a location, if it’s not already built, retrieve the location card from the box and build the location as usual; do not add villains or henchmen unless instructed to do so. The location and its deck become part of the location list for the rest of the scenario and are no longer considered summoned cards.

If you are instructed to summon and play a card, immediately draw the card from the box and play it, using any power on it that can be used in the current circumstance, then banish it. If no power on it can be used in the current circumstance, banish it.

If you’re instructed to add a card to the top or the bottom of a deck, do so; otherwise, any cards added to a deck are shuffled into it.

If you’re told to add a random card of a particular type with some additional requirement, such as “having the Human trait” or “non-Basic” (shorthand for “not having the Basic trait”), draw cards of that



Example: Harsk acquires the final card in the Mountain Peak location deck. He may now attempt to close the location. In the When Closing section, Mountain Peak says Harsk must succeed at a Wisdom or Survival 6 check. Harsk selects Survival. On his character card, his Survival skill is his Wisdom die of d6, plus 2. Harsk rolls a 5, for a total of 7, and closes the Mountain Peak, flipping the card over to show it is closed.

type from the box until you find a card that fulfills the requirement. Then add that card and put the rest back in the box.

CLOSING A LOCATION

You may earn the opportunity to close a location in a number of ways. Usually you get to attempt to close a location after defeating a henchman from that location deck (the henchman card will indicate if this is the case) or after that location deck runs out of cards (see Close a Location on page 9). You can never attempt to close a location that is temporarily or permanently closed, or that your character isn't at.

When you have the opportunity and want to close a location, do whatever the location's When Closing section says. Locations often require specific checks to close them; otherwise, they list specific tasks you must perform. (If a location says you may close it automatically, you don't need to do anything else.) If the When Closing text offers multiple options separated by "or," you must choose an option before you use any powers, play any cards, or roll any dice. If you succeed at meeting the When Closing requirement, search the location deck for villains. If you find any, banish all non-villain cards from the location deck. The location is not closed—but at least you know where the villains are! If you would banish any cohorts this way, you may encounter them instead.

If you didn't find any villains, perform the When Permanently Closed effect: First, apply any effects that say "before closing." Then banish all of the cards from the location deck; it is now closed. Finally, apply any effects that say "on closing" and flip the location card over. The location stays closed for the rest of the scenario, so villains may not escape to that location (see Encountering a Villain on page 16). Characters may move to closed locations, and if there are cards there, they may explore and encounter those cards as normal. (Most closed locations don't have cards to explore, but some effects can put cards there.)



FROM THE CHARACTER ADD-ON DECK

SAJAN, THE MONK

Sajjan has nary a weapon, armor, or spell, but that doesn't mean he's a lesser combatant. He churns through blessings to pump up his unarmed attacks, and to explore as much as he likes. Sajjan's lack of armor means he can quickly get into trouble, though, so he wants feats and items that can soften the sting of bad luck.



FROM THE CHARACTER ADD-ON DECK

SEELAH, THE PALADIN

Seelah can wield swords and spells with equal skillfulness, and excels when on the defense. She turns blessings into damage, and her armors can handle most assaults. Seelah can also scope out the locations she's exploring, but don't expect her to hang on to treasure—she's looking for evildoers to smite.

ENCOUNTERING A VILLAIN

Most scenarios have a villain—a big bad bane for the players to fight at the end. Villains work a lot like other monsters, but since defeating them is the goal of many scenarios, some special rules are used.

Unlike monsters and henchmen, a villain doesn't just need to be defeated. A villain also needs to be cornered: you need to make sure there are no open locations the villain can escape to.

Attempt to Temporarily Close Open Locations. Before a character encounters a villain, each character at any other open location may immediately attempt to fulfill the When Closing requirement for his location; the villain's location cannot be temporarily closed. You may decide the order in which these attempts are made. If anything causes a character to move before his attempt is made, he may attempt to close his new location, not his previous location. If any character succeeds, his location is temporarily closed and the villain cannot escape there this encounter (see Check to See Whether the Villain Escapes on page 18). Temporarily closing a location only prevents the villain from escaping there during this encounter; it does not trigger any of the other effects of closing a location, and the location opens again immediately after the encounter.

Encounter the Villain. This encounter works exactly as it does with other banes, but be careful to look for any special rules listed on the villain card or the scenario card.

If You Defeat the Villain, Close the Villain's Location. You do not need to fulfill the When Closing requirement. Search the location deck for additional villains; if you don't find any, banish all of its cards. The location is permanently closed, and the location's When Permanently Closed effect is triggered. Flip the location card over. If any villains remain in the deck, banish everything except the remaining villains and shuffle the deck; the location is not permanently closed, but if there are no other open locations for the villain to escape to, banish the villain.

Check to See Whether the Villain Escapes. If any locations are not closed, the villain escapes. If you defeated the villain, count the number of open locations, subtract 1, and retrieve that number of random blessings from the box. Shuffle the villain in with those blessings, then deal 1 card to each open location and shuffle those location decks. If the villain is undefeated, do the same thing, but retrieve the blessings from the blessings deck instead of from the box. (Note that if you did not defeat the villain, there is always at least one open location: the one in which it was just encountered.)

If the Villain Has Nowhere to Escape to, You Win! See After the Scenario below. Some scenarios may have other conditions for winning; if a villain can't escape but you haven't met these conditions, banish the villain and continue play.



Example: Lem and Merisiel are in Black Fang's Dungeon. Lem is at the Throne Room, Merisiel is at the Desecrated Vault, and Temple and Shrine to Lamashtu are open as well. On Merisiel's turn, she encounters Black Fang! Lem now has a chance to temporarily close the Throne Room, and he easily succeeds at his Diplomacy 6 check. Merisiel now encounters and defeats Black Fang, banishing all the cards in the Desecrated Vault. But since the Temple and Shrine to Lamashtu are open, Black Fang has somewhere to escape to. Merisiel's player shuffles together Black Fang and a random blessing from the box and deals 1 of those 2 cards into each of the open, unclosed locations—but not the Throne Room, since Lem temporarily closed it. The hunt for Black Fang continues!

AFTER THE SCENARIO

Now the time of adventure has passed. Return to the inn, heal your wounds, and divide the treasures you've unearthed. Rest while you can, for the runelords' plans will not be halted for long.

ENDING A SCENARIO, ADVENTURE, OR ADVENTURE PATH

If at any point you need to advance the blessing deck but there are no cards remaining in it, immediately end the current turn; the scenario then ends and your party of adventurers loses. You also lose if all of the characters are dead at the same time (see Dying on page 15). You do not earn the reward on the scenario card, and you didn't complete that scenario. You must replay it and complete it successfully before you can attempt the next scenario.

If the players defeat the villain and prevent it from escaping, or they achieve a different condition for winning listed on the scenario card, your group defeats the scenario and earns the reward listed on the scenario card. You may be rewarded with loot cards, each of which can be given to any character in the group. If you're rewarded with a feat, choose an appropriate checkbox on your character card (or your role card, if you have one) and check it. That feat now applies to your character until she dies. If you're rewarded with a feat of a specific type and your character has no unchecked feats of that type, you do not gain a feat. You may not earn the reward from a given scenario, adventure, or Adventure Path more than once unless the reward specifically tells you otherwise.

After you complete a scenario, if any displayed boons could be banished or removed from the game when a certain condition is met (such as the end of an encounter, the end of a turn, or a location closing), treat them as if that condition is occurring. Then put all cards other than boons back in the box. Next, rebuild your character deck (see Between Games on page 20). Finally, put any remaining cards back in the box.

After you successfully complete a scenario, you may proceed to the next scenario on the adventure card. If you've successfully completed all of the scenarios on the adventure card, you earn the reward on the adventure card.

After you successfully complete an adventure, you're ready to move on to the next one. Add all of the cards from the next Adventure Deck to the box; if you own any Class Decks, you can

RULES: DEALING WITH CARDS

Unless a card says otherwise, drawing means taking a card from the specified source and adding it to your hand. If no source is specified, draw it from your character deck. When you draw a card from a facedown deck, such as a character deck, a location deck, the blessings deck, or any other deck the game tells you to create, draw from the top of the deck. When you draw a card from a faceup pile, such as your discard pile, the blessings discard pile, or any other pile the game tells you to create, draw a card of your choice. When you draw a card from the box, unless you are told to draw a specific card, draw a random card of the appropriate type by shuffling the cards you're drawing from and drawing the top card.

This applies to actions other than drawing—for example, if you're told to bury 1 card from your deck, bury the top card; if you're told to bury 1 card from your discard pile, you choose the card.

When you are told to discard a card from a deck, always put it on top of that deck's discard pile.

add any cards from them that have the same adventure deck number as the Adventure Deck cards you just added. Begin with the first scenario of the new adventure.

If you successfully complete all of the adventures in an Adventure Path, you earn the reward on the Adventure Path card. At this point, you can build your own adventures using the cards you have, or you can create new characters and start over.



BETWEEN GAMES

After each scenario, you must rebuild your character deck. Start by combining your discard pile with your hand, your character deck, any cards you buried under your character card, and any cards you displayed; you may then freely trade cards with other players. Your deck must end up meeting the Cards List requirements on your character card. Loot cards count as cards of their type. For example, if your character's Cards List specifies 3 items, and you keep 1 loot card with the item type when your rebuild your deck, your deck must contain exactly 2 other items.

If you can't construct a valid deck from the cards your group has available because you don't have enough of certain cards, choose the extra cards you need from the box, choosing only cards that have the Basic trait. After you begin the adventure The Hook Mountain Massacre, you may ignore the Basic trait restriction; instead, you may use any cards in the box from the base set and the Character Add-On Deck, as well as any cards from an adventure whose adventure deck number is at least 2 lower than the adventure you're currently playing. If you have cards left over after rebuilding all of the surviving characters' decks, put them back in the box.

If you want to start a new character, you may, but it's important that you do not keep decks for characters you're not actively playing. Doing so would use up cards that you should be encountering during play. The base set is designed to have no more than 4 character decks built at one time; the Character Add-On Deck, available separately, expands the maximum number of concurrently built decks to 6. If you switch characters for some reason, it's best to write down the cards in the previous character's deck (or use the free character sheets posted online at paizo.com/pacg) and return the cards to the box until you want to play that character again.



STRATEGY: SHOULD YOU SEEK OUT DANGER?

When you're adventuring, you can go wherever you want... but not all locations are created equal.

Start by looking at the text on all of the location cards. You might be able to discard an ally to explore again, but if you're at the Cell, will you have an ally to bury when you need to close it?

A location's When Closing requirement can guide your path as well. If you can't close the location when the henchman pops up, you'll have to burn through the whole deck to try again.

Sometimes you'll want to leave a location open until the villain appears and you can temporarily close it.

All else being equal, more exploration yields more fun.

STRATEGY: ADVICE FOR SOLO PLAY

Solo play is particularly good for quickly completing scenarios to advance your character if you want to catch up to other players.

Not all characters should be considered equal for solo play. For example, Lem is quite good at helping other characters—but when there *are* no other characters, he's a lot less useful. Ezren doesn't have any blessings, so when no one else can give him any, his progress might be inhibited. Merisiel, on the other hand, is great for solo play, because she gains bonuses when no one is at her location.

You can also play multiple characters if you like; we suggest you try solo play with 2 characters. Treat each character as if he were being played by a separate player (so if you're playing Sajan and Valeros, advance the blessings deck at the start of Sajan's turn and at the start of Valeros's turn).

Some cards are particularly difficult in solo play. If your character can't ever get out of the Treacherous Cave, your scenario will grind to a halt. When you encounter such a card, remove it from the game and replace it with another card of the same type that roughly matches its power level but isn't quite so impossible to overcome. (Some cards are actually easier in solo play, such as banes that require each character to succeed at a check.)

CARD TYPES

A stranger gives you a mysterious treasure chest. Unlock it, and therein you will find a trove of wonders the likes of which the world of Golarion has never seen.

CHARACTER CARDS

Each character card includes the following information.

Traits: Many effects use a card's traits; for example, some cards give you a bonus if your character has a particular trait.

Skills: Skills tell you what type of die to roll when you attempt a check (see Attempting a Check on page 13). Normally, you roll 1 die of the appropriate type for a check, but other cards can add to that.

Powers: Each character has powers you can use to affect the game. Unless a character power says "you may," it is active whenever it is appropriate. You may use multiple different character powers during one check or step.

Hand Size: This is the number of cards you draw to form your hand at the beginning of each scenario. When you reset your hand, you must discard or draw cards so you have exactly this number of cards again.

Proficient With: If your character is proficient with weapons or specific types of armors, they're listed here. Some weapons and armors are more useful for characters who are proficient with them.

Favored Card Type: Your character always begins a scenario with at least 1 card of this type in hand (see Draw Starting Hands on page 7).

Cards List: At the start of each scenario, your character deck must contain exactly the listed quantity of each boon type. As you play through a scenario, you will add and remove cards from your deck, so it may vary from this list during play. At the end of the scenario, you'll rebuild your deck to conform to the list again, although you might not end up with exactly the same cards you had before. If you have a cohort listed, and it hasn't been removed from the game, you can put it in your hand after you draw your starting hand; it counts as a Basic card for you.

FEATS

Character cards include a number of powers with checkboxes; these are called feats. After successfully completing a scenario or adventure, you might be instructed to gain a feat of a specific type. After you check a box of that type on your character card, your character may use that feat in future scenarios. You may not use feats that are not yet checked off. If there's more than 1 checkbox associated with a skill, power, or card type, you must check the unchecked box farthest to the left before you can check immediately adjacent boxes. For example, if a skill has boxes labeled +1, +2, and +3, you must check the +1 box before you can check the +2 or +3 box, and you must have checked +1 and +2 before you can check +3. These boxes aren't cumulative—that is, "+2" replaces "+1," so they do not add together to make +3.

We recommend you use a pencil to lightly check the feat boxes, or you can track your character with the free character sheets posted online at paizo.com/pacg.

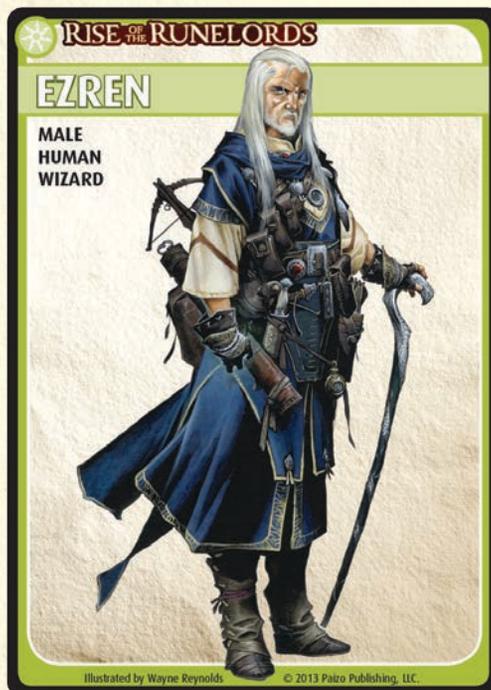
There are three main types of feats.





Skill Feats: When you gain a skill feat, check 1 new box in the Skills section of your character card. Skill feats add a modifier to a skill of your choice: you'll add the number next to the box you selected to any check attempted with that skill. So if your Charisma die is d10, and you've checked the "+2" box for your Charisma skill, you'll roll 1d10 and add 2 when you attempt a check that uses your Charisma skill (see Attempting a Check on page 13).

Power Feats: When you gain a power feat, check 1 new box in the Powers section of your character card. Some power feats give you new powers, such as increasing your hand size or making you proficient with weapons or specific types of armors. Other power feats improve your character's existing powers. If your character has a power that allows him to add 1d4 to another character's combat check, and you've checked the "+1" box next to it, you'll add 1d4+1 to the other character's check. These modifiers apply only when using the power on your character card; if you instead play a card with a similar power, the feat modifier doesn't apply.



Card Feats: When you gain a card feat, check 1 new box on the Cards List on your character card. Each card feat allows you to put one more card of the type you choose into your character deck. After you choose a card feat, use the new number on your Cards List whenever you rebuild your deck.

ROLE CARDS

Each character card has a corresponding role card, though you won't use it right away. Role cards are part of the reward you get for completing the third adventure of the Rise of the Runelords Adventure Path. Role cards offer new feats for you to choose; these feats apply to your character as if they were part of the original character card, and your role card counts as part of your character card.

Each side of the role card presents a different specialization for your character, allowing you to choose one of two different paths for your character's continuing advancement. For example, one side of the role card for the fighter Valeros presents feats that let him specialize as a defending Guardian, while the other side offers feats to advance him as an offense-oriented Weapon Master.

When you are told to select your character's role card, select one of the two roles. From then on, whenever you gain a feat and choose to check a box on your role card, you must always choose feats from that side of the role card.

Your role card must be placed directly over the Powers section of your character card; thereafter, your character card's Powers section cannot be modified. When you first get the role card, check any boxes for the role you've chosen that match boxes you've already checked on your character card. For example, if the "Light Armors" box was checked on your character card, check the "Light Armors" box on your role card.

TOKEN CARDS

Each character has a corresponding token card, which you'll move to keep track of your character's current location. Each token card also includes a brief character biography.

STORY CARDS (ADVENTURE PATH, ADVENTURE, AND SCENARIO)

Story cards define the game session you'll be playing. You always have a scenario card, which tells you what to do and where to go in the current game session. You also have an adventure card, which lists the scenarios you must finish to complete the adventure, and perhaps an Adventure Path card, which lists the adventures you need to finish to complete the Adventure Path.

The front of each story card includes powers for playing it. Some are used during play, and some are used as you set up a particular scenario, so make sure you read them right away. Story cards also list a reward—something you get to do once you complete the task provided by the story card (see Ending a Scenario, Adventure, or Adventure Path on page 19).

The front of each scenario card lists the villains and henchmen in the scenario; the back of each scenario card includes a list of locations used in the scenario (see Set Out the Locations and Build the Location Decks on page 6).

LOCATION CARDS

Location cards represent the places your characters will visit during the scenario. If any character is at a location, it is considered occupied. The front of each location card has the following features.

Deck List: This tells you the quantity of each card type you need to set up the location deck (see Build the Location Decks on page 6).

At This Location: These are special powers that are in effect while the location is open. Some of these remain in effect when the location is permanently closed; in that case, they also appear on the back of the location card.

When Closing: When you have the opportunity to close a location and want to do so, you must perform this task. Usually you get the opportunity to close a location after a henchman is defeated there (when this is the case, the henchman card will say so) or after the location deck runs out of cards (see Closing a Location on page 17). When you close a location, flip it over. The villain can no longer escape to this location, though characters can still move there.

When Permanently Closed: When a location is permanently closed, the powers listed here go into effect.

RULES: OWNER TRAIT

Some cards have the Owner trait, followed by the name of a character. If your character is the Owner of a card, you—and only you—may treat it as if it has the Basic trait.

RULES: MAKING YOUR OWN CARDS

You can make your own story cards—simply follow the format on the ones in the box, choosing villains and henchmen that are appropriate for the power level of your characters. Be careful when setting rewards; you don't want to give out too much for success.

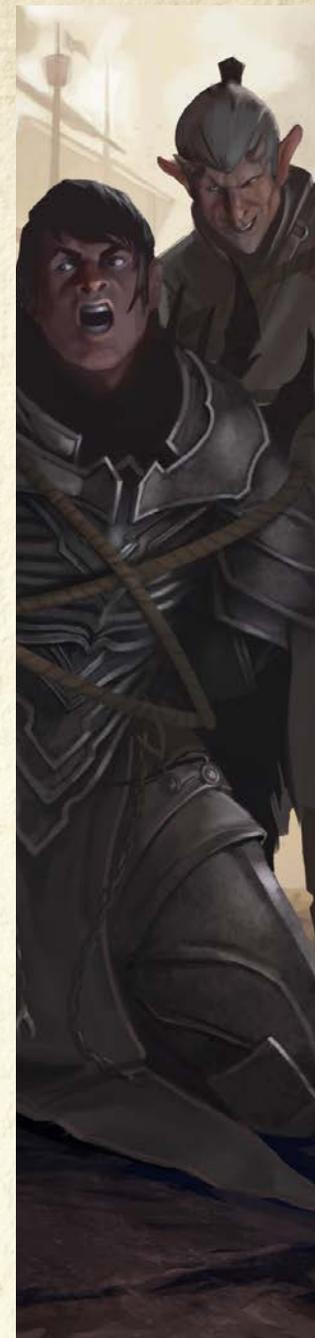
You can also make your own character and role cards. To balance them with the ones in the box, each character should start with 15 cards on her Card List, no more than 1 d12 in her skills, and no more than 5 different skill modifiers. The sum of the skill dice should be 42. She should have 15 skill feat checkboxes, 10 card feat checkboxes, 4 power feat checkboxes on her character card, and 12 power feat checkboxes on her role card. Expanded guidelines can be found at paizo.com/pacg.

SUPPORT CARDS (COHORT)

Support cards supplement various features of the game. Support cards do not count as either banes or boons.

Cohorts are companions that some characters get at the start of a scenario. (Rise of the Runelords does not include any characters that use cohorts; they can be found in other Adventure Paths and some Class Decks.) If the back of your character card lists a cohort at the bottom of your cards list, after you draw your starting hand, add your cohort to it.

If you encounter a cohort in a location deck, you automatically acquire it. If you would banish a cohort, remove it from the game instead; it may not be used in future scenarios, even if it's listed on your character card.





BOON CARDS (WEAPON, SPELL, ARMOR, ITEM, ALLY, BLESSING, AND LOOT)

Boons are cards you may be able to acquire and put into your hand or deck for future use. Weapons, spells, armors, items, allies, blessings, and loot are all boons. Each player may play only one of each type of boon on a single check. The following information appears on boons.

Type: This is the boon's card type.

Traits: Many effects use a card's traits; for example, a Skeleton is harder to defeat when you play a weapon that has the Piercing trait.

Check to Acquire: When you encounter a boon, you may attempt a check to acquire it. If you succeed at the check, put the card in your hand; if you fail or choose to not attempt the check, banish the card (see Playing Cards on page 9). You only attempt the check to acquire when encountering a card, not when drawing it from your deck or playing it from your hand. Some boons list actions other than checks that you may take to acquire the card. Loot cards do not have a check to acquire; instead, you earn them as a reward for completing a scenario.

Powers: Each power is presented as a complete paragraph. Powers allow you to perform a specified action to cause an effect, such as discarding the boon to add to a check. (Common actions include revealing, displaying, discarding, recharging, burying, and banishing, but other actions may be specified.) When you perform an action with the card to cause an effect, you are playing it for its power (see Playing Cards on page 9).

If a paragraph on a boon doesn't require you to perform an action with that boon to cause an effect, that paragraph is not a power; do what it says at the appropriate time. For example, if a paragraph says "After you play this card, if you have the Divine skill, recharge it instead of discarding it," and you have the Divine skill, you must recharge the card after you play it. If a card says "If proficient with light armors, you may recharge this card when you reset your hand," and you are proficient with light armors, then when you reset your hand, you may recharge that card. When you are required to do something with the card as part of the effect (rather than to cause an effect), that does not count as playing it. So in either of the previous examples, recharging the card does not count as playing it.

If a card tells you that you may treat it as if it has the same powers as another boon, do not include paragraphs that are not powers.

The following are general descriptions of each type of boon.

Weapon: Weapon cards often require you to do something (such as reveal the card) to modify your combat check. If a weapon's power refers to characters who are proficient with weapons, look in the Powers section of your character card to see if you're proficient.

Spell: Spell cards have a wide variety of effects. Spells always have the Arcane or Divine trait or both; characters with a skill matching that trait will often be able to make the best use of a given spell.

Armor: Armor cards help you by reducing damage. Armor powers specify which types of damage they reduce; if a power refers to "all" damage, that applies to all damage of all types. If the armor doesn't reduce the type of damage you're being dealt, you can't play it to reduce the damage. For example, if you're dealt Fire damage, and an armor card doesn't say it reduces Fire damage or all damage, you can't play it to reduce the damage.

Item: Item cards have a wide variety of effects. Many of them help with non-combat checks.

Ally: Ally cards often help you with checks you attempt, and many let you discard them to explore again on your turn.

Blessing: Blessing cards often allow you to explore or add dice to checks attempted by any player, including yourself, at any location. The dice added are normally of the type associated with the skill the character is using for the check. For example, if Lem is making a Strength check with his Strength of d4+1, Blessing of the Gods adds a d4. If a card instead specifies the exact dice to roll for the check, the added dice are of the type specified by that card.

Loot: Loot cards are unique in a couple of ways. The other boons can be found by exploring locations, but loot cards are only given out as rewards for completing scenarios, except in very rare cases when other cards give them out. They are automatically acquired, and so they have no check to acquire. Also, loot cards list a type, such as "weapon"; apart from the way loot cards are acquired, loot cards

STRATEGY: SHOULD YOU ACQUIRE BOONS YOU WON'T USE?

The short answer is “absolutely.” At minimum, a boon is something you can give up as damage when some monster cracks your skull open. But there’s another reason: your fellow adventurer might want you to give it to him.

This is sometimes trickier than it looks. To give a card to someone, you must start your turn at that character’s location. That character might have to come to you to get it, assuming you even still have it in your hand when he does. Coordinating a timely rendezvous can lead to a villain’s untimely demise.

This situation is a lot easier, of course, if a character who’s good at acquiring a type of boon gets it herself. If you’re able to look ahead in the location deck or evade cards, you can tell another player about a useful card. Then she can spend her turns trying to get it, and you can get on with your own goals.

STRATEGY: JOIN THE COMMUNITY

To get the most out of the Pathfinder Adventure Card Game, please visit paizo.com/pacg. You’ll find FAQs, rules updates, character sheets, links to videos of people playing the game, the latest Pathfinder Adventure Card Game news, and more. You’ll also find the Pathfinder Adventure Card Game messageboards, where you can interact with other players and the people who made the game. You can also learn about and join our worldwide Pathfinder Society Adventure Card Guild organized play program and advance your characters through new scenarios.

behave just like other boons of that type and count as cards of that type rather than loot when played. If a loot card ends up in a location deck, you automatically acquire it when you encounter it.

BANE CARDS (VILLAIN, HENCHMAN, MONSTER, AND BARRIER)

You must defeat bane cards or suffer their consequences. Barriers and monsters appear randomly in location decks, while most scenarios call for specific villains and henchmen.

Type: Most banes are either monsters or barriers. Most villains and henchmen have the “monster” type and count as monsters; a few have the “barrier” type and count as barriers.

Traits: Many effects use a card’s traits; for example, banes that have the Goblin trait may be harder to defeat in a particular scenario.

Check to Defeat: This is the skill check or combat check needed to defeat the bane. If the check is listed as “None” or “See Below,” the requirements to defeat the bane may be stated in the bane’s power. If the check is listed as “None” and the power does not state the requirements to defeat the bane, the bane cannot be defeated. You normally take damage if you fail a check to defeat a monster (see Take Damage, If Necessary on page 15).

Powers: These special rules apply when you encounter the bane. If a bane says an effect happens if or when you do a particular thing, it applies to any character who does that thing. If it limits the things you can do, that limit applies to any character who wants to do those things; however, if the limitation is the result of an action such as playing a card or attempting a check, it applies only to the character who took that action.



CAN'T GET ENOUGH GAME? TRY THE ADVENTURE CARD GUILD!

If the scenarios provided just aren't enough for you, or you want to play at conventions or game store events, check out the Pathfinder Society Adventure Card Guild. This new organized play program features new stories in the world of Golarion. Each Base Set release coincides with a new season of Adventure Card Guild play.

To join the Adventure Card Guild, you'll need to register for a Pathfinder Society ID number at paizo.com/pfsacg, buy a Class Deck, and download the *Guide to ACG Organized Play*. Then browse our forums or look for an Adventure Card Guild event at paizo.com/pathfinderSociety/events and you'll be on your way!

EXAMPLE OF PLAY

Edward and Monica sit down to play their third session of the Pathfinder Adventure Card Game, using the scenario Black Fang's Dungeon. Edward has opted to play the mighty wizard Ezren, and Monica plays Merisiel the rogue. After setting up the location and blessings decks, Edward and Monica decide to start their characters together in the location Throne Room, so they put their token cards near the Throne Room card. Both players draw their starting hands, but since Monica's hand doesn't include any item cards—Merisiel's favored card type—she has to discard her hand and draw again. This time, she gets an item—a Blast Stone—so she keeps her new hand and shuffles the old one back into her deck.

Edward begins play by advancing the blessings deck, and then he chooses to have Ezren explore the Throne Room. He flips the top card over to reveal the spell Acid Arrow, which has a check to acquire of Intelligence or Arcane 4. Edward looks at his character card and sees that Ezren's Arcane skill is $d12+2$, better than his Intelligence skill of just $d12$. He rolls a 7 and adds 2 for a total of 9, which easily exceeds the difficulty. Edward adds the Acid Arrow to his hand.

Since he has just acquired a card that has the Magic trait, one of Ezren's character powers triggers, allowing him to immediately explore again. Edward flips over the next card of the location deck to discover an Ancient Skeleton henchman! Monica and Edward are excited because they know that defeating the henchman will allow them to close the Throne Room and move one step closer to completing the scenario and winning the game. The scenario's special rule is "When any character encounters the henchman Ancient Skeleton, each other character at that location must summon and encounter the henchman Ancient Skeleton." This means Merisiel must encounter one too, but Monica's not worried—Merisiel has a power that allows her to evade her encounter, so she banishes her summoned Ancient Skeleton right away.

To defeat his Ancient Skeleton, Ezren must attempt a combat check. Edward opts to play the Acid Arrow spell he just acquired, which lets him roll his Arcane die— $d12+2$ —plus $2d4$ for his check. The difficulty of the check is 8, and Edward wants to make absolutely sure he'll succeed, so Monica plays her Blast Stone to add another $1d4$ to the check. Edward assembles $1d12$ and $3d4$, and rolls a total value of 12, then adds 2 (the "+2" from his Arcane skill) to get a result of 14. Now Edward can try to recharge his Acid Arrow. The card says he must

succeed at an Arcane 6 check, so he rolls $d12+2$ and gets a 9. He puts the card at the bottom of his deck. Playing the Acid Arrow spell triggered another of Ezren's powers: after he plays a spell that has the Arcane trait, he can examine the top card of his character deck, and if it's a spell, he can add it to his hand. The top card is the spell Levitate, so he puts it in his hand. Best of all, because Ezren succeeded at the check, the Ancient Skeleton is defeated; Edward banishes it.

Defeating the Ancient Skeleton allows Edward to immediately attempt to close the Throne Room. To do so, he must attempt a Charisma or Diplomacy check with a difficulty of 6. Ezren doesn't have the Diplomacy skill, and his Charisma die is just $d6$, so the odds aren't in his favor. Monica sees that her friend could use some help, so she plays a Blessing of the Gods on Ezren's Charisma check. Though Monica has 2 blessings in her hand, she can only play 1 card of any given type on a particular check, so she keeps the second blessing for later. Edward rolls $1d6$ for Ezren's Charisma die and another $1d6$ for the blessing, and gets exactly 6. The Throne Room is now closed, and Ezren and Merisiel are one step closer to defeating Black Fang's Dungeon.

Ezren gained 2 cards and played only 1, so if he resets his hand now, he'll need to discard down to his hand size of 6. Instead, he plays his new Levitate spell to move to the Desecrated Vault, but rolls a 5 on his recharge roll, and discards the card. Since he played a spell, his power lets him look at the top card of his deck, which is a Codex. That's not a spell, so he puts that back on his deck, and the turn passes to Monica. Black Fang's days are numbered!



SUGGESTED DECK LISTS

Here are optional starting card lists for the seven characters in the base set and the four characters in the *Character Add-On Deck*. All of these characters start with only cards that have the Basic trait. Note that while all of these characters are buildable with any others, they can't all be built at once, because then you may not have enough cards left in the box to play the game.

BASE SET CHARACTERS



EZREN

Weapon: Quarterstaff
Spell: Arcane Armor, Detect Magic, Force Missile, Invisibility, Levitate, Lightning Touch (2), Sleep
Item: Blast Stone, Bracers of Protection, Codex
Ally: Night Watch, Sage, Standard Bearer



HARSK

Weapon: Light Crossbow (2), Shortbow (2), Sling
Armor: Leather Armor
Item: Amulet of Life, Crowbar, Holy Water
Ally: Crow
Blessing: Blessing of the Gods (5)



KYRA

Weapon: Mace, Quarterstaff
Spell: Cure, Guidance, Mending
Armor: Chain Mail, Wooden Shield
Item: Holy Water
Ally: Guard
Blessing: Blessing of the Gods (6)



LEM

Weapon: Sling
Spell: Cure, Levitate, Sanctuary, Strength
Item: Codex, Thieves' Tools
Ally: Burglar, Sage, Troubadour
Blessing: Blessing of the Gods (5)



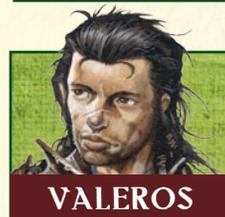
MERISIEL

Weapon: Dagger, Dart
Armor: Leather Armor
Item: Caltrops, Crowbar, Potion of Glibness, Potion of Vision, Thieves' Tools (2)
Ally: Burglar, Guard
Blessing: Blessing of the Gods (4)



SEONI

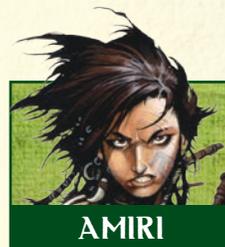
Spell: Arcane Armor, Force Missile, Invisibility
Item: Blast Stone, Bracers of Protection, Potion of Fortitude
Ally: Guard, Guide (2), Troubadour
Blessing: Blessing of the Gods (5)



VALEROS

Weapon: Dagger, Longsword (2), Mace, Short Sword
Armor: Chain Mail, Wooden Shield (2)
Item: Mattock, Potion of Hiding
Ally: Night Watch, Standard Bearer
Blessing: Blessing of the Gods (3)

CHARACTER ADD-ON DECK CHARACTERS



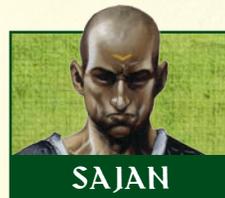
AMIRI

Weapon: Longspear, Longsword, Quarterstaff, Short Sword (2)
Armor: Leather Armor, Wooden Shield
Item: Mattock, Potion of Hiding
Ally: Guide, Standard Bearer
Blessing: Blessing of the Gods (4)



LINI

Spell: Cure (2), Detect Magic, Guidance, Sanctuary, Strength
Item: Potion of Fortitude, Sage's Journal
Ally: Crow, Dog (2)
Blessing: Blessing of the Gods (4)



SAJAN

Item: Amulet of Mighty Fists, Caltrops, Potion of Glibness, Potion of Vision
Ally: Guide, Sage, Troubadour
Blessing: Blessing of the Gods (8)



SEELAH

Weapon: Longsword, Mace, Short Sword
Spell: Cure
Armor: Chain Mail (2), Wooden Shield
Ally: Night Watch, Standard Bearer
Blessing: Blessing of the Gods (6)



THINGS TO KEEP IN MIND

If you've played other card games, board games, or roleplaying games, you may find a lot of familiar concepts in the Pathfinder Adventure Card Game. However, bringing in assumptions from other games—including the Pathfinder Roleplaying Game—can potentially trip you up. Here are some guidelines you might want to keep in mind.

Cards Do What They Say. Read any card as it is encountered or played, and do what it says as soon as it makes sense. Let the card tell you what to do, and don't impose limitations that aren't there. You can play an armor card even if there isn't one in your deck list. You can play a Cure spell even if it's not your turn. You can play a blessing on a check even if someone else has played one. Cards say everything they need to say.

Cards Don't Do What They Don't Say. Each card's powers reference specific situations, and if you're not in those situations, you can't play it. If a card says it works on "any check," you can play it on anyone's check, but if a card says "your check," it only works on yours. You can't play a Cure spell to reduce the amount of damage you're taking, because Cure isn't about reducing damage. You can't examine a deck that has no cards. Your weapon doesn't help you acquire new weapons. Each card tells you what it's for, and you can use it only for that.

No One Else Can Take Your Turn for You. Whenever you encounter a card or make a check, you—and only you—must resolve it. No other character can evade it, defeat it, acquire it, close it, decide what to do with it, or fail at doing any of those things. If Sajan encounters a monster, Merisiel can't evade it for him. If Kyra encounters a Ghoul, Seoni can't attempt the check to defeat it. If Amiri encounters a Battered Chest, Lini cannot use Thieves' Tools against it. If Valeros encounters a Spyglass, Harsk can't attempt the check to acquire it. If Ezren defeats a henchman at the Sandpoint Cathedral, Seelah can't discard a blessing to close the location. If the game tells you to do something, you have to do it.

Cards Don't Have Memories. Cards forget they've been played after they've done whatever they do. So if you reveal an item to reduce damage dealt before an encounter, you can reveal that item again during the encounter. A monster isn't affected by anything you did in a previous encounter with it. Even though you've played a card to explore again, after that exploration you can play another. Don't ask your cards to remember what happened, because they're just cards.

Finish One Thing Before You Start Something Else. You do many things in a specific order, and you need to finish each thing before you do the next. If a spell used in a check can be recharged, finish the first check before attempting to recharge it. If a villain requires two combat checks, finish the first before starting the second. Don't start a new process until you've finished the last one. (That said, if the game doesn't specify an order for things, you decide the order.)

If It Isn't Called Something, It Isn't That Thing. Every term in the rules and on cards has a specific definition. The Goblin Warchanter has the Goblin trait, but the Goblin Dog doesn't, even though it has Goblin in its name. A Potion of Healing may sound magical, but it doesn't have the Magic trait. A Ghost deals Combat damage when it damages you, even if you failed a Divine check to defeat it. Detect Magic doesn't use the word "explore," so you can play it at times when you can't explore. Don't make assumptions—just read the card.

Add Only What You Are Told to Add. If a card adds another die, that's all it gives you: a die. It doesn't give you your modifiers again. It doesn't give you the skill associated with that die. It doesn't give you the ability to recharge an Arcane spell if you don't have the Arcane skill. When you play a Longbow to add your Strength die to a Combat check, you don't get to play a Blessing of Gorum to add 2 dice, because you're not attempting a Strength check. You get what you get.

Allow for Abstractions. Sometimes the story you imagine can get in the way of playing the game. Despite their aquatic nature, Bunyips can be encountered in the General Store. Caltrops work against Ancient Skeletons, even if they don't have flesh on their feet. Harsk can fire a Heavy Crossbow from the Mountain Peak into the Deeper Dungeons. Don't force the cards to fit your story; let the cards tell you their stories.

Choices Matter. Your choices have consequences. Once you choose cards for your character, you can't trade them for other cards whenever you like. If a location makes you choose between attempting a check or banishing a card before closing it, you can't attempt the check and then banish the card if you fail. If you roll too low on a Combat check, it's too late to play a Strength spell to improve your result. Once you choose a side of a role card, you can't switch to the other side. If something kills your character, your character dies. Every choice matters—take your choices seriously.

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REFERENCE SHEET

TURN OVERVIEW

Advance the blessings deck.

Give a card to another character at the same location (optional).

Move to another location (optional).

Explore the top card of the location deck (optional).

Try to **close a location** if it doesn't have any cards (optional).

End your turn—apply end-of-turn effects, then reset your hand by first discarding any number of cards then discarding down to or drawing up to your hand size.

ENCOUNTERING A CARD

Apply any effects that happen when you encounter a card.

Apply any evasion effects.

Apply any effects that happen before you act.

Attempt the check.

Attempt the next check, if needed.

Apply any effects that happen after you act.

Resolve the encounter.

ATTEMPTING A CHECK

Determine which skill you're using.

Determine the difficulty.

Play cards and use powers that affect the check (optional).

Assemble your dice.

Attempt the roll.

Take damage if you fail a check to defeat a monster.

PLAYING A CARD

Reveal: Show it, then put it back in your hand.

Display: Place it faceup next to your deck, unless stated otherwise; the card's powers function until it's discarded.

Discard: Put it faceup into your discard pile.

Recharge: Put it facedown at the bottom of your deck.

Bury: Put it faceup under your character card.

Banish: Put it back in the box with the other cards of the same type.

Draw: Unless otherwise specified, take it from your character deck and add it to your hand.

ENCOUNTERING A VILLAIN

Attempt to temporarily close open locations.

Encounter the villain.

If you defeat the villain, close the villain's location.

Check to see whether the villain escapes.

If the villain has nowhere to escape to, you win!

A FEW RULES THAT ARE EASY TO FORGET

- While encountering a card, each player may play no more than 1 card of each type during each step.
- When blessings add dice to a check, the dice are of the same type that the character is already using for the check.
- If your character doesn't have a skill listed for a check, you can use a d4 for that skill.
- In the case of a bane that requires sequential checks, any character at that location can attempt one or more of the checks, as long as the character who encountered the bane attempts at least one of them.

