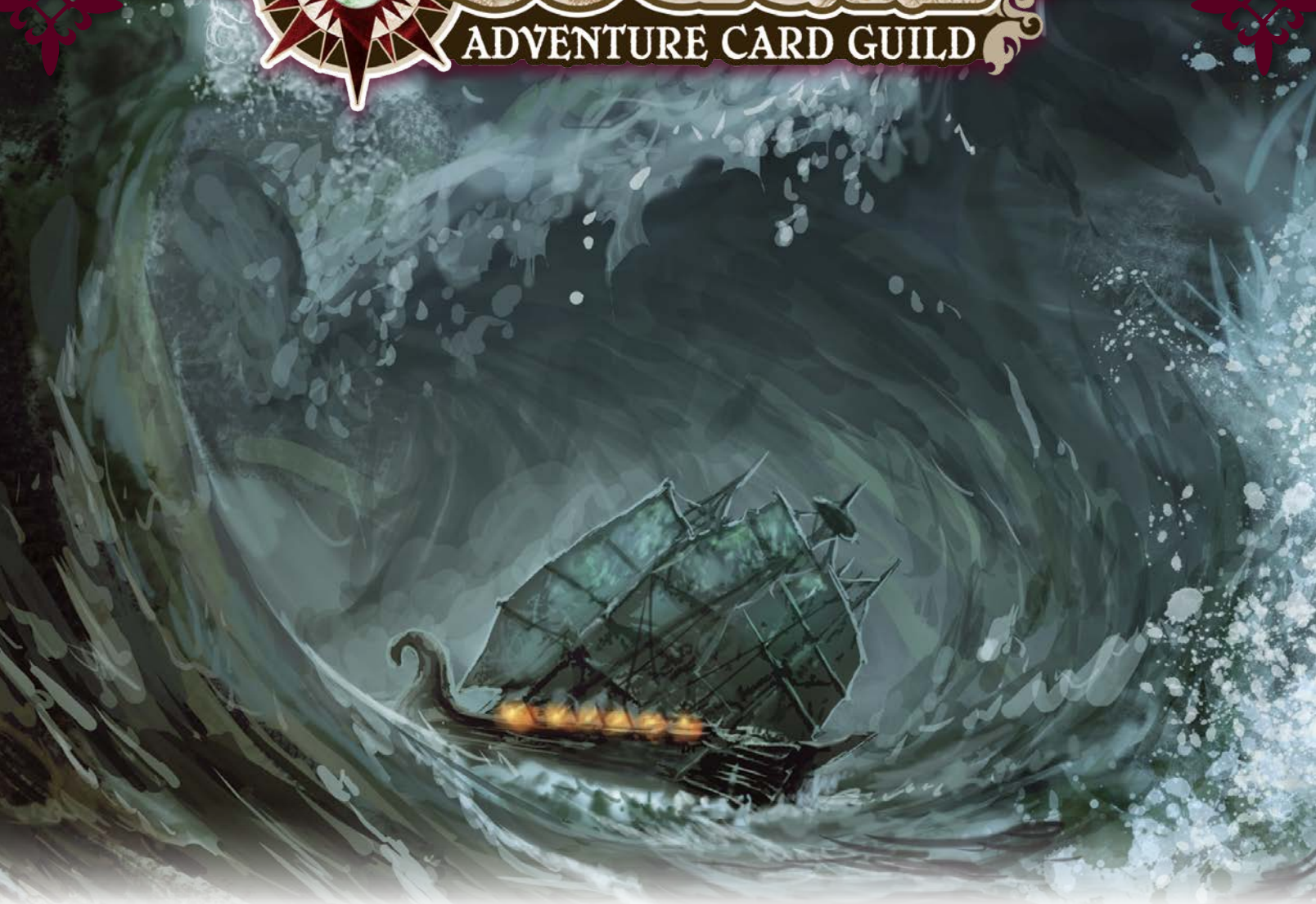


PATHFINDER SOCIETY[®]

ADVENTURE CARD GUILD



LOST AT SEA

SEASON OF THE SHACKLES



Adventure 0-1: Lost at Sea

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SEASON OF THE SHACKLES

Some pirates choose to become scurvy scum, but some are merely heroes who've strayed a bit off course. You could have chosen to live among honest, reputable folk, but through misadventure, you've drifted into the Shackles, a chain of islands off the western coast of Garund, just south of an eternal hurricane called the Eye of Abendego. Power and privilege increase your chances of survival here, so you'll want to gain a ship of your own, recruit a crew you can trust, and seize enough ships to form a fleet. If you're gonna stay here, there's no better path to power than claiming a seat on the Pirate Council. Through courage, conquest, exploration, and a little bit of skullduggery, you'll prove to the council you're dangerous enough to rule beside them... because if they don't, your armada is going to blast their ships to the briny deep. Survive the Shackles, and one day, you could be worthy of setting sail with the Hurricane King himself.

COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Lost at Sea
2	A Pirate's Life
3	Treacherous Waters
4	Island of the Damned
5	Run Out the Guns
6	Hurricane Weather

DURING THIS ADVENTURE PATH

After you finish Treacherous Waters, at the beginning of each new adventure, when you add a new Adventure Deck to your game box, remove all cards with the Basic or Elite trait that have adventure deck numbers at least 3 less than the adventure deck you just added. (Treat the set indicators **B**, **C**, and **P** as 0.) Do not remove Blessings of the Gods.



Cartography by Rob Lazzaretti

REWARD

Each player chooses one of his Pathfinder Society ACG characters that is playing Season of the Righteous. That character may treat the loot Councilor's Ring as if it is in his Class Deck box.



LOST AT SEA

This Adventure Requires:

The *Pathfinder Adventure Card Game: Skull & Shackles Base Set*, including The Wormwood Mutiny Adventure Deck.

If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Skull & Shackles Character Add-On Deck* is also required.

During this adventure, the game box should include only cards with set indicators of **B**, **C**, **P**, or **1**.

Read the Following Aloud:

Your ocean voyage has taken a turn for the worse. Yesterday, you were serenely sailing to a port in Rahadoum, but in the middle of the night, your ship's crew successfully mutinied against their captain. The merchantman vessel you hired has headed south, and the mutineers have made plans that are significantly different from yours. The ship's new captain, Jemma Redclaw, is willing to let you disembark at the next port with most of your coin. Unfortunately, they've set sail for profit and plunder in the seas of the Shackles.

Redclaw watched as dockhands loaded precious cargo. She waited as conspirators recruited former pirates. And she never expected the captain to take on passengers, but every plan has a few complications. Jemma Redclaw was hired for her skills as a navigator, but in the middle of the night, she reclaimed a job she walked away from years ago: the captain of a pirate vessel.

Now that the old captain's body has been tossed overboard, the crew has revealed their true colors. Captain Redclaw poisoned her conspirators' minds with promises. If you're careful, you could share in their good fortune... or turn on the traitors who claimed this ship.

First, you'll need to survive the voyage. The seas ahead are fraught with danger, from supernatural spirits and sea monsters to rival crews of buccaneers. You can wait for an opportunity to rebel against the mutinous scoundrels who live on this leaky tub, but if you can't survive in the Shackles, you'll never get a chance to regain your freedom. There's rough seas ahead, lads and lasses, so you'd best keep a weather eye on the horizon.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- | |
|-------------------------------------|
| 0-1A: Ghosts of the Deep |
| 0-1B: The Lone Shark |
| 0-1C: Brine Dragon Hunt |
| 0-1D: Salvage Operations |
| 0-1E: Nature's Wrath |
| 0-1F: The Treasure of Jemma Redclaw |



Illustration by Mariusz Gandzel

REWARD

Each character gains a card feat. Each player unlocks the ability to play Jirelle from the Skull & Shackles Base Set with the Rogue Class Deck.



0-1A: GHOSTS OF THE DEEP



Illustration by Ivan Dixon

Read the Following Aloud:

Many have traveled to the Shackles to live the life of a pirate... and some have died. Ill-fated travelers have been eaten by sharks (or worse), killed by their compatriots, or drowned in turbulent waters, consigned to a watery grave. Superstitious sailors claim that the souls of these victims are still sleeping in the watery deeps, a murky realm where Besmara watches over the spirits of the damned.

The mutineers of your merchantman vessel tossed the body of their former captain into the briny deep days ago. They've got blood on their hands, even if their deeds don't weigh heavily on their consciences. If the local ghost stories have any basis in fact, the souls of those other lost sailors may notice the captain's untimely demise. They might even want to take revenge against your treacherous crew. Perhaps you should sleep lightly, because if you're not careful, your soul might get spirited away...

VILLAIN:



ARRON IVY

HENCHMEN:



PIRATE SHADE HAUNT

PLAYERS	LOCATIONS
1	FOG BANK
1	RAKER SHOALS
1	SCAR BAY
2	ROCKY CLIFF
3	RIPTIDE COVE
4	SEA CAVES
5	MANGROVE SWAMP
6	FRINGES OF THE EYE

USE THE MERCHANTMAN AS YOUR SHIP.

DURING THIS SCENARIO

When you encounter the henchman Pirate Shade Haunt, display it next to a random character at your location.

REWARD

Each character chooses weapon or spell and draws a random card of that type from the box.

Development:

Even the vengeance of the dead cannot stop you! Your quick wits and ready weapons have earned you a bit of trust from the crew of the stolen merchantman. If you're lucky, they might eventually think of you as more than just passengers; if you're not so lucky, they might become deadly rivals. After all, there's profit to be had, and if you're as dangerous as you look, you might decide to seize it for yourself. Something profitable

must have motivated the ship's new captain to seize command. Maybe she's heard rumors of a treasure hidden in the Shackles. Maybe she wants revenge against someone who's found his way to wealth. Or perhaps it's best not to ask too many questions and keep your weapons handy. Until you reach port, the most dangerous enemies you could face could very well be on the ship with you right now.



0-1B: THE LONE SHARK

Read the Following Aloud:

Avast! Sharks sighted on the starboard bow! Something's stirred up a shoal of sharks. You've seen their fins swimming alongside your ship for days, and sharks are as patient as they are hungry. Could it be that someone else is swimming alongside them? Sailors tell tales of adaro and other aquatic terrors commanding legions of sharks. One might be watching your vessel right now. As your ship sails closer to the Shackles, you'll be passing small islands and reefs where refugees, recluses, and reprobates hide from civilization. But in these waters, nowhere is safe, and any traveler can become prey for a lone shark. And those sharks aren't just feeding. They're breeding, and their territory is growing. If someone is herding these hammerheads, you'll need to find their leader and eliminate him, or there's gonna be blood in the water.

VILLAIN:



ADARO BARBARIAN

HENCHMEN:



HAMMERHEAD SHARK

PLAYERS	LOCATIONS
1	LONELY ISLAND
1-6	SHARK ISLAND

USE THE MERCHANTMAN AS YOUR SHIP.

DURING THIS SCENARIO

Put the Shark Island location card in the center of the table. Using the deck list from Shark Island, make a number of Shark Island stacks equal to the number of characters. Treat each of these stacks as a unique Shark Island location deck.

When you defeat the henchman Hammerhead Shark from a location deck, display it next to this scenario. For each such henchman displayed, the difficulty to defeat the villain Adaro Barbarian is increased by 2.



Illustration by Victor Perez Corbella

REWARD

Each character gains a skill feat.

Development:

You were almost a feast for sharks, but working with the pirate crew, you've fought off the adaro barbarian who commanded them. Some of your shipmates are impressed by the way you handle yourself in a fight... and others are wary of keeping such dangerous passengers aboard. Their new captain,

Jemma Redclaw, has said you can disembark at the next port with the coin in your pockets, but pirates have been known to go back on their word. You might want to consider jumping ship for somewhere safer the first chance you get.



0-1C: BRINE DRAGON HUNT

Read the Following Aloud:

For days, you've been traveling as the "guests" of a pirate crew. Captain Redclaw has set a course for the Shackles, a dangerous journey across a sea that's dark and deep and full of terrors. One of those unfathomable horrors is stalking your ship right now, lurking several fathoms below your ship. Nervous crewmen have caught glimpses of a leviathan prowling through these waters. The beastie has only raised its monstrous head for a moment, long enough for the ship's oldest salt to identify it as a brine dragon. A scavenging school of onwu azu swims in its wake, anticipating a feast. The sea monster just needs the right moment to strike.

As you stand on the deck of the ship, Captain Redclaw smirks at you, her mechanical hand held firmly in a fist at her side. "Our oldest sailor has told me this beast has a name," she says. "They call him Kelizar! He's ancient and greedy, and he demands tribute from any who pass through his realm. He wants our plunder. He wants our gold! But he's not going to get it! I wonder. Should we offer him a few poor souls instead?" She glares at you and smiles cruelly. "Best get your swords and spells ready, heroes. One or two of ya would fit real nice in his belly." As the captain bellows a hearty laugh at her own jest, the ship lurches, and with a massive thump, the brine dragon rams its head against the side of the merchantman vessel. Any moment now, Kelizar might attack...

VILLAIN:



KELIZAR THE BRINE DRAGON

HENCHMEN:



RUFFIAN

PLAYERS	LOCATIONS
1	HARBOR
1	FOG BANK
1	SEA FORT
2	HOLY ISLE
3	COASTLINE
4	GHOL-GAN RUINS
5	RAKER SHOALS
6	LONELY ISLAND

USE THE MERCHANTMAN AS YOUR SHIP.



DURING THIS SCENARIO

During this scenario, treat the henchman Ruffian as if it is the henchman Onwu Azu.

REWARD

Each character gains a power feat.

Development:

You've survived the predations of a brine dragon, and apparently, you're one of the lucky ones. As you sail away, you can see clearer waters in the distance: a coral reef surrounding a chain of islands. There's wreckage ahead, monuments to sailors who were not as clever as you. Those

vessels might have treasure, and you might even find another ship that's still afloat. Your uneasy alliance with a pirate crew can't last forever. At the first sign of booty, someone might get booted off this ship. Work together, lads and lasses, and loot while the looting's good.



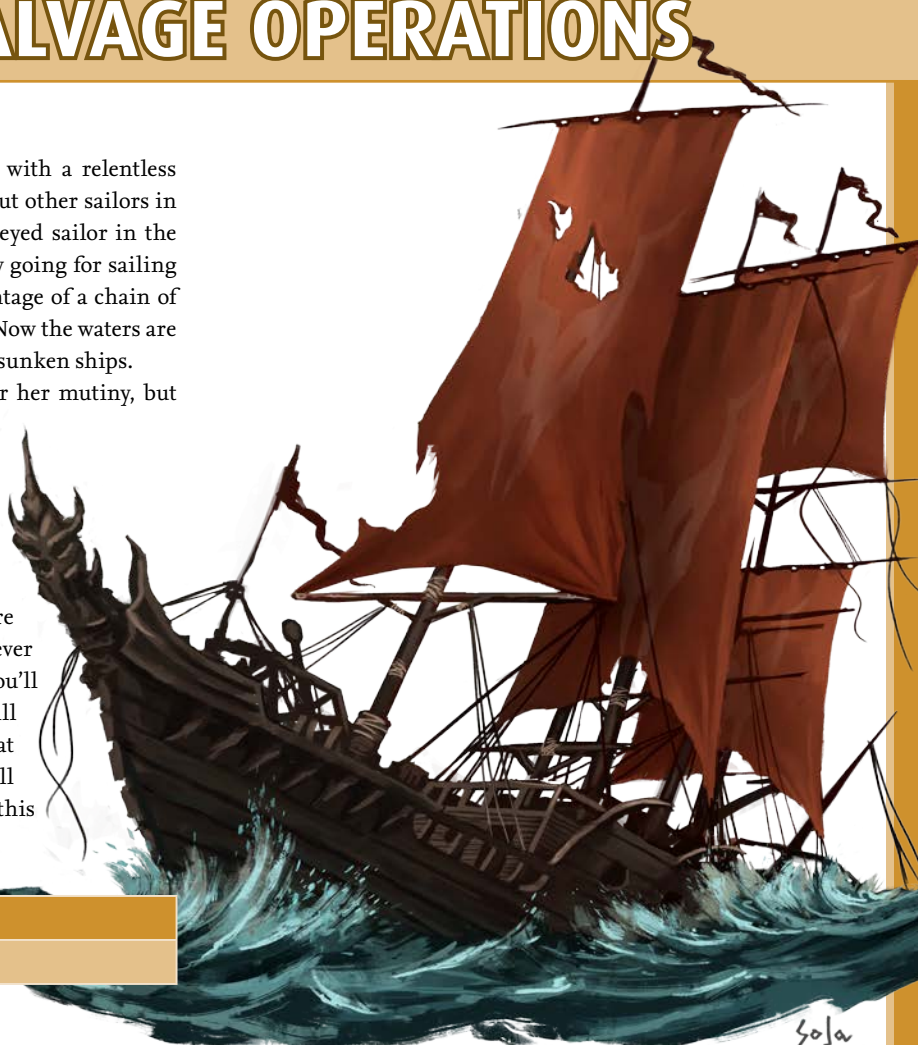
0-1D: SALVAGE OPERATIONS

Read the Following Aloud:

You've sailed away from a lengthy battle with a relentless brine dragon—a true terror of the deep—but other sailors in the Shackles have not been as lucky. A sharp-eyed sailor in the crow's nest has spotted flotsam ahead. It's slow going for sailing ships here: the beastie you defeated took advantage of a chain of islands and coral reefs as its hunting grounds. Now the waters are clear enough for you to look for the remains of sunken ships.

The captain of your ship planned ahead for her mutiny, but you've been caught unprepared. You're going to need weapons, armor, provisions, and allies if you're going to survive the trip ahead of you. You might even want a ship of your own...

The promise of profit should make life a little easier for the crew you're traveling with. They're in high spirits, enough so that they're willing to cut you a share of the profits of whatever you find. But time and tide wait for no one, so you'll need to get in and get out while the waters are still high enough for you to sail away. If you're caught at low tide, not even all the salvage you've found will be enough to save you from getting stranded in this dangerous area.



VILLAIN: NONE

HENCHMEN: NONE

PLAYERS	LOCATIONS
1	CANNIBAL ISLE
1	SHIPWRECK GRAVEYARD
1	FLOATING SHIPYARD
2	SEASIDE WAREHOUSE
3	HOLY ISLE
4	FRINGES OF THE EYE
5	LONELY ISLAND
6	PINNACLE ATOLL

CHOOSE ANY CLASS 0 SHIP AS YOUR SHIP.

DURING THIS SCENARIO

After you build each location deck, choose a type of boon other than loot not listed on that location's deck list, then shuffle in 1 random boon of that type.

When you encounter a boon of a type not listed on that location's deck list, if you fail to acquire it, discard the top card of the blessings deck; if you acquire it, you may immediately attempt to close the location that boon came from.

To win this scenario, close all locations.

Illustration by Bryan Sola

REWARD

Randomly choose a type of boon other than loot. Each character draws a random card of that type from the box.

Development:

You've found plenty of plunder for everyone in the brine dragon's former lair. The former caretakers of these treasures were devoured, but you've found the booty they left behind, including a ship cast adrift. You'll have to choose which

vessel you'll sail away on, and when you do, you better make sure you part on good terms with the mates you've left behind. Captain Redclaw's pirates have been watching you closely. Whether they consider you allies or rivals remains to be seen.



0-1E: NATURE'S WRATH

Read the Following Aloud:

Days ago, Jemma Redclaw proclaimed herself captain of a merchantman vessel. After leading a mutiny on the ship you hired for a journey to Rahadoum, she seized command and sailed southward. Now she rules her ship with an iron fist... or more precisely, a mechanical hand! But she's not the only one with ideals and aspirations. On land, captains' councils and petty tyrants lay claim to isolated islands, but at sea, the Brinebrood Queen considers these waters her realm. The coral reef surrounding your ship has served as her latest spawning pool.

These warm waters are shallow, a labyrinth of reefs and sandbars that slow sailing down to a crawl. In the waters surrounding your ship, the distant relations of a vast inbred family of grindylow watch you from a distance. The stench of rot and putrefaction wafts on the wind. Grindylows feed on more than fish, and corpses attract flies—big ones. Before you leave this coral labyrinth, the Brinebrood Queen will be waiting for you. Although the grindylows can't quite muster the courage to attack passing ships in force, their mother is awfully defensive of her offspring.

VILLAIN:



BRINEBROOD QUEEN

HENCHMEN:



BOTFLY SWARM

PLAYERS

LOCATIONS

1	JUNGLE
1	TEMPEST CAY
1	PINNACLE ATOLL
2	MANGROVE SWAMP
3	SEA CAVES
4	FRINGES OF THE EYE
5	ROCKY CLIFF
6	BEACH

CHOOSE ANY CLASS 0 SHIP AS YOUR SHIP.

DURING THIS SCENARIO

The difficulty of checks to defeat banes that have the Animal trait is increased by 4.



Illustration by Mikael Léger

REWARD

Each character chooses item or ally and draws a random card of that type from the box.

Development:

You're heroic. You're dangerous. You're deadlier than the Brinebrood Queen, and more importantly, you're a threat to any pirate who would sail in the same waters as you. Captain Redclaw's crew has been whispering about the reason for this dangerous voyage: they've sailed south in search of treasure. Your uneasy truce can only hold for so long. After your lengthy

voyage, it's only a matter of time before you can reach port, find provisions, and plan out your next expedition, but when that happens, you'll still be surrounded by scoundrels. Some might be willing to sign up with your crew, but others may see you as competition. Jemma Redclaw brought you here, but watch your back. If you get in her way, she may decide to take you out.



0-1F: THE TREASURE OF JEMMA REDCLAW

Read the Following Aloud:

Land ho! You unknowingly set sail with a gathering of scoundrels and knaves, but an uneasy truce has allowed you to survive long enough to reach Drenchport on the shores of Tempest Cay. Now your fortunes have turned: you're not only free to disembark here, but you have the chance to recruit your own crew and set sail on your own ship!

Your life could be smooth sailing, but only if you can leave your past behind you. The captain of your former ship doesn't like competition. Rumors have been spreading of a treasure hidden on this island, and no doubt she wants to make sure that rumor doesn't spread. The captain might think you're out to steal her crew, her ship, or worse, the reason she sailed back to the Shackles: her plunder. Of course, it's entirely possible that other buccaneers have heard the rumor and started searching as well. Redclaw isn't the only pirate in Drenchport... so gather a crew and set sail before you draw too much attention to yourself.

VILLAINS:



JEMMA REDCLAW



MASTER SCOURGE



MISTER PLUGG

HENCHMEN:



ARETTA BANSION



FIPPS CHUMLETT



JAUNDICED JAPE



MAHEEM



OWLBEAR HARTSHORN



SLIPPERY SYL LONEGAN



BUCCANEER



RUFFIAN

PLAYERS	LOCATIONS
1	TOWER
1	MERCHANT MARINA
1	DOCKS
2	FESTHALL
3	ALEHOUSE
4	HARBOR
5	HOUSE OF STOLEN KISSES
6	FLOATING SHIPYARD

CHOOSE ANY CLASS 0 SHIP AS YOUR SHIP.

DURING THIS SCENARIO

When you would add villains and henchmen to location decks, set Jemma Redclaw aside. Make a stack of Master Scourge, Mister Plugg, and 2 fewer henchmen than you have locations. Shuffle this stack and put 1 card on top of each location deck, then shuffle each location deck.

To create the blessings deck, shuffle together 10 random blessings from the box to make a stack, put Jemma Redclaw on top of that stack, then shuffle 19 more blessings together and add them to the top of the stack.

When you would defeat Master Scourge or Mister Plugg, display him next to this sheet. If he would escape, shuffle him into the location deck he came from instead.

During this scenario, the difficulty to defeat Jemma Redclaw is increased by 10. For each villain displayed next to this sheet, the difficulty to defeat Jemma Redclaw is reduced by 5.

When you would discard Jemma Redclaw from the blessings deck, display her next to your character card and encounter her. If Jemma Redclaw is undefeated, discard a card from the blessings deck then return her facedown to the top of the blessings deck.

To win the scenario, defeat Jemma Redclaw.

REWARD

For the rest of the Adventure Path, when setting up each scenario, you may choose 1 player to temporarily replace 1 item in her deck with the loot *Besmara's Tricorn* and another player to temporarily replace 1 weapon with the loot *Vindictive Harpoon +1*. Return both cards to the box at the end of each scenario.

Development:

Captain Jemma Redclaw won't be troubling you any longer. You've shown her what happens when a would-be captain crosses paths with a real pirate. And more importantly, you've stolen the booty she's acquired in Tempest Cay. Even the scoundrels and sailors who supported her mutiny have turned against her... and each other. The surviving pirates

from her misadventure still have a ship, but they're in need of leaders, the kind of adventurers who can seize an opportunity and make their own destiny. The wonders and terrors of the Shackles await. Unfurl the mainsail! Trim the topsail! With the wind at your back and fortune ahead, you're ready to set sail for the next adventure.



Season of the Shackles:

Adventure 1: Lost At Sea

_____	A.K.A.	_____	
Player Name		Character Name	Pathfinder Society #
			Character Class

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
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<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

<input type="checkbox"/> Completed Adventure?
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