To play scenarios from the Curse of the Crimson Throne 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.
- Perform a harrowing at the start of each scenario instead of each adventure. At the end of each scenario, return your harrow to the vault.
- When choosing deck upgrades, treat Harrow blessings that match the adventure’s Harrow suit as being level #.
- Each character has their own Rallied Supporters list; see page 4. When the party rallies or unchecks a supporter or gains a supporter feat, each character does so on their own list. (When there is a choice, each character makes their own choice.)
- When a scenario includes the Base, shuffle all supporters rallied by at least one character into it. Each character may only play supporters they have rallied and may only use supporter feats they have gained.
- Replace the last power on the level 6 monster Yzahnum the Efreeti with:
  If defeated, you may banish a level 6 boon to draw the Loot armor Trifaccia’s Mantle; if you do, each character records it on their Chronicle sheet as a loot reward.
- Replace the Adventure Path reward with:
  When any of your characters starts a scenario using the Curse of the Crimson Throne set, you may replace 1 card from your deck with one of the following cards from the vault: the weapon Scimitar, the spell Infernal Healing, the armor Armored Coat, the item Antiplague, the ally Korvosan Guard, or the blessing Sands of the Hour. (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—Edge of Anarchy**

- Replace Build the Vault with:

  **Build the Vault:** The vault should contain all level 0 and 1 cards from the Core Set and the Curse of the Crimson Throne Adventure Path.

**Adventure 2—Seven Days to the Grave**

- Replace Upgrade the Vault with:

  **Build the Vault:** The vault should contain all level 0, 1, and 2 cards from the Core Set and the Curse of the Crimson Throne Adventure Path.

**Adventure 3—Escape from Old Korvosa**

- Replace Upgrade the Vault with:

  **Build the Vault:** Start with all level 0, 1, 2, and 3 cards from the Core Set and the Curse of the Crimson Throne Adventure Path, then remove all Level 0 non-Veteran banes and you may remove any Level 0 non-Veteran, non-blessing boons.

**Scenario 3A: Red Mantis and Orange Flames**

- Replace the scenario reward with:

  Each character may add the Blackjack: Hero of Korvosa role to their deck box. Each time they gain a power feat that appears only on their role, they also gain a power feat on their Blackjack role. Each time they gain a power feat on their role that also appears on their character card, they also gain that feat on their character card. At the start of each scenario in this Adventure Path, 1 character may replace their role with the Blackjack role and shuffle the Loot item Blackjack’s Gear and the Loot weapons Blackjack’s Daggers and Blackjack’s Rapier from the vault into their deck.

**Scenario 4B: The Belly of the Beast**

- Replace the scenario reward with:

  Loot: weapon Returning Totem Spear, armor Shoanti Barbarian Hide, item Red War Paint, ally Lyrune-Quah Truthspeaker.

**Scenario 4D: Trial of the Totem**

- Replace the scenario reward with:

  Loot: weapon Thundering Earthbreaker, armor Totem Klar, item Blue War Paint, ally Sklar-Quah Thundercaller.

**Adventure 4—A History of Ashes**

- Replace Upgrade the Vault with:

  **Build the Vault:** Start with all level 0, 1, 2, 3, and 4 cards from the Core Set and the Curse of the Crimson Throne Adventure Path, then remove all Level 0 and 1 non-Veteran banes and you may remove any Level 0 and 1 non-Veteran, non-blessing boons.

- Add the following to During this Adventure:

  When you gain a respect point, record it on your Chronicle sheet.

- Replace the adventure reward with:

  If your character has:
  - 3 or more respect points, rally supporter Krojun Eats-What-He-Kills.
  - 6 or more respect points, also gain a supporter feat on either Thousand Bones or Truthspeaker Akram.
  - 9 or more respect points, also get Loot: weapon Limning Starknife, armor Moon Maiden Armor, item Silver War Paint, ally Skoan-Quah Boneslayer.
Adventures 5— Skeletons of Scarwall

• Replace Upgrade the Vault with:

Build the Vault: Start with all level 0, 1, 2, 3, 4, and 5 cards from the Core Set and the Curse of the Crimson Throne Adventure Path, then remove all Level 0, 1, and 2 non-Veteran banes and you may remove any Level 0, 1, and 2 non-Veteran, non-blessing boons.

Scenario 5A: Army of the Dead

• Replace the scenario reward with:

Loot: armor Kazavon’s Shield. In other scenarios in this adventure, if more than half of the characters have this reward, do not add the wildcard Besieged.

Scenario 5B: Shadows on the Wing

• Replace the scenario reward with:

Loot: item Staff of Greater Necromancy. In other scenarios in this adventure, if more than half of the characters have this reward, do not add the wildcard Withering.

Scenario 5C: The Shrine of Midnight

• Replace the scenario reward with:

Loot: spell Sadomasochism. In other scenarios in this adventure, if more than half of the characters have this reward, do not add the wildcard Unhallowed.

Scenario 5D: Ashbringer’s Roost

• Replace the scenario reward with:

Loot: weapon Ashbringer. In other scenarios in this adventure, if more than half of the characters have this reward, do not add the wildcard Deadly.

Adventures 6— The Crown of Fangs

• Replace Upgrade the Vault with:

Build the Vault: Start with all level 0, 1, 2, 3, 4, and 5 cards from the Core Set and the Curse of the Crimson Throne Adventure Path, then remove all Level 0, 1, 2, and 3 non-Veteran banes and you may remove any Level 0, 1, 2, and 3 non-Veteran, non-blessing boons.

Scenario 6B: Assault on Castle Korvosa

• Add the following to the scenario reward:

Characters may choose a bonus deck upgrade.

Scenario 6C: Death to the Queen

• Replace the scenario reward with:

Loot: weapon Shocking Sawtooth Saber, ally Venster Arabasti.

Adventures 7— Kazavon Rises

• Add the following:

Build the Vault: Start with all level 0, 1, 2, 3, 4, and 5 cards from the Core Set and the Curse of the Crimson Throne Adventure Path, then remove all Level 0, 1, 2, and 3 non-Veteran banes and you may remove any Level 0, 1, 2, and 3 non-Veteran, non-blessing boons.

Scenario 7A: The Inevitable Betrayal

• Replace the scenario reward with:

When any of your characters starts a scenario using the Curse of the Crimson Throne Adventure Path, you may replace 1 blessing in your deck with a Harrow blessing that is not the current Harrow Suit from the game box. 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.
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HERO OF KORVOSA
Heroes die. Legends live forever.

POWERS
You may add Blackjack cards to your deck list in addition to your other cards. After drawing your starting hand, draw 3 additional cards, then set aside 3 cards; these cards are your kit. At the start of your turn, you may exchange a card in your hand with a card in your kit.

- When you would recharge, shuffle, discard, or bury a boon for your character or role power, you may reload a Blackjack boon instead.
- On your Acrobatics or Stealth check, you may discard a card to reroll 1 die (□ or 2 dice).
- When another local character would encounter a monster (□) or an Obstacle, Skirmish, or Trap barrier), you may discard a card to encounter it instead (□) and add 1d6 to your checks against it.
- You may average an encounter with a bore at any location by discarding a card. If it is distant, move to that location first.
- Gain the skills Acrobatics: Dexterity +3, Stealth: Dexterity +3, and Diplomacy: Charisma +3.