



THE THREE PILLARS™

A PARANORMAL CARD GAME

FAQ AND ERRATA

This document provides errata and answers to frequently asked questions for *The Three Pillars: A Paranormal Card Game* and its expansions: *Allies & Adversaries*, *Batteries Not Required*, and *Extreme Hauntings*. The newest revisions are highlighted in red.

ERRATA

This section contains corrections to errors that appeared in early printings of *The Three Pillars: A Paranormal Card Game*. Later printings include these corrections.

The Rulebook

The terms "Investigation Deck" and "Case File" are interchangeable.

Conclusion

During the scoring phase, for each case closed, score +1 points.

Event Cards

You now must draw an Event card when you assign a Pillar to the first Case. This has been changed to allow for more random elements in each game. Not all Events will have an effect on the first case. If not, they are just discarded.

Evidence Pool

This term is referred to on several cards - this is the area where you place all your bonus points from cards. While there is no official place for this, somewhere off to the side is recommended.

FREQUENTLY ASKED QUESTIONS

These sections provide answers to the most commonly asked questions about playing *The Three Pillars: A Paranormal Card Game*.

Basic Rules

Q: When do I play an Event card?

A: An Event card is played by each player when they first assign a Pillar to a new case. Revisited cases or the switching of Pillars on an open case do not trigger another Event.

Q: Can I play more than one Misfortune on an opponent?

A: Only the top Misfortune card on your opponent's Case Log is considered to be active. Example: if your opponent has Broken Equipment showing, they need an Extra Equipment card to continue - but if you play a Possession card on top of it, the Broken Equipment is ignored and now they only need play an Exorcism card. The only exception to this is Limited Resources, which is played next to the Case Log.

Q: Can I play Misfortunes on myself?

A: No. Misfortune cards may only be played on an opponent.

Q: When do I play Casebook cards?

A: Casebook cards are never in your hand - when they are earned, they play immediately on your side of the table and are

considered in effect for you. The game text on each lets you know when you can take advantage of them, be it once per case (i.e. - Experimentation), or continuously (i.e. - Foundation).

Q: Do I have to play an On The Case card every time I overcome a Misfortune?

A: You need to play On the Case to begin an investigation at a location and to overcome Off the Case. Otherwise, you don't need to.

Q: How do I play a three or four player game? There aren't enough character cards.

A: The set comes with two sets of Pillar cards. To play a three player game, a set of proxy cards must be printed. You can download them at www.neverstopsearching.com.

To play a four player game, you play in teams. Each team shares one Case Log and acts as one player, but each person has a hand of six cards and takes a separate turn. Play goes clockwise, so "Team A" would take two turns (one per player) and then "Team B" takes two turns. Any game text that targets a player still only affects one player - the holder of the card chooses if not specified by the card.

Q: I don't have enough cards in my hand - when do I draw up?

A: There will be situations where sometimes you have less than

your required hand size inbetween turns. At the start of your turn, you draw up to your hand size, then draw your required card to start your turn. Conversely, if you have too many cards in your hand, you discard down at the end of your turn.

Event Cards

Q: Full Moon - Which psychic ability do I use?

A: When Full Moon is in play at a Case, the current Pillar gets the ability of their Psychic Pillar in addition to their own. If you have already used a Psychic at a previous Case, you must use the ability of that character, otherwise you may choose either one.

Q: The Other Side - Who does this affect?

A: The Other Side only affects the player who drew the card and refers to their active Pillar when it is drawn. As for the discarding of current case evidence, more often than not it will do nothing as the card will be drawn when starting the investigation, but for those times it comes out in the middle of a case - it becomes more devastating.

Q: Over Exposed - Will this affect me if I've already closed the case?

A: No. When you close a case, the Pillar is assumed to have taken the evidence with them already and is not subject to losing it.

Q: Abandoned House and Malevolence - What do side missions mean?

A: These two cards act as instant Cases - when you draw them you have the opportunity to close them and either reap the reward or face the penalty. Each describes the Evidence needed to close them. If you do so, you score the points at the top right of the card. If not, you will suffer the penalty listed.





ALLIES & ADVERSARIES FREQUENTLY ASKED QUESTIONS

This section provides answers to the most commonly asked questions about cards in the **Allies & Adversaries** expansion.

Event Cards

Q: Darkness Dave - What if I draw this on the last Case?


A: With no, "next case" to flip over, it has no effect.

Q: Ghost Challenge - Is the Evidence played there collective between players?

A: No. Just like any other Case, the evidence you play to Ghost Challenge is yours and only counts towards your attempt at closing that case. However, unlike regular cases, if you go over the Evidence Number, you only score the printed value, not how much you played towards it.

Q: No Matter the Odds - Does this allow me to ignore the Inconclusive number on the case?

A: Yes. Additionally, like with *Revisitation*, discarding your hand is a voluntary action if you do leave it inconclusive.

Q: Para Whores - It says it affects all  cards. Does this mean my opponents too?

A: No. Just the ones you draw.

Support Team

Q: Brooke - If I use her ability, does it affect my opponent as well?

A: Her ability affects the location until it is closed - by the next player who closes it, regardless of who flipped the Brooke card over.

Q: Brooke - Can I use her ability to nullify the game text of Remote Farmhouse?

A: Only if you are at a different Case when you do it.

Q: Edwin - Can I use him to play a Full Bodied Apparition (LVL 5)

evidence card if I've already played two on my cases?

A: No. The restriction is for the player, not the Pillars.

Q: Karrie Ann - Can cards that affect ones hand, like Clairvoyance, affect the card she is holding?

A: No. Any card in her care is not considered to be part of your hand even though you may play said card as if it was.

Q: Wael - Can I use him even if the Evidence card I played closed my case?

A: Yes! He's a good way to rack up bonus points.

Cases

Q: Little Round Top - What happens if I've played three Full Bodied Apparition (LVL 5) evidence cards here and then my opponent uses Brooke's ability here - do I lose that third card?

A: No, but while the Case text is nullified, you won't be able to play any more beyond the regular limit.



BATTERIES NOT REQUIRED FREQUENTLY ASKED QUESTIONS

This section provides answers to the most commonly asked questions about cards in the **Batteries Not Required** expansion.

Basic Rules

Q: I don't understand the Energy Flow - how does it work?

A: Essentially it works like Rock, Paper, Scissors. The green "Active" Psychic cards can cancel the blue "Spirit" Psychic cards, the blue can cancel the purple "Reactive" cards and the purple can cancel the green. This is the rule unless the Energy Flow is reversed and then the opposite is true (blue cancels green and so on). When you use your Psychic card to cancel another one, the game text is ignored and both are recycled back into the Psychic Deck. This is known as countering.

Q: When can I use my Psychic card to counter another one?

A: This can be done at will - even on your opponents turn.

Q: Some of the Event cards have Psychic icons on them - why?

A: These events are Psychic in nature and can be countered by the appropriate color Psychic card.

Q: Some Psychic cards have points on them - can I counter them too?

A: When they are first revealed, yes, but once they are converted into points they are no longer considered to be Psychic cards.

Event Cards

Q: Alternate Methods - When I use the text on this card, do I have to discard it?

A: No, it remains in play unless countered by the appropriate Psychic card.

Q: Pareidolia - If I discard a Preparedness card but my opponent does not, does that save my evidence from being lost?

A: Yes. You can also choose to not discard a Preparedness card if you have no Evidence cards at risk.

Q: Total Eclipse - does this include the Event cards with Psychic icons on them?

A: Yes.

Pillars

Q: Patrick Burns/Paul Bradford - Does the Support Team member he mimics have to be face up?

A: No, but it must be one currently in play.

Psychic Cards

Q: Extra Sensory Perception - Do I need to be On The Case first to use this?

A: No, it's like you arrived at the case with foreknowledge of what was to come. You still must follow the limits for Level 5 Evidence though.

Q: Hyperfocus - Does this affect Premiere Set Lisa Ann - can I draw two cards a turn?

A: No. This affects Pillars who have a, "Once per Case" ability.

Q: Psychic Shield - Does this protect me against all Events?

A: No, it only refers to cards that read, "Choose an opponent." or similar. It redirects the targeting, not the card itself.

Q: Reiki - What constitutes a "negative" effect?

A: Anything that targets your Pillar that prevents you from taking any action or using their ability is considered negative. Examples include Attachment or any Level 3 Curse. However, for a Level 3 Curse, the effect of Reiki only lasts for the current Pillar.

Q: White Light - how does this work?

A: Unlike Reiki, which targets a Pillar, White Light targets you as the player - so any Event that will cause a negative effect on your hand, Pillar, Evidence or Case is eligible to be protected by White Light.



EXTREME HAUNTINGS FREQUENTLY ASKED QUESTIONS

This section provides answers to the most commonly asked questions about cards in the **Extreme Hauntings** expansion.

ERRATA

This section contains corrections to errors that appeared in early printings of **Extreme Hauntings**. Later printings include these corrections.

Using Objects

When using Objects to banish an Entity or lift a Curse you may use multiple Objects against a single target but you may not use a single Object against multiple targets.

Example: you must use several Objects to banish the Bone Demon because of its strong V/E number. It is a single target. But you would not be able to use the Purification Kit (value 3) to lift a Level One Curse from your Pillar AND a Level Two Curse from the Case they were at because those are two separate targets. However, you COULD use the Purification Kit to lift three Level One Curses on a single Pillar.

If you “pay extra” to lift a Curse or Banish an Entity (using a value 3 Object against a Level Two Curse, for instance) the remainder is lost and the Object is discarded as normal.

Vanquishing an Entity

The terms governing this game function have been altered to allow for a clearer battle. The Physical element of the battle remains the same but the Spiritual part has been changed.

The Extreme Hauntings Rulebook, page 7 now should read as follows:

What is Spiritual Strength?

All other icon cards count as a measure of your Spiritual

Strength - how resilient you are against the unseen forces trying to corrupt you.



Preparedness cards count as one unit of Spiritual Strength



Misfortune cards negate one unit of Spiritual Strength possessed by your opponent



Protection cards negate any number of Misfortune damage coming in as well as counting as one unit of Spiritual Strength.

To win the Spiritual battle, you must have more Spiritual Strength than your opponent - which means after all the adjustments have been made, you must have more green/blue cards than the enemy.

In order to successfully vanquish an Entity you must win the battle on BOTH fronts: Physical and Spiritual. While you may have an overwhelming number of Physical damage points in your favor, if you do not also have a greater Spiritual Strength, the vanquish attempt is a failure. In the event of a tie, the Entity is considered the victor.

The example in the rulebook has also been altered:

Example: The Elemental, with a V/E number of 3 has a hand size of three cards. It drew an EVP evidence card (3 points of Physical damage), a Misfortune card and a Preparedness card (1 Spiritual damage and 1 Spiritual Strength, respectively). You have five cards left in your hand going into the attempt - two Photographic Anomalies (2 points of PD each), two Preparedness cards and a Misfortune card. You play the two evidence cards to beat the Elementals evidence card (4 points vs 3 points). You have two points of Spiritual Strength and the Elemental has one - each of you use your Misfortunes against each other, eroding one unit of Spiritual Strength each. This leaves you with one point of Spiritual Strength for the win! After the battle is decided, all cards used in it are discarded.

FREQUENTLY ASKED QUESTIONS

These sections provide answers to the most commonly asked questions about playing **Extreme Hauntings**.

Cases

Q: Desecrated Mausoleum - Does each player have to remove

the Curse here before being able to submit Evidence?

A: No, there is only one Curse on the location - the first time it is lifted, regardless of who lifted it, the Case becomes open.

Curses

Q: Periculosus - Do I have to discard any Preparedness cards I already have when I get this, or do I just discard new ones?

A: All Preparedness cards you have must be discarded.

Q: Rescindo - Say I draw Personal Experience at a Case this Curse is on. Do I regain the Event points after I leave the case?

A: No, the curse nullifies the actual scoring of the points so it's as if it never happened. The Event is just discarded.

Entities

Q: When does an Entity use its game text?

A: Unless it says otherwise, any Entity that has an, "Every turn..." or similar text, that action is taken at the end of the player's turn.

Q: What happens to an Entity after I close a case but I choose not to try and vanquish it?

A: It stays at the Case, even if both players have closed it.

Q: Captain Randall - His V/E number is "-", how do I banish him?

A: You may banish him with any value Object.

Event Cards

Q: Dybbuk Box - If I have this in play and my opponent draws Cursed Object, do I get it?

A: No, you must be the one to draw the Cursed Object in order to place it in the Dybbuk Box and score the points.

Q: Haunted By the Past - I have a Level 1 Curse on a Pillar and a Level 3 on my team. Are curses cumulative?

A: No, the maximum penalty for this card would be -6. Pillars affected by multiple Curses are considered cursed, no matter by how many.

Q: Righteousness - This says my Cursed Object is now -1. Did it make it worse?

A: By the rules of arithmetic, technically a negative added to a negative furthers the negative (making it a -3) but for the purposes of this card, it means that the penalty is lessened by one (so literally it is a "-1").

Pillars

Q: Larry Elward - Does Larry have to be at the same case as an Entity to banish it?

A: No, much like the abilities of Brian (Premiere Set) and Greg.

Q: Tim Shaw - Do I have to use his ability as the Curse is drawn?

A: No, you may do it at any time while Tim is your active Pillar. Since Curses have a habit of piling up, you may want to wait to see which one is worse!

Q: Tim Shaw - Can he redirect Terridus?

A: No, since that Curse negates his ability to do so.

