Pathfinder Society
Adventure Card Guild
ADVENTURE CARD GUILD

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Version 5.0

PATHFINDER SOCIETY ADVENTURE CARD GUILD GUIDE

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Event coordinators may print additional copies of this guide to provide to new players at their events. Please do not distribute this document digitally; instead ask players to download their own free copy of the document at paizo.com/pfsacg. That way Pathfinder Society Organized Play campaign staff can contact them directly to inform them of updates to this document.

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The Pathfinder Society Adventure Card Guild

In an organized play campaign, your character exists in a common setting shared with thousands of other gamers from around the world.

As part of each Pathfinder Society Adventure Card Guild (PFSACG) adventure, your character experiences a short, 1-session game (or "scenario") that's a single episode in a continuing storyline (or "season"). You can take your character and its accompanying Class Deck to any Adventure Card Guild event anywhere in the world, and though your companions might change each time you play, the story is constant, allowing your character to evolve as a result of your own choices. Over time, campaigning in an organized play environment offers a unique experience as diverse companions and unusual challenges add depth and character to gameplay. It's a great way to meet new people, socialize with local gamers, and play regularly in a game that has a familiar and consistent format. Alternatively, some players prefer to keep their Adventure Card Guild experience limited to a group of friends, using the scenarios and reward structure as the framework for a private home game. Either approach is a valid and acceptable way to experience the Adventure Card Guild story, and many players enjoy a combination of public and private adventuring.

Because an organized play campaign takes place in a shared environment, a few additional rules are required to ensure that each player at every table shares a similar experience no matter where the game is running or who's setting it up. This guide outlines these special rules, as well as instructions on how to jump right into the action. Please read over the contents of this guide carefully.

What Is Cooperative Play?

First and foremost, the Pathfinder Adventure Card Game is a cooperative experience. This concept should guide your behavior during play and is summarized in the Pathfinder Society "don't be a jerk" rule. Enjoy the game, be considerate of the others at the table, and don't let your actions keep your fellow players from having a good time. Don't make decisions on behalf of other players. Don't take actions that may harm another player's character without that player's consent. If there is dispute over the rules, try to come to an agreement as quickly as possible. If that proves impossible, choose the path that benefits the most players. Be courteous and encourage a mutual interest in playing, and don't engage in endless rules discussions.

COMMUNITY STANDARDS POLICY

The Pathfinder Society (PFS) is an inclusive social organization open to everyone. It is our intention that everyone can enjoy gaming in a safe and fun environment. While conflict between characters may arise, at no time should a player feel excluded or threatened at the table. We ask all participants to respect their fellow players and to work together to create positive memorable experiences. To this end, we reserve the right to refuse participation to any person for inappropriate or illegal conduct. All refusals of participation will be accompanied by a reason, duration of refusal, and the criteria for rejoining PFS activities.

Inappropriate conduct includes, but is not limited to, the excessive use of foul language, physical or verbal aggression/intimidation, lewd conduct, inappropriate physical contact, unwelcome sexual attention, slander, stalking and harassment/discrimination based on gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, or religion.

Complaints under this policy should be brought to the event coordinator or a Venture-Officer, who will work to resolve the issue or escalate the issue to the next level of Venture-Officer. As an alternative, issues may be reported to the Organized Play Coordinator (OPC) via email at **pathfindersociety@paizo. com**. Issues will be resolved at the lowest level possible. In case of escalation, the OPC is the final arbiter of any dispute arising from application of this policy.

Nothing in this policy is intended to discourage any person from calling the police or other appropriate organizations. Event coordinators or Venture-Officers are available to help participants contact local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the event. We value your attendance.

While not illegal or even necessarily inappropriate, we recognize that the PFS organized play campaign includes themes that may result in uncomfortable situations arising at the gaming table. In these instances, we request players identify the issue to the event coordinator, whether vocally or by passing a note. We ask that event organizers help the table respect attendees' sensibilities and reduce/redirect problematic themes once identified. Participants asked to stop any problematic behavior are expected to comply immediately or will be asked to leave the table.

Once again, the intention of PFS org play is to provide a safe and fun environment. The above guidelines reference how we may achieve our goals. By sitting at a PFS table, participants are agreeing to the terms and conditions of Pathfinder Society organized play.

DO NOT CHEAT, DO KEEP GOOD RECORDS

Maintain the integrity of the game and do not cheat. This includes avoiding the following: falsifying rolls, altering Chronicle sheets, adding new cards to your character decks without acquiring them properly, marking cards, and lying to event coordinators under any circumstances. Keep good records for your character. Make sure to bring your Chronicle sheets to every event or session of the Pathfinder Adventure Card Guild that you play. If you are asked to present your Chronicle sheets and are unable to do so, you will not be permitted to play your character, though you may be able to play or start another character under the rules presented in this guide. Event coordinators rely on accurately kept Chronicle sheets to keep the campaign honest, fair, and fun for everyone. So keep your records safe, keep them accurate, and keep them with you when attending PACG events. (We suggest a binder that can be sealed between scenarios or a digital record that's easily accessible. To learn how to fill out a Chronicle sheet, see Appendix 2: Filling Out Chronicle Sheets.)

PATHFINDER SOCIETY ORGANIZATION

The volunteers that support Pathfinder Society Adventure Card Game activities are known as Venture-Officers (VOs). They are overseen by the Organized Play Coordinator (the OPC). Together, the Organized Play Coordinator and the Venture-Officers are responsible for coordinating activities, handling administrative tasks, providing support to event coordinators, arbitrating disputes, and ensuring rules compliance with the rules. They are a resource for players and event coordinators alike. A comprehensive list of Venture-Officers is maintained at **paizo.com/organizedplay/ coordinators**. If you are interested in Pathfinder Society Adventure Card Guild activities and don't have a Venture-Officer listed for your area, check the top of the coordinator list for your Regional Venture-Coordinator and email them. If you don't see your area listed at all, email **pathfindersociety@paizo.com** and we will get you started!

Getting Started

This section assumes that you are playing in an event someone else is organizing. (To learn about organizing an event, see Event Coordinators on page 12.) In this section, you'll find details on how to find a game, what you need to know, what you need to bring, and how to register your characters.

FINDING A GAME

A good way to find a local game is to visit **paizo.com/pfsacg** and click the Find a Game button, which will take you to a page where you can search for events in your area.

To find a local game store participating in the Adventure Card Guild, visit our Retail Locator at **paizo.com/retailers**.

Many gaming conventions as well as some comic book and science fiction conventions have specific Adventure Card Guild programming. These conventions usually list such programming on their own websites.
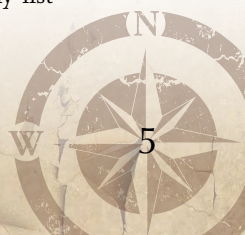
You can also find local gamers via the messageboards at **paizo.com**.

Paizo supports online play for the Pathfinder Society Adventure Card Guild under the supervision of the Online Regional Venture-Captain, the Venture-Captain for Adventure Card Game, and their team. The team contact information is listed at **paizo.com/organizedplay/coordinators**.

WHAT YOU NEED TO KNOW

We strongly recommend that you learn to play the Pathfinder Adventure Card Game before joining the Adventure Card Guild. Guild scenarios tend to be more difficult than the scenarios in the associated base set; thus, they're more appropriate for experienced players. Ask your event coordinator if she can run a demo for you, or find a store, club, or convention that's running an introductory Adventure Card Guild scenario. Playing any introductory scenario will reward you with a special mini-Chronicle sheet to give your character a boost!

You are expected to be familiar with this guide, and with the standard rules for the Pathfinder Adventure Card Game. Rulebooks for each Pathfinder Adventure Card Game base set can be found online as free PDFs at **paizo.com/pacg**. You should use the most current version of the rulebook for the standard rules plus the rulebook for the base set associated with the season you're playing for rules specific to the cards in that set. Please also keep up to date with FAQs posted at **paizo.com/pacg**.

WHAT YOU NEED TO BRING

Each player needs a copy of the *Pathfinder Society Adventure Card Guild Guide* (the document you're reading right now), a Pathfinder Adventure Card Game Class Deck, and a character built using that deck.

A Class Deck is an accessory for the Pathfinder Adventure Card Game that contains 3 or 4 characters to choose from, plus the cards you'll use to play one of those characters for an entire campaign. The Class Deck allows for cards earned during play to be added to your character's deck without taking cards from the base set. (For PFSACG–specific rules for building a character with your Class Deck, see Adventure Card Guild Specific Rules on page 7.)

(A number of other decks count as Class Decks for this requirement; see the table on this page. Note that the Character Add-On Decks designed for each Adventure Path do not count as Class Decks.)

You'll likely also want a binder of some sort to store your Chronicle sheets (documents that record your character's progress).

Other Decks That Count As Class Decks:

Other Decks That Count As Class Decks:
Goblins Burn! Character Deck
Goblins Fight! Character Deck
Hell's Vengeance Character Deck 1
Hell's Vengeance Character Deck 2
Occult Adventures Character Deck 1
Occult Adventures Character Deck 2
Pathfinder Tales Character Deck
Ultimate Combat Add-On Deck
Ultimate Equipment Add-On Deck
Ultimate Intrigue Add-On Deck
Ultimate Magic Add-On Deck
Ultimate Wilderness Add-On Deck

REGISTER YOUR CHARACTERS

As a Pathfinder Society player, you must create an account on paizo.com, join the Pathfinder Society, and register your characters. Once you've registered a character, you'll be able to see a record of that character's sessions at **paizo.com/organizedplay/myaccount.**

If you began your Adventure Card Guild experience at a public event, the event coordinator may have provided you with a Pathfinder Society ID Card bearing a Pathfinder Society number and a confirmation code. After you have created an account on **paizo.com**, visit **paizo.com/pfsacg** and complete the Pathfinder Society signup process by clicking on "Create a Character," then enter the number and confirmation code from the card.

If you haven't been given a Pathfinder Society ID Card, after you have created an account on **paizo.com**, join the Pathfinder Society by going to **paizo.com/pfsacg**. Click on "Create a Character," then click the appropriate button to receive an official Pathfinder Society number.

To register a character, go to **paizo.com/organizedplay/myaccount**, click the "Register a New Card Game Character" button, and follow the instructions. If you have already played in an event, and the event coordinator has already reported it for your character, these activities will already be part of your official record. If the event coordinator hasn't yet reported an event you played, you can report it yourself, or wait for the coordinator to report it.

Each character you register for the Adventure Card Guild gets a number created by appending a 4-digit suffix to your Pathfinder Society number. Suffixes start at 1001, incrementing for each character. For example, if your Pathfinder Society number is 999, the first Adventure Card Guild character you register will be 999-1001; the second will be 999–1002, and so on. (Characters for the Pathfinder Roleplaying Guild follow the same pattern, using sequential suffixes starting with "-1.")

Bring your Pathfinder Society number to every Pathfinder Society Adventure Card Guild event you attend, as well as the numbers for each of the characters you might play at that event.

Adventure Card Guild Specific Rules

The unique nature of a global campaign requires that the rules are enforced the same way at every table. This means you need to adhere to the latest version of this guide and the latest version of the rulebook (deferring to the rulebook for the base set you're using for any rules specific to those cards), augmented by the Pathfinder Adventure Card Game FAQs at **paizo.com/pacg**. House rules are not allowed in Pathfinder Society play.

During a scenario, you may encounter rules questions or card combinations or that aren't easily solved, and it's important that you keep the game moving along. In these cases, the event coordinator should adjudicate the rules with the goal of ensuring a fun and fair experience for all.

If you have rules questions not addressed by the above sources, please visit the Pathfinder Adventure Card Game forums at **paizo.com/pacg**. You may also ask your Venture-Officers for rules clarifications. If you still cannot find an answer, contact the Organized Play Coordinator at **pathfindersociety@paizo.com**.

For the most part, standard Pathfinder Adventure Card Game rules apply in PFSACG play. However, there are some cases where special rules are needed, so the following rules take precedence over the standard rules.

LEGAL SCENARIOS

Adventure Card Guild characters may be played only in official PFSACG scenarios. They cannot be played in "homebrew" scenarios or scenarios designed for non-PFSACG play.

SOLO PLAY

Solo play is permitted in Adventure Card Guild scenarios, although we encourage you to play with other players.

PLAYING MULTIPLE CHARACTERS

If all players at the table agree, players may play more than one character. (Table limits on the maximum number of characters still apply.) All characters gain deck upgrades and scenario rewards as normal, but only 1 character per player can be registered as an official Pathfinder Society Adventure Card Guild character, and only that character can gain a Chronicle sheet for the scenario.

YOUR CLASS DECK BOX

All of the cards in your character's Class Deck box must come from your Class Deck, with the following exceptions.

- You can replace your character with any character card of the same class (along with a matching role and token card) from any Pathfinder Adventure Card Game base set or Character Add-On Deck.
- If you are using the Goblins Fight! or Goblins Burn! deck, you can replace your character with one of the goblin promo characters associated with that deck in the table on this page.

THE HIERARCHY

When this guide tells you to choose cards from your Class Deck box using the Hierarchy, first set aside all of the cards that are already in use as part of your character deck, then choose from your unused cards starting at the top of this list and working your way down until you have chosen enough cards.

1. Use cards that have the set indicator B and the Basic trait.
2. Use cards that have the set indicator B without the Basic trait.
3. Use cards that have the set indicator 1 and the Basic trait.
4. Use cards that have the set indicator 1 without the Basic trait.
5. Use cards that have the set indicator 2 and the Basic trait.
6. Use cards that have the set indicator 2 without the Basic trait.

...and so on, up to the adventure deck number of your current tier.

- If the back of your character card names a cohort, you may replace that cohort with a cohort that has the same name from a different deck.
- If the back of your character card lists a specific card, that card must be in your Class Deck box.
- If your character is not from an Ultimate Add-On Deck, you may add the cards from any 1 Ultimate Add-On Deck.
- If your character is from an Ultimate Add-On Deck, you may add the cards from any 1 Class Deck.
- You may add 1 of each class-appropriate promo card from the Pathfinder Battles: Iconic Heroes miniatures line (see Promo Cards on page 10).
- You may include other promo cards only if you have earned them as a reward.

For example, if you're using the Summoner Class Deck, you can use the summoner Balazar from that deck or the one from the Wrath of the Righteous Base Set, and you can include the cohort Padrig from either of those products (but not both). You can add the cards from 1 of the Ultimate Add-On Decks to your box, and you can also add the Iconic Heroes card Splendiferous Hat.

Goblin Promo Character	Associated Deck
Ekkie	Goblins Fight!
Ranzak	Goblins Fight!
Reepazo	Goblins Burn!
Tup	Goblins Burn!

TIERS

In Adventure Card Guild play, you are not required to play through specific scenarios in order. To ensure that the scenarios you play provide appropriate challenges, your character advances through a series of numbered tiers. Your character can play any scenario with an adventure deck number within 1 of his current tier. For example, a Tier 1 character can play any scenario from Adventure 1 or 2 of any season; a Tier 3 character can play any scenario from Adventures 2, 3, or 4.

A character can never begin a scenario with any card that has an adventure deck number higher than her tier.

Though it is possible to start with a higher-tier character (see Starting a Higher-Tier Character on page 8), most characters start at Tier 1.

Season 0 Conversion: If you began playing a character in Season of the Shackles before the tier system was introduced, you must convert that character to the tier system before playing scenarios from any other season; see Appendix 1: Tier Advancement on page 14.

STARTING A TIER 1 CHARACTER

You have two options for starting a Tier 1 character. Choose one, and if possible, build your character deck before the event.

Option 1: Build Your Own Character. Choose a character from your Class Deck box. The following paragraph replaces the Build a Deck rules in the rulebook:

The Cards List on the back of your character card indicates the exact quantity of each card type that you must choose from your Class Deck box to make up your character's deck. Choose these cards using the Hierarchy in the sidebar on page 7.

Option 2: Play a Pregenerated Character. Go to **paizo.com/pfsacg/resources** and download the Pathfinder Adventure Card Game Character Sheets; these downloads include pregenerated starting deck lists for one character in each deck. Choose the Tier 1 character provided for your Class Deck. Register it at **paizo.com/organizedplay/myaccount** as you would any other character; you can continue playing it as your own character.

STARTING A HIGHER-TIER CHARACTER

If you're starting play with a higher-level scenario or want to play with an established group or event, you have three options. Choose one, and if possible, build your character deck before the event. If your character is Tier 4 or higher, select a role for your character from her role card; use it only when playing scenarios with an adventure deck number of 4 or higher.

Option 1: Build Your Own Character. If the scenario you're playing has an adventure deck number of 2 or

lower, use the process described for this option under Starting a Tier 1 Character above. If the scenario you're playing has an adventure deck number of 3 or higher, instead of using the Hierarchy, you can use any cards that have an adventure deck number at least 2 lower than that of the adventure you're about to play. Your character (and role card, if you're playing a scenario with an adventure deck number of 4 or higher) can't have any feat boxes checked when you start play.

Option 2: Play a Pregenerated Character. Use the process described for this option under Starting a Tier 1 Character on the previous page, choosing a character of the appropriate tier. (Tier 5 characters have a preselected role.) Pregenerated characters have odd-numbered tiers; if you're playing an even-numbered adventure, use a character with a tier that's 1 lower than the adventure you're playing. For example, if you're playing a scenario from Adventure 4, you'll play a Tier 3 pregenerated character.

Option 3: Take One for the Team. If you play a pregenerated character for a scenario as above (possibly for expediency or table balance), but you intend to build your own character for later scenarios, you can transfer any rewards and play credit you gain playing the pregenerated character to your future character. We call this "taking one for the team." (If you register your pregenerated character, this does not count as taking one for the team; that character simply becomes a registered character and keeps all his rewards.)

If you take one for the team, when you fill out your Chronicle sheet, fill in the number of the Adventure Card Guild character who will receive the rewards you're transferring. When that character advances to a tier that equals the adventure deck number of the scenario you played while "taking one for the team," that character may gain the transferred rewards before playing any one scenario in that tier. You can gain scenario rewards only once per character, so you cannot transfer a reward to a character that has already earned that reward from the same scenario.

For example, if you take one for the team by playing Kyra in a scenario with an adventure deck number of 5, then when your character Melindra later advances to Tier 5, before playing any one Tier 5–legal scenario, Melindra could opt to gain the reward from the scenario you played with Kyra. If Melindra advances to Tier 6 without having opted to gain the reward, however, she loses the reward and the play credit.

You cannot take one for the team in solo play.

Don't Trade Cards When Setting Up

The rules allowing characters to trade cards while setting up do not apply in Adventure Card Guild play. You must begin each scenario with cards only from your own deck, cards

> ### The box
> Adventure Card Guild players each have a Class Deck box in addition to the game box. When anything refers to "the box," it always means the game box, except in the case of rewards. If a reward refers simply to "the box," in Adventure Card Guild play, it means your Class Deck box. If a reward refers to the "game box," it means the game box.

awarded by scenario rewards that have been noted on your Chronicle sheet, and cards given to your character as part of the scenario you're playing. Cards given or exchanged during play should be returned to the owner when the game is over.

Removing Cards from Play

If you encounter a boon that require you to remove it from the game to activate its power, you must instead exchange that boon with a random boon of the same type from the game box and encounter that card.

Replacement Cards

Some effects allow you to temporarily replace a card in your deck with a card from the game box. If you banish the replacement card, treat the card it replaced as if you banished it. If the replacement card is ever shuffled into a deck, treat the first copy of that card to come out of that deck as the replacement card.

Redeeming Cards

If your character deck includes a redemption card, when you are allowed to redeem a card, choose one of your cards that's listed on that card and check it off. In any scenario that character plays, cards checked off on that redemption card no longer have the Corrupted trait.

Die Bumps

A die bump is a single-use reward usually given to characters that complete an adventure (See Earning Scenario Rewards on page 10).

Your character can use a die bump to add 1 to or subtract 1 from the result of a check. Multiple die bumps can be used on a check, and multiple characters can use die bumps on a check.

If a character dies, at the end of that scenario, the party may collectively use 3 die bumps to resurrect that character back from the dead. Players may not be coerced into using die bumps for this purpose. The resurrected character is no longer dead and gains rewards as if he had not died.

When you use a die bump, mark it off on your character's Chronicle sheet.

Death and Dying

The standard rules for dying apply, but when you start your new character, use the rules for starting a new character of the appropriate tier on page 8. If you start a new character right away, you are allowed to upgrade your new character deck (see Upgrading Your Deck on page 10); build your new character deck before the party begins upgrading. Don't forget to register the new character at **paizo.com/organizedplay/myaccount.**

If your character is dead at the end of a scenario and is not resurrected (see Die Bumps on page 9), your character does not gain rewards even if the party won the scenario. Surviving party members may use the cards you gained during the scenario when they advance their characters, but they cannot use any cards from your Class Deck.

After the Scenario

A major difference in Adventure Card Guild play is the method by which you improve your deck after completing a scenario. This happens in three steps: earning scenario rewards, earning tier rewards, and upgrading your deck. If the party ran out of the time allotted for the scenario, players do not earn scenario or tier rewards, but they can upgrade their decks.

Earning Scenario Rewards. The procedure for earning scenario rewards (and adventure rewards, and Adventure Path rewards) follows the standard rules with a few exceptions. If you are rewarded with a card from the box, instead take a random card of the same type from your Class Deck box. The card's adventure deck number cannot be higher than that of the scenario you completed. For example, if you just completed a scenario in Adventure 2, and the scenario reward was a random item from the box, take an item from your Class Deck that has an adventure deck number no higher than 2. (If you don't have an appropriate card, you do not receive that reward.) Record the rewards you received on your Chronicle sheet.

When you have completed all of the scenarios in an adventure, in addition to the adventure reward, you also gain a die bump (see Die Bumps on page 9). Record it on your Chronicle sheet.

If the scenario rewards you with additional deck upgrades, apply that when upgrading your deck (see below).

Earning Tier Rewards. When you successfully complete a scenario, you earn advancement through the tier system, and may be rewarded with a feat or your role card. See Appendix 1: Tier Advancement for details on tier rewards.

Upgrading Your Deck. In Adventure Card Guild play, you don't get to keep the cards that you've acquired or otherwise gained during the scenario. Instead, you use them to determine which cards you get to take from your own Class Deck box. Each player normally receives exactly 1 deck upgrade (that is, 1 card) per scenario, whether you won the scenario or not, though some scenarios reward you with additional deck upgrades when you win.

Begin by sorting all newly acquired cards by card type and place them in the center of the play area. (You can identify new cards by the Adventure Path logo in the upper right corner.) If the number of cards in the play area is less than the number of deck upgrades needed, roll 1d6 and consult the table on this page. Add a random card of that type to the play area. Continue rolling and adding until the number of cards is equal to the number of deck upgrades needed.

d6 Roll	Card Type
1	Weapon
2	Spell
3	Armor
4	Item
5	Ally
6	Blessing

Each card in the play area represents a potential deck upgrade. Discuss your choices for deck upgrades with your party and come to a consensus, as each player gets 1 card from the available upgrades (duplicates are not allowed). Resolve any contested upgrades with a die roll; the highest roll wins.

When you choose a card from the play area, instead of adding it directly to your character deck, choose a card from your Class Deck box of the same type with an adventure deck number no higher than that of the chosen card. If a card has a letter for the set indicator, treat its adventure deck number as 0. Add the Class Deck card to your character deck and put the original card back in the game box. For example, if you choose the potential deck upgrade Dagger +1, a card with a set indicator of 1, you would add a weapon with a set indicator of B or 1 from your Class Deck box to your character deck and return the original Dagger +1 to the game box.

Record on your Chronicle sheet the type and set indicator of the card you gained. For example, if you gained a weapon card with a set indicator of 1, record it as Weapon 1.

After upgrading your deck, if your deck doesn't have enough of certain card types to meet the Cards List requirement on your character card, and your character is Tier 2 or lower, choose the extra cards you need from your Class Deck using the Hierarchy in the sidebar on page 7. If your character is Tier 3 or higher, you may instead choose appropriate cards that have an adventure deck number at least 2 lower than your tier.

Replaying Scenarios

You can replay any Adventure Card Guild scenario as many times as you like, as long as your character is of the appropriate tier (see Appendix 1: Tier Advancement). When you replay a scenario, you do not gain the scenario, adventure, Adventure Path, or tier rewards, but you can upgrade your deck.

Promo Cards

Organizers can add up to 12 promo cards to the game box, but no more than 1 copy of any 1 card.

Each Adventure Card Guild character's Class Deck may include up to 1 copy of each class-appropriate promo card from the Pathfinder Battles: Iconic Heroes miniatures line.

Class	Iconic Heroes Promo Cards
Alchemist	Alchemy Lab
Arcanist	Occularium Vestments
Barbarian	Frost Giant's Sword +1
Bard	Silver Flute
Bloodrager	Shoanti Earthbreaker
Brawler	Iron Knuckles
Cavalier	Veteran's Longspear
Cleric	Blessing of the Dawnflower
Druid	Bag of Sticks, Droogami
Fighter	Tankard
Gunslinger	Alkenstar Pistol
Hunter	Leryn, Nirmithas Longbow
Inquisitor	Mysterious Disk
Investigator	Investigator's Lamp
Magus	Elven Scimitar
Monk	Temple Sword +1
Ninja	Shinobi Shozoku
Oracle	Seer's Headdress
Paladin	Paladin's Helm
Ranger	Biter, Teapot
Rogue	Footpad's Boots
Samurai	O-Yoroi
Shaman	Kolo, Ritual Censer
Skald	Horn of Valenhall
Slayer	Dawnflower's Petal
Sorcerer	Arcane Staff
Summoner	Splendiferous Hat
Swashbuckler	Bloodcrow Rapier
Warpriest	Orc War Drum
Witch	Daji, Dreamseeker's Staff
Wizard	Arcane Robes

For example, the ranger Agna can add 1 copy of the item Teapot and 1 copy of the ally Biter to her Class Deck. She can select these cards as deck upgrades when appropriate. The ranger Harsk can also add these cards to his Class Deck. (These cards list Harsk as the owner, so he can select them as part of his starting deck; Agna cannot.)

No Duplicate Rewards

You can't assign multiple copies of the same reward to the same character.

Accessory Perks

As a thank you to players visibly supporting the Pathfinder Society organized play program, players wearing or using eligible items may receive the corresponding guild reward. Items include Pathfinder-branded shirts, playmats, deck boxes, cosplay, and Campaign Service Coins. For a complete list of eligible products, visit **paizo.com/organizedplay/perks**.

A player may display any of the eligible products to receive the following reward: once per scenario, after you roll the dice, you can reroll 1 die; you must take the new result. Regardless of the number of items displayed, each player qualifies for no more than one reroll reward per session.

Additionally, a player using an Ultra•PRO Pathfinder Adventure Card Game Character Mat receives the following reward: once per scenario, at the start of your turn, you can discard a card to draw a card.

Retail Incentive Program

Game stores and other retail locations are an important part of the Pathfinder Society community, and it's important to support them so that they continue to provide support for Pathfinder Society play. The Retail Incentive Program is designed to encourage players to reward retail locations that are providing space for Adventure Card Guild players. Locations utilizing the program should advertise its presence to their clientele. We realize that each location is unique, and has an overriding right to determine what is best for their business, so participation in this program is not mandatory. In cases where the specifics of the program don't align well with the retailer's procedures (for example, if they don't provide receipts, or if they run daily tabs), the event coordinator should work with the retailer to best approximate the intent of the policy.

Under this program, players can redeem purchase receipts in exchange for modest benefits for the entire party.

Redeeming a receipt simply involves showing it to the event coordinator, who marks the receipt to denote that it was used. A player can only use a receipt in this way on the day of the purchase, and only for an event at that venue. The receipt need not include Paizo products—any products the venue sells count as qualifying purchases. Players cannot acquire or redeem receipts during their own turn or during any player's encounter; otherwise, players can acquire and redeem receipts during play only when doing so does not significantly disrupt gameplay.

If the combined value of the receipts redeemed by players at the table exceeds $10, all of the characters at the table receive the ongoing benefit described below, and each character chooses one of the single-use benefits described below. If the combined value exceeds $50, you may use the enhanced version of the applicable benefits instead. (In countries that use currencies other than

US Dollars, use approximate equivalents of $10 and $50; don't worry too much about figuring out the exact exchange rate.)

The ongoing benefit lasts for up to 5 hours, and each character may use their chosen one-time benefit once in each scenario played during those 5 hours. Characters can only receive these benefits once during any 5-hour block. The benefits gained from this program are in addition to benefits such as the Accessory Perks described on page 11.

Ongoing Benefit (for all characters):

Harder to Kill: When you reset your hand, you may treat your hand size as 1 lower. *Enhanced Version*: When you reset your hand, you may treat your hand size as 2 lower.

Single-Use Benefits (each character chooses one):

Cheaper Boons: Add 1d6 to your check to acquire. *Enhanced Version*: Add 2d6 to your check to acquire.

Recover from Wounds: Recharge a random card from your discard pile. *Enhanced Version*: Recharge 2 random cards from your discard pile.

Bonus Wealth: Draw 1 card. *Enhanced Version*: Draw 2 cards.

Non-Scenario Rewards

Rewards are occasionally given out for reasons other than winning a scenario. You can't assign multiple copies of the same reward to the same character.

Card Sleeves

Any deck or pile of cards used in Adventure Card Guild play must contain either all identically sleeved cards or no sleeved cards. Organizers can sleeve the cards in the game box if they wish, but in order to comply with this rule, additional sleeves may be needed, or some cards may need to be temporarily unsleeved during play. If you sleeve your character deck, you must bring additional identical sleeves to temporarily sleeve cards you accumulate during play.

Event Coordinators

Every Adventure Card Guild session needs an event coordinator, even if you're playing solo at home. Event coordinators are responsible for setting up and running the game, keeping records of who played and what happened, and making sure that sessions are reported at **paizo.com**. (Event coordinators may also be players.)

You have a variety of duties as an event coordinator. First and foremost, your goal is to ensure that everyone involved has have a fun and safe time.

You'll need a copy of the scenarios you intend to run. If you're running an event at a store participating in the Adventure Card Guild, or if a Venture-Officer is present

at the event, they may be able to provide scenarios for you. Otherwise, purchase them at **paizo.com/pacg/pfsacg**.

You must have access to the specific Pathfinder Adventure Card Game base set and adventure decks required by the scenarios you are going to play. Tables with more than 4 players also need the Character Add-On Deck for that base set.

- Season of the Shackles uses the Pathfinder Adventure Card Game: Skull & Shackles set.
- Season of the Righteous uses the Pathfinder Adventure Card Game: Wrath of the Righteous set.
- Season of the Runelords and Season of the Goblins use the Pathfinder Adventure Card Game: Rise of the Runelords set.
- Season of Plundered Tombs and Season of Factions' Favor use the Pathfinder Adventure Card Game: Mummy's Mask set.

When possible, engage players in the story by reading the Read the Following Aloud text out loud and, when they complete the scenario, read the Development text to them.

After the event, approach each table and inquire how the scenario went. Give a Chronicle sheet to each player that needs one; these sheets are provided in the back of each Adventure Card Guild PDF. Remind the players that the rewards for each scenario can only be gained once. After they complete their Chronicle sheets, complete your reporting sheet (see Reporting Results below). Make sure that players sort the cards used in the scenario back into their appropriate spaces in the game box. As soon as you can, report the results of each scenario played.

Reporting Results

Whether you're coordinating a game at home, at a store, or at a convention, you must report the sessions played on **paizo.com**. The Event Reporting Sheet on the last page of this guide will help you collect the information you need.

If you're coordinating a small event, fill out the Event Reporting Sheet yourself. At larger events, you may want to ask one person to complete the sheet for each table and return it to you.

As soon as possible after the session ends, go to **paizo.com/organizedplay/myaccount**, then click the GM/Event Coordinator tab, then click Create Your Event. (If you don't see the GM/Event Coordinator tab, you first need to join the Pathfinder Society by clicking the appropriate button.) Follow the instructions carefully, entering the information from this reporting sheet into the form on the website. You'll note that we collect less information online than each player's Chronicle sheets contain—this is intentional. The online database provides a backup to the paper Chronicle sheet.
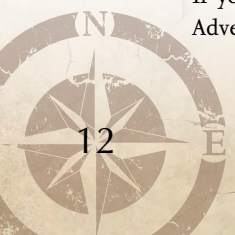
Do not forget to report the results—reporting is very important to the success of Pathfinder Society Organized Play!

Running Public PFSACG Events

This section is for event coordinators running large public events, such as at conventions or game stores. In addition to the duties described under Event Coordinators above, you are responsible for creating and promoting the event and making certain that your location's host is happy to host the game. If your event is in a retail location, you are also responsible for working with the retailer to use and promote the Retail Incentive Program (see page 11).

If you are coordinating an event with multiple Adventure Card Guild sessions, review the Event Support policy at **paizo.com/organizedplay/policies**. If your event meets the requirements given, contact the Organized Play Coordinator at **pathfindersociety@paizo.com** with details of your event.

If you are setting up an event in a public venue, contact your local Venture-Officer—she is there to support your effort. You can find your local VO by going to **paizo.com/pfsacg** and clicking on the Coordinators button. If you do not see a Venture-Officer for your region, contact the appropriate Regional Venture-Coordinator listed at the top of the page. The further in advance you can do this, the better.

You may be expected to quickly fill out scenario reporting sheets with additional tracking information so you can report the results of your sessions in a timely fashion. See Appendix 2: Filling Out Chronicle Sheets for specific instructions.

TIME SLOTS

Scenarios should normally be scheduled for 2 hours. This includes 15 minutes of setup time before the scenario begins, 90 minutes to complete the scenario, and 15 minutes for players to adjust their decks after play. When you are running an event in an allotted time slot, you need to be focused on completing the scenario within that time. While we certainly encourage you to allow fun, engaging roleplaying and table talk, it's up to you to keep an appropriate pace.

LEGAL TABLE SIZE

We strongly recommend making your standard table size 4 players. The minimum table size for a Pathfinder Society Adventure Card session is 1 player, although you should consider sitting down and playing with that person. Table size is capped at 6 players. If you have more than 4 players at a table, the appropriate Character Add-On Deck must be added to the game box.

MUSTERING

When mustering players at tables, make sure all characters are of a tier valid for playing the scenario.

PREPARING THE GAME BOX

The bulk of the preparation time for Adventure Card Guild sessions lies in setting up the game box to be used for the game. You may use the standard rules in the current rulebook for preparing the box, but the following options are designed to streamline your setup process.

Keep the Character Add-On Deck in Small Games: With four or fewer characters, the Character Add-On Deck is not required, but if it's already in the game box, there's no need to remove it.

Remove Basics and Elites When Adding Adventure Decks: Each season's Adventure Path tells you when to begin removing cards that have the Basic and Elite traits from the game. To make things more interesting and to help you remove the right cards faster, after completing adventure 3, when you add a new Adventure Deck to your game box, you may remove all cards that have the Basic or Elite trait and an adventure deck number at least three lower than the adventure deck you just added.

Remove Basics and Elites on the Fly: Alternatively, if you can't spend as much time preparing the game box before play, you can remove the Basic and Elite cards as you find them in the game. Just set everything up as usual, and when you run into a card that meets the criteria described on the Adventure Path, immediately remove that card from the game and replace it with another card of the same type from the game box.

Don't Remove Basic Blessings: Regardless of the method you use, do not remove blessings that have the Basic trait.

Find out what classes players have brought, and try to provide some party balance in terms of party healing versus combat ability. Adventure Card Guild characters need to work together to survive and succeed. Try not to muster a table of players whose characters are all of the same class, and try to keep the number of players similar at each table. If more than 1 player wants to play the same class—or even the same character— that's okay, but when possible, try to sit such players at different tables.

In Closing

If you still have questions that this guide hasn't answered, check out our forums at **paizo.com/pacg**, contact your local Venture-Officer, or email **pathfindersociety@paizo.com**. Enjoy the game!
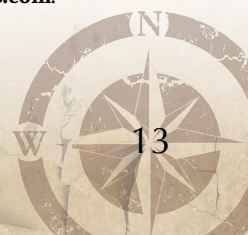
Appendix 1:
Tier Advancement

Tier-Appropriate Scenarios

Characters are eligible to play any scenario that has an adventure deck number within 1 of that character's current tier. Characters may play any scenario appropriate for that tier, regardless of season.

Example: A Tier 1 character can play scenarios from adventures 1 or 2 of any season, while a Tier 3 character can play scenarios from Adventures 2, 3, or 4 of any season.

Tier Rewards

After you successfully complete a new scenario, your character earns a tier reward based on the number of new scenarios your character has completed within your tier. You do not gain tier rewards when replaying scenarios.

After successfully completing your first new scenario in each tier, you gain 1 skill feat. After successfully completing your second, you gain 1 power feat. After successfully completing your fourth, you gain 1 card feat. When you gain a card feat, add a card of that type to your deck using the Hierarchy in the sidebar on page 7; if your character is Tier 3 or higher, you may instead choose a card that has an adventure deck number at least 2 lower than your tier. Each character can gain only 1 feat of each type as a tier reward in each tier.

Anytime after winning your fourth new scenario in any tier, you can choose to advance a tier; after winning your sixth, you must advance a tier. Characters cannot advance beyond Tier 6, but may continue playing scenarios in any one adventure deck 6 adventure that character already started.

Optional tier advancement is intended primarily to allow your character to stay with a group if you've fallen behind and aren't likely to play scenarios you've missed. Opting for early advancement limits the number of scenarios you can play in your career, so if you're trying to complete an Adventure Path, early tier advancement combined with a lot of play outside of that Adventure Path may make it difficult or impossible to complete every scenario in that Adventure Path, meaning you may not be able to earn the Adventure Path reward. (Most seasons comprise 30 scenarios.) We recommend trying to stick with a single Adventure Path as much as possible, advancing your character only as you complete each adventure.

When your character advances to Tier 4, select a role from your character's role card and gain a power feat. Use your role card only when playing scenarios that have an adventure deck number of 4 or higher.

Converting a Season 0 Character to the Tier System

If you began a character during Season 0 before the tier system was introduced, you'll need to convert that character to the tier system. (If you have played only one scenario, conversion is simple: Your character is in Tier 1. If that character already has exactly one skill feat, you have finished converting that character to the tier system; otherwise, to finish converting it, uncheck any feat you may have gained and gain a skill feat.)

- Note the number of skill, power, and card feats you have and which feats you took. Then uncheck those feat boxes on your character sheet.
- Your character's tier is determined by the highest adventure in which you have completed at least two different scenarios. The number of new scenarios you have completed within your current tier is determined by the number of different scenarios you have completed in that adventure. For example, if you have completed 2 different scenarios in Adventure 4 (but not Adventures 5 or 6), your character is Tier 4, and you have completed 2 new scenarios within that tier.
- If your character is Tier 4 or higher, select a role from your character's role card; use it only when playing scenarios that have an adventure deck number of 4 or higher. (If your character had already selected a role, keep that role.)
- For each tier you have completed, gain a skill feat, a power feat, and a card feat. Until you have chosen all of the feats that your character took before, you may choose only feats that your character took before. If you have selected a role, gain an additional power feat. The first three feats of each type must be chosen from your character card; additional feats may be chosen from your role card.
- If you have completed at least 2 new scenarios in your current tier, gain an additional skill feat and an additional power feat. If you have completed at least 4, gain an additional card feat. If you have completed 6 or more, additionally advance to the next tier.
- Gain a die bump for each adventure you have completed.
- If your character's deck includes any cards that have an adventure deck number higher than your tier, replace each with a card of the same type that has an adventure deck number equal to or less than your current tier.

Scenario within Tier	Feat Gained	Tier Advancement
1st	Skill feat	—
2nd	Power feat	—
3rd	—	—
4th	Card feat	You may advance to the next tier
5th	—	You may advance to the next tier
6th	—	You must advance to the next tier

Appendix 2: Filling Out Chronicle Sheets

After you complete a scenario, the event organizer will give you a Chronicle sheet which allows you to keep a complete and accurate record of what your character has played and when. Whether you win or lose, record the results of each scenario you play on a Chronicle sheet. There are two ways to use the sheet; choose the method that works best for you.

The Chronicle sheets provided in each adventure's PDF has its associated adventure's name at the top, so you can use it to record only the scenarios that belong to that adventure. In this case, you'll start a new sheet whenever a character begins a new adventure, so you may have multiple active sheets—one for each adventure started with that character.

Alternately, you can ignore the adventure name at the top and use your Chronicle sheets as a continuous log to record all of the scenarios a character has played regardless of the adventure. When one sheet is filled up, add another as necessary.

Example: Alex is playing Lem the bard. She begins her journey in Season of the Example's Adventure 1. She's written her character's name and class at the top, along with Lem's Pathfinder Society character number, now that she's registered him at **paizo.com/pfsacg**.

Her party successfully completes Scenario 1A, and she takes the scenario's reward for Lem, which is access to the Pony loot card from the box. Good for Lem! Alex also talks the other players into letting her take a weapon 1 deck upgrade so that Lem can get his mitts on his coveted Dagger +1 from his *Bard Class Deck*. Lem has completed one scenario in his tier, so he gains a skill feat; Alex adds +1 to Lem's Charisma.

Next, Alex's party wins Scenario 1B. The scenario reward is a random spell. Alex decides the card she drew won't improve Lem's deck, so she records that she took no reward. She did get a blessing B deck upgrade, so that Blessing of Erastil card Lem wants will be going into his deck. Lem also gains a power feat for winning the second scenario of his tier, and Alex chooses to increase his hand size to 7. Her Lem likes to live dangerously.

Alex had a schedule conflict the following week, so she doesn't play Scenario 1C with her group. Her next session is Scenario 1D, which is the last scenario in the adventure. The team wins again, and Alex gets a reward for her Pathfinder Society Roleplaying Guild character. None of the deck upgrade possibilities were interesting, so she didn't take any. The rest of the party completed the adventure and chose to advance to Tier 2, but Alex hasn't completed 1C yet. The group agrees to replay the scenario Alex missed following the next game. What a collegial bunch.

At the next session, the team begins Adventure 2. The other players are Tier 2 and Alex is Tier 1, so they can all play Scenario 2A. After winning the scenario, Lem has completed four scenarios and gains a card feat. Lem can choose to advance to Tier 2 after this scenario, but since the group has agreed to replay Scenario 1C, Alex decides to keep Lem at Tier 1 for one more game. She chooses an ally slot with her card feat, and, using the Hierarchy in the sidebar on page 7, adds a B ally that has the Basic trait to Lem's deck. As it happens, Lem then gains an ally 1 deck upgrade, so Alex immediately replaces the Basic ally B she just got with the new ally 1.

Even though the rest of the party is replaying Scenario 1C for the second time, it's still exciting, coming down to the final turn, and the team is victorious! Lem gains the scenario reward, which is an item B, and an armor B deck upgrade. Since this completes adventure 1 for Lem, he gets the adventure reward—the loot Lute—plus a die bump that he can use to influence events in a future scenario. It's Lem's best day ever! Alex chooses to advance Lem to Tier 2 to keep up with the group.

The future is bright for Alex and Lem...

Season of the Example:
Adventure 1

Alex	A.K.A.	Lem	123456_1001	Bard
Player Name		**Character Name**	**Pathfinder Society #**	**Character Class**

Scenario: X-1A
Coordinator Initials and Pathfinder Society #

Success?	Replaying?	Scenario Reward	Deck Upgrades	
☒ Yes ☐ No	☐ Yes ☒ No		☒ Weapon 1	TW #24601
Taking Reward?	Tier	Loot: Pony	☐	5/20/2015
☒ Yes ☐ No	# 1 (1st)		☐	

Notes: _Tier reward: skill feat (Charisma)._

Scenario: X-1B
Coordinator Initials and Pathfinder Society #

Success?	Replaying?	Scenario Reward	Deck Upgrades	
☒ Yes ☐ No	☐ Yes ☒ No		☒ Blessing B	TW #24601
Taking Reward?	Tier	—	☐	5/27/2015
☐ Yes ☒ No	# 1 (2nd)		☐	

Notes: _Tier reward: power feat (hand size)._

Scenario: X-1D
Coordinator Initials and Pathfinder Society #

Success?	Replaying?	Scenario Reward	Deck Upgrades	
☒ Yes ☐ No	☐ Yes ☒ No	See RPG	☐	TW #24601
Taking Reward?	Tier	character	☐	6/10/2015
☒ Yes ☐ No	# 1 (3rd)	#123456-12.	☐	

Notes:

Scenario: X-2A
Coordinator Initials and Pathfinder Society #

Success?	Replaying?	Scenario Reward	Deck Upgrades	
☒ Yes ☐ No	☐ Yes ☒ No		☒ Ally 1	TW #24601
Taking Reward?	Tier	Ally B	☐	6/24/2015
☒ Yes ☐ No	# 1 (4th)		☐	

Notes: _Tier reward: card feat (ally). Chose not to advance a tier._

Scenario: X-1C
Coordinator Initials and Pathfinder Society #

Success?	Replaying?	Scenario Reward	Deck Upgrades	
☒ Yes ☐ No	☐ Yes ☒ No		☒ Armor B	TW #24601
Taking Reward?	Tier	Item B	☐	6/24/2015
☒ Yes ☐ No	# 1 (5th)		☐	

Notes: _Adventure X-1 reward: loot Lute, die bump. Chose to advance to Tier 2._

Scenario:
Coordinator Initials and Pathfinder Society #

Success?	Replaying?	Scenario Reward	Deck Upgrades	
☐ Yes ☐ No	☐ Yes ☐ No		☐	
Taking Reward?	Tier		☐	
☐ Yes ☐ No	#		☐	

Notes:

☑ **Die Bump Gained**   ☐ **Die Bump Used**   ☒ **Completed Adventure**

Event Reporting Sheet

Event # _____

Event Name	Date
Coordinator Name	Coordinator #

Scenario Name

Scenario Successfully Completed? ☐ Yes ☐ No

Character Reporting

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Event # _____

Event Name	Date
Coordinator Name	Coordinator #

Scenario Name

Scenario Successfully Completed? ☐ Yes ☐ No

Character Reporting

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Event # _____

Event Name	Date
Coordinator Name	Coordinator #

Scenario Name

Scenario Successfully Completed? ☐ Yes ☐ No

Character Reporting

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____

Character Name _____ Character # _____
☐ Character Died ☐ Card Feat ☐ Power Feat ☐ Skill Feat ☐ Took Reward
Deck Upgrade(s) ☐ ☐ ☐ ☐
Notes _____