

## Chapter 1 : Pathfinder Adventure Card Game: Rise of the Runelords (Base Set)

*This complete cooperative strategy card game pits 1 to 4 heroes against the traps, monsters, deadly magic, and despicable foes of the Pathfinder Roleplaying Game's award-winning Rise of the Runelords Adventure Path.*

Who would enjoy this game? Overview You are an adventurer. Along with your fellow party members you will travel to locations, find treasures, allies and monsters! Use your abilities and items wisely and coordinate your efforts with your fellow party members to defeat the Villain before time runs out. This sounds like a role-playing game, right? Not quite an RPG, not quite a deck-builder, definitely cooperative most of the time, the Pathfinder Adventure Card Game allows players to experience an archetypal fantasy adventure in a refreshing new way. Set up for the game varies depending upon whether you are playing a Scenario, an Adventure or a full Adventure Path. In addition, all of the cards will need to be sorted and placed in their respective compartments in the box. After initial plays, set up will vary based on where the players are in their adventure path. Who do you think you are? The first step is to choose the characters you and your fellow adventurers will be playing. Take the Character card and its Token card and place them in front of you. Shuffle your deck and place it nearby. Choose a Scenario card and place it face up on the table. The Scenario card lists the type and number of locations based on the number of players that will make up the adventure. It also gives the players their goal to achieve victory! Usually by facing a nasty villain! Take the Locations listed and place them in the middle of the table with some space between. Location cards list the card types that will make up the cards encountered at that location. Randomly deal the number of cards listed into a face down stack and set it aside for a moment. Check back on the Scenario card and find the Villain and Henchmen listed there, go grab them from the box and deal a number of henchmen equal to the number of locations you have. Place one of each henchman including the big bad villain onto each Location deck then shuffle each. You have just created the encounters for each location! Randomly deal out 30 cards from the Blessing deck and place them face down. This forms the timing mechanism for the adventure. Now, each player places their character Token card at any location. More than one character can start at the same location if you wish. Players then check their Character card and draw cards to form their starting hand equal to their hand size. Decide who goes first, grab the dice and prepare for adventure! Once completed, play passes to the next character clockwise. Advance the Blessings Deck

- Draw the top card from the Blessings Deck and place it face up in a discard pile. If at any time you must flip one of the Blessing cards and you cannot, the game ends and the players have lost the scenario.
- Give a Card You may give one card from your hand to another character at your location.
- Move You may move your character token from its current location to any other location.
- Explore Flip the top card of your current location deck. You are about to have an Encounter! A Bane is something not cool: Villains, Henchmen, Monsters and Barriers. These will have to be overcome, and of course in the case of the Villain and his Henchmen, are the main focus for success in the adventure. Defeating a Bane banishes that card. However, failing to defeat a Bane results in dire consequences usually taking damage. Then the player draws up to their starting hand size. If at any time a player must draw from their draw deck and are unable to draw up to their hand size, their character has died. That player may no longer play in the scenario. This is the foundation of success and failure in advancing through the stages of the adventure. Here is how it works: Determine the Difficulty of the check: Look at the skill and number listed in the circle in the upper-right of the card encountered. This is the Difficulty of the check. You will have to roll equal to or higher than this number to be successful. Determine which die to use: Attempting a check will usually require you to use a skill. Check your character card and take the die that is associated with that skill. All players may have a chance to play no more than one card of any type to affect the roll. This may add another skill die, or add another die of a different type. Take these dice in hand as well. Your character may have Powers that can affect a check. Just read what effect the Power has and apply it. Roll all of the dice you have assembled to make the check. If your roll is equal to or higher than the difficulty, you succeed. If it is lower you fail the check. Each Scenario has a specific goal that players are trying to achieve. Usually this involves confronting a major Villain and his henchmen and defeating them. All players will win the game if they fulfill the goal of

the scenario or adventure within the allotted time. That is, before the Blessing deck runs out. If not, the game results in a loss for everyone. This could be a Loot card, or additional Feats. In between games, any cards that a player acquired can be added to their deck. However, that character cannot have more cards of a certain type than are listed on their character card. In this way, cards can be traded with other players, so that their characters can use them if they need them. Say for example Valeros found a Spell. Ah, but not to your best friend Seoni! Just like any great RPG, characters can eventually receive upgrades to their skills, acquire new bonuses, even achieve new classes that expand their level and powers! Thus, the adventure will go on and on!

**Components** The primary component of the game is of course cards. Compared to many other card games out there the card template is not striking and the artwork is very familiar to those who play Pathfinder RPG. All that said, the cards are extremely functional in providing a catalyst to amazing story telling. The art is very good, the flavor text is excellent and the card stock is resilient. The HUGE box see below is huge for a reason. If you are a gamer that has never played an RPG, skill checks and the idea of an adventure campaign setting may not come easy. Especially when manipulating the cards during gameplay See Final Thoughts. For those who have played RPGs, the mechanics will be second nature. However, the adventures will still prove to be a difficult test of cooperation and hand management. Being cooperative like most RPGs older players can help the younger. Note that the game does require a lot of reading. If you view an RPG game session as a social experience, then this game will satisfy that itch. This is a great, although not pure, strategy game. Whether you dive in deep and play forever or just every now and then, this is a great game for Casual gamers. However, the fact that characters are upgradeable and the game provides a difficult and deep cooperative experience that will last through many campaigns makes this tempting!

**Final Thoughts** Every now and then a game comes along that makes you slap your head and wish you had thought of it. What Mike Selinker has done seems so very obvious: Use the foundational mechanics of those RPGs such as making skill checks , fill a tabletop with locations and set the players loose. But what about character skill advancement, weapon proficiency, unique class traits and powers, enemies, treasures, traps, and most importantly the carrying over of your character from one quest to the next – gaining levels and advancing in power over a long period of time? This seems like a task impossible to orchestrate with decks of cards. Like a master composer, Selinker has succeeded. Here are some standout features: Everything is on the cards. The items, weapons and armor provide various levels of effectiveness based on how you use them. The Monsters list special abilities and effects and of course the difficulty in defeating them. So after set up, the game matrix kicks in and allows reasonably free movement and options to explore the landscape of the adventure. There are very few plot or scenario based card games out there.

## Chapter 2 : Pathfinder Adventure Card Game: Rise of the Runelords – Base Set | Board Game | BoardG

*Supplement your Rise of the Runelords experience with the Character Add-On Deck, Class Decks, Adventure Decks, or Pathfinder Adventure Card Game accessories (sold separately). Note: Non-Mint copies of this product are from its first printing.*

## Chapter 3 : Rise of the Runelords | Pathfinder Adventure Card Game Wiki | FANDOM powered by Wikia

*Pathfinder Adventure Card Game – Rise of the Runelords Adventure Deck 4: Fortress of the Stone Giants Paizo Inc.*

## Chapter 4 : Pathfinder Adventure Card Game: Rise of the Runelords Base Set : Mike Selinker :

*The Rise of the Runelords product line contains the first Base Set, 5 Adventure Decks, and Character Add-On Deck released for the Pathfinder Adventure Card Game. Only the Base Set is needed to start playing Rise of the Runelords with players.*

## Chapter 5 : Rise of the Runelords Base Set - PathfinderWiki

## DOWNLOAD PDF RISE OF THE RUNELORDS ADVENTURE CARD GAME

*The Pathfinder Adventure Card Game attempts to recreate the feel of an RPG in card game format, thus eliminating the need for a DM or all that pesky role playing. It also promises to do the nigh impossible: incorporate a clear story into a card game.*

### Chapter 6 : Pathfinder Card Game: Rise of the Runelords Base Set

*This card expansion to the Pathfinder Adventure Card Game: Rise of the Runelords Base Set includes new locations, monsters, villains, loot, and more.*

### Chapter 7 : Pathfinder Adventure Card Game - PathfinderWiki

*The first Pathfinder Adventure Card Game adventure path was an adaptation of Rise of the Runelords. The set debuted at GenCon Indy and sold out in less than 4 hours. [1] Upon its release, the game spent 4 weeks atop the "Hotness" list on calendrierdelascience.com [2].*

### Chapter 8 : Pathfinder Adventure Card Game: Rise of the Runelords Base Set Â» Shut Up & Sit Down

*Do you need more card ideas for the D&D Adventure System games? Every game has a story guide, so you should be set whichever title you choose. Rise of the Runelords Adventure Guide.*

### Chapter 9 : Pathfinder Adventure Card Game Rise Of The Runelords Base Set | eBay

*Face up to the challenge of Pathfinder Adventures, the latest tactical card RPG from Obsidian! Inspired by the award-winning tabletop Pathfinder Adventure Card Game, your adventure begins now on iOS, Android, or Steam.*