

Disclaimer

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Pathfinder Adventure Card Society

Year of Rotting Ruin—Adventure 4?

Storybook: Unlife Goes On

ADVENTURE 4?: UNLIFE GOES ON

Read the Following Aloud:

It had been an exciting 6 months.

After investigating the strange undead behavior in Kaer Maga, you discovered that it had been caused by a terrible statuette wielded by the priestess Letra. After delivering the statuette safely to the Pathfinders, you thought life in Kaer Maga would get back to normal. But an uneasy feeling stayed with you, a feeling you should have heeded. As it turned out, there were consequences for the destruction of Letra: grave consequences. In retrospect, destroying a priestess of Pharasma, even a lapsed one, might not have been a good idea. Who could have foreseen.

The deathblow took you by surprise. You're not completely sure why it happened, or who did it, or how. But it doesn't matter. Now you are dead. Your party is dead. Your adventure is unfinished.

Or so it seemed. Some Urgathoan necromancer apparently had other ideas. Apparently adventures can be twice-born too. Maybe, just maybe, the next 6 months could be just as exciting as the previous.

COMPLETE THESE SCENARIOS IN ANY ORDER

4A?	Better Call a Priest
4B?	Shuffled off This Mortal Coil
4C?	Sorry for Your Loss
4D?	Paying Respects

ADVENTURE REWARD

Each character chooses a type of feat and increases their maximum number of that feat type to their tier+1.

DURING THIS ADVENTURE PATH

At the start of each scenario, search the vault until you find a new Harrow blessing. Its harrow suit is the harrow suit for the scenario.

When choosing deck upgrades, treat Harrow blessings of that suit as being level # and all other Harrow blessings as being level #-1 (minimum 1).

DURING THIS ADVENTURE

All characters gain the Undead trait.

When you would heal any number of cards, choose one of them to bury instead of shuffling it into your deck.

BUILD THE VAULT

The vault should contain 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 boons.

Scenario 4A?: Better Call a Priest

Read the Following Aloud:

The city guard has been roused against the undead menace! Unfortunately, that now means you. While you can still remember when you thought the defenders' persistence and valor was admirable, at present it's awfully inconvenient. Reinforcements have already arrived, and more are on the way. And they're receiving divine support from clerics of the Church of Pharama. Turn Undead, you are discovering, is a lot less enjoyable on the receiving end.

STORY BANES

Danger	Rioting Mob
Villain	Gray Maiden Guard

SETUP

Shuffle the following non-Closing henchmen into the Ossuary: a number of Lady Andaisin—Proxy A equal to the number of characters, a number of Cultists—Proxy B equal to the number of characters.

Use the Large location size for the Ossuary.

Wildcards: Monstrous, Harrow of Stars

LOCATION

1–6	Ossuary
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DURING THIS SCENARIO

When you put a spell in your recovery pile, recharge the top 2 cards of your deck.

When you would examine or encounter an Undead bane, instead summon and encounter a random Official story bane; the difficulty of checks to defeat the Official is increased by the Undead's level. If you defeat the Official, banish the Undead; if the Official is not defeated, shuffle the Undead back into its location.

If the villain is undefeated, shuffle 3 new monsters into the Ossuary.

When you would defeat the villain:

- If there are other cards in your location, banish either the top card or the bottom card of the Ossuary and shuffle the villain back into the Ossuary; the villain is instead evaded.
- If there are no other cards in the Ossuary, you win the scenario.

DEVELOPMENT

Without divine support, the city guard cannot hope to defeat you. No matter how many times they strike you down, you get up once more. Perhaps there is some benefit to being undead.

REWARD

For the remainder of this Adventure Path, when you would discard cards as Mental or Poison damage, instead recharge them.

Scenario 4B?: Shuffled off This Mortal Coil

Read the Following Aloud:

As it turns out, that “all undead abominations must be destroyed” dogma is more flexible than you had been led to believe. All it took to consider an alternative scriptural interpretation was an onslaught of attacking dragons to put things into perspective.

Also, as it turns out, dragons don’t put a lot of thought into such mundane things as whether some would-be heroes are alive or dead. A breath weapon hits both equally well. And dragons consider anything that is interfering with marauding as a target that needs to be removed.

So now you are fighting for the city guard, the same forces who you were fighting against just an hour ago. It’s easy for everyone to look the other way when you’re all looking out for swooping dragons. It feels a bit strange, but it’s a better offer than anyone will get from the dragon.

STORY BANES

Danger	Each time you encounter the danger, randomly choose a new Reptilian story bane.
Villain	Dragon
Henchmen (Closing)	Drake—Proxy A

SETUP

Wildcard: Ablaze

LOCATIONS

1	Tower
1	Barracks
1	Castle
2	Cathedral
3	Rooftops
4	Tavern
5	Manor
6	Tenement

DURING THIS SCENARIO

At the start of your turn, roll 1d4. This turn, damage suffered from Ablaze is this type, and if you encounter a Dragon or Drake, use this trait as its roll:

1. Acid
2. Cold
3. Electricity
4. Fire

(To win, corner and defeat the villain.)

DEVELOPMENT

Saving the city from a dragon earns a lot of goodwill. Tensions seem to be cooling off. There may be a place for you here yet.

REWARD

Loot: Death's Touch

Scenario 4C?: Sorry for Your Loss

Read the Following Aloud:

Before, a magical artifact that can control undead was an interesting curiosity. Now, it's an existential threat.

You've tried to track down the relic since you entrusted it to Eando Kline, but it's changed hands a number of times. Fortunately, its current possessors don't know the full power of what they have. You need to figure out how to counter, withstand, deactivate, disable, or avoid the statuette's powers—or else find another way of stopping its owners from wielding it.

STORY BANES

Danger	Jolistina Susperio
Henchmen (Closing)	Pilts Swastel, Activated Statuette—Proxy A (<i>see below</i>)

SETUP

Shuffle a non-closing Henchman Mysterious Relic—Proxy B into each location.

LOCATIONS

1	Campsite
1	Repository
2	Stable
3	Shop
4	Bank of Abadar
5	Library
6	Den of Iniquity

DURING THIS SCENARIO

If you defeat a Mysterious Relic, mark an unmarked Harrows wildcard, and you may immediately explore your location.

When you close your location, search the remaining cards in the location before banishing them. If you find a Mysterious Relic, mark an unmarked Harrows wildcard.

When you defeat the danger, roll 1d6 and remove that Harrows wildcard if marked:

1. Harrow of Books
2. Harrow of Crowns
3. Harrow of Hammers
4. Harrow of Keys
5. Harrow of Shields
6. Harrow of Stars

(To win, close all locations.)

DEVELOPMENT

You couldn't take the risk: the statuette had to be destroyed before it fell into the wrong hands—or stayed in the right ones. While arcanists and artists alike may weep, you couldn't see another way. It was once a precious treasure, but now it is truly gone.

REWARD

For the remainder of this Adventure Path, when you would bury a card for the Plagued scourge, you may discard it instead, and when you would recharge a random card for the Poisoned scourge, you may choose any card in your hand.

ADDITIONAL CARD

Activated Statuette

Story Bane Barrier 4

Traits

Task

Skirmish

Army

To Defeat

Combat 26

OR

Diplomacy 20

OR

Arcane Disable Fortitude Knowledge Stealth 14

Powers

Vulnerable to skills matching an unmarked Harrows wildcard's suit.

Each character attempts a different check to defeat; if any character fails, this barrier is undefeated.

If undefeated, mark an unmarked Harrows wildcard and summon and encounter the danger, then you may banish this barrier.

If defeated, you may search this henchman's location for a Mysterious Relic and banish it, and you automatically succeed when you attempt to close this henchman's location.

Scenario 4D?: Paying Respects

Read the Following Aloud:

There are worse places to be than among the Twice-Born in Kaer Maga, you've realized. If now this is your life—well, unlife—there are ways to make the most of it. You can still have fun. You will still have fun.

So who's up for a few games?

STORY BANES

Dangers	Rakshasa, Kobold Sorcerer
Henchmen (Closing)	The Barrier Friendly Game of Sredna—Proxy A

SETUP

Use the Small location sizes for all locations.

All characters suffer the scourge Honor-Tested.

When you prepare story banes, set aside the barrier Friendly Game of Sredna.

LOCATIONS

1	Cinderlands
2	Cathedral
3	Shrine
4	Throne Room
5	Reading Room
6	Glade

DURING THIS SCENARIO

If Friendly Game of Sredna would be removed from the game, banish it instead.

When you suffer the scourge Honor-Tested (including during scenario setup), gain 1 respect point. When you remove the scourge Honor-Tested, expend 1 respect point.

While Honor-Tested, if you succeed by at least double the difficulty at a check to acquire a boon or a check to defeat a bane other than Friendly Game of Sredna, gain 1 respect point.

At the end of any turn, if there are fewer than 8 open locations, you may advance the hourglass. If you do:

- If you are Honor-Tested, build a new Cinderlands location using the Small location size and shuffle a Proxy A into it. Then any characters may move there, ignoring any movement restrictions.
- If you are not Honor-Tested, any local characters may suffer the scourge Honor-Tested.

When you close a location, if you are Honor-Tested, you may expend 1 respect point to shuffle a new blessing into the hourglass.

If all locations are closed, build a new Cinderlands location using the Small location size and shuffle a Proxy A into it.

To win, each character must have 5 respect points.

DEVELOPMENT

No matter what the cards may hold, you've learned a valuable truth: not even death can stop a Pathfinder's adventure.

REWARD

Loot: Each character chooses a Respect boon from the vault. (Record the choice of Respect boon on their chronicle sheet.)
