

PATHFINDER[®] CARDS[™]



Enter the old manor called Tristera House, the destination of the remaining members of the Golden Watch who set out in an attempt to rescue Taeryn Flinn. It lies hidden somewhere deep in the Verduran Forest.

TEARS AT BITTER MANOR

53 Full-Color Campaign Cards
for any fantasy roleplaying game

A SLAIN FATHER'S PEACE



Destroy the haunt that has been causing violence on the streets of Cassomir. This ghostly vision manifests as a father and son arguing, and concludes with the distraught child murdering his parent.

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HARPY HELP



A group of harpies has made repeated attacks targeting caravans traveling along the trade roads that pass through the Verduran Forest. Slay the harpies and return any stolen cargo they keep in their lair.

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ARBOREAL ARACHNIDS



The Blackrock Company offers a substantial reward to anyone who destroys a giant red widow spider and her fiendish keeper, which dwell together somewhere within the Verduran Forest.

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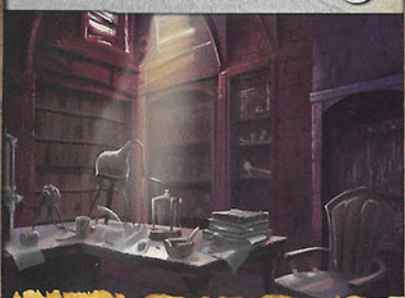
PURGING THE CANNIBALS



Cannibalistic monstrous humanoids lurk in the Verduran Forest, and have been capturing humanoids to eat. The Blackrock Company will pay a handsome fee to anyone who can kill the creatures and raze their camps.

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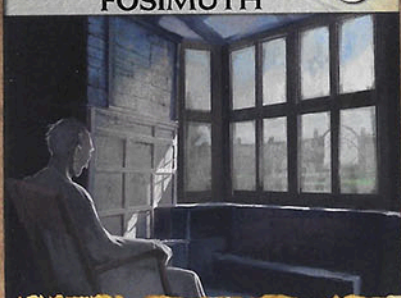
FINDING FLINN



A retired group of adventurers always reunites once a year to reminisce about their past glories. The middle-aged half-elf alchemist, Taergan Flinn, never showed up this year. Investigate his disappearance.

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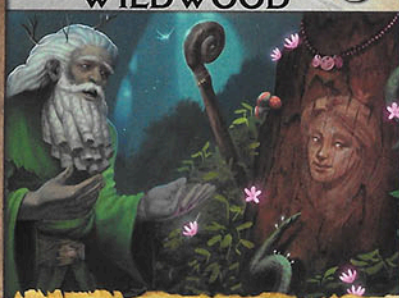
VISITING DERN FOSIMUTH



One elderly member of the Golden Watch lives near Cassomir, and his former compatriots are worried about him. Verify Dern Fosimuth's condition at Mother's Care Home for Invalids in the small town of Hope's Hollow.

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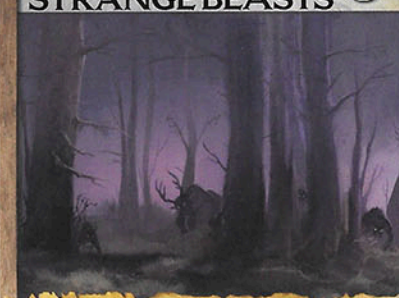
CHILD OF THE WILDWOOD



A member of the druidic Wildwood Lodge went missing during a venture into the mysterious reaches of the Verduran Forest. Find this missing druid and rescue him if he's in danger, and then return to Brother Zaganos.

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FINDING STRANGE BEASTS



Provide the druids of the Wildwood Lodge with trophies from up to three of the new creatures rumored to have appeared in the Verduran Forest in recent days: one made of dead trees, a charred elk, and a water serpent.

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SETTLING THE SIBLING RIVALRY



The siblings Regino and Cris Rolst have fallen in love with the same woman. Convince the dueling siblings to settle their differences through peaceful means rather than by clashing swords in the middle of the street.

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FINDING THE PATH



A strange missive has led two former adventurers of the Golden Watch, Igneous Crandel and Branda Tuller, out into the dangerous woods. While you're traveling, discover clues that point to their recent presence.

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HOUSE OF DEATH



Enter the old manor called Tristeza House, the destination of the remaining members of the Golden Watch who set out in an attempt to rescue Taergan Flinn. It lies hidden somewhere deep in the Verduran Forest.

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RESCUE THE ELDER HEROES



A strange missive has led former adventurers Igneous Crandel and Branda Tuller out into the dangerous woods. While you're traveling, discover clues that point to their recent presence, and save these elder heroes from certain danger.

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NO ONE ELSE



The foul creatures that prey on the weak must be stopped! Destroy the vulnudaemons and dark slayers that hide inside Mother's Care Home for Invalids without letting them murder another patient.

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INVESTIGATING MOTHER'S CARE



Though the old nursing home is supposedly a place of rest and healing, something is clearly wrong at Mother's Care Home for Invalids in Hope's Hollow. Investigate the institution and expose the truth.

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GOOD FOR THE SOUL



Dern Fosimuth accuses his former ally, the alchemist Taergan Flinn, of betraying his former friends in the Golden Watch adventuring group. Whether by skill or spell, draw a confession out of Flinn before he dies.

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WITH THIS RING



An old man living in Mother's Care Home confesses that, in his youth, he drove off his would-be bride when he fell for another. Acquire the engagement ring that belonged to Gill's scorned former fiancée.

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REST IN PEACE



The corrupting forces that have been infecting the Verduran Forest have made many people disappear. Return the guides, explorers, and laypeople who have gone missing to their families back in Cassomir—dead or alive.

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THE FALLEN PRIESTS



Long ago, two blasphemous priests betrayed their faith, and after they died they rose again as undead creatures. The heretics still practice their evil rituals in the Verduran Forest home, and they must be destroyed.

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THE END OF ANOBAITH



The erodaemon Anobaith digs her black claws across the land, bringing the people of Cassomir and its surrounding lands to ruin. In the guise of many pleasing forms, she has spread misery and death. Destroy her forever!

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THE FATAL FEAST



The married couple who last owned Tristeza House were unfaithful to one another, and they ended their relationship when they murdered one another. Cleanse the Bitter Manor of their legacy.

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THE LOST RANGERS



Governor Bozbeyli wants you to find experienced explorers from Cassomir who went missing in the Verduran Forest. Find the missing Cassomiri rangers and return to Bozbeyli to receive a reward.

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FIENDISH TROPHIES



A fiend attacked a wilderness tracker and stole a magical cloak made of quicksand. Slaughter the creature and take a trophy that proves it was slain. Governor Bozbeyli also promises rewards for slaying other fiends.

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THE RECORD OF INIQUITY



Preserve something that shows evidence of dark forces at work in the lands around Cassomir and Hope's Hollow. Present this proof to the wronged people to show them where the blame truly lies.

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WE WERE SOLDIERS



Some soldiers of the ancient Taldan Armies of Exploration became undead once they were abandoned by their superiors in the wilderness. Some of them still dwell in the Verduran Forest. Put these abandoned ones to rest.

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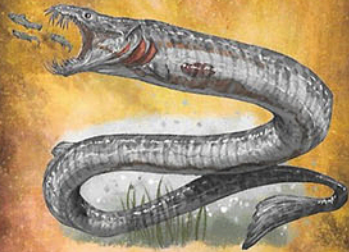
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CALIBAN 29/53

Caliban

Bestial cannibal

NOTES

NPC CODE _____

ABANDONED ONE 30/53

Abandoned One

Forsaken soldier of the Taldan
First Army of Exploration

NOTES

NPC CODE _____

SEJIL 31/53

Sejil

Traitorous undead priest

NOTES

NPC CODE _____

RICZARRETH 32/53

Rigzarreth

Despairing forlarren druid

NOTES

NPC CODE _____

MILSA MEET 25/53

Milsa Meet

Servant turned juju zombie

NOTES

NPC CODE _____

DELGETH 26/53

Delgeth

Elklike creature with
flaming hooves

NOTES

NPC CODE _____

TIZHERUK 27/53

Tizheruk

River serpent with
transparent skin

NOTES

NPC CODE _____

YERRILL 28/53

Yerrill

Ettercap with fiendish blood

NOTES

NPC CODE _____



CAITRIN DEVEAUX 37/53

Caitrin Deveaux

Lonely spirit of a wronged
Taldan woman

NOTES

NPC CODE _____

ALCHEMICAL GOLEM 38/53

Alchemical Golem

Guardian of Flinn's prison

NOTES

NPC CODE _____

ANOBAITH 39/53

Anobaith

Erodaemon scourge of
Cassomir

NOTES

NPC CODE _____

IGNEOUS CRANDEL 40/53

Igneous Crandel

Former fighter in the
Golden Watch

NOTES

NPC CODE _____

DULVAN 33/53

Dulvan

Watchful wererat rogue

NOTES

NPC CODE _____

LUERSA 34/53

Luersa

Vicious antipaladin

NOTES

NPC CODE _____

EMBALMING BEAR 35/53

Embalming Bear

Animated taxidermic animal

NOTES

NPC CODE _____

SHEYSERA 36/53

Sheysera

Scholarly venedaemon
sorcerer

NOTES

NPC CODE _____

AMULET



BOOTS



CHALICE



CLOAK



SCIMITAR



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AMULET 45/53

Sorrow fills the face and eyes of this pewter amulet.

NOTES

ITEM CODE _____

BOOTS 46/53

Thick leather plates protect the wearer's toes in these rat-fur boots.

NOTES

ITEM CODE _____

CHALICE 47/53

Hands clutched in friendship encircle the rim of this gemstone-encrusted chalice.

NOTES

ITEM CODE _____

CLOAK 48/53

A pattern of endlessly flowing sand covers this dingy brown cloth cloak.

NOTES

ITEM CODE _____

BRANDA TULLES 41/53

Branda Tulles

Former rogue in the Golden Watch

NOTES

NPC CODE _____

DERN FOSIMUTH 42/53

Dern Fosimuth

Former cleric in the Golden Watch

NOTES

NPC CODE _____

TAERGAN FLINN 43/53

Taergan Flinn

Former alchemist in the Golden Watch

NOTES

NPC CODE _____

SCIMITAR 44/53

Scintillating diamonds decorate the golden hilt and pommel of this exquisite sword.

NOTES

ITEM CODE _____

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WATCH



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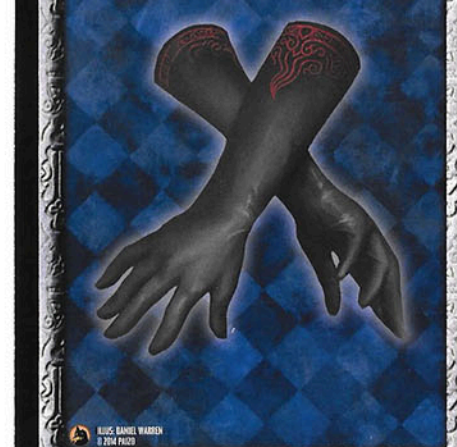


ELIXIR



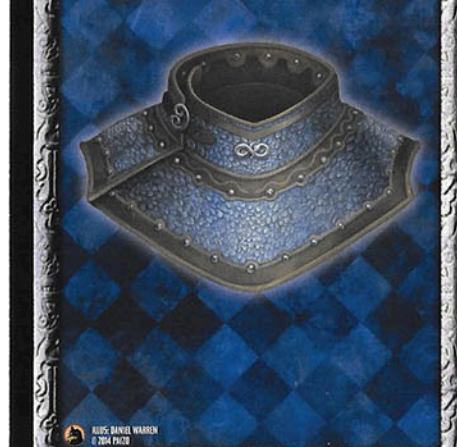
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GLOVES



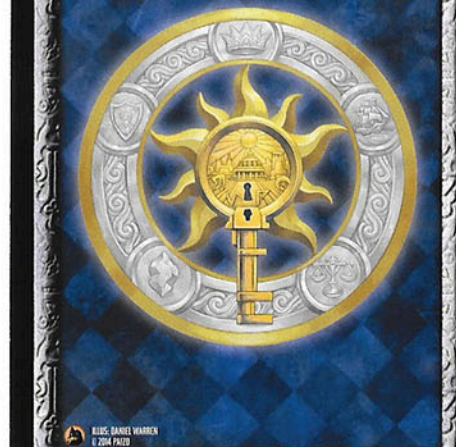
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GORGET



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HOLY SYMBOL



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WATCH 53/53

The face of this strange clock can be separated into five equal-sized wedges.

NOTES

ITEM CODE

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ELIXIR 49/53

Crashing ocean waves have been etched into the base of this crystal flask.

NOTES

ITEM CODE

CLOVES 50/53

Fine, blood-red embroidery decorates the cuffs of these otherwise bare and smooth black gloves.

NOTES

ITEM CODE

GORGET 51/53

Designs reminiscent of wriggling serpents adorn this studded snakeskin gorget.

NOTES

ITEM CODE

HOLY SYMBOL 52/53

A fiery sun blazes within the center of this regal, silver-and-gold brooch.

NOTES

ITEM CODE