

RANZAK

MALE GOBLIN RAIDER



SKILLS

STRENGTH	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
DEXTERITY	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
DISABLE: DEXTERITY +1				
STEALTH: DEXTERITY +1				
CONSTITUTION	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3 <input type="checkbox"/> +4
FORTITUDE: CONSTITUTION +1				
INTELLIGENCE	d4			
WISDOM	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
SURVIVAL: WISDOM +3				
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	

POWERS

HAND SIZE	7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
PROFICIENT WITH	Light Armors	Weapons	
If there is another character at your location, you may evade a bane; a random other character at your location encounters it instead.			
Add 1d4 (<input type="checkbox"/> +1) to your check to acquire a boon.			
When you acquire a boon on your turn, roll 1d6; on a (<input type="checkbox"/> 3,) 4, 5, or 6, explore your location.			

CARDS LIST

WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
SPELL	1	<input type="checkbox"/> 2	
ARMOR	1	<input type="checkbox"/> 2	
ITEM	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
ALLY	1	<input type="checkbox"/> 2	
BLESSING	4	<input type="checkbox"/> 5	

FAVORED CARD TYPE: NONE

"Goblins fight and goblins bleed,
Ranzak takes what Ranzak needs.
Follow orders! Don't give guff!
Fight for Ranzak! He needs stuff!

Ranzak wrote this clever verse
Ranzak's smart, so you go first!
Come on, pirates! Do your duty!
Ranzak's ready for some booty!"

—Ranzak's song

ROLES

You may choose one of these roles after completing Adventure 3.

☐ RANZAK (KLEPTOMANIAC)

POWERS

HAND SIZE	7	<input type="checkbox"/> 8	<input type="checkbox"/> 9	<input type="checkbox"/> 10	<input type="checkbox"/> 11
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Heavy Armors	Weapons		
If there is another character at your location, you may evade a bane; a random other character at your location encounters it instead.					
Add 1d4 (<input type="checkbox"/> +1) to your check to acquire a boon.					
When you acquire a boon on your turn, roll 1d6; on a (<input type="checkbox"/> 3,) 4, 5, or 6, explore your location.					
<input type="checkbox"/> When you close a location, add a plunder card from the box to your hand.					
<input type="checkbox"/> If another character at your location fails a check to acquire a boon, you may attempt a check to acquire it.					
<input type="checkbox"/> When you receive plunder cards for successfully completing a scenario, you may banish any 1 of those cards and replace it with another plunder card from the box.					
<input type="checkbox"/> Discard a card from the blessings deck to explore your location.					

☐ RANZAK (WRECKER)

POWERS

HAND SIZE	7	<input type="checkbox"/> 8	<input type="checkbox"/> 9	<input type="checkbox"/> 10	<input type="checkbox"/> 11
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Heavy Armors	Weapons		
If there is another character at your location, you may evade a bane; a random other character at your location encounters it instead.					
Add 1d4 (<input type="checkbox"/> +1) to your check to acquire a boon.					
When you acquire a boon on your turn, roll 1d6; on a (<input type="checkbox"/> 3,) 4, 5, or 6, explore your location.					
<input type="checkbox"/> Recharge a card to add 2d4 to your check to defeat a barrier or a henchman, then discard the top 1d4 cards from your deck.					
<input type="checkbox"/> At the end of your move step, if you are the only character at your location, you may move a random other character to your location.					
<input type="checkbox"/> After you defeat a monster from a location deck, you may examine the top card of that deck; if it's a boon, banish it.					
<input type="checkbox"/> If you defeat a henchman by at least 6, add 1d6 (<input type="checkbox"/> 2d6) to your check to close the location, if any.					

ALAHAZRA

FEMALE HUMAN ORACLE



SKILLS

STRENGTH	d4	<input type="checkbox"/> +1			
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	<input type="checkbox"/> +3	<input type="checkbox"/> +4
KNOWLEDGE: INTELLIGENCE +2					
WISDOM	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
CHARISMA	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIVINE: CHARISMA +2					

POWERS

HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	<input type="checkbox"/> Light Armors		

You may recharge a card that has the Divine trait to examine the top card of any location deck (☐ or the blessings deck or any character deck).

At the end of your turn, you may discard a card that has the Divine trait to add a card that has the Divine trait from your discard pile to your hand.

If your combat check has the Attack trait, add 2 to it. (☐ You may also add the Fire trait.)

CARDS LIST

WEAPON	—			
SPELL	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
ARMOR	—	<input type="checkbox"/> 1		
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
BLESSING	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	

FAVORED CARD TYPE: BLESSING

Alahazra cannot keep weapons in her deck between scenarios.

At a young age, Alahazra was struck blind and began exhibiting supernatural powers. Accused of being a follower of the gods, she was driven from her atheist home in Rahadoud into the desert. Although the experience almost killed her, she emerged with the realization that her abilities came not from any deity, but from the powers of the sun and flames. Now Alahazra travels the world, exposing any injustice she encounters with her scouring light.



ROLES

You may choose one of these roles after completing Adventure 3.



ALAHAZRA (STARGAZER)

The stars give these oracles vision, even in the darkness.

POWERS

HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	<input type="checkbox"/> Light Armors		

You may recharge a card that has the Divine trait to examine the top card of any location deck (☐ or the blessings deck or any character deck).

☐ When you use the above power to examine a card from a location deck on your turn, and it is a boon, you may encounter it.

☐ When you use the above power to examine a card from a character deck, that character may recharge it.

At the end of your turn, you may discard a card that has the Divine trait (☐ or any card) to add a card that has the Divine trait from your discard pile to your hand (☐ or to allow a character at your location to add a card from his discard pile to his hand).

If your combat check has the Attack trait, add 2 (☐ 3) to it. (☐ You may also add the Fire trait.)

☐ You gain the skill Perception (☐ and Survival): Charisma +2.



ALAHAZRA (TEMPEST)

Tempest oracles draw on the power of the sun. When they do, seek the shade.

POWERS

HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	<input type="checkbox"/> Light Armors		

You may recharge a card that has the Divine trait to examine the top card of any location deck (☐ or the blessings deck or any character deck).

At the end of your turn, you may discard a card that has the Divine trait to add a card that has the Divine trait from your discard pile to your hand.

If your combat check has the Attack trait, add 2 (☐ 3) (☐ 4) to it. (☐ You may also add the (☐ Electricity or) Fire trait.)

☐ Add 2 (☐ 4) to your check to recharge (☐ or acquire) a spell that has the Attack trait.

☐ When you play a spell that has the Attack trait, you gain the skill Arcane: Charisma +2 until the end of the encounter.

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JIRELLE

FEMALE HALF-ELF SWASHBUCKLER



SKILLS

STRENGTH	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
DEXTERITY	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
ACROBATICS: DEXTERITY +1			
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
FORTITUDE: CONSTITUTION +2			
INTELLIGENCE	d4	<input type="checkbox"/> +1	
WISDOM	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3
SURVIVAL: WISDOM +3			
CHARISMA	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	Light Armors	Weapons	
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +2.			
If your check has the Swashbuckling trait (<input type="checkbox"/> or is a check to defeat a ship), you may reroll 1 die (<input type="checkbox"/> or 2 dice) on your check; you must take the second result.			
Reduce Structural damage to your ship by 1.			

CARDS LIST

FAVORED CARD TYPE: ALLY

WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
SPELL	—		
ARMOR	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5 <input type="checkbox"/> 6
BLESSING	5	<input type="checkbox"/> 6	

Jirelle cannot keep spells in her deck between scenarios.

Jirelle lost everything the day her mother's ship, the *Bloodcrow*, sank off Tempest Cay. Surviving the wreck, she soon learned of the ship's ghostly reappearance. Now Jirelle pits her rapier and wits against the Shackles' countless dangers. Every treasure she uncovers goes into her thrice-locked chest, a trove meant to finance a ship and crew. Donning her mother's cape, the cloak of the Bloodcrow Queen, Jirelle scours eastern Garund for relics and treasure, determined to use them to uncover the mystery of the *Bloodcrow*.



ROLES

You may choose one of these roles after completing Adventure 3.



JIRELLE (PIRATE QUEEN)

Pirate queens are beholden to no one. It's their ocean; you just sail on it.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	Light Armors	Weapons		
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +2.				
If your check has the Swashbuckling trait (<input type="checkbox"/> or is a check to defeat a ship), you may reroll 1 die (<input type="checkbox"/> or 2 dice) on your check; you must take the second result.				
Reduce Structural damage to your ship by 1 (<input type="checkbox"/> 2).				
<input type="checkbox"/> You gain the skill Diplomacy (<input type="checkbox"/> and Craft): Charisma +3.				
<input type="checkbox"/> When you acquire a card that has the Pirate or Swashbuckling trait, you may immediately explore again.				
<input type="checkbox"/> You may reveal a card that has the Swashbuckling trait to add the Swashbuckling trait to your check.				
<input type="checkbox"/> If you are on a ship, you (<input type="checkbox"/> or another character on the ship) may move at the end of that character's turn.				



JIRELLE (DUELIST)

Duelists are the pinnacle of swordplay, moving with grace and lethality.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	Light Armors	Weapons		
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +2 (<input type="checkbox"/> +3).				
If your check has the Swashbuckling trait (<input type="checkbox"/> or is a check to defeat a ship), you may reroll 1 die (<input type="checkbox"/> or 2 dice) on your check; you must take the second result.				
Reduce Structural damage to your ship by 1.				
<input type="checkbox"/> When you defeat a monster on your turn, and your check to defeat has the Swashbuckling trait, you may discard (<input type="checkbox"/> or recharge) a card to immediately explore.				
<input type="checkbox"/> When you acquire a card that has the Finesse or Ranged trait, you may immediately recharge it to draw a card.				
<input type="checkbox"/> You may recharge an ally to recharge a random card (<input type="checkbox"/> or a weapon of your choice) from your discard pile.				
<input type="checkbox"/> If any die rolled on your check is an 8 or higher, roll 1d4 and add it to the result.				

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LEM

MALE HALFLING BARD

SKILLS

STRENGTH	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
INTELLIGENCE	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3
CRAFT: INTELLIGENCE +1			
KNOWLEDGE: INTELLIGENCE +2			
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
CHARISMA	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3
ARCANE: CHARISMA +1			
DIPLOMACY: CHARISMA +3			
DIVINE: CHARISMA +1			



POWERS

HAND SIZE	5	<input type="checkbox"/> 6
PROFICIENT WITH	<input type="checkbox"/> Light Armors	Weapons
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to any check by a character at your location.		
When you would recharge a card, you may shuffle it into your deck instead.		
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +1.		

CARDS LIST

FAVORED CARD TYPE: YOUR CHOICE

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

Born a slave to human nobles in a land corrupted by devils, Lem was blessed with a quick wit that earned him easy work as an entertainer. He managed to escape from bondage, but had to leave friends and family behind. Now he fights to ensure that no one else has to bear the burdens that weigh upon his memory. His greatest weapons are his easy laugh, his repertoire of inspirational music and tales, and—when need be—his quick blade.

ROLES

You may choose one of these roles after completing Adventure 3.



LEM (SEA SINGER)

Sea singers keep up a crew's morale with a variety of chants.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input type="checkbox"/> Light Armors	Weapons	
You may recharge a card to add 1d4 (□+1) (□+2) (□+3) to any check by a character at your location.			
When you would recharge a card, you may shuffle it into your deck instead.			
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +1.			
<input type="checkbox"/> Add 1d4 (□ 2d4) (□ 3d4) to your non-combat check to defeat a bane (□ or ship).			
<input type="checkbox"/> For your combat check against a bane that has the Aquatic trait, you may use your Diplomacy skill + 1d6 and add the Magic and Mental traits; you may additionally discard a card to add another 1d8. This counts as playing a spell.			
<input type="checkbox"/> When you roll on the Plunder Table, you may add or subtract 1 from the result.			



LEM (FREEBOOTER)

Freebooters jump from ship to ship, unfettered by any crew.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input type="checkbox"/> Light Armors	Weapons	
You may recharge a card to add 1d4 (□+1) (□+2) (□+3) to any check by a character at your location.			
When you would recharge a card, you may shuffle it into your deck instead.			
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +1.			
<input type="checkbox"/> For your check that has or is against a card that has the Firearm trait, gain the skill Ranged: Dexterity +2 until the end of the encounter.			
<input type="checkbox"/> When you encounter a bane that has the Task (□ or Pirate) trait (□ or a ship), you may recharge any number of allies; for each ally recharged, add 1d6 to the check to defeat the bane.			
<input type="checkbox"/> When you play a blessing on any check that has the Swashbuckling (□ or Firearm) trait, add a d12 instead of the normal die.			

LIRIANNE

FEMALE HALF-ELF GUNSLINGER

SKILLS	
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
RANGED: DEXTERITY +3	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
FORTITUDE: CONSTITUTION +1	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
PERCEPTION: WISDOM +2	
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2

POWERS	
HAND SIZE	4 <input type="checkbox"/> 5
PROFICIENT WITH	Light Armors Weapons
When you play a weapon that has the Firearm trait, if you would bury it or shuffle it into your deck, you may keep it and instead perform the required action with another card.	
You may shuffle a card from your hand into your deck to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to any combat check at another location.	

CARDS LIST	FAVORED CARD TYPE: WEAPON			
WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
SPELL	—			
ARMOR	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
ALLY	3	<input type="checkbox"/> 4		
BLESSING	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	

Lirianne cannot keep spells in her deck between scenarios.

Lirianne always dreamed of becoming a shieldmarshal, like her father. With his help, she learned to draw schematics, engineer firearms, and quick-draw pistols. As a vigilant warden, Lirianne spent years safeguarding her homeland in Alkenstar... until a burst of wild magic blew in from the Spellscar Desert. The arcane catastrophe summoned bizarre creatures and struck down the only shieldwarden who stood against them. Wounded, she awoke on the shores of Avistan, where she now wanders a world far from home.



ROLES

You may choose one of these roles after completing Adventure 3.



LIRIANNE (MUSKETEE)

Musketeers are adept with both swords and guns, leading troops by clearing out foes.

POWERS	
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
PROFICIENT WITH	Light Armors Weapons
When you play a weapon that has the Firearm trait, if you would bury it or shuffle it into your deck, you may keep it and instead perform the required action with another card.	
You may shuffle a card from your hand into your deck to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to any combat check at another location.	
<input type="checkbox"/> If you begin your turn with no weapons in your hand, you may draw a card.	
<input type="checkbox"/> When you play a weapon that has the Firearm trait on your combat check, you may immediately shuffle another such weapon into your deck to draw a card.	
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 3) (<input type="checkbox"/> 4) to your combat check that has the Firearm trait.	
<input type="checkbox"/> You may discard a weapon to defeat a barrier that has the Cache, Lock, or Skirmish trait.	



LIRIANNE (DEADEYE)

Deadeyes learn to seek and destroy anything that might kill them.

POWERS	
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
PROFICIENT WITH	Light Armors Weapons
When you play a weapon that has the Firearm trait, if you would bury it or shuffle it into your deck, you may keep it and instead perform the required action with another card.	
You may shuffle a card from your hand into your deck to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to any combat check at another location.	
<input type="checkbox"/> When you encounter a bane, you may attempt a Perception check with a difficulty of 5 plus the adventure deck number of the bane, if any, to evade it.	
<input type="checkbox"/> When you are on a ship and a random ship is summoned, you may draw 2 (<input type="checkbox"/> or 3) such cards and choose 1.	
<input type="checkbox"/> When you would fail a combat check that has the Firearm trait, you may discard a weapon to add 1d4 to your result.	
<input type="checkbox"/> When you move to a different location during your move step, you may examine the top card of that location deck (<input type="checkbox"/> and shuffle it into the deck).	

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MERISIEL

FEMALE ELF ROGUE

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



POWERS				
HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Weapons		
You may evade your encounter.				
If you are the only character at your location, you may recharge a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your combat check.				
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +1.				

CARDS LIST					FAVORED CARD TYPE: ITEM				
WEAPON	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5						
SPELL	—	<input type="checkbox"/> 1	<input type="checkbox"/> 2						
ARMOR	1	<input type="checkbox"/> 2							
ITEM	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8					
ALLY	2	<input type="checkbox"/> 3							
BLESSING	4	<input type="checkbox"/> 5							

Orphaned at a young age and raised by humans in the slums, the elf Merisiel saw many friends grow old and die in the decades it took her to become an adult. Unfettered by responsibilities, she now travels where her curiosity takes her, wandering the world with those she calls friends at the time. Merisiel believes in experiencing life to the fullest—you never know when you'll meet an unexpected end—and that there are few problems a dagger can't solve.



ROLES

You may choose one of these roles after completing Adventure 3.



MERISIEL (SHADOW)

In the alleyways, these rogues know all the places to hide—for example, right behind you.

POWERS				
HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Weapons		
You may evade your encounter (<input type="checkbox"/> and if it is a boon, you may put it on top of the location deck).				
If you are the only character at your location, you may recharge a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to your combat check (<input type="checkbox"/> and discard it to add an additional 1d6).				
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +1.				
<input type="checkbox"/> When a monster deals damage to you before (<input type="checkbox"/> or after) the encounter, reduce that damage to 0.				
<input type="checkbox"/> You automatically succeed at your Knowledge check.				



MERISIEL (SMUGGLER)

If you need something, even if it's someone else's, call on these rogues.

POWERS				
HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Weapons		
You may evade your encounter. (<input type="checkbox"/> If the encountered card has the Pirate or Swashbuckling trait, you may immediately explore again.)				
If you are the only character at your location, you may recharge a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to your combat check.				
For your check that has or is against a card that has the Finesse trait, you gain the skill Melee: Dexterity +1.				
<input type="checkbox"/> Add 1d4 (<input type="checkbox"/> +1) to your non-combat check.				
<input type="checkbox"/> When you acquire a card, you may give it to another character.				
<input type="checkbox"/> When a character gives you a card on his turn, he may give you any number of cards.				
<input type="checkbox"/> When one or more plunder cards are stashed on your turn, you may stash an additional plunder card.				

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SELTIEL

MALE HALF-ELF MAGUS



SKILLS

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

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
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PROFICIENT WITH	Light Armors	Weapons
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Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other (☐ or shuffle it into your deck) to add 1d6 (☐ 2d6) and that card's traits to the check.

At the end of your turn, you may attempt to recharge a spell in your discard pile.

CARDS LIST

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

FAVORED CARD TYPE: WEAPON OR SPELL

The bastard son of a Chelish noblewoman and an elven outlaw, Seltiel was raised by his abusive stepfather. As a teenager, he fled his home to seek out his true father, a painful search that ended in rejection and, ultimately, imprisonment by Hellknight manhunters. In the depths of a Chelish dungeon, his magic awoke, a voice spurring him on to power and revenge. Arcane ambition has driven him ever since, a passion that won't be sated until both his fathers are dead.

ROLES

You may choose one of these roles after completing Adventure 3.



SELTIEL (MARAUDEUR)

Marauders don't need a cannon to punch a hole in your ship.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
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PROFICIENT WITH	Light Armors	Weapons
------------------------	--------------	---------

Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other (☐ or shuffle it into your deck) to add 1d6 (☐ 2d6) (☐ 3d6) and that card's traits to the check.

At the end of your turn, you may attempt to recharge a spell in your discard pile.

☐ You may discard a spell that has the Attack trait to add 1d6 (☐ 2d6) to any check to defeat a ship or barrier.

☐ You gain the skill Ranged: Intelligence +2.

☐ When you discard (☐ or recharge) a card that has the Pirate or Swashbuckling trait, you may draw 1 card (☐ or 2 cards).

☐ When you play a blessing on a Craft check, recharge the blessing.



SELTIEL (SPELLBLADE)

Spellblades focus on turning weapons into magic and magic into weapons.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
------------------	---	----------------------------	----------------------------

PROFICIENT WITH	Light Armors	Weapons
------------------------	--------------	---------

Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other (☐ or shuffle it into your deck) to add 1d6 (☐ 2d6) (☐ 3d6) and that card's traits to the check.

At the end of your turn, you may attempt to recharge a spell in your discard pile. (☐ If you succeed, you may put the card on top of your deck instead of recharging it.)

☐ When you play a weapon that has the Sword trait, you may add your Intelligence skill to your combat check.

☐ Add 2 (☐ 4) to your check to acquire a spell or a weapon.

☐ When you acquire a spell or a weapon on your turn, you may immediately explore again.

☐ Discard a spell to put a weapon from your discard pile into your hand (☐ or discard a weapon to put a spell from your discard pile into your hand).

VALEROS

MALE HUMAN FIGHTER



SKILLS

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

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons
Add 1d4 (<input type="checkbox"/> +1) to another character's combat check at your location.			
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.			

CARDS LIST

	WEAPON	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
SPELL	—				
ARMOR	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4		
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4		
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5		
BLESSING	3	<input type="checkbox"/> 4			

FAVORED CARD TYPE: WEAPON

Valeros cannot keep spells in his deck between scenarios.

Valeros is a good-hearted former mercenary whose longing for adventure convinced him to flee an arranged betrothal to a farmer's daughter. He trained himself in swordplay and spent many years as a mercenary, but now he fights for those in need. Though noble of heart and fiercely loyal, Valeros hides such sentiments under a jaded and crass demeanor, frequently observing that there's nothing better than "an evening of hard drinking and soft company."

ROLES

You may choose one of these roles after completing Adventure 3.



VALEROS (CORSAIR)

Corsairs are fierce rovers of the sea who insist that "corsair" just sounds much more trustworthy than "filthy pirate."

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to another character's combat check at your location.			
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.			
<input type="checkbox"/> You may recharge a weapon to add the Swashbuckling trait to your check.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to defeat a monster that has the Captain or Pirate trait or a ship.			
<input type="checkbox"/> When you would put a barrier faceup on top of a location deck, you may shuffle it facedown into the deck instead.			
<input type="checkbox"/> Recharge a card to reduce Structural damage dealt to your ship by 1 (<input type="checkbox"/> 2).			



VALEROS (TACTICIAN)

Tacticians view the bigger picture on the battlefield, training warriors to work as a team.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to another character's combat check at your location.			
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.			
<input type="checkbox"/> You may recharge an ally to add 1 plus its adventure deck number, if any, to your combat (<input type="checkbox"/> or non-combat) check.			
<input type="checkbox"/> When another character encounters a villain, you may immediately move.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to defeat a henchman or villain.			

DAMIEL

MALE ELF ALCHEMIST

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

POWERS				
HAND SIZE	6	<input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Poison or Fire trait to any combat check at your location; if the discarded card has the Alchemical trait, add an additional 1d6.				
When you play a card that has the Alchemical trait and would banish it, you may recharge it instead.				
You gain the skills Arcane and Divine equal to your Craft skill while you play or when you would banish a spell that does not have the Attack trait				

CARDS LIST	FAVORED CARD TYPE: ITEM		
	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
WEAPON	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
SPELL	1	<input type="checkbox"/> 2	
ARMOR	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8 <input type="checkbox"/> 9
ITEM	1	<input type="checkbox"/> 2	
ALLY	4	<input type="checkbox"/> 5	

BLESSING Abilities of alchemy have always fascinated the alchemist Damiel. Delving deep into the ancient elixirs and formulas of Kyonin, his research took a daring turn when he started using himself as a test subject. Following a spate of unsolved crimes, Damiel was banished from his elven homeland. Wandering the world has only deepened his thirst for knowledge, giving him ample opportunities to fuel his addiction to ever-greater secrets.



ROLES

You may choose one of these roles after completing Adventure 3.



DAMIEL (GRENADEIER)

In the hands of a grenadier, anything's a bomb... especially a bomb.

POWERS				
HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Heavy Armors	<input type="checkbox"/> Weapons	
You may discard a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Poison or Fire (<input type="checkbox"/> or Acid, Cold, Electricity, or Mental) trait to any combat check at your location; if the discarded card has the Alchemical trait, add an additional 1d6 (<input type="checkbox"/> 1d12).				
When you play a card that has the Alchemical trait and would banish it, you may recharge it instead.				
You gain the skills Arcane and Divine equal to your Craft skill while you play or when you would banish a spell that does not have the Attack trait.				
<input type="checkbox"/> When you acquire a boon that has the Alchemical or Liquid (<input type="checkbox"/> or Firearm) trait, you may immediately explore again.				
<input type="checkbox"/> When you succeed at a Craft check, you may examine the top card of your deck; if it is an item, you may add it to your hand.				



DAMIEL (CHIRURGIEN)

These alchemists study anatomy and use that knowledge to heal.

POWERS				
HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Heavy Armors	<input type="checkbox"/> Weapons	
You may discard a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Poison or Fire trait to any combat check at your location; if the discarded card has the Alchemical (<input type="checkbox"/> or Healing) trait, add an additional 1d6.				
When you play a card that has the Alchemical trait and would banish it, you may recharge it instead.				
You gain the skills Arcane and Divine equal to your Craft skill while you play or when you would banish a spell that does not have the Attack trait.				
<input type="checkbox"/> When you acquire a boon that has the Alchemical or Liquid (<input type="checkbox"/> or Healing) (<input type="checkbox"/> or Fire or Poison) trait, you may immediately explore again.				
<input type="checkbox"/> You may recharge an item that has the Alchemical trait to add 1d4 to your check.				
<input type="checkbox"/> When you reset your hand, you may discard any number of cards to increase your hand size by that number until the end of your turn.				

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FEIYA

FEMALE HUMAN WITCH

SKILLS

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



POWERS

HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	
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When any character at your location attempts a check to acquire a spell or defeat a monster (☐ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (☐ 2) plus the adventure deck number of the recharged card, if any.

You may discard an ally that has the Animal trait to return a spell from your discard pile to your hand.

CARDS LIST

WEAPON	—				
SPELL	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9	<input type="checkbox"/> 10
ARMOR	—				
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4		
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5		
BLESSING	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6		

FAVORED CARD TYPE: SPELL

Feiya cannot keep weapons or armors in her deck between scenarios.

Claimed by witches in the frozen reaches of Irissen, young Feiya witnessed untold terrors as she learned her captors' craft. Her freedom eventually came with the help of an unlikely liberator, a wise fox who helped her elude the witches' pursuit. Now free to choose her own path, Feiya travels where she pleases, joined by her vixen companion Daji. Although she's still baffled by some aspects of civilized life, her eerie magics help her overcome nearly any challenge.



ROLES

You may choose one of these roles after completing Adventure 3.



FEIYA (SEA WITCH)

Sea witches draw magic from the oceans, the winds, and the moon above.

POWERS

HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
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When any character at your location attempts a check to acquire a spell or defeat a monster (☐ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (☐ 2) plus the adventure deck number of the recharged card, if any.

You may discard (☐ or recharge) an ally that has the Animal trait to return a spell from your discard pile to your hand.

☐ You may discard a card to evade a bane that has the Aquatic trait (☐ and you may put the bane on top of the deck).

☐ You may recharge a card to add 2d4 to your Fortitude (☐ or Survival) check.

☐ When you close a location, you may move.

☐ When you play Blessing of Hshurha, or you play any blessing on any check to defeat a bane that has the Aquatic trait, you may recharge it instead of discarding it.



FEIYA (HEXER)

Hexers manipulate luck to their will. Around hexers, the only predictable thing is unpredictability.

POWERS

HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
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When any character at your location attempts a check to acquire a spell or defeat a monster (☐ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (☐ 2) (☐ 3) plus the adventure deck number of the recharged card, if any.

You may discard an ally that has the Animal trait (☐ or any ally) to return a spell from your discard pile to your hand.

☐ When you would shuffle a non-henchman, non-villain monster you encountered into a location deck, you may exchange it for a random monster from the box.

☐ When you succeed at a Craft check (☐ or play a spell that has the Arcane trait), you may examine the top card of your deck; if it's a spell (☐ or ally), you may add it to your hand.

☐ When you play Blessing of Pharasma, or you play any blessing on any check to acquire an ally, you may recharge it instead of discarding it.

LINI

FEMALE GNOME DRUID

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



POWERS				
HAND SIZE	5	<input type="checkbox"/> 6		
PROFICIENT WITH	<input type="checkbox"/> Light Armors	<input type="checkbox"/> Weapons		
When you play an ally that has the Animal trait, if you would recharge, discard, or bury it for its power, you may instead shuffle it into your deck (<input type="checkbox"/> or put it on top of your deck).				
You may discard a card to use a d12 for your Strength or Dexterity die; if the check is against a card that has the Animal or Aquatic trait, recharge the card instead.				

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

Lini has always had a way with wild creatures. More than once, her enclave was threatened by some great beast, yet each time, she soothed it and sent it on its way. As an adult, she chose to leave her druidic fellows behind to protect the wild places of the world. Since then, Lini has collected more than a dozen sticks, one from each of the forests she has visited. These sticks are a road map of her experiences, and each holds a wealth of memories for her.



ROLES

You may choose one of these roles after completing Adventure 3.



LINI (FERAL DRUID)

Feral druids can become any animal, but usually ones with vicious teeth.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input type="checkbox"/> Light Armors	<input type="checkbox"/> Weapons	
When you play an ally that has the Animal trait, if you would recharge, discard, or bury it for its power, you may instead shuffle it into your deck (<input type="checkbox"/> or put it on top of your deck).			
You may discard a card to use a d12 for your Strength or Dexterity (<input type="checkbox"/> or Constitution) die; if the check is against a card that has the Animal or Aquatic trait, recharge the card instead.			
<input type="checkbox"/> For your combat check, you may reveal a card that has the Divine trait to use your Strength skill + 1d8 and add the Magic and Melee (<input type="checkbox"/> and Fire, Cold, or Electricity) traits; you may not play a weapon on the check.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check against a card that has the Animal trait.			
<input type="checkbox"/> Recharge a card to reduce Combat damage dealt to you by 1 (<input type="checkbox"/> 2).			



LINI (AQUAMANCER)

These druids command the animals of the sea.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input type="checkbox"/> Light Armors	<input type="checkbox"/> Weapons	
When you play an ally that has the Animal trait, if you would recharge, discard, or bury it for its power, you may instead shuffle it into your deck (<input type="checkbox"/> or put it on top of your deck).			
You may discard a card to use a d12 for your Strength or Dexterity die; if the check is against a card that has the Animal or Aquatic trait, recharge the card instead.			
<input type="checkbox"/> When you succeed at a check to recharge a spell that has the Attack trait, you may put it on top of your deck instead.			
<input type="checkbox"/> Recharge a card to reduce Acid, Cold, Electricity, or Fire damage dealt to you by 1 (<input type="checkbox"/> 2).			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to any combat check by a character at your location against a card that has the Aquatic trait (<input type="checkbox"/> or any check by that character against a ship).			
<input type="checkbox"/> If you defeat a monster that has the Aquatic trait and would banish it, you may put it in your hand. You may banish a monster from your hand to add 1d4 to any combat check at your location.			

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OLOCH

MALE HALF-ORC WARPRIEST

SKILLS

STRENGTH	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
MELEE: STRENGTH +1					
DEXTERITY	d4	<input type="checkbox"/> +1			
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
FORTITUDE: CONSTITUTION +3					
INTELLIGENCE	d4	<input type="checkbox"/> +1			
WISDOM	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIVINE: WISDOM +2					
CHARISMA	d6	<input type="checkbox"/> +1			

POWERS

HAND SIZE	4	<input type="checkbox"/> 5		
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons	
When another character attempts any check, you may display any number of blessings and weapons; for each card displayed, add 1 (<input type="checkbox"/> 2) to the check. Return the displayed cards to your hand before you reset it (<input type="checkbox"/> and at the start of your turn).				
Instead of your first exploration on a turn, you may reveal a blessing or armor to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from her discard pile into her deck, then discard the card you revealed.				

CARDS LIST

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



FAVORED CARD TYPE: ARMOR

Oloch was always told his parents were slaves who died in Blisterwell's mines. He grew up in the gladiatorial pits, and before long, he was channeling Gorum's power under the priests' direction. When he learned the truth—that he had been stolen from a human adventurer—he killed his masters and left. Though he managed to track down his mother, she shunned him for his savagery. Now he seeks to learn more of the world, following Gorum's guidance as he hopes to discover who he was truly meant to be.

ROLES

You may choose one of these roles after completing Adventure 3.



OLOCH (BATTLE CHAPLAIN)

Battle chaplains can revive an army and return it to war.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons	
When another character attempts any check, you may display any number of blessings and weapons; for each card displayed, add 1 (<input type="checkbox"/> 2) to the check. Return the displayed cards to your hand before you reset it (<input type="checkbox"/> and at the start of your turn).				
Instead of your first exploration on a turn, you may reveal a blessing or armor to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) random cards from her discard pile into her deck, then discard the card you revealed.				
<input type="checkbox"/> When you encounter an ally, you may banish it and immediately explore again.				
<input type="checkbox"/> You may automatically succeed at your check to acquire (<input type="checkbox"/> or recharge) a card that has the Healing trait.				
<input type="checkbox"/> When a character plays a blessing on your combat or Strength check, that character may recharge (<input type="checkbox"/> that blessing or) a random card from her discard pile.				



OLOCH (SHIELD OF GORUM)

These warpriests trust in Gorum to make them strong of heart.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons	
When another character attempts any check, you may display any number of blessings and weapons; for each card displayed, add 1 (<input type="checkbox"/> 2) to the check. Return the displayed cards to your hand before you reset it (<input type="checkbox"/> and at the start of your turn).				
Instead of your first exploration on a turn, you may reveal a blessing or armor to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from her discard pile into her deck, then discard the card you revealed.				
<input type="checkbox"/> When another character at your location is dealt damage, you may reduce an armor to reduce that damage by 1; you may instead discard that armor to reduce the damage by 2 (<input type="checkbox"/> 3) (<input type="checkbox"/> 4).				
<input type="checkbox"/> When you would bury an armor or weapon, you may discard (<input type="checkbox"/> or recharge) it instead.				
<input type="checkbox"/> Add 2 to your check to defeat a monster that has the Human trait.				
<input type="checkbox"/> When a character plays a blessing on your combat or Strength check, that character may recharge a random card from her discard pile; if the played card is Blessing of Gorum, the character may first recharge the blessing.				