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I'm Peter (Universal Head). For 10 years I've been making **my famous rules summaries** and **entertaining, informative videos** about tabletop games.

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v1

Mar 2022

Game: **PATHFINDER: LEVEL 20**

Publisher: **Gale Force Nine (2022)**

Page 1: **Rules summary**

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LEVEL 20

SETUP

Place the board on the table. Place the 16 **junk tokens** on the board as shown in the rules (all junk tokens work the same way).

Shuffle the deck of **kobold treasure cards** and give each player 2 facedown cards. Place the rest in a facedown deck next to the board.



Place 5 **pride tokens** next to the board. *If there are 4 or more players, place all 8 pride tokens next to the board.* Place the 20 **obstacle tokens** and 6 **hidden tokens** near the board.

Each player chooses a **kobold standee** and takes 3 **ferocity tokens**.

The first player is the person who most recently acquired some treasured junk, and takes the **first player token**. Play will proceed clockwise around the table from the first player.

Place the first player's kobold standee in the spot marked 1 on the board. Place the other kobold standees on the board in the numbered spots based on their turn order. Place the **fighter standee** at the illuminated den entrance, facing along the top row of the board. *If there are 4 or more players, place the second fighter standee at the darkened den entrance.*

ROUNDS

1. KOBOLD TURN

Each kobold may move, starting with the first player and going clockwise until each player has had a turn. **You have 2 movement points on your turn.** You may spend any number of ferocity tokens to gain additional movement points: 1 point for each token spent.

You must spend all of your movement points. You cannot voluntarily give up movement points and you cannot end your movement on the same space where you started your turn.

You can enter any neighboring square for 1 movement point, orthogonally or diagonally, and you can move through spaces with other standees and enter staircase spaces. Kobolds must end their movement in a space without any standees.



Junk tokens:

If you enter a space with a **junk token**, you may spend a movement point to discard it and choose one of these options. You can search multiple junk tokens in a single turn.

- Gain a kobold treasure card:** The hand limit is 3. If you ever gain a fourth, immediately discard down to 3.
- Gain 2 ferocity tokens:** The maximum number you can have is 3. If you already have 2 ferocity tokens, you only gain one.



Ferocity tokens:

You can spend any number of ferocity tokens on your turn. They have 2 possible uses:

- Gain 1 movement point for each ferocity token spent.**
- Spend 1 token to take cover in any square.** You won't be targeted, but the fighter will still kill you if they enter your square. Place a **hidden token** next to your standee. Remove the token at the start of your next turn.



2. FIGHTER ACTIVATES

When there are 2 fighters, always activate the female fighter first.

1. TARGET A KOBOLD

Identify the target kobold: the closest kobold within the fighter's line of sight. The fighter can see anything in the 180° arc in front of them, and including directly to their sides.

The closest kobold is the kobold that the fighter needs to spend the fewest movement points to reach. **Fighters must walk forward or diagonally forward.** They cannot walk sideways. If a fighter needs to turn to reach a kobold, turning costs a movement point. If there's a tie between multiple kobolds, the fighter chooses whichever one of the tied kobolds that moved first this turn.

If the fighter can't see a kobold, they turn around 180° (spending 2 movement points to do so) and then look for the closest kobold. **If there are still no visible kobolds, the fighter moves forward 2 spaces.**

When played with 2 fighters, the second fighter will not target the same kobold as the first fighter. Treat that kobold as if they were hidden and cannot be selected as the target. However, if the second fighter enters the space with the kobold, they will still slay the kobold.

2. FIGHTER MOVES

The fighter has 4 movement points on their turn. If the fighter needs to turn to reach the kobold, they will do so before taking any steps.

Each 90° turn requires 1 movement point. Then the fighter moves diagonally forward until they are in a straight line with the kobold. Then they march forward until they reach the kobold, a stalactite token, or they run out of movement points.

Fighters will not enter the space of another fighter. If one fighter's path causes them to bump into another fighter, they immediately end their turn and lose any additional movement points, (even if sliding on moss).

The fighter will blindly walk into obstacles if they can. Junk tokens do not affect their movement. **If they enter the space of any kobold, they kill it and that player is removed from the game.** Remove that kobold standee from the board, and discard any treasure cards in their hand. This ends the fighter's movement, even if they were sliding in moss.

3. FIRST PLAYER TOKEN ROTATES

At the end of every round, the first player token rotates 1 spot clockwise. If the first player token would pass to a player who has already been defeated, it continues to the next player clockwise until it is given to a player yet to be eliminated.

KOBOLD TREASURE CARDS

Most treasure cards must be played on a player's turn. Playing a card does not cost any movement points, and there's also no limit to the number of cards a player can play in a single turn.

A player can never play a card that would place a token on top of one that already exists, including on top of an existing junk token.



STALACTITE

Choose a square next to your current location as the target square and place a **stalactite token** in that square. **If the fighter is in that square, they lose a pride token and miss their next turn** (still place a stalactite token under the fighter).

A stalactite card cannot be played to injure a fighter if the fighter is currently standing on top of any kind of token.

If the fighter would step into a stalactite token, their movement ends instead. If the fighter ever ends their movement next to a stalactite token (or multiple), immediately remove the stalactite token(s) from the board. The exception to this rule is if they are standing on top of a stalactite token because they were just hit with a stalactite.

Kobolds can pass through stalactite tokens, and can even stop on one and use it as protection from the fighter. It will not prevent them from being targeted, but the fighter cannot reach them. When the fighter destroys the stalactite token, the kobold survives.



SPOILED FOOD

Place a **spoiled food token** in your current space. This has no effect on kobolds, but if the fighter enters a space containing a spoiled food token, **their turn immediately ends and they lose a pride token. Additionally, they only get 2 movement points on their next turn.** At the start of the fighter's next turn, remove the spoiled food token as a reminder of their reduced speed.



MOSS

Place a **moss token** in your current space. This has no effect on kobolds, but if the fighter enters the space with the moss token, **they lose the rest of their movement points and move 2 more squares in the same direction they were moving when they entered the space with the moss.** If they cannot move a full 2 squares because they reach the board edge, they slam into the wall and lose a pride token.

If the fighter would slide into a stalactite token, it is considered a wall. The fighter loses a pride token and then removes the stalactite token.

If they enter a space with a kobold, their slide stops and the kobold is killed.

If the fighter hits a second (or more) moss, they slide an additional 2 squares. There is no limit to the number of times this effect can chain.

If the fighter loses their final pride token because they slipped on moss and hit the wall, the kobold they were targeting wins the game.

ROCK TUNNEL

Play this card when a fighter enters your space. **You immediately move 1 space in any direction,** except the space the fighter moved from. Additionally, the fighter loses any remaining movement points. However if the fighter was slipping on moss, they'll keep on sliding.

WINNING THE GAME

The game immediately ends when one of these conditions is met:

- Only 1 kobold remains. The player who was not slain wins the game.
- The fighter(s) loses their final pride token. Whichever kobold dealt the final blow wins the game.