

CROWNED SKULL



An evil force has sent undead raiders from the Spire dungeons to the surface, all bearing a symbol of a skull with a crown above it. Seek out this "crowned skull" and destroy it before its power grows.

ILLUSTRATION: JIM NELSON
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CLOCKWORK SCOURGE



A Numerian wizard and clockwork crafter named Klarkosh commands his own domain and influences several other levels of the Spire dungeons. Find and defeat him to stop him from completing his plans.

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DEACTIVATING THE GODBOX



A tribe of troglodytes worships a strange metallic box of unknown origin, which takes care of all their needs. Find a way to disable this "Godbox" without physically damaging it or otherwise destroying it.

ILLUSTRATION: FLORIAN STITZ
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PORTAL RESEARCH



Groups underground are doing research into planar portals caused by the Emerald Spire. Retrieve journals or copies of notes about this research from three different sources and return them to the Goldenfire Order.

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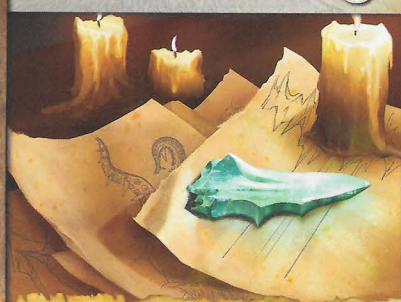
SAGE'S EXPEDITION



The sage Abernard Royst, who lives in Fort Inevitable, collects maps and details about the underground dungeons around the Emerald Spire. Catalog the levels you explore, and report your findings back to him.

ILLUSTRATION: CHRISTOPHER BRADLEY
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NOQUAL RELIC



Abernard Royst has attained a chipped, serrated fragment of the greenish skymetal called noqual. This piece clearly came from a larger sculpture. Bring Royst the rest of the noqual treasure he seeks.

ILLUSTRATION: SIZANNE HELMIGH
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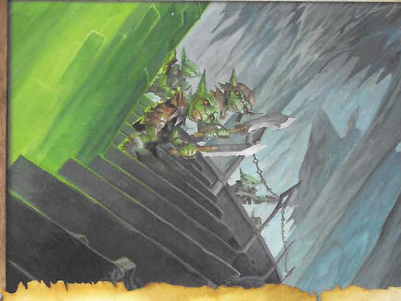
FRIENDS IN THE FORT



Two groups vie for power in Fort Inevitable. Earn the trust of either the Hellknights who maintain their severe laws or the Seven Foxes resistance group that opposes them, and form an alliance with your chosen faction.

ILLUSTRATION: CHRISTOPHER BRADLEY
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REACHING THE SPIRE DUNGEONS



A tower and structure in the Echo Wood surround the Emerald Spire where it protrudes from the ground, but there are more dungeons below. Find the path that will take you from the surface down into the dungeons below.

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MISSING WIZARDS



Two wizards of the Goldenfire Order have gone missing. Jharun and Tiawask ventured into the dungeons and never returned. Locate them in the dungeons below, and return them or their remains to the surface.

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PRISONERS OF THE TOMB



An ancient magical safeguard has trapped you within a mysterious, old dungeon, sealed off from any escape. Find a method that will let you deactivate this forbiddance and escape from these halls.

ILLUS: SUZANNE HELMIGH
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RESTORING POWER



The servant constructs of the Sanctum have been deteriorating over the years, and want to be returned to their former glory. Restore the Sanctum and its staff by getting Steward past the destructive Reclaimers and to the Iron Crèche.

ILLUS: SUZANNE HELMIGH
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DEEPEST MENACE



In the deepest reaches of the Spire dungeons, where the Emerald Spire itself takes root, an ancient Vault Keeper lives and schemes. Its plans could wipe out a great number of lives, and only you can stop them from coming to pass!

ILLUS: PAOLO PUGGIONI
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DIVIRI'S FATE



The Hellknight Chaid DiViri took an expedition into the deep levels of the Spire dungeons, but the group came under siege and many of its members were killed. Find DiViri and return her to the surface—dead or alive!

ILLUS: JORGE FAINES
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GREEN GEM



A statue of a toothless serpent in the shrine to Ydersius contains an emerald of enormous size, but this massive gemstone is held in place by adamantine bands. Find a way to release the glittering stone.

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LAW OR CHAOS



One level of the Spire dungeons is contested by the lawful inevitables and the chaotic proteans—a feud that has reached a stalemate. Choose to side with law or chaos in the conflict, and help them conquer their enemies.

ILLUS: MARK MOLNAR
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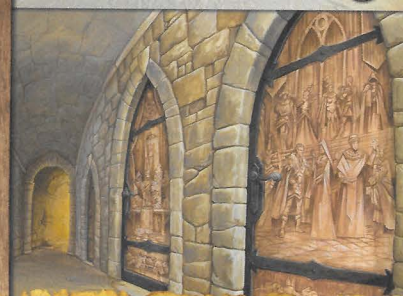
TRANSPORT TOOLS



The magic of the Emerald Spire can be harnessed for magical transportation. Collect the tools needed to use the Spire to teleport between levels: a Spire transport token and a copy of a transport rune.

ILLUS: PAOLO PUGGIONI
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GRAY SHROUD



A band of thieves keep a hideout in the Spire dungeons. Their leader, Tarrin Dars, has been collecting secret lore. Find out what information she's been hoarding, and determine what she plans to use it for.

ILLUS: FLORIAN STITZ
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DEN OF SERPENTS



Two groups of serpentfolk inhabit two adjacent levels of the Spire dungeons, but these factions are in perpetual conflict. Bring ruin to the Circle of Vissk-Thar by destroying the factions or making them destroy one another.

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HOLY SYMBOL



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HELM



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FANG



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SPHERE



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DOOR



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KEY



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JOURNAL



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HEART



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KEY



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KEY



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KEY



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STONE



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STONE



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SKULLS



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TOOTH



ILLUS: FLORIAN STITZ
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TOKEN



ILLUS: ADAM ANNA
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GORLOTH 21/53

Gorloth

Bone priest

NOTES

NPC CODE _____

GRULK 20/53

Grulk

Bugbear chieftain of
a goblin gang

NOTES

NPC CODE _____

LADY COMMANDER AUDARA DROVUST 19/53

Lady Commander Audara Drovust

Commander of the Hellknights
at Fort Inevitable

NOTES

NPC CODE _____

GODBOX 24/53

Godbox

Magnetic machine worshiped
by troglodytes

NOTES

NPC CODE _____

SLAAGH 23/53

Slaagh

Helpful troglodyte

NOTES

NPC CODE _____

TARRIN DARS 22/53

Tarrin Dars

Leader of the Splinters

NOTES

NPC CODE _____

KLARKOSH 27/53

Klarkosh

Construct-crafting
Numerian wizard

NOTES

NPC CODE _____

JHARUN 26/53

Jharun

Wizard of the
Goldenfire Order

NOTES

NPC CODE _____

SENETHAR 25/53

Senethar

Undine summoner

NOTES

NPC CODE _____

UZAR-KUS 30/53

Uzar-Kus

Two-headed
serpentfolk sorcerer

NOTES

NPC CODE _____

TIAWASK 29/53

Tiawask

Wizard of the
Goldenfire Order

NOTES

NPC CODE _____

SARTOSS 28/53

Sartoss

Serpentfolk devotee of
the Awakener

NOTES

NPC CODE _____

YARRIX 33/53

Yarrix

Long-dead priestess of
the Shadowfire cult

NOTES

NPC CODE _____

AOZ 32/53

Aoz

Kyton augur

NOTES

NPC CODE _____

MISTRESS OF THORNS 31/53

Mistress of Thorns

Power-hungry barbed devil

NOTES

NPC CODE _____

ERINIELL 36/53

Eriniell

Pech sorcerer

NOTES

NPC CODE _____

NHUR ATHEMON 35/53

Nhur Athemon

Azlanti lich

NOTES

NPC CODE _____

STEWARD 34/53

Steward

Servant construct

NOTES

NPC CODE _____

The image of a snake's skull is carved into this disk of jade.

NOTES

ITEM CODE

This helm appears to be made of dried skin, and a single eye stares out at anyone nearby.

NOTES

ITEM CODE

Iluchtewhar

Ancient Vault Keeper

NOTES

NPC CODE

This giant serpent's fang is sculpted of stone.

NOTES

ITEM CODE

This perfect sphere of quartz is about the size of a human head.

NOTES

ITEM CODE

This heavy door is built of a peculiar copper-colored metal.

NOTES

ITEM CODE

This key has a series of gears instead of normal teeth.

NOTES

ITEM CODE

A pattern of iridescent fish scales decorates the covers of this musty journal.

NOTES

ITEM CODE

This odd clockwork contraption looks like a human heart made of gears.

NOTES

ITEM CODE

KEY 48/53

The bow of this key is cast in the shape of a devil's face.

NOTES

ITEM CODE

KEY 47/53

This two-foot-long mass of twisted, tentacle-like tines has a T-shaped handle.

NOTES

ITEM CODE

KEY 46/53

This elegant key is made of silvery metal.

NOTES

ITEM CODE

STONE 51/53

This piece of blue crystal is cut into a perfect, five-pointed star.

NOTES

ITEM CODE

STONE 50/53

This immaculate, star-shaped stone is cut from red crystal.

NOTES

ITEM CODE

SKULLS 49/53

These ancient human skulls are discolored with age and badly cracked.

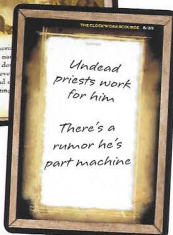
NOTES

ITEM CODE

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you track major characters, Item Cards let you hand out actual treasure, and Quest Cards make sure you're always on track for your next objective. Now you've got the perfect way to truly make the adventure your own!



TOOTH 53/53

Despite being made of pale green crystal, this shark's tooth is incredibly smooth except for one chip.

NOTES

ITEM CODE

TOKEN 52/53

About the size of a thumb, this piece of glowing green crystal is carved with intricate patterns.

NOTES

ITEM CODE