

Pathfinder TCG

Rulebook



Credits

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Rulebook: Luke

Tabletop Simulator: Corey

Website: Corey

Special thanks to David and Tom

Version 1.2.2

Turn Quick Reference

Rest Phase (Cannot play or activate cards in this phase)

- Increase mana count by 1 (max 10 mana).
- Replenish used mana.

Upkeep Phase

- Resolve card effects that activate in this phase.

Draw Phase

- Draw one card.

Pre Combat Main Phase (Main Phase 1)

- Play any number of cards.
- Activate card(s) abilities.
- Move one creature you control on the field.
- Switch creature(s) position (if it hasn't activated an [A], [SA] or [IA] ability)
- Spend any number of mana to travel.
- Rearrange your action zone once.

Combat Phase (Cannot conduct this phase on your first turn)

- **Start Step**
- **Battle Step**
 - Choose one creature you control to attack (if no enemy creatures are in the front, creatures in the front can attack directly).
- **Damage Step**
 - Calculate attacker's PA/MA against defender's PD/MD respectively.
 - Apply damage to defender.
 - Return to the Battle Step after applying damage.
- **End Step**

Post Combat Main Phase (Main Phase 2)

- Play any number of cards.
- Activate card(s) abilities.
- Move one creature you control on the field (if you haven't already).
- Switch creature(s) position (if it hasn't attacked or activated an [A], [SA] or [IA] ability already).
- Spend any number of mana to travel.

End Phase

- Resolve card effects that activate in this phase.
- Discard down to seven if you have more than seven cards in hand.

(Tag-Team) Main Phases Spend 1 mana to send one card in your hand to your ally's hand.

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Getting Started

What is Pathfinder TCG?

Pathfinder TCG is a trading card game based on player characters from our Pathfinder 1e games. This game is different from the official card game made by Paizo as we focused more on the gameplay style similar to Hearthstone, Magic: The Gathering and Yu-Gi-Oh.

How to Play the Game

A game of Pathfinder TCG consists of you and your opponent each taking turns battling one another, using a deck of cards that you created from a pool of over five hundred cards with the goal of lowering your opponent's Life Points before they do the same to you.

Winning the Game

The goal of the game is to reduce your opponent's LP down to 0 before they do the same to you. This can be accomplished by battling your creature cards to attack their LP directly. Alternatively, you can play cards with effects that directly reduce their LP. You can also win if your opponent cannot draw any cards from their deck if they need to draw from it.

What You Will Need to Play

A Deck

- Your deck of cards that must contain between forty to sixty cards.
- Can only have up to three copies of the same card in your deck.

Mana Tiles

- Tiles you can flip to represent your current available mana.

A Coin and Some Dice (d4, d6 and d12)

- Some card effects require a coin flip or a die roll to resolve.
- Dice can be used to track the HP of creatures or as counters.

Tokens and Hero Point Card

- Tokens to represent cards created by a card effects.
- A Hero Point card to be given to a player before the game begins.

Navigating this Book

This rulebook is designed to be an easy reference manual rather than a cover to cover reading exercise. Use the table of contents on pages 1 and 2 to help search for specific sections to reference when needed.

- **The board anatomy** (page 5) describes the rules relating the play area and which zones to place your cards in.
- **Card types** (page 7) is where majority of the rules are located and split between each card type that is most relevant for it.
- **Playing the game** (page 21) is where you can learn the turn structure of the game and when you can play your cards or perform other game related actions.
- **Additional gameplay rules** (page 29) describes the remaining rules and information that did not fit in the previous three categories.
- **Tag-team** (page 35) describes a two vs two style game mode with modification to the rules to make it possible to play as a team. You won't need to reference this section if you are playing a normal game.
- **Glossary** (page 39) lists the terminology for common words used for gameplay.

Tips for Building a Deck

You can build your deck however you want but the following are a general guideline to make a functioning deck;

- Add around twenty creature cards.
- Focus on two other card types (e.g. adding more spell cards and equipment cards with little to no action cards).
- Build your deck with a strategy in mind, adding cards that further said strategy.
- You want to have more lower mana costing cards than higher costing cards. Aim to have more two to four mana costing cards so you can build up to your higher mana costing cards during the late game.
- Adding more copies of a card will increase the odds of them appearing in your opening hand or drawing them when you need it.
- Try to keep to as close to a 40 card deck as possible.

Board Anatomy

Understanding the Play Area

Your play area is broken up into several zones, with all players having their own identical play areas. Cards can be played into or move from one zone to another depending on the circumstance or from certain card effects. Card effects can interact with cards in any zone.

Private/Public Information and Zones

Zones are split into two categories public or private. If the zone is public, your opponent can look at any card in the zone. If the zone is private, only you can look at the cards unless stated otherwise. Face down cards in the action/creature zones are considered private and can only be viewed by its controller. At any time, players can know the amount of cards in any zone like the hand, deck or graveyard.

1. Deck (Private)

This is where your deck of cards are placed face down. You may never look into your deck or rearrange the order unless stated otherwise.

2. Hand (Private)

Your hand is where all drawn cards from your deck are kept. You can play cards from your hand onto the field (see creature and action zones). You can rearrange the order of cards in your hand at any time except when a card effect is resolving.

3. Graveyard (Public)

This is where all used and destroyed cards go face up. You can rearrange the order of cards in your graveyard at any time except when a card effect is resolving.

4. Banish Zone (Public)

Similar to the graveyard, certain cards are sent to this zone face up. You can rearrange the order of cards in your banish zone at any time except when a card effect is resolving.

5. Mana (Public)

Ten mana tiles are placed in a row below or to the side of your play area. These tiles will keep track of your available mana. Your opponent always knows the amount of mana you have available to spend. Cards are never played in or moved to this zone.

6. Creature Zone (Public)

You play your creature cards here. You can have up to twelve cards in this zone. Creatures can be played in either the front row (front) or in the back row (back). You cannot play any creature cards if you have no space available in the creature zone. Other card types can be sent to this zone. This zone is part of the field.

7. Action Zone (Public)

You play your action, equipment and spell cards here. You can have up to six cards in this zone. You cannot play any action, equipment and spell cards if you have no space available in the action zone. Creature cards can be sent to this zone. While a creature card is in the action zone, it is not treated as a creature unless a card effect states otherwise. This zone is part of the field.

8. Terrain Deck (Private/Public)

A deck of terrain cards is placed here. This zone is not controlled by any player. Players can never look into the deck or rearrange the order unless stated otherwise. The top card of the deck is revealed and modifies gameplay that affects all players and their play area.



Card types

How to Read a Card

Your success towards victory depends on how skilfully you can make use of the different types of cards and its abilities in your deck. Here is an example of a creature card.

- 1. Mana Cost:** The mana cost to play the card.
- 2. Card Name:** This is the name of the card. Underneath displays its version if any.
- 3. Hit Points (HP):** The total HP stat of the creature.
- 4. Card Type:** The bolded text lists its card type; creature cards are instead divided into various creature types. The non-bolded text lists its subtypes.
- 5. Text Box:** The card's alignment, size, traits, caster type, play conditions, abilities, reminder text and flavour text.
- 6. Resistances:** The creature's spell resistance (grey square) and its elemental resistances (coloured circles).
- 7. Combat Stats:** Two boxes list the creature's stats from left to right list physical attack (PA), physical defence (PD), magic attack (MA) and magic defence (MD).
- 8. Card Info:** Card number, campaign/world origins and credits. The rarity badge designates the card's general power, ranging from least powerful to most; copper, silver, gold and platinum.



Playing Cards

You can play as many cards in your hand to the field by paying the card's mana cost (by flipping an equal amount of mana tiles you have available). Some cards also have a play requirement that must be met before you can play it, or an altered way of being played which can be found on top of its text box.

Anytime a card effect states to play a card, you play it without needing to pay for its mana cost unless otherwise stated. Casting, creating, raising and summoning all function the same as playing a card, but each can be restricted individually by certain card effects.

Mythic and Quick Cards

You can only control one copy of a particular mythic card on your field. If you managed to control two or more of the same mythic card, you send one or more of them to the graveyard until you only control one.

Quick cards can be played at any time during either player's turn. You must still pay its mana cost and its play conditions must still be met.

Ability Types

There are five types of abilities each card could activate. Each ability is designated with an [X] next to each ability. If an ability has [#x], that card can only use that ability that many times while it is on the field. An ability with [N] cannot be negated by card effects.

Ability Type	Activation Conditions
[A] Action	Can only be activated during your Main Phases. Cards can only activate one of its [A] abilities each turn. Cards cannot attack the same turn they activated a [A] ability.
[SA] Swift Action	Can only be activated during your Main Phases. Cards can activate each of its [SA] abilities once each turn. Cards can attack the same turn they activated [SA] abilities.
[IA] Immediate Action	Can be activated at any time during either player's turn. Cards can activate each of its [IA] abilities once each turn. Cards can attack the same turn they activated [IA] abilities.
[P] Passive	In effect while on the field, ends when the card leaves the field.
[T] Trigger	Activates immediately when its activation conditions are met.

Creature Cards

Creature cards are used to fight your opponent. Many creature cards are based on player characters. Each creature has one or more abilities and stats based on the character's playstyle, progression, and general gameplay theme.

Playing Creature Cards

To play a creature, you place it in any available space in the creature zone on your field in either combat position (see right). Creatures on your side of the field are treated as ally creatures, and creatures on your opponent's side are treated as enemy creatures.

NPC Creatures

NPC creatures are not based on the player characters but instead are memorable characters to the players. For each ally non-NPC creature on the field, the mana cost of NPC creature cards in your hand is reduced by 1.

Level Up

Creatures with multiple versions can "level up". To level up, first send one creature you control to your action zone, then play a higher version of the same creature (identical name) from your hand into the same space the sent card was in previously; reducing the mana cost equal to the version of the sent card.

While the new higher version card remains on the field, it gains all abilities of the lower version card in the action zone. When the higher version card leaves the field, creatures with the same name in the action zone are destroyed. Creature cards sent to the action zone by levelling up are not treated as any card type.



Combat Positions/Total Defence

Creature cards can be in one of two combat positions; Active Stance (upright), or Total Defence (sideways). While a creature is in total defence, it gains +1 PD/MD. However, it cannot attack or activate its [A], [SA] and [IA] abilities while in total defence, or during the same turn it enters total defence.

Creature Types

Creature cards are divided into nine creature types. Certain effects are altered when interacting with different creature types. A creature's subtype lists its race and class (Race – Class). Certain card effects can interact in different ways based its race and class.

Creature Type	Rules Interaction
Aberration	
Animal	Cannot equip weapon equipment cards.
Construct	Cannot be targeted by spell cards unless stated otherwise. Not affected by heal effects.
Dragon	Cannot equip weapon/armour equipment cards.
Humanoid	
Ooze	Cannot equip equipment cards.
Outsider	When destroyed/enters the graveyard, it is banished instead.
Plant	Cannot equip armour equipment cards.
Undead	When destroyed/enters the graveyard, it is banished instead. When affected by a heal effects, it loses HP instead.

Alignment

Each creature has one alignment. There are five alignments; Chaotic, Evil, Good, Lawful and Neutral. Creatures can have its alignment changed by card effects. Certain card effects can interact in different ways based on the creature's alignment.

Size

Each creature is within one size category. There are five size category ranging from smallest to largest as follows; Tiny, Small, Medium, Large and Huge. Creatures can have its size changed by card effects. Certain card effects can interact in different ways based on the creature's size.

Creature Traits

Some creatures can have traits. All traits have a universal effect that allows the creature to be immune to the effects of a terrain card with a matching icon. Traits cannot be negated but can be removed or added by card effects. Each trait's unique effects are as follows;

Trait	Icon	Rules Interaction
Aquatic		While in total defence and in the back, it cannot be targeted.
Burrow		During your Main Phase 1, can move it to the action zone and is not affected by any new card effects. During your Upkeep, move it to your creature zone. If you cannot, destroy it.
Darkvision		Ignores effects that deal with darkvision.
Endurance		
Ferocity		When it's HP is reduced to 0, it remains on the field. During your next End Phase, destroy it.
Fleet		Once per turn can move.
Fly		While in total defence, it cannot be melee attacked.
Incorporeal		Cannot be physical damaged or make physical attacks.

Casters

Some creatures can be one or more different casters. All casters allows you to cast spell cards of the matching type. There are four caster types, and creatures can gain or lose its caster type by card effects.

Two caster types have additional restrictions. While the creature is equipped with an armour equipment card, it is not an arcane caster until it is no longer equipped with it. When the creature has its original alignment changed, it is not a divine caster until it changes back to its original alignment.

Caster	Icon
Arcane	
Divine	
Extract	
Psychic	

Energy and Spell Resistances

Creatures with energy resistances (circles) that takes energy damage of a particular element, it reduces the matching type of energy damage taken by an amount equal to the number listed.

The creature's spell resistance (square) protects it from spell card effects. See Spell Resistance (page 14) for more info.

Resistances	Icon
Acid	
Cold	
Electricity	
Fire	
Spell	

Immunity and Vulnerability

Creatures can be Immune to one or more energy damage. If one of its energy resistance displays an X, the creature takes no damage from the corresponding element.

Creatures can be vulnerable to one or more energy damage. If one of its energy resistance displays a negative number (-#), the creature takes additional energy damage from the corresponding element equal to the negative number value.

Combat Statistics

Each of the following statistics can be increased or decreased by card effects. A creature cannot make physical or magic attacks if its PA or MA is 0 respectively (see below).

Health Stat: Health Points (HP) represents the creature's toughness. When the creature's HP is reduced to 0, it is destroyed.

Physical Stat: Physical attack (PA) represents the creature's brute strength, skilled use with weapons, or general prowess in hand to hand combat. Physical defence (PD) represents the creature's amour, natural defences or its damage mitigation.

A physical attack uses PA against the defender's PD, these stats are listed in the box with a sword (or bow & arrow) icon.

Magic Stat: Magic attack (MA) represent the creature's knack for spellcasting or use of nonstandard weaponry. Magic defence (MD) represents the creature's general protective methods from the magic arts or evasive manoeuvres.

A magic attack uses MA against the defender's MD, these stats are listed in the box with a fireball (or hand) icon.



Spell Cards

Spell cards are used to destroy your opponent's creatures, support your own creatures, or control the tide of battle in your favour. There are four types of spells; Arcane, Divine, Extract and Psychic.

Playing Spell Cards

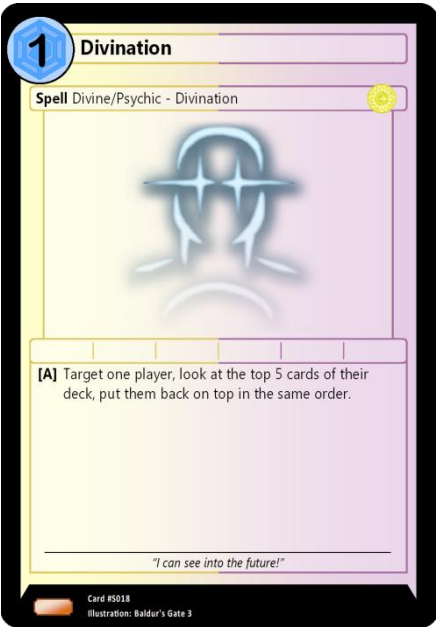
When you cast a spell card, you place it on an available space in your action zone. You can only cast a spell card while you have an ally creature on the field that is a caster of the matching type (and alignment if it has an alignment trait) of the spell card you wish to cast. While you are casting a spell and later you no longer have a matching ally caster on the field before it resolves, it is sent to the graveyard without resolving any effects.

Once a spell card resolves, it is sent to the graveyard afterwards unless it has a [P] ability in its text box; in which case it remains on the field. If all the targets of a spell card leaves the field, you also destroy the spell card that targeted it.

Spell Types

Spell cards can be more than one type. You only need to have an ally caster on the field that matches at least one of the spell's type to cast it.

While you have an ally extract caster on the field, when you cast an Extract spell card and you can either activate it immediately (following normal play procedure above) or place it sideways in the action zone. While sideways, its effects are negated and it remains on the field. Additionally you can, during your Main Phases after the turn you casted it, change its position (activating it) without paying its mana cost. Treat it as if you have casted it from your hand.



Schools

Each spell card is associated with one type of school. There are nine schools in total. As a general guideline, each school focuses on a particular theme (with some exceptions). Certain card effects can interact in different ways based on the school of the spell.

A reminder icon is displayed on the right side in the card type box to help identify each spell school.

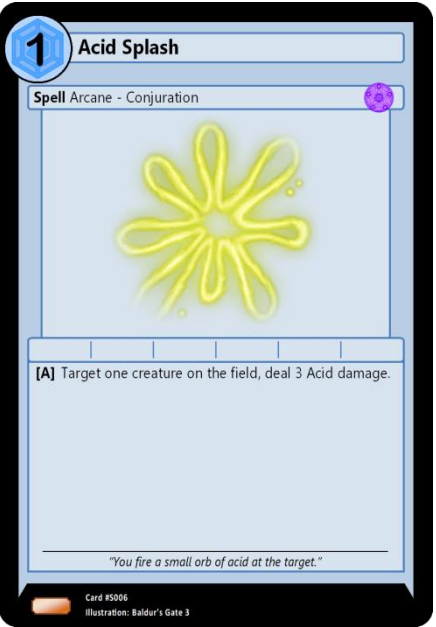
Spell Resistance

Creature with spell resistance cannot be affected by spell card effects. However, when a player casts a spell card, during the casting, they can pay additional mana to affect creatures with spell resistance equal to the number listed in the creature's spell resistance box (the square grey box in the bottom left corner).

Targeting Restrictions

Certain creature types, alignment, size, and abilities (page 10) can restrict or allow certain spells to be able to target cards or players. Spells must match the creature's size (if the spell has a size trait) in order to target the creature.

School	Icon	Theme
Abjuration		Defensive
Conjuration		Creation
Divination		Information
Enchantment		Controlling
Evocation		Offensive
Illusion		Obscuring
Necromancy		Hindering
Transmutation		Modifying
Universal		Mix



Equipment Cards

Equipment cards support your creatures or can hamper your opponent. There are four types of equipment; Weapons, Armours, Items and Consumables. Most equipment cards can be equipped to creatures on the field granting stat altering affects or abilities.

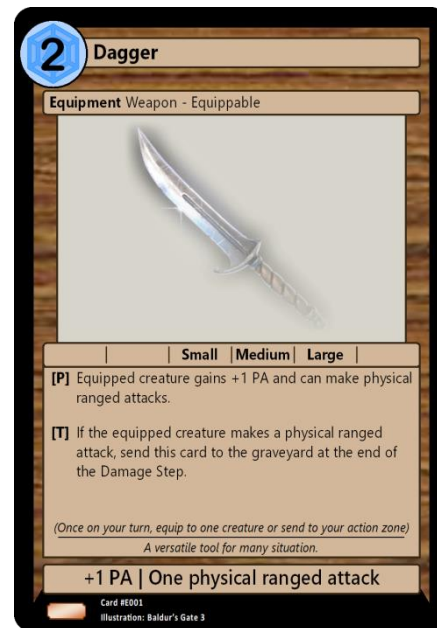
Playing Equipment Cards

When you play an equipment card, you place it on an available space in your action zone. Equipment cards such as weapons, armours and item equipment cards remains on the field after resolving.

When you play a consumable equipment card it is sent to the graveyard after it resolves. You can place it sideways in the action zone when you play it. While sideways, its effects are negated but it remains on the field. You can later change its position (activating it) during your Main Phases after the turn you played it without paying its mana cost. Treat it as if you have played it from your hand.

Artifacts

Artifacts are powerful equipment that is difficult to destroy. Few cards can destroy artifacts but artifacts can still be destroyed and sent to graveyard if it returns to the action zone while you have no available space (see right). Artifact consumables are still sent to the graveyard after it resolves.



Equipping

Most equipment cards can be equipped. A creature can only equip one equipment at a time. Each equipment can either be equipped to a creature on the field or be sent to the action zone once on each of your turns.

To equip, during your turn, you can select one equippable equipment in your action zone and tuck it under one creature on the field (forming a cross). Each equipment can be dropped by being sent from the creature zone to an available space in your action zone. This is done by un-equipping it or by card effects. If no space is available in the action zone for the equipment card to return to, the equipment card is destroyed instead.

When a creature you control equipped with an equipment leaves the field; you can send the equipped equipment to the graveyard, or return it to your action zone. If no space is available in the action zone for the equipment card to return to, the equipment card is destroyed instead.

Equippable equipment has a reminder bar at the bottom of the card. The reminder bar gives a summary of what effects it provides to the equipped creature. If the effect is too intricate to be simplified for the reminder bar it shows a “^Special^” tag.

Equipping Restrictions

Certain creature types, alignment, size, and abilities (page 10) can restrict or allow certain equipment to be able to be equipped to it. Equipment must match the creature’s alignment and size in order to be equipped to the creature.



Action Cards

Action cards allow the player to perform unique actions that can support any deck such as, searching for specific cards in your deck to granting additional actions for certain strategies. These cards mostly mimic actions, feats, skills and class features that all creatures typically used in the main RPG game.

Playing Action Cards

When you play an action card, you place it on an available space in your action zone. Once the action resolves, it is sent to the graveyard unless it has a [P] ability in its text box; in which case it remains on the field after activation.

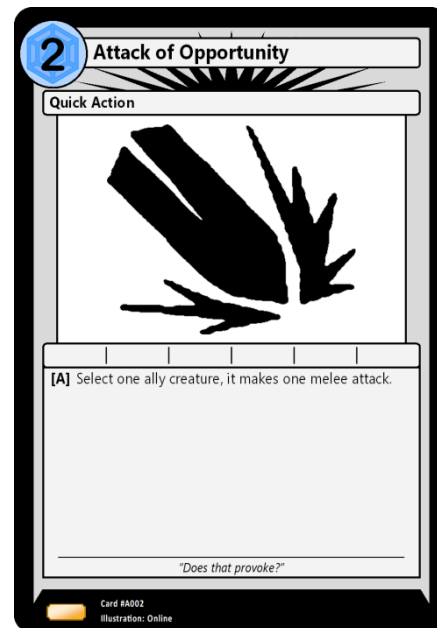
When you play a skill action card, it does not activate and remains on the field. You can only control one particular skill action card on your field. When you play another copy of the same skill action card, you stack it on top of the existing one you control. You can activate a skill card a number of times for each copy you control on the field (ignoring the [A] limit restriction). If you play a different skill action card, you send all copies of the other skill action card on your field to the graveyard.

Teamwork Action cards (Tag-Team)

Teamwork action cards are Tag-team focused cards that allows you and your ally to perform unique actions together.

When you play a teamwork action card, it does not activate and remains on the field. Teamwork cards have no abilities until both you and your ally control the same teamwork action card on each of your field.

You can add teamwork cards to your deck for 1v1 games but it will do nothing. See tag-team (page 35) for more info.



Token Cards

Token cards are not part of the player's deck but are instead created by card effects. They can represent a copy of another card or be a unique card in most cases. Token cards have no mana cost and can be any card type.

Playing Token Cards

When a card effect states to create a token, you place the token card in its respective zone for its card type on the field. If a token card leaves the field, it is removed from the game (tokens can never be in the deck, hand, graveyard or banish zones). Creature tokens do not have a version number and cannot be used to level up. Token cards follow all rules for its card type. If you summon a token, it leaves the field during your 3rd Upkeep Phase after the token was summoned.

Terrain Tokens

Terrain tokens (T tokens) represents locked spaces created by terrain card effects (see page 19). Cards can never be placed in or move to the token's space.

When a Terrain token is placed, you destroy any non-creature card (not equipped) and move any creature card from the space the Terrain token now occupies. If the creature cannot move or there is no free space available for the creature to move to, destroy that creature.

Terrain tokens can never be interacted with except by the effects of the terrain card that created it. When a terrain card that creates Terrain tokens is no longer revealed, remove all Terrain tokens from the game (terrain tokens can never be in the deck, hand, graveyard or banish zones).



Terrain Cards

Terrain cards alters the rules of the game, adding hazards to the playing field, modifying gameplay or adding additional win conditions. Both players are affected by terrain card effects with some providing beneficial or detrimental effects.

Playing Terrain Cards

At the start of the game, a terrain deck is shuffled and placed in the middle in between all player's play area. The top card of the deck is revealed and begins to take effect immediately. As the game progresses, players may activate card effects or travel (see right) to reveal a new terrain card; replacing the current terrain card and its effects.

In a standard game; the Plains (Day) terrain card is the standard starting terrain when the game begins.

Alignment Focus

Some terrain cards (mostly Outer Planes) can have one or two alignments. While the terrain card is revealed, all creatures on the field with the same alignment as the revealed terrain card gains +1 HP.

Immunity Icons

Some terrain cards display icons on the top of its text box. Creatures on the field that has a trait (page 11) that matches the same icon on the revealed terrain card, those creatures are immune to the effects of that terrain card. However creatures can never be immune to effects that interact with Terrain tokens, regardless if it has a matching icon of the terrain card.



Traveling

Each terrain card has a Portal Value (purple portal symbol in the top left). Both players during their Main Phases can spend any number of mana to add Travel counters to the current revealed terrain card equal to the amount of mana spent.

When the current revealed terrain card has an amount of Travel counters equals to its Portal Value, the turn player travels.

To travel, the turn player sends the current revealed terrain card to the bottom of the terrain deck. Resolving any abilities that trigger when it travels and removing any terrain tokens if any. Then they reveal the top card of the terrain deck.

Dungeon Terrains

Dungeon terrain cards start with one ability and then gain additional effects as the players add Travel counters to it. When players add Travel counters to a dungeon terrain card, if the amount of Travel counters reaches one or more thresholds (the smaller portal value symbols in its text box), a new effect is added based on the following ability types;

[T] When the threshold is reached, it triggers the effect for all players once.

[A], [SA] or [IA] When the threshold is reached, once per turn, the turn player can activate it during their Main Phases.

[P] When the threshold is reached, it adds an effect that affects all players while the terrain remains revealed.

When the amount of Travel counters equals to the terrain card's Portal Value and a threshold is reached at the same time; the threshold effect resolves first then travel.



Playing the game

Before the Game

Before the game begins both players shuffle their decks and place it in their deck zones. Shuffle the terrain deck and place it in the middle between all player's play space, making sure to remove and place the Plains (Day) terrain card on top face up.

Afterwards both players determine who goes first, this can be done by a coin flip, die roll or both players deciding who goes first.

Once the first player is chosen, both players draw five cards from the top of their decks. Then starting with the first player, each player decides if they want to mulligan.

Mulligans

A mulligan allows you to choose any number of cards in your hand to shuffle them back into your deck. Then you draw the same number of cards you had shuffled back into your deck.

Once both players have mulliganed, the player going second adds one Hero Point action card to their hand. Lastly, both players set their LP to 10 and have a way of tracking it, such as a calculator, die or pen and paper.

Now the game begins starting with the first player!



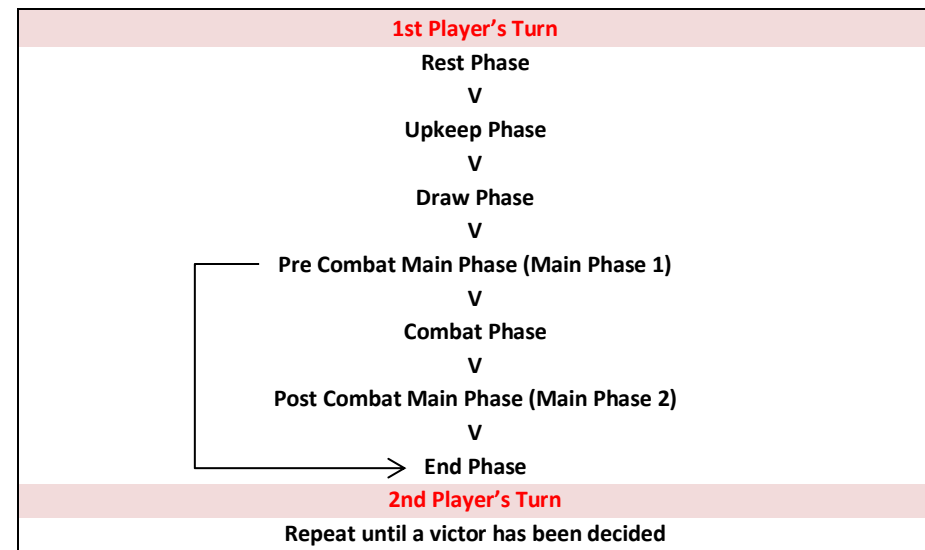
Turn Structure and Phases

A game progresses in a series of turns which are divided into phases. Your turn starts with your Rest Phase and then proceeds through each phase in order until you end your turn after your End Phase. Now your opponent takes their turn starting at their Rest Phase and then proceeding through to their End Phase. Each player takes their turn one after the other until a victor has been determined.

Each phase is mandatory for you to proceed through. With the exception that if you decide not to conduct your Combat Phase, you proceed to your End Phase; skipping your Main Phase 2. This also happens if your Combat Phase is skipped as well.

Skipping Phases and Turns

As the game proceeds, it is possible that certain phases or even turns can be skipped. If one of your phases was skipped, after the current phase before the skipped phase, you move on to the next phase after the skipped phase. If your turn was skipped, after the current phase, you skip your remaining phases and then the next player starts their turn.



Your turn starts with the beginning with your Rest Phase.

Rest Phase

During the Rest Phase, you increase your total maximum mana by 1 then you recover all your current spent mana up to that limit.

Your total maximum mana is capped at 10 and will never increase beyond it.

Neither player may play cards or activate abilities before or during this phase unless stated otherwise.

Actions in this phase	Increase mana by 1 (max 10).
	Recover spent mana.

Upkeep Phase

During the Upkeep Phase, most cards effects can activate or you may need to pay some form of costs to maintain some kind of effect. Reminder that summoned tokens usually leaves the field during this phase.

If multiple effects are activated during this phase, you determine the order of which effects trigger creating a chain (page 30).

Any player may play quick cards or activate [IA] abilities during this phase.

Possible actions in this phase	Resolve card effects.
	Play quick cards or activate [IA] abilities.

Draw Phase

During the Draw Phase, you draw one card from the top of your deck. A player with no cards left in their deck and is unable to draw a card loses the game.

Any player may play quick cards or activate [IA] abilities during this phase.

Action in this phase	Draw one card.
Possible actions in this phase	Play quick cards or activate [IA] abilities.

Pre Combat Main Phase (Main Phase 1)

During the Main Phase 1, you play the majority of your cards and can perform other actions. Each action can be restricted by both the action itself or by card effects. You can perform any of the following actions in any order and as many times as you want to (with some restrictions);

- You can play any number of cards from your hand by paying its mana cost and meeting its play requirement if it has one.
- You can activate any ability from any card you control on the field, following its normal activation rules (page 8).
- You can change the battle position of any creature you control once. You cannot change its position if it had activated one of its [A], [SA] or [IA] abilities.
- You can move one creature you control on the field to another available space on your side of the field.
- You can spend any number of mana to travel, adding Travel counters to the current revealed terrain.
- You can rearrange any number of cards in your action zone once.

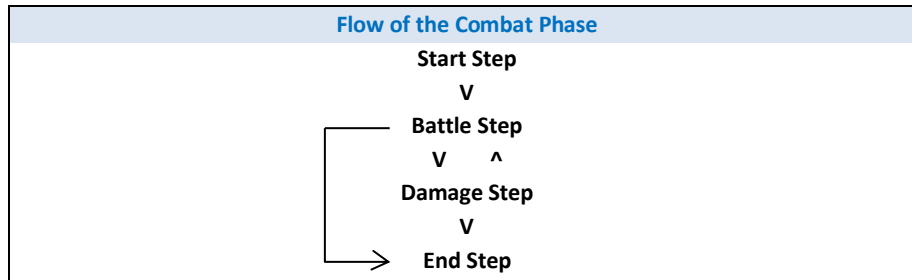
Any player may play quick cards or activate [IA] abilities during this phase.

Possible actions in this phase	Play any number of cards.
	Activate abilities.
	Switch combat positions (once per creature).
	Move one creature (once per turn).
	Spend mana to travel.
	Rearrange cards in your action zone.

Combat Phase

The Combat Phase is time to battle with your creatures. This phase is divided into Steps. You do not have to conduct a Combat Phase every turn, even if you have a creature on the field. You cannot conduct your Combat Phase on your first turn. Any player may play quick cards or activate [IA] abilities during this phase.

Possible actions in this phase	Battle with creatures.
	Play quick cards or activate [IA] abilities.



Start Step

This step starts the Combat Phase. Play then proceeds to the Battle Step.

Battle Step

Each creature you control can make one attack per turn, some creatures can make more attacks. Creatures cannot attack if it had used an [A] ability, or is in Total Defence. You do not have to attack with a creature if you don't want to.

Choose one creature you control to attack (attacker) and one of your opponent's creatures as your attack target (defender), then declare the type of attack (Physical or magic and either melee or ranged). If your opponent does not have any creatures in the front, creatures in the front can attack directly. Play then proceeds to the Damage Step.

After you've resolved all battles, and you have no more creatures you want to attack with. Announce that you end the Combat Phase and play then proceeds to the End Step.

Damage Step

In this step, the players calculate the result of the battle and applies damage, if any. If you are attacking directly your opponent loses 1 LP regardless of how much PA/MA the creature has. Afterwards, return to the Battle Step.

End Step

This step ends the Combat Phase. Play proceeds to your Post Combat Main Phase.

Battling Reference

Physical or Magic Attacks

A physical attack uses attacker's PA against the defender's PD, these stats are listed in the box with the sword or bow & arrow icon.

A magic attack use attacker's MA against the defender's MD, these stats are listed in the box with a fireball or hand icon.

A creature cannot make physical or magic attacks if its PA or MA is 0 respectively.

Melee or Ranged Attacks

Creatures can make melee attacks but can only attack creatures adjacent to it.

If the icon displays a bow & arrow (physical) or fireball (magic) instead, the creature can make ranged attacks of the attack type; allowing the creature to attack enemy creatures on the field within two columns of it.

Dealing Damage

If the attacker's PA/MA value (first number) is higher than the defender's PD/MD (second number) respectively, the difference between the two numbers reduces the defender's HP. When the creature's HP is reduced to 0, it is destroyed. If the PA/MA value is equal to or lower than the PD/MD no damage is dealt.

Energy Damage and Resistances/Vulnerabilities

Energy damage bypasses PD/MD. Creatures reduce incoming acid, cold, electricity and fire damage by an amount equal to the number listed in its corresponding element slot (page 11).

If the element slot has a negative number, the creature takes additional energy damage equal to the negative number listed in the corresponding element slot.

Attacking Directly

When your opponent controls no creatures in the front, you can attack directly. Only creatures in the front can make a direct attack instead of attacking enemy creatures. For each direct attack, reduce your opponent's LP by 1 regardless of the attacker's PA/MA.

Post Combat Main Phase (Main Phase 2)

If you had conducted your Combat Phase, your turn moves into the Main Phase 2. During the Main Phase 2, the actions a player can perform in this phase is the same as Main Phase 1. Additional restrictions can be applied depending on the actions made earlier in the turn. You can perform any of the following actions in any order and as many times as you want to (with some restrictions);

- You can play any number of cards from your hand by paying its mana cost and meeting its play requirement if it has one.
- You can activate any ability from any cards you control on the field, following its normal activation rules (page 8).

Creatures cannot activate [A] abilities if it had attacked (not by card effects) during your Combat Phase.

- You can change the battle position of any creature you control once. You cannot change its position if it activated one of its [A], [SA] or [IA] abilities.

Creatures cannot change its battle position if it had attacked (not by card effects) during your Combat Phase.

- You can move one creature you control to another available space on your side of the field if you had not already done so during your Main Phase 1.
- You can spend any number of mana to travel, adding Travel counters to the current revealed terrain.

Any player may play quick cards or activate [IA] abilities during this phase.

Possible actions in this phase	Play any number of cards.
	Activate abilities.
	Switch combat positions (once per creature).
	Move one creature (once per turn).
	Spend mana to travel.

End Phase

During the End Phase, some cards effects can activate or you may need to pay some form of costs to maintain some kind of effect.

If multiple effects are activated during this phase, you determine the order of which effects trigger creating a chain (page 30).

If you have more than seven cards in your hand. Discard any card(s) until you have seven cards left in your hand.

Any player may play quick cards or activate [IA] abilities during this phase.

Possible actions in this phase	Resolve card effects.
	Play quick cards or activate [IA] abilities.
	Discard down to seven cards in hand.

Your turn is now over and the next player starts their turn beginning with their Rest Phase.



Additional Gameplay Rules

The following list additional rules for the game in a consolidated location.

Can Clause

If an effects states “can” in its text, you can choose if you want to perform that part of the effect or not. If an effect does not include “can” in its text, the effect must be performed in full or it cannot be activated.

Choice Effects

If an effect states to choose one or more effects, you pick the effect you want to perform each once. If an effect states to choose “any” one or more effects, you can pick the effect you want to perform each as many times as you want (up to the limit of the effect).

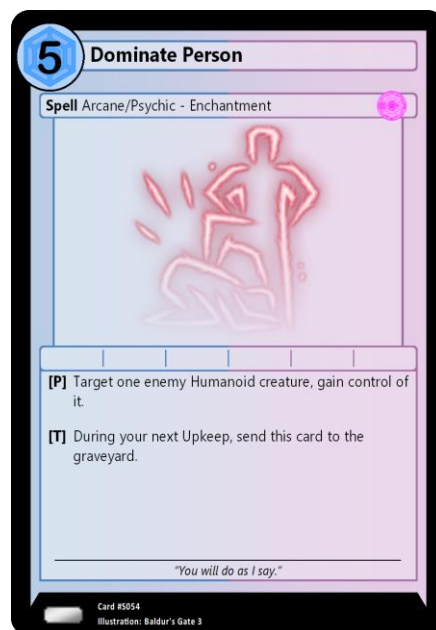
Counters

Some cards can enter the field with or gain counters during gameplay. Counters are spent as a cost for abilities or are used for effects. Even when a creature’s abilities are negated they still retain its counters.

Gaining Control

When you gain control of a card from another player, you place that card in any space on your field (zone limit applies). If you gain control of a creature that is equipped with an equipment, you also gain control of that equipment. If the equipment is removed from the creature, it returns to your action zone.

If you have no available space on your field to place the card, the effect is negated.



Gaining Mana

Some card effects can grant additional mana to a player. Mana gained this way must be spent within the turn or phase (depending on the card effect), otherwise the mana is lost.

Move Forward

If a player’s last creature in the front is destroyed, that player can move all their creatures in the back to the front space in front of it. If a creature cannot move, a card already in that space or due to a card effect; it does not move.

Negating Effects

When a card’s abilities is negated, its effect ends without resolving. You can activate a negated ability but it will not resolve any effects.

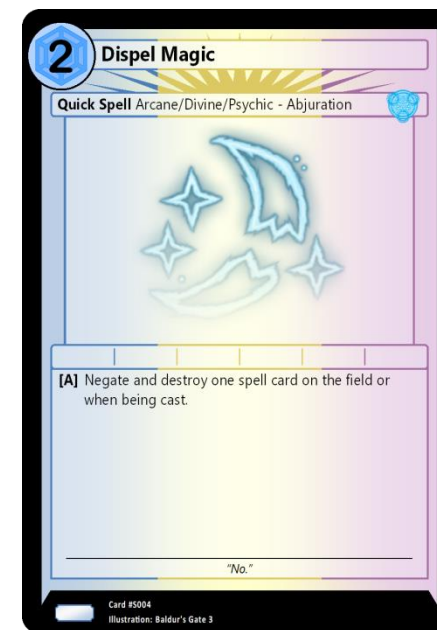
Passive Field Rule

All card effects ends immediately if the card it originates from leaves the field.

Responses and Chains

When you play a card, activate an ability, perform an action or when you transition to a new phase; your opponent has the opportunity to respond creating a chain. If your opponent responds, they can play a card or activate an ability. Afterwards, you can respond adding to the chain. If your opponent does not respond, you may respond to your own card’s activation.

Players may continue adding to the chain until all players wish to stop, then resolve the outcome in reverse order starting with the last card that was activated first.



Conditions and Keywords

Conditions describe common effects that a creature can gain over the course of the game in a short phrase on the card to save text space. If the source of the condition leaves the field or is no longer revealed, the condition is removed.

Keywords describe common effects in a short phrase on the card to save text space. While similar to conditions, keywords are not treated as conditions. Most keywords has a condition represented by a “—”. An example, Sneak Attack 1—Physical Melee; would only deal 1 damage to the defender if the attacker attacks using physical melee.

The following are descriptions of each condition and keywords and their effects.

Keyword	Effect
Damage Reduction [X]	Creature reduces [X] damage from attacks from another creature except attacks from the listed condition.
Fast Healing [X]	Creature recovers [X] HP during each of your Upkeep.
Initiative	Trigger the ability when the creature enters the field.
Inspire [Stat]	While you control a card with this ability, all ally creatures gains [Stat], only the highest stat gain applies.
Long Range	Creature can make physical ranged attacks at any creature on the field ignoring the two column limit.
Multi Attack [X]	Creature can attack [X] amount of times per Combat Phase (it can attack creatures and attack directly if able to).
Nonlethal	Attacker cannot reduce defender's HP below 1.
Poison [X]	When the creature deals damage, the defender loses [X] HP during each Upkeep until it recovers HP.
Reach	Creature can physical melee attack two spaces forward in the same column as it.
Sneak Attack [X]	When the creature attacks, it automatically deals [X] damage to the defender before the Damage Step.
Spell Resistance [X]	Spells cost [X] extra mana to cast to affect that creature.
Touch Attack	When the creature makes a physical attack, it can use it's PA against the defender's MD.
Unstoppable	Creature cannot be stopped from attacking, moving or forced to switch position by card effects.

Condition	Effect
Asleep	Enters active stance, not a caster and cannot attack, activate abilities, switch position or move.
Dazed	Not a caster and cannot attack, activate abilities, switch position, or move.
Entangled	Cannot move.
Grappled	Cannot move.
Invisible	Cannot be attacked or targeted by your opponent. If it attacks, gain +2 PA until end of the Damage Step, then end invisibility.
Paralysed	Enters active stance and cannot attack, activate abilities, switch position or move.
Pinned	Cannot attack or move.
Poisoned	Lose HP during each Upkeep until it recovers HP.
Prone	Adjacent attackers treat defender's PD/MD as 1 less.
Sickened	–1 PA/MA.
Staggered	Cannot attack and move in the same turn.
Stunned	Enters active stance, drop equipment, not a caster and cannot attack, activate abilities, switch position or move.



Rulings and Clarifications

The following list additional clarifications and rulings that can come up in a game.

Card Effect Priority

If one or more effects conflict with each other, to help resolve their effects; Terrain [P] abilities takes priority above all other [P] abilities. [P] abilities take priority over all other ability types. Card effects take priority over rules listed in this rulebook. If there is still a conflict, players must agree to a ruling that works for them.

Failing to attack

When you choose to attack a creature and the defender moves outside that attack range (adjacent for melee or two columns away for range) or leaves the field (and possibly returning to the same space) the attack stops and is wasted.

Failing to Search for a Card

Some card effects allows you to search for a specific card in a deck. Even if you know there is no copies of that specific card in the deck, you can still search and shuffle the deck.

Minimum 0

Any effect that reduces a numerical value cannot reduce it below 0.

Result in a Draw

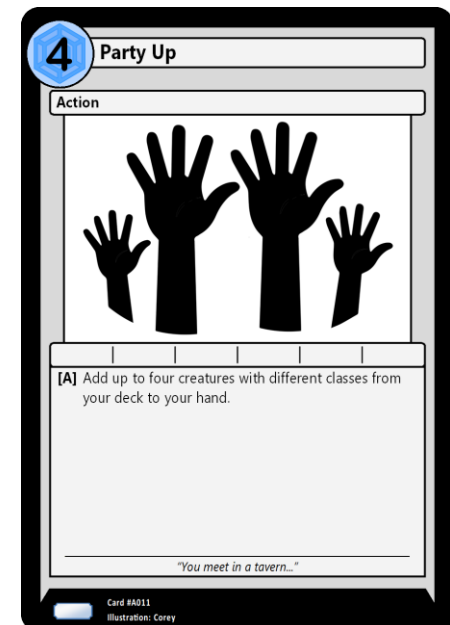
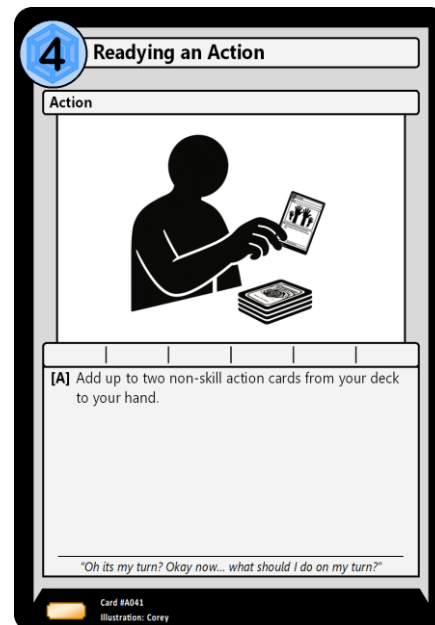
If players somehow manage to both lose or win the game at the same time, the game results in a draw.

Spending Mana

You spend mana at the time of playing a card, traveling or performing actions that requires you to spend mana. Players cannot respond to the act of spending mana unless its required for a card effect.

When to Shuffle Your Deck

Anytime you search for and add/play a specific card from your deck, you must reveal it and then shuffle the deck afterwards.



Tag-Team

What is Tag-Team

Tag-team is a two vs two version of the game. You and your ally will team up to battle against a team of opponents similar to a normal game with some altered rules.

Tag-Team rules

In a tag-team game all rules for a normal game still apply but additional rules are added. For ease, the following are ordered as to when you should encounter it in a game;

- Each team share LP and start with 15 LP.
- You can only play cards onto your field.
- Creatures your ally controls are treated as ally creatures.
- During your Main Phases you can spend 1 mana to send one card from your hand to your ally's hand (can be performed as many times as you want).
- You can move creatures from your field to your ally's field (move limit applies).
- You can only attack with creatures you control on your field.

Before the game and Turn structure

Similar to a normal game players will determine who will go first (page 21). Once the first player has been decided the turn order will be established. As an example you are going first, your opponent in front of you will go second, then your ally will go third and lastly the opponent in front of your ally will go last; repeating until a victor has been decided.

Players will mulligan as normal. Afterwards all players who are not going first adds a Hero Point action card to their hand. Lastly the player going last draws one card and then the game begins starting with the player going first.

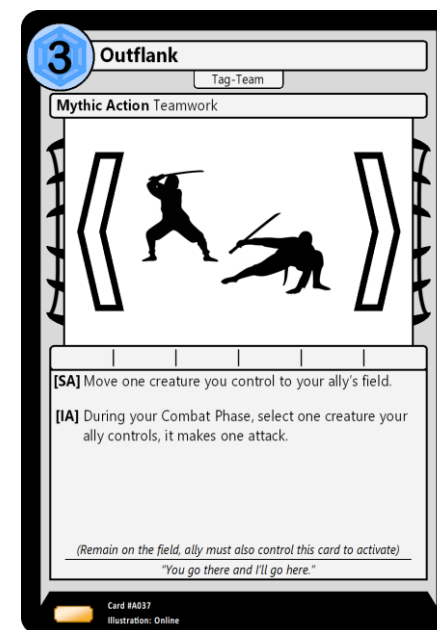
Tag-Team Cards

Cards that display "Tag-Team" under the card's name are primarily played in a tag-team game. There is nothing stopping you from adding tag-team cards in a normal game but some cards may not function well or do nothing at all.

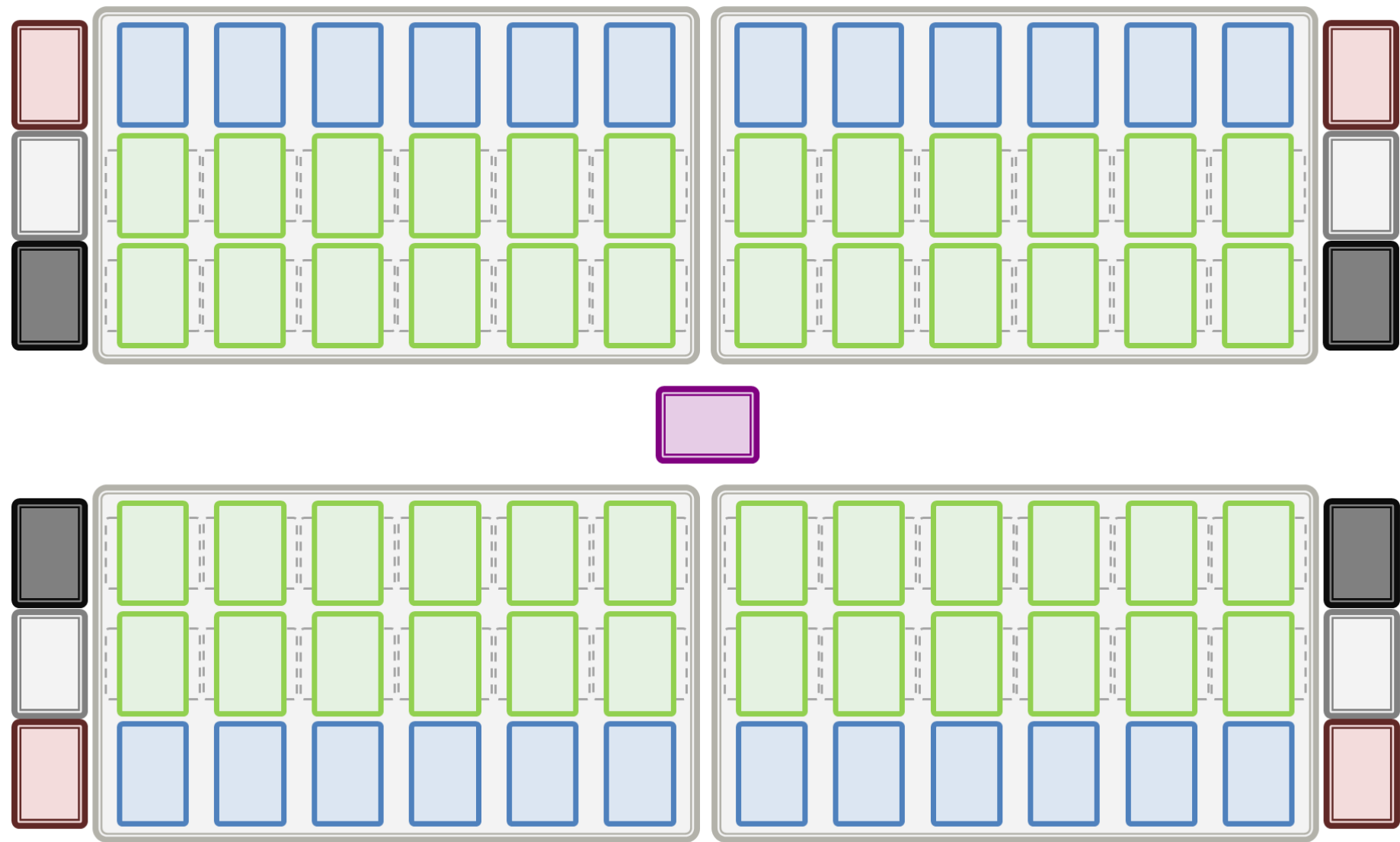
Tag-Team Terrain Cards

When playing a tag-team game it is recommended to add and/or replace certain terrain cards with a similar tag-team version of it.

You can still play with both versions in either game mode however tag-team terrain cards in a normal game could cause unforeseen problems, function poorly or does not do anything.



Tag-Team Play Area



Glossary

Word Terminology

Pathfinder TCG uses many words that is used to describe gameplay mechanics. Here is a list of all words used and what they reference;

- **Ability:** A card effect with a [A], [SA], [IA], [P] or [T] assigned to it.
- **Activate:** When a player uses an [A], [SA] or [IA] ability of a card.
- **Add:** Take one or more cards from any zone to your hand.
- **Adjacent:** One card on the field is next to another card on the field.
- **Another:** The effect must select or target any other target but the source.
- **Banish:** Send one or more cards from one zone to the banish zone.
- **Become:** Overrides a card's type with another or stat gains and Loses is replaced with a set number that cannot be altered.
- **Can:** You may choose to use the following effect or not.
- **Cannot:** You are not allowed to perform the following effect.
- **Card:** A play piece.
- **Choose:** Pick from one or more effects once each.
- **Choose any:** Pick from one or more effects but can choose the same effect more than once.
- **Control:** A card on your field that you can manipulate.
- **Create:** Play a card, usually placing down a token onto the field.
- **Deals:** Inflict damage to an opponent or creature.
- **Destroy:** Send the card from one zone to the graveyard.
- **Discard:** Send one card from your hand to the graveyard.
- **Draw:** Take the card from the top of your deck and add it to your hand.
- **Drop:** Move one equipped equipment card to your action zone.
- **During:** Must be in a certain phase for the effect to activate or trigger.
- **Effect:** A text that describes a procedure players must follow usually from an ability.
- **Enter:** The creature switches combat positions.
- **Except:** An effect applies to most targets but not to certain targets.
- **Flip:** A face up becomes a face down, or vice versa.
- **Gain:** Usually increasing stats, mana or gaining a condition.

- **Heal:** Increase the HP (up to its total) of one or more creatures.
- **Instead:** Must perform a different part of the effect instead of its normal effect.
- **Leaves:** An effect happens when a card moves from one zone to another.
- **Look:** Draw a number of cards from the top card of a deck and place back after viewing it.
- **Mimic:** Copies an effect from another card and treat it has meeting its activation requirements.
- **Mill:** Send the top card of the deck to the graveyard.
- **Move:** Take one card on the field and place it elsewhere on the field.
- **Negate:** An effect does nothing.
- **Place:** Take one card and put it onto a designated space on the field.
- **Play:** Place a card from one zone onto the field.
- **Raise:** Play a creature, usually from the graveyard.
- **Randomly:** Choose a card without knowing its contents.
- **Receive:** Usually decreasing stats, gaining a condition or effect.
- **Recover:** Increase the HP (up to its total) of one or more creatures.
- **Reduce:** Lower a resource for an effect.
- **Remove:** Lower a resource for an effect.
- **Replace:** Swap one card on the field with another card on the field.
- **Resolve:** When an effect completes its order of operation.
- **Reveal:** Show one card to all players then place it back to its zone.
- **Search:** Look into a private zone for a card.
- **Select:** Pick a card or player for an effect.
- **Send:** Move one card from a zone to another.
- **Shuffle:** Randomise the order of a deck.
- **Skip:** Not progressing through an order of operation.
- **Spend:** Lower a resource for an effect.
- **Summon:** Play a creature, usually placing down a token creature onto the field.
- **Target:** Pick a card or player for an effect.
- **Treated:** A card or effect is also another card or effect in addition to its own.
- **Trait:** An icon that grants a card special effects that cannot be negated.
- **Until:** An effect is active awaiting a certain phase is reached or condition met.
- **Up to:** Can decide to include one or more targets for the effect.
- **While:** Is in effect for as long as the card is on the field.