

# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## A PIRATE'S LIFE

SEASON OF THE SHACKLES





## Adventure 0-2: A Pirate's Life

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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.





# A PIRATE'S LIFE

### This Adventure Requires:

- The *Pathfinder Adventure Card Game: Skull & Shackles Base Set*, including The Wormwood Mutiny Adventure Deck
- The Raiders of the Fever Sea 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**, **1**, or **2**.

### Read the Following Aloud:

**Y**o ho! A pirate's life at last! You and your crew can now enjoy the freedom of sailing through the Shackles... but there's more to a pirate's life than rum and gunpowder. Even pirates have a code of what's fair and foul, and in the Shackles, the Pirate's Council enforces it. Just as every shipmate has to follow a captain's orders, every captain has to answer to the council.

Earning a seat on that council could open all sorts of opportunities for you, but that's not an easy feat. For a start, wherever there's power, there's intrigue. The most powerful captains are continually maneuvering for position, like a flotilla of ships on the eve of a great battle. You'll need to set your course carefully: each time you gain a powerful ally, you'll attract a host of powerful enemies.

If you can't earn the patronage of a pirate lord, the Shackles has other wealthy patrons willing to hire a crew that won't ask questions. They've got cargo to deliver, rivals to punish, ports to defend, and all manner of monsters set against them. The most ruthless pirates answer to no one, save for their own whims and ambitions. Yet if you ever need to take arms against a sea of troubles, it never hurts to have a few more captains in your fleet.

According to the scuttlebutt around yer last port of call, a wealthy patron is spending a lot of coin. Agasta Smithee is a widow who inherited everything from Bertram Smithee, the former captain of the *Vale*. The heartbroken say money can't buy happiness, but she has enough money to ignore them. Just as a shoal of sharks will circle yer ship when there's chum in the water, you'll have no shortage of competition once Lady Smithee starts spreading her wealth around. If you're eager to earn her patronage, then you'd best be ready: close ranks and prepare to repel boarders.

#### COMPLETE THESE SCENARIOS IN ANY ORDER:

- 0-2A: Love's Labours Lost
- 0-2B: Yo Ho Grindybows
- 0-2C: Revenge of the Fishfolk
- 0-2D: Who Rules Hell Harbor?



Illustration by Caio Maciel Monteiro

## REWARD

For the rest of the Adventure Path, when setting up each scenario, you may choose 1 loot card with adventure deck number 2 to temporarily replace 1 card of the same type in your deck. If two players choose the same loot, they should each roll 1d12; the player with the highest result may use the card. Return all loot cards to the same box at the end of each scenario.



# 0-2A: LOVE'S LABOURS LOST

## Read the Following Aloud:

**H**earthbreak Hinsin is an honorable man, some say, even though he's gone astray from an honest living. He's earned his share of infamy defeating those who challenge him, but he lacks the wealth and influence a truly terrifying pirate requires. Maybe that's why he's courting Agasta Smithee, the extremely influential Lady of Tidewater Rock. She's been a widow for too long, but the tide is turning.

Now that tales of Lady Smithee's amorous ambitions have spread through every inn, tavern, brothel, and galley for miles around, she's suddenly attracted an entourage of suitors. Apparently, the wealthy dowager just gets more beautiful as she gets older, or perhaps, those who have pitied the widow are now seeing her in a new light. Whatever the truth may be, Hinsin's got a lot of competition lined up. You'll have to fight through a crowd of admirers to get anywhere near his lady love. And then there's Master Scourge. He hated her last husband, so he wants her to die alone and unloved.

Cynical sailors claim that Hinsin has docked his ship in Lady Smithee's port because he really wants Tidewater Rock, but those of a more romantic inclination say that he's in love—really and truly smitten with Smithee. Bards have started writing bawdy ballads.

Maybe if you could help bring these two lovebirds together, you could share in their joy and happiness... and maybe they'd make for fine allies in your times of trouble. After all, if yer going to impress the Pirate's Council, you'll need all the mates you can muster.



### VILLAIN:



**MASTER SCOURGE**

### HENCHMEN:



**BUCCANEER**

PLAYERS	LOCATIONS
1	ALEHOUSE
1	DOCKS
2	HOUSE OF STOLEN KISSES
3	MERCHANT MARINA
4	SEASIDE WAREHOUSE
5	FESTHALL
6	HARBOR

**CHOOSE ANY CLASS 1 OR LOWER SHIP AS YOUR SHIP.  
YOUR SHIP IS ANCHORED AT THE DOCKS.**

### DURING THIS SCENARIO

Place the ally Heartbreak Hinsin faceup next to this scenario. While Heartbreak Hinsin is next to this scenario, add 2 to any check against henchmen.

When you have cornered and defeated the villain, instead of winning, close the last location, then summon and build the location Tidewater Rock; instead of using the deck list on the location card, add a number of random henchmen to that location deck from the following list equal to the number of characters: Knuckles Grype, Slippery Syl Lonegan, Owlbear Hartshorn, Jaundiced Jape, Maheem, and Aretta Bansion. Put the loot Lady Agasta Smythee on the bottom of that location deck. Defeating a henchman does not allow you to close that location. When you would encounter Lady Agasta Smythee, if there are any other cards in that location deck instead, put Lady Agasta Smythee on the bottom of that location deck, then encounter the top card of that location deck. When Lady Agasta Smythee is the only card in that location deck, place her faceup next to Heartbreak Hinsin; you win the scenario.

Illustration by Bryan Sola

### REWARD

Each character draws a random ally from the box.

### Development:

**A**h! Love! True love! The handsome Hinsin and his blushing bride are together at last. Unfortunately, they can't invite you to the wedding. Only the Pirate's Council is invited, and yer not quite on their level of pirate society, but Lady Smithee

might find another way to thank you soon enough. Maybe she'll hire you for a bit o' mercenary work, but not right away. You should call on her after... the honeymoon.





# 0-2B: YO HO GRINDYLOWS

## Read the Following Aloud:

**P**irate lords and patrons are useful allies when you're sailing in the Shackles. Just recently, you earned the gratitude of Agasta Smithee, the Lady of Tidewater Rock. She's got great wealth, a vast... island fortress, and now, the love of her life, "Heartbreak" Hinsin. Out of gratitude, she's willing to hire you for the occasional cargo run and perhaps a bit of skullduggery.

Here's the latest haul: An isolated island is in need of supplies—medicine, gunpowder, and of course, more rum—but your mission of mercy has one complication: your port of call has been overrun with a gaggle of grim and ghastly grindylows.

I'll be honest, lads and lasses. Yer ship isn't up to this task. For this mission, you'll need to work with a crew of specialists. Lady Smithee has friends in low places, including an infamous raider known for his stalwart ship, his reckless crew, and his infrequent bouts of kleptomania. He's traded his weidling for a swifter ship, and the sailors aboard her are all goblins. You heard that right! Goblins! Nasty, sneaking, treacherous little goblins. If there's anyone who can deal with grindylows, it's goblins.

Your wealthy patron has intimated that if some of those goblins were to become... expendable, shall we say... she wouldn't shed a tear, as long as that cargo gets delivered. So there ya go: The ransacking goblin has a ship, and you've got a mission. It's time to set sail for your next destination. Damn the grindylows! Full speed ahead!

### VILLAIN:



BRINEBROOD QUEEN

### HENCHMEN:



RIPTIDE GRINDYLOW

### PLAYERS

### LOCATIONS

1	HATCHERY
1	SEA CAVES
1	JUNGLE
2	BEACH
3	GHOL-GAN RUINS
4	HOLY ISLE
5	MANGROVE SWAMP
6	COASTLINE

CHOOSE ANY CLASS 1 OR LOWER SHIP AS YOUR SHIP.

### DURING THIS SCENARIO

When you encounter a non-villain, non-henchman monster, roll 1d6:

1-2. During the encounter, the difficulty of any checks by characters at your location is increased by 1d4.

3-4. Before you act, each character at your location is dealt 1d4-1 Combat damage.

5-6. During the encounter, characters at other locations may not play cards or use powers.



Illustration by Mikael Léger

## REWARD

Each character gains a skill feat.

## Development:

**A**nd so we wave goodbye to the stalwart goblin and his thieving crew. Off ya go, goblins! Ready to ransack anything ya find! Lady Smithee will be pleased. She'll be telling the captains of the Pirate's Council another tale of yer thrilling

deeds. Folks drinkin' at the Rusty Bucket say she's planning a party to celebrate her newfound happiness. If she can't get you on the guest list, she might have something else planned for you. But don't you worry: no goblins are invited.



# 0-2C: REVENGE OF THE FISHFOLK

## Read the Following Aloud:

**A**fter earning a fair wage from your last job, you've... acquired... another ship, setting sail back to Tidewater Rock. You've seen wonders and terrors in the Shackles, but naught you've seen could prepare you for the horrors ahead. Attend, lads and lasses, and I'll tell ya the tale.

In the Fever Sea, there's a friendly fishfolk who's been birthing her offspring for generations—longer than any old salt can recall. She's the matriarch of her kind, and when she's giving birth, any wise captain gives her lair a wide berth, if ya know what I mean. But some creatures aren't as wise as that. In fact, some have a bit more greed than common sense.

One full moon, sea devils set out to seize this poor matriarch. They stole her spawn. They off-loaded her offspring. They trapped her, they tormented her, and... hold on to yer grog... they broke both her legs! Aye! Her flipper-finned legs! With the help of some passing sailors who actually had a conscience, the matriarch escaped, but she's mad and she's mangled and she wants her revenge.

Mayhaps yer the salty dogs that can help her. Track down the sea devils who forced her to that fate, and you'll have the everlasting gratitude of the fishfolk matriarch. And take care: Krelloort is the worst of the sea devil lot. His waddling gait and bloated belly make him look less than fearsome, but he's the one who sold the matriarch's little ones. Anyone that cold-blooded deserves a cold serving of revenge. Harr! Make that heartless horror pay!

### VILLAIN:



**KRELOORT**

### HENCHMEN:



**SEA DEVIL**

### PLAYERS

### LOCATIONS

1	MANCATCHER COVE
1	FLOATING SHIPYARD
1	TEMPEST CAY
2	WINDWARD ISLE
3	RAKER SHOALS
4	SCAR BAY
5	CANNIBAL ISLE
6	SEA FORT

**CHOOSE ANY CLASS 1 OR LOWER SHIP AS YOUR SHIP.**



### DURING THIS SCENARIO

Each player chooses a type of boon other than loot and draws 2 random facedown cards of that type from the box. Shuffle these cards together to form a single treasure stack.

When a monster that has the Aquatic trait is undefeated, banish 1d4 cards from the treasure stack.

When you win the scenario, stash the treasure stack as plunder.

Illustration by Jorge Fares

## REWARD

Each character gains a card feat.

## Development:

**A**ye, the matriarch's been reunited with her young'uns now. It brings a tear to me eye, it does. And those dastardly egg-stealin', leg-breakin', skulking sea devils are no more! I've seen

some loathsome down-and-dirty pirates in my time, but no one sinks lower than sea devils! 'Tis good to know yer course is on an even keel.





# 0-2D: WHO RULES HELL HARBOR?

## Read the Following Aloud:

The Pirate's Council has almost thirty councilors, and they've been hearing tales of your exploits. You've already earned the patronage of a wealthy dowager: the lovely Lady Smithee, recently betrothed to a handsome scoundrel named Heartbreak Hinsin. Impressing some pirate lords next would be a savvy idea, especially if you've got designs on becoming one of them. There's plenty o' ways to do that, but there's one that everyone knows best: winning the Free Captains' Regatta. The sailor who wins it is the next lucky soul to join the council.

Some pirates seek plunder or infamy, but there's no shortage of ambitious souls who train all year for that one race. Know this: The cronies of the Pirate's Council love to sponsor races. And wealthy aristocrats who've just been wed love to host lavish festivals and parties. It just so happens that Lady Smithee and her husband, Hinsin, are doing both: they're hosting a regatta to celebrate their nuptials. The winner stands to gain some plunder: a pile o' doubloons and a swift ship.

Most of the competition is the usual riffraff, but you do have one formidable competitor. His name is Gortus Svard. The few who've sailed against him and lived say he'll do anything to win. If he can't take the prize, he'll surely take your lives. Now here's your chance to show the council what a true crew of pirates can do. Gortus Svard's loss could be your gain. Let the race begin!

### VILLAIN:



**GORTUS SVARD**

### HENCHMEN:



**SHIPWRECK**

### PLAYERS

### LOCATIONS

1	FLOATING SHIPYARD
1	RIPTIDE COVE
1	ROCKY CLIFF
2	FOG BANK
3	SHARK ISLAND
4	SHIPWRECK GRAVEYARD
5	TEMPEST CAY
6	HARBOR

**THE PARTY DOES NOT HAVE A SHIP.**



### DURING THIS SCENARIO

At the start of the scenario, display the *Devil's Pallor* next to this scenario card; each character randomly chooses a ship of Class 3 or lower and stashes a plunder card under that ship; then return the *Devil's Pallor* to the fleet stack. The ship you randomly choose is your ship. On your turn, you are commanding your own ship. You are only on your ship, and you cannot move with another character when she moves during her move step. When your ship is dealt Structural damage, only you can discard cards to reduce damage to your ship. When you would encounter a non-villain monster, roll 1d8 on the table below; summon and encounter that ship (listed on the next page) instead.

1. a random ship from the fleet stack
2. *Burnt Saffron*
3. *Cetaceal*
4. *Hu-Hazhong*
5. *Impervious*
6. *Kraken's Spite*
7. *Mark of Yunnarius*
8. *Ravishing Ruby*

When you earn a deck upgrade from this scenario, you may choose from either your own plunder or the party's acquired cards.

Illustration by Emiliano Petrozzi

## REWARD

Each character gains a power feat.

### Development:

What a regatta! I don't quite know who won, but I certainly know who lost: Gortus Svard! He's gonna have to swim to shore, or maybe he's diving to Besmara's watery depths. I know one of you faced his ship head-on at the end there, so as far as I'm concerned, you're the winner. No, wait! You've all won! You sink or

swim together, like true mates. And best of all, the Pirate's Council saw it all... if they were sober at the party, that is. Mayhaps one of them might be taking an interest in you and yer crew. If that happens, rest assured: yer next journey won't be as easy. I hear tell there's treacherous waters ahead. Set a course for the next adventure!



SKULL & SHACKLES SHIP

## KRAKEN'S SPITE



CHECK TO DEFEAT  
STRENGTH  
MELEE  
**12**

OR  
WISDOM  
SURVIVAL  
**10**

WHEN ENCOUNTERING THIS SHIP

If defeated, stash an additional plunder.

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SKULL & SHACKLES SHIP

## CETACEAL



CHECK TO DEFEAT  
DEXTERITY  
ACROBATICS  
**8**

OR  
WISDOM  
PERCEPTION  
**10**

WHEN ENCOUNTERING THIS SHIP

Before you act, discard any cards that have the Pirate trait from your hand. For each such card discarded, the difficulty of your check to defeat is increased by 3.

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SKULL & SHACKLES SHIP

## BURNT SAFFRON



CHECK TO DEFEAT  
CONSTITUTION  
FORTITUDE  
**10**

OR  
WISDOM  
SURVIVAL  
**8**

WHEN ENCOUNTERING THIS SHIP

Before you act, display all allies from your hand. If undefeated, bury them; otherwise, after you act, return them to your hand.

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SKULL & SHACKLES SHIP

## IMPERVIOUS



CHECK TO DEFEAT  
DEXTERITY  
RANGED  
**11**

OR  
WISDOM  
SURVIVAL  
**8**

WHEN ENCOUNTERING THIS SHIP

If you are the only character at your location and the *Impervious* would be defeated, it is undefeated instead.

Illustration by Yama Orce © 2014 Paizo Inc

SKULL & SHACKLES SHIP

## MARK OF YUNNARIUS



CHECK TO DEFEAT  
WISDOM  
SURVIVAL  
**10**

OR  
DIVINE  
**8**

WHEN ENCOUNTERING THIS SHIP

Before you act, a random character at your location summons and encounters the henchman Pirate Shade Haunt, which may not be evaded; that character displays it next to her deck.

Illustration by Helge C. Balzer © 2014 Paizo Inc

SKULL & SHACKLES SHIP

## RAVISHING RUBY



CHECK TO DEFEAT  
WISDOM  
SURVIVAL  
**10**

OR  
CHARISMA  
DIPLOMACY  
**8**

WHEN ENCOUNTERING THIS SHIP

If the check to defeat does not have the Swashbuckling trait, the difficulty is increased by 3.

Illustration by Caio Maciel Monteiro © 2014 Paizo Inc

SKULL & SHACKLES SHIP

## HU-HAZHONG



CHECK TO DEFEAT  
INTELLIGENCE  
KNOWLEDGE  
**10**

OR  
WISDOM  
SURVIVAL  
**7**

WHEN ENCOUNTERING THIS SHIP

Before you act, your ship is dealt 1 Structural damage.  
After you act, you are dealt 1 Mental damage.

Illustration by Bryan Sola © 2014 Paizo Inc



# Season of the Shackles:

## Adventure 2: A Pirate's Life

_____	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	
<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:			

  

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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