

Sanctioning The Dragon's Demand Adventure Path

To play scenarios from The Dragon's Demand Adventure Path in the Pathfinder Adventure Card Society, the following changes need to be made.

- When a reward in the storybook grants a hero point, ignore that part of the reward.

- When a reward in the storybook grants a Loot card, the Loot Rewards sidebar on page 10 of the Pathfinder Adventure Card Society Guide applies to it.

- Replace the Adventure Path reward with:

When any of your characters starts a scenario using the Core Set, you may replace 1 card from your deck with one of the following cards from the vault: the weapon Dagger, the spell Soothing Word, the armor Chain Mail, the item Balmberry, the ally Guide, or the blessing Incitation. (Only 1 character at each table may choose each card.) That card gains the Loot trait. At the end of the scenario, return the Loot card to the game box and return the card it replaced to your deck.



Adventure 1—Welcome to Belhaim

- Replace Build the Vault with:

Build the Vault: The vault should contain all Core Set level 0 and 1 cards. You may also add the level 0 and 1 cards from any Adventure Path box.

- Replace the adventure reward with:

Each character searches their Class Deck box for a level 1 boon and gets it.

Scenario 1★: Rumble Road

- Replace the scenario reward with:

Each character gets a new level 1 boon of any type, and may choose a bonus deck upgrade.

Scenario 1A: Plans Gone Wrong

- Replace the scenario reward with:

Each character gets a new level 1 armor or item, and may choose a bonus deck upgrade.

Scenario 1C: The Wizard's Estate

- Replace the scenario reward with:

Count the number of cards in the auction pile, then banish it; the party gets an equal number of new boons of any types. Each character may choose a bonus deck upgrade.

Adventure 2—Path of the Dragon

- Replace Upgrade the Vault with:

Build the Vault: The vault should contain all *Core Set* level 0, 1, and 2 cards. You may also add the level 0, 1, and 2 cards from any Adventure Path box.

- Replace the adventure reward with:

Each character searches their Class Deck box for a level 2 boon and gets it.

Adventure 3— Aeteperax Redux

- Replace Upgrade the Vault with:

Build the Vault: The vault should contain all *Core Set* cards. You may also add the level 0, 1, 2, and 3 cards from any Adventure Path box.

- Replace the adventure reward with:

Each character searches their Class Deck box for a level 3 boon and gets it.

Scenario 3A: The Monastery of Saint Kyerixus

- Strike the last paragraph of During this Scenario.

- Replace the reward with:

Loot: armor Lion's Helm, item Ring of Protection. Each character records the number of henchmen in the henchman pile on their Chronicle sheet.

Scenario 3B: Dragonslayers

- For the last paragraph of setup, calculate the number of henchmen by averaging the number of henchmen each character has recorded on their Chronicle sheet for The Dragon's Demand 3A: The Monastery of Saint Kyerixus. If a character has not played that scenario, count their number as 0. Round to the nearest whole number.

- Replace the scenario reward with:

Each character gets a new level 3 blessing, and may choose a bonus deck upgrade.

Scenario 3C: The Wandering Way

- This scenario may be played any number of times, choosing any number from 1

to 6 for #. (The standard rules determining which tiers of characters can play still apply.) Build the vault with all *Core Set* cards whose level is less than or equal to #; you may also add the same level cards from any Adventure Path box. If # is 4 or higher, you must add cards from an Adventure Path, then remove all non-Veteran banes whose level is at least 3 lower than #, and you may remove any non-Veteran, non-blessing boons whose level is at least 3 lower than #. Characters may earn the reward for this scenario any number of times.

