

PATHFINDER[®]

ADVENTURE CARD SOCIETY™



STORYBOOK: ALL FOR IMMORTALITY

Round 2: Hidden Library ◉

NIDAL

CHELIAX

Round 3: Aspis Headquarters ◉

INNER SEA

THUVIA

Round 1: Dragon's Lair ◉

Unlike other Pathfinder Adventure Card Society Adventures, this is a competitive adventure for multiple tables of 4 characters each playing a Tier 5 pregenerated character.

Read the Following Aloud:

In the hunt for relics and objects of historical significance, the Pathfinder Society has maintained a longstanding rivalry with the Aspis Consortium. While the Pathfinder Society works to preserve historical artifacts and to respect their significance to cultures past and present, the Aspis Consortium is a profit-driven organization with no qualms about selling a sacred artifact to the highest bidder. While this rivalry has led to occasional flareups between Aspis agents and Pathfinders, it had never escalated to open warfare; that is, until a brazen attack a few months ago. The Aspis Consortium launched an assault on the heart of the Pathfinder Society's

operations, the Grand Lodge. In the aftermath of this strike, dozens of Pathfinder agents were dead and numerous valuable artifacts were missing or destroyed. In the ensuing investigations, Pathfinders discovered that the attack was the responsibility of a splinter faction within the Aspis Consortium called the Korholm Agenda, which acted without the authorization of the Consortium's leaders. After uncovering the existence of the Korholm Agenda, Pathfinders drove away or slew most of the rogue organization's members. The time has come to track down the Korholm Agenda's leaders and end the rogue organization once and for all.

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ADVENTURE 5—ALL FOR IMMORTALITY



During This Adventure:

Each player plays one of the Tier 5 pregenerated characters provided: Ezren, Kyra, Merisiel, and Valeros from the Core Set. Each begins with 4 feats of each type and 2 hero points that can be spent only on rerolls.

Between scenarios, each player tracks changes to their character on their character sheet, including card changes, feats gained, deaths, hero points received and spent, and other rewards; one player also tracks points earned by the team.

Add the Perils wildcard Deadly and the Onslaughts wildcard Impoverished.

When building locations, use small locations.

At the start of each scenario, 3 characters may each display a different one of the adventure's 3 supporters. At the end of each scenario, record the number of markers on each supporter; at the start of the next scenario, each supporter begins with that number of markers.

Characters cannot return from death between scenarios. If a character is dead at the end of a scenario, that player is eliminated.

The winner is the team with the most points at the end of the adventure.

Adventure 5—All for Immortality

Build the Vault: Start with all level 0–5 cards from the *Core Set* and the *Curse of the Crimson Throne Adventure Path*, then remove all Level 0, 1, and 2 non-Veteran banes and boons other than blessings, the Level 3 spell Harrowing, the Level 3 item Persona Mask, and the Level 5 spell Major Harrowing.

COMPLETE THESE SCENARIOS IN THIS ORDER:

5A	The First Taste of Eternity (page 4)
5B	All the Gods Beyond (page 6)
5C	Serpents Fall (page 8)

Adventure Reward

Each character gets a hero point that cannot be spent on a feat. Pathfinder Adventure Card Society players may assign this reward to any 1 of their characters.

Scenario 5A: The First Taste of Eternity

Read the Following Aloud:

"Have you heard of the sun orchid elixir?" asks Master of Swords Marcos Farabellus. "It's an alchemical liquid with the miraculous ability to extend the life of whoever drinks it. The formula is Thuvia's best-kept secret. A large part of Thuvia's economy is based on the profits they get from the auction of the stuff. It's also an almost irresistible target for thieves, meaning it needs many layers of protection. And this year, we have evidence that one of the Korholm Agenda leaders, Kitio Aspenthi, is plotting to steal the elixir. Kitio has built his life, his fortune, and his networks in Thuvia. If we can save the elixir and prove that Kitio is involved, we can turn Kitio from an influential power-broker into a despised outlaw, and we can earn the favor of Thuvia's rulers in the process."

Farabellus turns to you, a gleam in his eye. "Are you in?" Barely pausing long enough for you to confirm your interest in the mission, he continues. "So here's how this works. I've secured official permission from Thuvia's government for you to help protect the shipment. The elixir has been split up into six vials, each of which is being carried by a different caravan. If any of the caravans come under attack, they'll send a distress call, and we'll have a wizard on standby to teleport you in. If there's an attack, capture the thieves and learn who sent them."

It doesn't take long before you receive a cry for help, and you rush to the scene. When you arrive, however, you find chaos. Most of the thieves have come and gone, leaving behind a few common mercenaries and group of horrid, sinewy guardians to stop anyone who would interfere with their plans. These guardians are no match for you, however. As the dust of the battle clears, the caravan driver stammers, "It wasn't just these monsters. There was a dragon. A dragon attacked us! Bigger than water, big as a house, breathing out storms. How were we supposed to do anything about that? The dragon grabbed the elixir and flew off, then these monsters showed up."

One of the mercenary thieves pleads, "Please, don't kill me. I'll tell you what I know: The dragon was Loaralis. She was supposed to help us escape. Kitio promised!" It's not long before the mercenary confirms your suspicions. Not only is Kitio Aspenthi behind this attack, he's also secured the aid of a legendary dragon. If you're going to get more answers, you're going to need to ask the dragon. And you don't expect she'll share her answers freely.



ADVENTURE 5—ALL FOR IMMORTALITY

STORY BANES

Dangers	Collapse
Villain	None
Henchmen (Non-Closing)	Cultist (<i>Kaarim</i>), Thug (<i>Sabira</i>)
Henchmen (Closing)	Collapses—Proxy A

Setup

When preparing story banes, shuffle the Cultist and the Thug into the Shrine, then shuffle 1 Collapse into each other location.

LOCATIONS

1-4	Dungeons
1-4	Pits
1-4	Repository
1-4	Ruin
1-4	Shrine
1-4	Twisting Passages

Development:

With the defeat of Loaralis and her allies, you've retrieved the stolen sun orchid elixir. And as it turns out, this wasn't the first vial of the elixir she had gotten her claws on—she already had another!

And though Loaralis wasn't willing to share her secrets, the meticulous writings she kept in her lair give you more than enough evidence

DURING THIS SCENARIO

If a Collapse is undefeated and not avenged, each character is dealt 1d6 Combat damage, then add a marker to the set-aside Collapse. When Collapse has 3 or more markers, you lose.

When you defeat the Cultist or the Thug, display it. When one is displayed, the other gains the following powers:

Before acting, discard the top 1d4 cards of your deck.

The difficulty to defeat is increased by 1d12 + 1d8.

If defeated, add the new location Lair and recharge the villain Loaralis—Proxy V1 into it, then you may automatically close the location Shrine.

to ruin Kito's reputation. It's also clear that Kito wasn't the only member of the Korholm Agenda that the dragon was working with: Her records speak of a secretive Professor Kramolag, studying dark and forbidden lore from beyond the stars in a hidden laboratory. And Loaralis knew where to find her.

Time to pay the Professor a visit.

Reward

Each character gets 3 hero points. Loot: Sun Orchid Elixir.

- Score the following:
- 100 points for defeating and cornering the villain
 - 10 points for each location closed
 - 1 point for each boon gained
 - 1 point for each supporter still displayed
 - If you won, 1 point for each blessing left in the hourglass

Scenario 5B: All the Gods Beyond

Read the Following Aloud:

You'll say this for Professor Kramolag—she knows how to stay hidden. Loaralis's directions take you to a laboratory hidden beneath a barren and sea-battered island. After bypassing the electrified security doors, you get your first sense of what this place has in store. And it's clear that even before your arrival, something went terribly wrong.

Panicked researchers scramble about, destroying evidence of their work. A fractured containment cell barely holds a skittering

monstrosity of fangs, wings, legs, and tentacles, whose red eyes roll wildly as it fills the air with ear-piercing wails. A green fluid leaks from a burst pipe, dissolving the floor as it moves. Flickering, conjoined forms of vaguely humanoid shadow hover in the air above another room of shattered containment chambers, holding a calm debate about the nature of divinity.

If you're going to find anything of value in this mayhem, you'll have to act quickly.

When 2 Evidence cards are displayed next to the scenario, read the following aloud:

You've learned the basics of what Professor Kramolag was planning. Her ultimate goal is to create a demigod that answers to her whims, using the power of science rather than religion. She has undertaken numerous cruel experiments and delved into sources of knowledge that few would dare to seek in pursuit of her goal. It seems that her experiments have met with some success; she's created a unique and powerful being known as the God Fount. However, the Fount has run out of control, and attempts to stop it have led only to more chaos in the lab.

For now, the God Fount is secured in the lab's deepest vault. Professor Kramolag was in there as well, and the researchers doubt that she is still alive. You could rush ahead now, or you could take the time to gather more evidence before it is destroyed forever, possibly learning more about how to defeat the Fount in the process. If the horrible squelching murmur coming from the other side of the vault door is anything to go by, you could use all the help you can get.



ADVENTURE 5—ALL FOR IMMORTALITY

STORY BANES

Danger	Inferno Trap, Mysterious Relic
Villain	None
Henchmen (Closing)	Augnagar Qlippoth—Proxy A, Evidence—Proxy B

LOCATIONS

1-4	Chambers
1-4	Laboratory
1-4	Library
1-4	Oubliette
1-4	Repository
1-4	Storehouse

DURING THIS SCENARIO

When you fail a check to defeat a barrier, discard a random card.

When 2 Evidence cards are displayed next to the scenario, add the new location Blood Pool and recharge the villain God Fount—Proxy V1 into it.

When you end your turn at the Blood Pool, suffer 1d4 Acid damage and the scourge Wounded.

Development:

Finally, the God Fount's assault has ended. Shortly after the life fades from its amorphous form, the lake of green acid drains from the room, revealing another reinforced door. Behind the door, you find a woman in a red lab coat. Professor Kramolag. She smirks as you enter.

"Ultimately, my experiment was a success—further proof that divinities are nothing so sacrosanct that proper lab conditions cannot replicate the effects. But I suppose I should thank you for saving my life."

You demand to know more about her role in the Korholm Agenda's operations. She sneers in disgust.

"My involvement was... coerced. If I had my way, I'd have nothing to do with the Agenda

or that hellion Suliji Peshar." You ask Kramolag for more information about Suliji. "Suliji's the one who started it all—with help from her withered patron. If you want to ruin Suliji as much as I do, you'll go have a 'talk' with that patron. His name is Alexayn. Yes, that Alexayn, founder of the Aspis Consortium. Dead for a few centuries, but not everyone stays dead. The old fool's still based out of his crypt in Ostenso. Wouldn't be surprised if Suliji manipulated him too. Oh, and if you do find Suliji, send her my... regards."

Whatever you choose to do with Kramolag from here, it seems she's telling the truth about Suliji at least. Finally, you can put an end to the Korholm Agenda once and for all.

Reward

Each character's maximum number of each feat type is increased to 6. Each character gets 3 hero points. Score the following: • 100 points for defeating and cornering the villain • 5 points for each Evidence displayed • 3 points for each boon gained • 1 point for each supporter still displayed • If you won, 1 point for each blessing left in the hourglass

Scenario 5C: Serpents Fall

Read the Following Aloud:

Marcos Farabellus calls you into his office. “Well done, well done! Once again, you’ve proven that you are some of the finest agents the Society has to offer. As much as you’ve earned a rest after all that you have accomplished, there’s no one else I trust more to put an end to the Korholm Agenda business. We’ve tracked town Alexayn’s crypt, and our scout’s reports suggest that someone has been coming and going from it quite often recently. I trust you’ll be able to pick up Suliji’s trail from there.”

When you defeat Alexayn, if you defeated him with Diplomacy, read the following aloud:

“Ah, so you seek to end that traitorous whelp,” says the undead Aspis founder. “She was supposed to spread my glory, not use the Consortium as a tool for her own power. If she killed a few of those who wear the title Patron today, those who claim to be worthy of leadership while forgetting the one who built the castle they so ineptly rule, it’s no less than

After a bit of teleportation magic and a quick walk, you reach the outside of Alexayn’s tomb, and carefully open the doors. Within, a mummy sits among piles of treasure, listlessly rearranging stacks of coins. He remarks, “So, has Suliji finally tired of working behind my back and sent thugs to drive the dagger home?”

Do you trust him enough to talk, or would you rather end him here?

they deserve. But she has ignored her part of the bargain. I don’t suffer traitors. She’s gone to the Aspis Headquarters to carve her way into power with blood. That is a privilege I reserve for myself.”

Whatever the details of Suliji’s plots, you won’t let her get away with them. To the Aspis headquarters!

When you defeat Alexayn, if you defeated him with Combat, read the following aloud:

“Idiot pawns...” mutters Alexayn as his undead form collapses to the ground. Whatever he says, you have no interest in listening to the rantings of a mummy who had a reputation for devious plots and underhanded deeds even in life. Instead, you search the tomb for signs of Suliji’s passage. Between Alexayn’s furious

scribblings some clever tracking, and a few questions around town, you piece together Suliji’s movements. She’s gone to the Aspis Consortium’s headquarters.

Whatever she plans to do there, you won’t let her get away with it. To the Aspis headquarters!

ADVENTURE 5—ALL FOR IMMORTALITY

STORY BANES

Dangers	Bandit, Animated Object
Villain	None
Henchmen (Closing)	Alexayn—Proxy A, Mr. Khayn—Proxy B, Clockwork Guardian, Dragon, Drake, Mandraivus, Mysterious Relic

Setup

When preparing story banes, shuffle Alexayn into the Crypt and Mr. Khayn into the Castle, then shuffle a random one of the other henchmen into each other location.

Characters start at the Crypt.

LOCATIONS

1-4	Castle
1-4	Chambers
1-4	Crypt
1-4	Docks
1-4	Manor
1-4	Office
1-4	Storehouse

DURING THIS SCENARIO

You may not move until the Crypt is closed.

Add the Perils wildcard Unhallowed.

When a bane is undefeated and when you exceed a check to defeat by 20 or more, put a marker next to the scenario. The difficulty of checks to defeat story bane monsters is increased by the number of markers.

When you defeat Alexayn, automatically close the Crypt and remove the wildcard Unhallowed. Then,

- If you defeated him with a Charisma or Diplomacy check, you may examine the top card of all other locations, ignoring powers that happen when you examine cards. You may banish 1 examined card and may recharge 1 other into its location.
- If you defeated him with a combat check, draw a new weapon, a new item, and a new blessing, then return 2 of them to the vault.

When you defeat Mr. Khayn, add the new location Arsenal and recharge the villain Suliji Peshar—Proxy V1 into it.

Development:

When you return to report your success, Master of Swords Marcos Farabellus laughs heartily, “I knew I could count on you! You’ve made the Society proud today.”

With Suliji’s defeat, the last remnants of the Korholm Agenda scatter to the wind. The Aspis leaders call for a truce, agreeing to cede influence in many of the Society’s areas of concern in recognition of your deeds. The Aspis Consortium and the Pathfinder Society may never be allies, but this could well be the beginning of a new era of peace.

Reward

Score the following: • 100 points for defeating and cornering the villain • 10 points for each location closed • 5 points for each supporter still displayed • 2 points for each boon gained • If you won, 1 point for each blessing left in the hourglass

THE AXE-FIXERS

SUPPORTER 5

POWERS

Display. While displayed:

- For your Fortitude or Melee check, you may add a marker to this card to roll $1d10+3$.
- On a local character's combat check, you may add a marker to this card to add $1d10$.
- When a local character suffers damage, you may add a marker to this card to reduce it by 3.

When you add a marker to this card or when a monster you encounter is undefeated, roll $1d8$. If the result is less than or equal to the number of markers on this card, bury this card.

There's nothing an axe can't fix.

ARMY



Illustration by Scott Purdy ©2019 Palzo Inc.

THE KERNAUG GROUP

SUPPORTER 5

POWERS

Display. While displayed:

- For your Knowledge or Perception check, you may add a marker to this card to roll $1d10+3$.
- On a local character's Knowledge or Perception check or their check to close or to guard, you may add a marker to this card to add $1d10$.
- You may add a marker to this card to heal a local character a card and/or remove a scourge from them.

When you add a marker to this card or when a monster you encounter is undefeated, roll $1d8$. If your result is less than or equal to the number of markers on this card, bury this card.

Just a moment. We need a sample for class credit.

ARMY



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THE SCROLL-SEEKERS

SUPPORTER 5

POWERS

Display. While displayed:

- For your Craft or Diplomacy check, you may add a marker to this card to roll $1d10+3$.
- On a local character's Craft or Diplomacy check or their check to acquire, you may add a marker to this card to add $1d10$.
- You may add a marker to this card to examine the top 3 cards of your location and return them in any order.

When you add a marker to this card or when a monster you encounter is undefeated, roll $1d8$. If your result is less than or equal to the number of markers on this card, bury this card.

The most important factors that determine whether an expedition will be a success are cooperation and preparation!

ARMY



Illustration by Khaber Bakhaber ©2019 Palzo Inc.

SUN ORCHID ELIXIR

ITEM 5

CHECK TO ACQUIRE

INTELLIGENCE CRAFT

17



POWERS

Recharge to heal a local character a card.

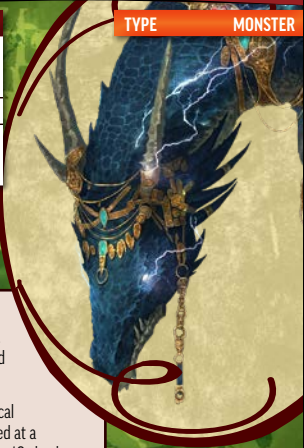

Remove from the game to choose a local character. If they are not dead, they heal $2d4$ cards and remove all of their scourges. If they are dead, they return from death; they heal their discards and bury pile and reset.

LOOT



ALCHEMICAL HEALING



Illustration by Dieter Miller ©2019 Palzo Inc.

LOARALIS		STORY BANE 5	
CHECK TO DEFEAT		TYPE MONSTER	
INTELLIGENCE WISDOM	9		
THEN			
COMBAT	28		
POWERS Immune to Electricity. Resistant to Melee and Ranged. Before acting, each local character must succeed at a Dexterity or Acrobatics 10 check or suffer 1d6+1 Electricity damage and the scourge Dazed. After acting, a random character summons and encounters the story bane Collapse.		DRAGON MESMERIST	
<small>Illustration by Sebastian Rodriguez ©2019 Paizo Inc.</small>			

AUGNAGAR QLIPPOTH		STORY BANE 5	
CHECK TO DEFEAT		TYPE MONSTER	
COMBAT	18		
THEN			
COMBAT	18		
POWERS Immune to Cold, Mental, and Poison. Before acting, each local character must succeed at a Wisdom or Charisma 9 check or shuffle a random card into their deck. After acting, suffer the scourge Wounded.		OUTSIDER	
<small>Illustration by Andrew Hou ©2019 Paizo Inc.</small>			

GOD FOUNT		STORY BANE 5	
CHECK TO DEFEAT		TYPE MONSTER	
COMBAT	24		
THEN			
COMBAT	24		
POWERS Immune to Acid, Bludgeoning, Electricity, Mental, Piercing, and Poison. Vulnerable to Cold. When encountered, each local character must succeed at a Wisdom 9 check or shuffle their hand into their deck, draw an equal number of cards, then discard a card. Before acting, each local character buries the top card of their deck; if a character's buried card is an ally or a blessing, they summon and encounter the story bane Wight.		OOZE	
<small>Illustration by Helge C. Balzer ©2019 Paizo Inc.</small>			



ALEXAYN

STORY BANE 5

CHECK TO DEFEAT

CHARISMA
DIPLOMACY

12

OR

COMBAT

26

TYPE MONSTER



POWERS

Immune to Cold, Electricity, Mental, and Poison. Vulnerable to Fire.

Before acting, each local character must succeed at Wisdom 9 check or suffer the scourges Exhausted and Frightened, then each local character must succeed at a Dexterity or Acrobatics 10 check or suffer 1d6 Fire damage.

If undefeated, or if defeated by a combat check, suffer the scourges Drained and Plagued.

UNDEAD
MUMMY
SWASHBUCKLER



Illustration by Sebastian Gomez ©2019 Paizo Inc.

MR. KHAYN

STORY BANE 5

CHECK TO DEFEAT

STRENGTH
FORTITUDE
MELEE

7

THEN

COMBAT

26

TYPE MONSTER



POWERS

Before acting, each local character must succeed at a Constitution or Fortitude 10 check or discard a random weapon or Attack spell.

If undefeated, suffer the scourge Dazed.

HUMAN
BRAWLER



Illustration by Hannah Bowling ©2019 Paizo Inc.

SULIJI PESHAR

STORY BANE 5

CHECK TO DEFEAT

COMBAT

24

TYPE MONSTER



POWERS

Resistant to Human.

The difficulty to defeat is increased by the number of weapons, armors, and items played on the check before you assemble your dice.

Before acting, summon and encounter the story bane Animated Object. Then suffer the scourge Drained. Then bury a Magic boon.

If this monster would be defeated, reroll.

HALF-ORC
OCCULTIST



Illustration by Hannah Bowling ©2019 Paizo Inc.



EZREN

HUMAN
WIZARD

SKILLS	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2
INTELLIGENCE	d12 <input checked="" type="checkbox"/> +1 <input checked="" type="checkbox"/> +2 <input checked="" type="checkbox"/> +3 <input checked="" type="checkbox"/> +4
ARCANE: INTELLIGENCE +2	
CRAFT: INTELLIGENCE +1	
KNOWLEDGE: INTELLIGENCE +2	
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2

DECK LIST		FAVORED CARD: SPELL	
WEAPON	1 <input type="checkbox"/> 2		
SPELL	7 <input checked="" type="checkbox"/> 8 <input checked="" type="checkbox"/> 9 <input type="checkbox"/> 10		
ARMOR	0 <input type="checkbox"/> 1		
ITEM	4 <input checked="" type="checkbox"/> 5 <input checked="" type="checkbox"/> 6 <input type="checkbox"/> 7		
ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
BLESSING	0		

An atheist in a world overrun by gods, the scholar Ezren came to wizarding later in life than most. Self-taught and knowledgeable, he crafts arcane power with a sculptor's skill. His grizzled mein belies a childlike wonder at the world of adventure before him.



ROLE

WIZENED EXPLORER

Age and experience beats youth and courage with a sturdy walking stick.

HAND SIZE 6 7 8

PROFICIENCIES

Alchemical Arcane

POWERS

At the start of your turn, you may examine the top card of your deck; if it is a spell (or an ally), you may draw it. (Then you may recharge the top card of your deck.)

On your turn, you may recharge a spell to examine the top card of your location. If you do, you may discard (or recharge) (or reload) a card to explore.

On a local check against a Magic card (or against a non-Divine boon), you may recharge a card to add 1d4 (1d6).

On your non-Intelligence check, you may discard a spell to add your Intelligence.

When you defeat (or acquire) a card using a non-combat check, you may draw a card.

EZREN'S CARD LIST

WEAPONS

Quarterstaff of Vaulting (1)

SPELLS

Death's Touch (4)

Dragon's Breath (3)

Mistform (3)

Poison Blast (3)

Disable Mechanism (2)

Vampiric Touch (2)

Invisibility (1)

Locate Object (1)

False Life (0)

ITEMS

Ring of Protection (2)

Wand of Flame (2)

Blast Stone (0)

Elixir of Energy Resistance (0)

Elixir of Healing (0)

Spellbook (0)

ALLIES

Acadamae Scholar (3)

Fortune-Teller (2)

Acadamae Student (0)

NOTES

2019 OPEN - PREGENS

KYRA

HUMAN
CLERIC

SKILLS

STRENGTH	d8	<input checked="" type="checkbox"/> +1	<input checked="" type="checkbox"/> +2	<input type="checkbox"/> +3
MELEE: STRENGTH +2				
DEXTERITY	d4	<input type="checkbox"/> +1		
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
INTELLIGENCE	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
WISDOM	dt0	<input checked="" type="checkbox"/> +1	<input checked="" type="checkbox"/> +2	<input type="checkbox"/> +3 <input type="checkbox"/> +4
DIVINE: WISDOM +3				
CHARISMA	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
DIPLOMACY: CHARISMA +1				

DECK LIST

		FAVORED CARD: BLESSING	
WEAPON	2	<input checked="" type="checkbox"/> 3	<input type="checkbox"/> 4
SPELL	4	<input checked="" type="checkbox"/> 5	<input type="checkbox"/> 6
ARMOR	1	<input checked="" type="checkbox"/> 2	
ITEM	2	<input type="checkbox"/> 3	
ALLY	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
BLESSING	5	<input checked="" type="checkbox"/> 6	<input type="checkbox"/> 7

Kyra serves at the behest of the dawn goddess Sarenrae, healing the sick and guarding the weak. Her sword is ready to repel marauders who would disturb the worship of the sun goddess. When the Dawnflower rises over Golarion, Kyra basks in her light.



ROLES

DAWNSEEKER

Heaven is what you make of it.

HAND SIZE 5 6 7

PROFICIENCIES

Armor Divine Weapon

POWERS

On a local check against an Outsider or Undead bane (or against a Divine or Healing boon), add 1d4 (1d6) and the Magic trait.

At the (start or) end of your turn, you may recharge a Divine card to (remove a scourge from a local character or) heal a local character a card (or 1d4 cards).

Gain the skills Fortitude: Constitution +2 and Perception: Wisdom +2.

On your check to recharge a Divine non-Attack spell, you automatically succeed. (Then you may shuffle your deck.)

When a local character would suffer a scourge, you may suffer it instead.

KYRA'S CARD LIST

WEAPONS

Wounding Spear-Axe (3)
Shock Glaive (2)
Glorious Warhammer (1)

SPELLS

Divine Fortune (3)
Restorative Touch (3)
Good Omen (1)
Cure (0)
Divine Insight (0)

ARMORS

Moon Maiden Armor (4)
Maiden's Helm (3)

ITEMS

Sacred Candle (1)
Holy Symbol (0)

ALLIES

Bodyguard (1)

BLESSINGS

The Healing Light (3)
Sarenrae's Light (1)
The Big Sky (1)
The Owl (1)
The Paladin (1)
Benefaction (0)

NOTES

MERISIEL

ELF
ROGUE

SKILLS	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
DEXTERITY	d12 <input checked="" type="checkbox"/> +1 <input type="checkbox"/> +2 <input checked="" type="checkbox"/> +3 <input checked="" type="checkbox"/> +4
ACROBATICS: DEXTERITY +2	
DISABLE: DEXTERITY +2	
STEALTH: DEXTERITY +2	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3

DECK LIST

		FAVORED CARD: ITEM OR KNIFE WEAPON	
WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
SPELL	0	<input type="checkbox"/> 1	
ARMOR	1	<input checked="" type="checkbox"/> 2	
ITEM	4	<input checked="" type="checkbox"/> 5	<input type="checkbox"/> 6
ALLY	3	<input checked="" type="checkbox"/> 4	<input type="checkbox"/> 5
BLESSING	3	<input checked="" type="checkbox"/> 4	<input type="checkbox"/> 5

Merisiel is an adventurous rogue who lets no one limit her experience. She has enough knives to eliminate any number of small problems, choosing when and where to tackle the big ones. She has a simple mantra: If you have a thing she needs, she has a thing she needs.



ROLES

LIBERATOR

Might as well just leave the front door open.

HAND SIZE 5 6 7

PROFICIENCIES

Weapon

POWERS

When you encounter a card, if you are the only local character (or it is not your turn), you may evade it.

When you would recharge or discard a Knife weapon for its power, you may reload it instead.

On your combat check (or on a local check to acquire), you may discard (or recharge) a card to add 1d6.

On your non-combat (or combat) check at an Urban location, add 1d4.

On your check to acquire, if you are the only local character, you may reroll a die.

When you acquire a boon, you may bury (or discard) it to explore.

When another local character fails to acquire a boon, you may bury (or recharge) a card to encounter it.

MERISIEL'S CARD LIST

WEAPONS

Shock Kukri (3)
Venomous Dagger (3)
Keen Starknife (2)
Lucky Starknife (2)

ALLIES

Raccoon (3)
Noble (2)
Gang Enforcer (1)
Archer (0)

ARMORS

Sable Company Leathers (3)
Glamered Leather Armor (2)

BLESSINGS

The Savored Sting (3)
Calistria's Sting (1)
The Demon's Lantern (1)
The Locksmith (1)

ITEMS

Bloodroot Poison (3)
Wayfinder (3)
Boots of Friendly Terrain (1)
Gem of Physical Prowess (1)
Staff of Minor Healing (1)

NOTES

VALEROS

HUMAN
FIGHTER

SKILLS	
STRENGTH	d10 <input checked="" type="checkbox"/> +1 <input checked="" type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
MELEE: STRENGTH +2	
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
RANGED: DEXTERITY +1	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
FORTITUDE: CONSTITUTION +2	
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2
WISDOM	d6 <input type="checkbox"/> +1
CHARISMA	d6 <input checked="" type="checkbox"/> +1 <input checked="" type="checkbox"/> +2
DIPLOMACY: CHARISMA +2	

DECK LIST	FAVORED CARD: SWORD WEAPON			
WEAPON	4	<input checked="" type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
SPELL	0			
ARMOR	3	<input checked="" type="checkbox"/> 4	<input type="checkbox"/> 5	
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
ALLY	3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	
BLESSING	3	<input type="checkbox"/> 4		

The mercenary life comes with many gray conflicts, so Valeros abandoned his company to help those in need. His sword and shield are always at the ready, though one hand might be holding a full tankard dedicated to the drunkard god Cayden Cailean. It won't be full for long.



ROLES

COMPATRIOT

"Sword and board" often leads to "room and board."

HAND SIZE 4 5 6

PROFICIENCIES

Armor Weapon

POWERS

On a local combat (or your Diplomacy) check, you may reload or recharge a weapon or an armor (or an ally) to add 1d4 (1d6) (1d8).

At the end of your turn, you may recharge a weapon or an armor (or an ally) from your hand or discards.

You may avenge by discarding (or recharging) a card.

- When you would recharge or discard a Shield armor for its power, you may reveal it instead. (When a local character suffers damage, you may recharge a Shield armor to reduce it by 2.)
- When another local character would acquire an ally, you may acquire it instead. (When a local character fails to acquire an ally, you may bury a card to draw it.)

VALEROS'S CARD LIST

WEAPONS

Sawtooth Saber (3)
Humanbane Rapier (2)
Cruel Longsword (1)
Returning Throwing Axe (1)
Seeking Shortbow (1)

ARMORS

Magic Spiked Full Plate (3)
Brute Force Shield (2)
Shield of Resistance (2)
Covering Heavy Shield (1)

ITEMS

Belt of Physical Might (4)
Banner of the Ancient Kings (2)

ALLIES

Naval Hero (2)
Tayce Soldado (2)
Priest of Abadar (1)
Priest of Pharamasma (1)
Standard Bearer (1)

BLESSINGS

The Lucky Drunk (3)
Cayden Caylean's Revelry (1)
The Publican (1)

NOTES