

RUNNING A PATHFINDER ADVENTURE CARD GAME DEMO WITH WRATH OF THE RIGHTEOUS

This guide provides advice for running demos with cards from the Wrath of the Righteous Base Set. It doesn't restate the rules; rather, it points you to sections of the rulebook as needed. Before you demonstrate the game for people you don't know, please familiarize yourself with the rules and play through the demo a few times with friends.

In the demo, players will experience an abbreviated version of an introductory scenario. The demo is designed for 2-4 players, but it works best with a party of 4. If you are demonstrating the game for 1 to 3 people, please join them as a player yourself; if you have 4 people, guide them without playing. This demo should run approximately 30-40 minutes.



After completing this demo, whether the players succeeded or not, each player earns a deck upgrade and a mini-Chronicle sheet for the Pathfinder Society Adventure Card Guild. A player can apply this upgrade to one character built using a Pathfinder Adventure Card Game Class Deck; use the rules in the Pathfinder Society Adventure Card Guild Guide (a free PDF available at paizo.com/pfsacg). After building her deck, she may replace one card in her starting deck that has both the

Basic trait and the B set indicator with another card of the same type that has the B set indicator; the deck upgrade card does not need to have the Basic trait. She can then fill out the mini-Chronicle sheet with her name, her character's name and class, and her Pathfinder Society number. She should also indicate which card she has taken in the "Deck Upgrade" section of the mini-Chronicle sheet. Each player may earn only one mini-Chronicle sheet for a demo's associated season.

SETUP

Before interacting with players, take cards from the Demo Card List in the back of this booklet and separate them into the following stacks:

- A 15-card stack for each character, with the character's token card on top, the character card beneath it, the character's mythic path card beneath that, and the 12-card character deck at the bottom. The character Alain has a 16th card, the cohort Donahan; place it under his Mythic Path card.
- The 4 location cards (Canyon, Citadel, Dark Forest, Temple of Iomedae). Location cards have one side that's more colorful—that's the face of the card.
- A 4-card "bane stack": 3 monster cards (Cave Lizard, Giant Cockroach, and Worm Demon) and 1 barrier card (Spiked Pit Trap).
- A 4-card "boon stack": 1 spell card (Cure), 1 item card (Potion of Healing), 1 ally card (Bat), and 1 blessing card (Blessing of Baphomet).
- A 4-card "threat stack": 1 villain card (Savash) and 3 henchman cards (1 Brimorak and 2 Wights).
- A 18-card blessing stack (2 Blessings of Abadar, 2 Blessings of Abraxas, 10 Blessings of Ascension, 2 Blessings of Shax, and 2 Blessings of Shelyn).
- Set aside the cohort Cecilla the Uprooter; this will be given to a character after starting hands are drawn.
- Set aside 2 boons (the weapon Glaive +1 and the item Blood Periapt); the character that closes the location Temple of Iomedae chooses one of these as his reward.

If you intend to play a standard demo, randomly select 12 of the 18 blessings to form the blessings deck; for a longer demo, select 15. (If you're short on time, you can select just 8 blessings, but if your group is unlucky enough to draw the villain early on, the game could be unwinnable.) You will need the remaining blessing cards only if the party defeats the villain but the villain is able to escape.

BEGIN THE DEMONSTRATION

When the players are ready to start the demo, pass them the 4 token cards and ask them to each choose a character. Don't show them the character cards or decks yet—encourage them to make their choice based on the artwork and the character bios, relying more on the flavor of Pathfinder and general fantasy tropes. If you're playing, choose your character last.

After each player has chosen a character, show the players the scenario and explain that you're beginning Demonic Politics, an introductory scenario to the Wrath of the Righteous Adventure Path. Explain that the characters are patrolling an area in the kingdom of Mendev, keeping its residents safe from the demonic forces of the Worldwound. Read the flavor text on the scenario to them, then put the scenario faceup on the table.

Explain that each scenario normally uses several locations depending on the number of players, but for this demo, you're using 4 locations. Put the location cards faceup on the table. (See the diagram in the rules for an example table layout.)

Explain that each location is represented by a deck of cards. You normally build the decks using the deck list on each location card, plus the villain and henchmen listed on the scenario card, to create a unique location deck drawn from the hundreds of different cards that come in the full version of the game. For this demo, though, you're using a simplified list. Shuffle the bane stack and deal 1 random card to begin each location deck, then shuffle the boon stack and deal 1 random card out to each location deck.

Pick up the threat stack. Explain that this scenario involves finding the Savash villain card (show that card), cornering that villain, and then defeating him. Along the way, you are likely to encounter Wight henchmen and a Brimorak (show these cards). Shuffle the threat stack, then deal one card to each location, explaining that Savash and the henchmen are hiding somewhere in the Worldwound. Explain that

Savash will attempt to escape if overwhelmed, so the players might have to fight him multiple times. (Don't go into detail now—explain it further when they confront the villain.)

Shuffle one location deck, and ask the players to help shuffle the other three. If you have a standoffish player, this is a good opportunity to increase that player's involvement.

Put the blessings deck facedown near the middle of the play area, leaving room next to it for a discard pile.

PLAYING THE DEMO GAME

Explain that you're almost ready to start the scenario.

Hand each player the character card and deck matching the token she chose. The players will naturally want to look at these cards, but tell them not to do that just yet. Ask them to put their character cards on the table with the cards list facing up, and put their decks facedown next to the character card. Tell the players they'll use their token cards to track their characters' current locations. (If you have miniatures or pawns, feel free to use those instead.) Have the players put their tokens at their starting locations. For the demo game, Harsk begins at the Dark Forest, Enora and Seelah begin at the Citadel, and Alain begins at the Canyon. (Don't place tokens for characters that aren't being played.)

Point out the cards list on the character card, and tell the players that normally, this list tells you the number of each type of card you can put in your deck; for the demo game, their decks are a bit smaller. Show the players that these lists are different for each character—for example, because Enora is an arcanist, she gets the most spells. Alain the cavalier has lots of weapons, but no spells. Tell the players that the numbers listed to the right of the white checkboxes are called card feats—once you check off the boxes, you get to have more cards in your deck. You gain feats (and get to check boxes) after completing scenarios and adventures. Explain that this is one big way that characters grow over time. Acquiring new cards as you play is another, and acquiring special cards called role cards (which are not part of the demo) is yet another.

Tell the players that each character has a favored card type printed above the cards list. Characters will always start with a card of their favored type in their hand.

Tell everyone to flip their character cards to the other side; direct their attention to the skills section. Explain that the dice listed next to the bold skill names are the dice they'll use when attempting checks with those skills. If they're using one of the non-boldface skills, they get to add the number listed to the die they roll. Point out that there are skill feats, and they work much like card feats.

Direct players to the powers section, and have them read their powers, but tell them that you'll explain the powers in detail when the players are able to use them. Note that for Seelah's powers, it matters whether there are other characters at her location. Show the players that there are power feats.

Point out the hand size on each character card, then have the players shuffle their decks and then draw that many cards. Make sure that everyone has at least one of their favored card type in hand. (If they don't, see Draw Starting Hands in the rulebook.)

Show the players that the back of Alain's character card lists the cohort Donahan, and that the scenario card lists the cohort Cecilla the Uprooter. Have Alain's player add Donahan to his hand, and give Cecilla the Uprooter to Enora's player. (If Enora is not playing, give Cecilla to Harsk or Seelah; if Alain is playing solo, give Cecilla to Alain.)

Since this is a cooperative game and a demo, suggest—but don't require—that the players play with their hands faceup in front of them.

Ask how many cards are in Alain's hand, then ask how many cards are in Enora's hand. **Explain how damage is dealt and healed in the game** (see



Taking Damage in the rulebook), pointing out that Alain's smaller hand size essentially makes him tougher because it caps the amount of damage he can take at any one time.

Point out that each character's deck is effectively her Hit Point total—if someone cannot draw because she is out of cards, she is dead.

Direct players' attention to their mythic path cards; explain that Wrath of the Righteous allows players to attain unprecedented power. Give each player a mythic token. Explain that just having the token will add 1 to two types of skill rolls listed on the mythic path card.

Show the players that the back of the rulebook has a reference sheet that reminds them how to do important things, like the different actions that make up a turn, and tell them that you're now going to lead them through the first player's turn. **Direct the person to your left to begin his turn** by flipping over the top card from the blessings deck to create the blessings discard pile. Everyone will lean in to read the card. Tell them not to worry about what it says right now, because **the blessings deck is primarily the timer for the game**—if someone goes to turn over a card there and there are none, the group has lost the scenario, and the villain has won. Tell them that, because they're not playing that card from their hands, they don't get to use the powers on it. However, have one player show a Blessing of Ascension card from her hand, and explain that the bottom power of that card means that players with Blessings of Ascension can get mythic charges to power themselves up.

Tell the first player that he shouldn't worry about giving cards to other players or moving this turn, and that the player should explore the current location deck. Tell him he is about to reveal either a boon or a bane.

Explain that boons—weapon, spell, armor, item, ally, and blessing cards—represent good things that the characters can use to help them achieve victory. Because players can give cards to other players, it's often worthwhile to acquire a boon even if the player who encountered it doesn't want it. Also point out that even if a character fails to acquire a boon, the party has still made progress: the location deck that character explored is smaller, which shortens the party's hunt for the villain.

Explain that defeating banes—villain, henchman, monster, and barrier cards—provides valuable progress in the hunt for the scenario's villain. Let the players know that when parties fail to defeat a scenario, it's usually because the group didn't find and defeat the villain in time. Failing to defeat a bane usually hurts at least one character, and it doesn't get the party closer to defeating the villain. It's generally in the group's best interest to defeat every bane they encounter, so other players should

help out when they can.

Have the first player turn over the top card of her location deck. Explain what "check to acquire" and "check to defeat" means. Then lead the players through the steps of attempting the check. During each step, ask the players to look at their character powers and to look through their hands for things that might help at that point.

Give the players an overview of the types of cards they may have.

- Character cards tell you what to roll to do things—higher numbers are better.
- Weapon cards and many spells help you fight monsters.
- Armor cards help you shrug off damage from failures.
- Item cards, ally cards, and many spells help you accomplish non-combat tasks like overcoming traps, acquiring cards, and closing locations.
- Blessing cards give boosts to you or to other players.
- Many blessing cards and ally cards can also be used to explore multiple times during your turn.

After the first check is completed, ask the first player if he has cards or character powers that let him explore again, and let him decide whether he wants to or not. When he's done exploring, explain how players reset their hands and end their turns.

At this point, the players are now making choices that you'll simply need to respond to as best you can, and this guide can only give you generic advice. The following important points come up during play.

- The first time a blessing with the Corrupted trait is on top of the blessings discard pile, explain how cards in player's hands might interact with the top of the blessings discard pile.
- The first time that a player begins a turn at the same location as another player, explain that the active player can give the other player a card, but nobody can give cards to the active player.
- On the second player's turn, when that player has the opportunity to move, explain that when the villain is encountered, it will escape to an open location, so the party needs to be able to permanently or temporarily close all of the locations. Players should consider the When Closing requirement for each location, especially the Canyon.
- Encourage the players to be adventurous and bold, especially since it's a demo. Some scenarios reward more conservative play, but this demo is likely to be more fun if the players are more aggressive.
- Try to let the players figure things out by themselves, but be right there with an explanation as soon as they hesitate.
- Have the players read the cards aloud as they play them, and involve them in understanding how the cards work.
- Make sure that the players remember to advance the blessings deck each turn. When each player flips over a blessing card, orient that card so that the text is right-side up to that player—this makes it easy to see if somebody forgot to advance the deck.
- If you have limited time, and the group has not found the villain before you have about 5 minutes to go, advance to the endgame. Close any unoccupied locations, find the villain, and put it on the top of the next player's location deck so the next player encounters it right away.

AFTER THE GAME

Tell the players that in the full game, when they complete a scenario, they get the reward listed on the scenario—usually a feat or a new card for their decks. They get to rebuild their decks with boons that they acquired during play, and trade cards with other players. The more they play, the greater the variety of cards they'll see. They'll be able to tailor their cards to suit their vision of their characters. The full Wrath of the Righteous set includes hundreds of different cards, presenting a variety of banes, boons, locations, and scenarios. Not all of the scenarios involve finding and defeating villains.

DEMO CARD LIST

Quantity	Type	Name	Deck
1	Location	Canyon	Location
1	Location	Citadel	Location
1	Location	Dark Forest	Location
1	Location	Temple of Iomedae	Location
1	Monster	Cave Lizard	Bane Stack
1	Monster	Giant Cockroach	Bane Stack
1	Monster	Worm Demon	Bane Stack
1	Barrier	Spiked Pit Trap	Bane Stack
1	Spell	Cure	Boon Stack
1	Item	Potion of Healing	Boon Stack
1	Ally	Bat	Boon Stack
1	Blessing	Blessing of Baphomet	Boon Stack
1	Villain	Savash	Threat Stack
1	Henchman	Brimorak	Threat Stack
2	Henchman	Wight	Threat Stack
10	Blessing	Blessing of Ascension	Blessings Deck
2	Blessing	Blessing of Abadar	Blessings Deck
2	Blessing	Blessing of Abraxas	Blessings Deck
2	Blessing	Blessing of Shax	Blessings Deck
2	Blessing	Blessing of Shelyn	Blessings Deck
1	Cohort	Cecilla the Uprooter	Set Aside
1	Weapon	Glaive +1	Set Aside
1	Item	Blood Periapt	Set Aside
1	Character	Alain	Alain
1	Token	Alain	Alain
1	Cohort	Donahan	Alain
1	Mythic Path	Mythic Marshal	Alain
1	Weapon	Lance	Alain
1	Weapon	Longspear	Alain
1	Weapon	Longsword	Alain
1	Weapon	Scythe	Alain
1	Armor	Corroded Helm	Alain
1	Armor	Scale Mail	Alain
1	Item	Horn of Battle Clarity	Alain
1	Ally	Recruit	Alain
1	Ally	Riding Horse	Alain
2	Blessing	Blessing of Ascension	Alain
1	Blessing	Blessing of Shax	Alain
1	Character	Enora	Enora
1	Token	Enora	Enora
1	Mythic Path	Mythic Archmage	Enora
1	Spell	Brilliance	Enora
1	Spell	Create Pit	Enora

Number	Type	Name	Deck
1	Spell	Dazzle	Enora
1	Spell	Fiery Glare	Enora
1	Spell	Frigid Blast	Enora
1	Item	Book of the Loremaster	Enora
1	Ally	Frog	Enora
1	Ally	Researcher	Enora
1	Blessing	Blessing of Abraxas	Enora
2	Blessing	Blessing of Ascension	Enora
1	Blessing	Blessing of Shelyn	Enora
1	Character	Harsk	Harsk
1	Token	Harsk	Harsk
1	Mythic Path	Mythic Champion	Harsk
1	Weapon	Bolas	Harsk
1	Weapon	Hand Crossbow	Harsk
1	Weapon	Heavy Crossbow	Harsk
1	Weapon	Javelin	Harsk
1	Weapon	Shortbow	Harsk
1	Armor	Stalking Armor	Harsk
1	Item	Potion of Striding	Harsk
1	Ally	Friiled Lizard	Harsk
1	Blessing	Blessing of Abadar	Harsk
2	Blessing	Blessing of Ascension	Harsk
1	Blessing	Blessing of Shax	Harsk
1	Character	Seelah	Seelah
1	Token	Seelah	Seelah
1	Mythic Path	Mythic Guardian	Seelah
1	Weapon	Heavy Pick	Seelah
1	Weapon	Longsword	Seelah
1	Weapon	Mace	Seelah
1	Spell	Sanctuary	Seelah
1	Armor	Helm	Seelah
1	Armor	Magic Half-Plate	Seelah
1	Item	Holy Water Grenade	Seelah
1	Ally	Mendevian Crusader	Seelah
1	Ally	Teamster	Seelah
1	Blessing	Blessing of Ascension	Seelah
2	Blessing	Blessing of Iomedae	Seelah
98	TOTAL CARDS		



Season of the Righteous: Mini-Chronicle Sheet

_____ A.K.A. _____		_____	
Player Name	Character Name	Pathfinder Society #	Character Class
Success?	Deck Upgrade	Coordinator Initials and Pathfinder Society ID#	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/>		
Notes:			



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_____ A.K.A. _____		_____	
Player Name	Character Name	Pathfinder Society #	Character Class
Success?	Deck Upgrade	Coordinator Initials and Pathfinder Society ID#	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/>		
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<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/>		
Notes:			