

# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## TREACHEROUS WATERS

SEASON OF THE SHACKLES





# Adventure 0-3: Treacherous Waters

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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 completing 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.





# TREACHEROUS WATERS

## 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*, and
- the *Tempest Rising 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**, **2**, or **3**.

## Read the Following Aloud:

Tessa Fairwind wants something, and she wants you to get it. The legendary Jalhazar, cap'n o' the *Brine Banshee*, lost his ship in treacherous waters. Before his untimely demise, whoever sunk his ship managed to liberate a wondrous artifact from the helm: Jalhazar's Wheel. Old salts claim that if you actually mounted it on a ship of yer choosing, as soon as you grabbed its polished bone handles, you would actually hear the voice of ol' Cap'n Jalhazar whispering his guidance to you. And in troubled seas, you might even feel his ghostly hands guiding yer ship on a true course.

That may sound a wee bit spooky, but that doesn't stop sailors from wanting that wheel, even though there's some as say it's cursed. Or at the very least, no one seems to hold onto those bony handles for very long. Mayhaps those tale-tellers are just afraid of the skulls. The wheel is covered with 'em! Well, yer not yellow-bellied, lily-livered landlubbers, so you've got nothing to fear!

At any rate, rumormongers in Quent's rollicking taverns claim that the wheel's last owner set off on a course along the Slithering Coast. His ship was called the *Devil's Deception*, and if the tales are true, he never returned. Mayhaps the old salts who spread these rumors only do it for the free drinks, but if that ship has sunk, Tessa Fairwind wants that Wheel. She's the captain of her own ship, the *Luck of the Draw*, she's the woman in charge of the city of Quent, and more importantly, she's got a seat on the Pirate Council, so when she speaks, you'd be wise to listen.

Not too long ago, you humbly approached her in one o' those taverns. She likes the cut of yer jib, so she's provided you with a lead: The nagas near the Slithering Coast make a point of watching who comes and who goes... or more precisely, who lives and who dies. The first witness was a naga named Munarei. If he's as insightful as he sounds, you might be lucky enough to liberate Jalhazar's Wheel. It's time to set sail.

### COMPLETE THESE SCENARIOS IN ANY ORDER:

- |                           |
|---------------------------|
| 0-3A: Wrecking Ball       |
| 0-3B: On Top of the World |
| 0-3C: Jungle Boogie       |
| 0-3D: Going Under         |



Illustration by Mariusz Gandzel

## REWARD

Each character chooses a role card and gains a power feat.



# 0-3A: WRECKING BALL

## Read the Following Aloud:

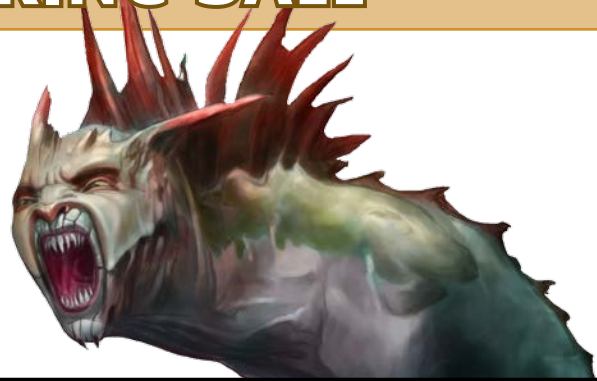
Look to the east! The sun is slowly rising over turbulent seas, and you're well on your way to the Slithering Coast. Yer here for a reason, lads and lasses: to find a nefarious naga known as Munarei. Word has it he knows about an elusive artifact that was lost at sea here months ago. Its previous owner was the captain of a ship called the *Devil's Deception*, a cursed vessel that set a course through these waters and never returned.

Tessa Fairwind, one of the captains on the Pirate Council, thinks Munarei might know the location of Jalhazar's Wheel, once the property of old Xirbal Jalhazar himself. Covered in skulls, it is. Ebony handles, it has. Grasp them, and ya might even hear the ghost of ol' Cap'n Jalhazar whispering his secrets to ya. And if you're lucky—or cursed, depending on which stories you hear—you might even feel his cold hands piloting that wheel, guiding yer ship to a fate kinder than his own.

But let's not think of that, shall we? That tale sends a chill down me spine! Yer crew is facing greater dangers: A triumvirate of nagas watch over these waters. They've been locked in a chain of love and hate that goes back fer years. The three islands where these nagas lair form a triangle—just like the triangle that's tangled up Munarei, Sarlis, and Sarlissa. Seems as though Munarei can never quite decide which of the two females he likes best, so he betrays his mate as often as the tides turn. There's a chance one of 'em might have already sulked away in despair.

Now, yer not the first to drift into this drama. The natives ain't too friendly, neither, doubtless because they're sick of sailors searching for lost ships. Travelers attest that the natives have carved runes all over these islands, spells set to curse any who would dare approach their lands. Then again, sailors are always saying things like that. If you were scared of curses and monsters, Tessa wouldn't have trusted you with an errand like this one.

And know this: You might not be the only pirate looking for that artifact. Keep yer cutlasses and cantrips ready, just in case.



### DURING THIS SCENARIO

Vakarla the Wrecker gains this power: "Before you act, a random other character summons and encounters the henchman Giles Halmis. If Giles Halmis is undefeated, a random other character who has not encountered Giles Halmis this turn summons and encounters Giles Halmis. If Giles Halmis is defeated, or if all other characters have encountered Giles Halmis this turn, banish Giles Halmis. Then continue your encounter with Vakarla the Wrecker."

### VILLAIN:



MUNAREI

### HENCHMEN:



VAKARLA THE WRECKER



CRYPTIC RUNES

PLAYERS	LOCATIONS
1	BEACH
1	WIDOWMAKER ISLE
1	JASPERLEAF APOTHECARY
2	SEASIDE WAREHOUSE
3	SHARKSKIN REEF
4	CANNIBAL ISLE
5	TENGU ROOKERY
6	RAKER SHOALS

CHOOSE ANY CLASS 2 OR LOWER SHIP AS YOUR SHIP.

Illustration by Gonzalo Flores

## REWARD

Each character gains a skill feat.

### Development:

You've humbled Munarei. He lies before you now, wounded and bitter, as he whispers his concessions to you: "Sssso sssstrong," he hisses. "You sssseek the Wheel of Jalhazar, sso you will need thiss." The serpentine naga offers you a ponderous iron key, one that's been worn down by the salt of the seas. "I know not where that ssship now liess, but you'll need this key to get inssside!"

The naga regards you with a bloodshot eye, glaring at the brave souls who dare to take his treasure. "The treacherouss

Ssssarliiss betrayed me," he says, "and now ssshe must pay. Ssssarli knowss where that ssship isss. Ssssarliiss knowssss!"

Yer serpentine captive hisses directions to a faraway island, a distant locale near the Eye of Abendego. Then he withdraws from your presence, slithering back towards the salty sea. Sounds like Sarlis is on another island, so it seems your search must continue. So it seems.





# 0-3B: ON TOP OF THE WORLD

## Read the Following Aloud:

The key to the hold of a long-lost ship lies heavy in your hand. That ship may be at the bottom of the sea, but if the legends are true, it holds a wondrous artifact called Jalhazar's Wheel. To get it, you'll need to navigate past two more nefarious nagas. Mayhaps one of them knows where you'll find the *Devil's Deception*, the last vessel to set its course by the cursed Wheel.

Now yer approaching Pinnacle Atoll, a perilous chain of islands many leagues from your last nautical locale. One of those blighted isles is the home of Sarlis, a naga who used to be Munarei's mate... at least, she was before Munarei betrayed her location to you. Finding the right island might take a bit of work. The scaly naga gave you directions, but the route is somewhat circuitous. And ya might have noticed: A lot of these islands look the same. Maybe he didn't think you'd survive the journey...

Wait a moment! That island? Is it moving? No, that's impossible. There's no way that could happen unless it's... aye, that might be Hirgenzok! Have ya heard the tale? The dreaded dragon turtle has ways to sink wayward ships, so you'd best proceed carefully. There's an old saying: All unknown islands are Hirgenzok until proven otherwise.

That weather doesn't look good, neither. There's a storm rolling in, full of thunder and lightning. At least, I hope it's just thunder and lightning. A chum of mine once told me a terrifying tale about *elementals*: creatures consisting of living energy that dwell on the outskirts of creation. As long as you can avoid lightning elementals and Hirgenzok, you should be able to find that treacherous naga in no time at all. Find the right island, and you'll find Munarei's murderous mate.

### VILLAIN:



SARLIS

### HENCHMEN:



BUCCANEERS

### PLAYERS

### LOCATIONS

1-6

PINNACLE ATOLL

CHOOSE ANY CLASS 2 OR LOWER SHIP AS YOUR SHIP.



Illustration by Nicholas Cloister

### DURING THIS SCENARIO

Treat the henchman Buccaneer as if it is the set 3 henchman Lightning Elemental.

Using the deck list from Pinnacle Atoll, build a number of Pinnacle Atoll locations equal to the number of characters plus 1. When you close a location, do not flip the Pinnacle Atoll card over.

When you would shuffle the henchman Hirgenzok into a location deck, if it is already in a location deck, shuffle the henchman Buccaneer into that location instead.

If Hirgenzok is undefeated, banish it and shuffle the location deck it came from.

## REWARD

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

## Development:

There she lies! Sarlis cowers before you, defeated and despondent. She whispers her own warning, "That sssnake, Munarei! He betrayed me! He sssold me out! Once, he sssaw that I wasss ssspecial. Once, we had a... a ssspecial relationssship! But that wasss when sssshe came! Sssselissa! Ssshe ssstole him from me. And sshe ssstole half of thiss map," she says, swaying slowly, "to that lost sssailor'sss ssship! It's worthlessss to me now, sssso I'll sssell it to you... but only if you ssspare me!"

As you stand on the seashore, Sarlis sullenly sells you the section of the charts unsullied by the sinuous Selissa. Then she slowly sashays seaward, descending into the surging surf. Somewhere sequestered beside the seas of the Slithering Coast, the unsuspecting Selissa sleeps beneath the waves. And somewhere, lads and lasses, Tessa's treasure awaitsss.



# 0-3C: JUNGLE BOOGIE

**VILLAIN:**

SELISSA

**HENCHMEN:**

RUFFIANS

PLAYERS	LOCATIONS
1	JUNGLE
1	WIDOWMAKER ISLE
1	GHOL-GAN RUINS
2	MANGROVE SWAMP
3	ROCKY CLIFF
4	SCAR BAY
5	SEA FORT
6	TEMPEST CAY

CHOOSE ANY CLASS 2 OR LOWER SHIP AS YOUR SHIP.

Illustration by Emiliano Petrozzi

**Read the Following Aloud:**

**H**alf a map! An iron key! And the directions to a forbidding island! What more does a pirate need? Oh, aye, some rum would be nice, but yer on yer way to finding the legendary Wheel of Jalhazar. The other half of the map you require is no doubt in the clutches of the last nefarious naga, Sarlis. Stories say... excuse me, “tales tell us” that she might be the mate of Munarei, the naga you defeated not too long ago.

You’ve sailed back to the Slithering Coast, following Sarlis’ scrawled directions. Selissa is somewhere in the jungles up ahead. See ‘em? Legend has it they’re worse than haunted. Sailors who tell the old tales say that on that blighted isle, the unburied dead have been to returning to life and seeking human victims. Aye, that’s right! There’s zombies ahead! The walking dead! Plague and predators have taken their toll here.

In fact, there’s a lot o’ dead bodies around here. Many of them were left by a marsh giant who lairs on one of these godsforsaken islands. He used to fish for his meals, ‘til the fishing ran out. Then he hunted the wild boars, ‘til they ran out. Now the marsh giant known as Fishpork goes hunting for anything meaty that makes for good eatin’. Sailors are his favorite delicacy. I’ve heard tell that more than one passing captain has tried to capture him, thinking he’d make for good sport. That usually just leads to more corpses.

Other than that, this journey should be no more difficult than the last one! Avoid the hordes of ravenous cannibal zombies, outrun the crazed giant who wants to feast on your flesh, and hunt down the treacherous naga who’d just as soon sell out her own sister. Then grabbing the map to the sunken treasure should be easy!

**DURING THIS SCENARIO**

Treat the henchman Ruffian as if it is the set 2 henchman Scurvy Zombie.

When you would banish a Scurvy Zombie, summon and encounter the henchman Fishpork instead. If Fishpork is defeated, banish the Scurvy Zombie; otherwise, shuffle the Scurvy Zombie into a random other location deck, and if that location is closed, open it.

**REWARD**

Each character gains a card feat.

**Development:**

**A**s you ready your blade to slay Selissa, she doesn’t hiss a sibilant warning; instead, she submits and yields her half of the map. She’s smart enough to hold her tongue. You and yer crew now know where to find the *Devil’s Deception*, the last ship that carried Jalhazar’s Wheel. Oh, and you’ve even got the key to open its hold! Of course, you’ll need to figure out some other minor details, like how yer gonna buy enough *potions of water breathing* to search down there at the bottom of the sea, but that

can wait for later. The next leg of yer journey should be easy, as long as no one else is looking for that ship. Sure, it’s possible that someone or something might have sunk it. And it’s just as likely that whoever or whatever sent it to Besmara’s watery depths might want to keep it. And they might be eternally prowling beneath the waves to kill whoever approaches it, but other than that, finding that ship should be easy! You’ve made it this far, so we’re certain that nothing, but nothing could possibly go wrong.





# 0-3D: GOING UNDER

## Read the Following Aloud:

Something has gone horribly wrong. As your ship inexorably draws closer to the location marked on the map you've pieced together, you see signs that your crew has been getting a bit... nervous. At least once an hour, someone leans over the side of the ship and shouts excitedly about a shadowy figure in the water. Each time, the rest of the crew rushes to the gunwales to find... nothing at all. Mayhaps it was just an illusion.

As day passes into night, your weaker-willed companions are reporting visions of stranger things, mysterious sights no other sailors can confirm. By the time you reach your designated destination, some of your mates have even begun to disregard your orders, almost as though they're taking their commands from someone... or something... else.

As if on command, one of your crewmen stops moving completely. He stares straight ahead at the ocean, muttering warnings to any who will listen. "One should be wary of what stirs up from the lightless depths," he intones, almost as though someone else is speaking through him. "You have entered the realm of Uthiggmaru. Turn back, while you still can."

Seconds later, another scream issues from the forecabin of the ship. A terrified sailor has sighted a hideous aquatic aberration. The beastie rises from the water long enough to affix your crew with a baleful glare before sinking beneath the waves again.

Aye, yer not alone here. Mayhaps whatever sank the *Devil's Deception*, the ship with Jalhazar's Wheel, doesn't want to abandon his treasure. Perhaps you'll have to fight him for it... if you can find him.

And that's going to be the hardest part: You'll have to search underwater for that sunken ship. Who knows what horrors await you beneath the waves? Once you start searching through forsaken coves, sea caves, and shipwreck graveyards, you'll awaken all sorts of species that don't like to be disturbed by the surface world. Find Uthiggmaru's sunken ship, but be quick about it. Wonders and terrors await you in the waters below.

### VILLAIN:



UTHIGGMARU

### HENCHMEN:



BLACKWATER CHARDA



ORMANDAR



JALHAZAR'S CURSE



ANCIENT MARINER



SHIPWRECKS

### PLAYERS

### LOCATIONS

1	SHIPWRECK GRAVEYARD
1	SEA CAVES
1	FOG BANK
2	RIPTIDE COVE
3	MANCATCHER COVE
4	COASTLINE
5	RAKER SHOALS
6	BEACH

**CHOOSE ANY CLASS 2 OR LOWER SHIP AS YOUR SHIP. YOUR SHIP IS ANCHORED AT THE SHIPWRECK GRAVEYARD.**

### DURING THIS SCENARIO

When setting up the scenario, set aside all loot cards with an adventure deck number of 2 or lower that characters haven't chosen. Choose the same number of characters to each temporarily add 1 of those loot cards to his deck, replacing a card of the same type. Return the loot cards to the box at the end of the scenario.

If any character has not successfully completed Scenario 0-3A: Wrecking Ball, Uthiggmaru gains this power: "Before you act, each character is dealt 2 Mental damage."

If any character has not successfully completed Scenario 0-3B: On Top of the World, Uthiggmaru gains this power: "Before you act, each character recharges a card."

If any character has not successfully completed Scenario 0-3C: Jungle Boogie, Uthiggmaru gains this power: "Before you act, each character at your location summons and encounters the henchman Scurvy Zombie."

## REWARD

Each character chooses a type of boon other than loot and draws a random card of that type from the box. Each player chooses one of her Pathfinder Society RPG characters. That character may purchase *potions of water breathing* as though their market price were 375 gp.

### Development:

Sea monsters! Actual gods-be-blessed sea monsters! After fighting an aboleth, aberrations, and aquatic beasties, you've finally found that sunken ship. And you've even got a few *potions of water breathing* left! Soon, Jalhazar's Wheel will be in yer hands, but before you surface, you might as well search that ship for some other lost loot. One turn of the ponderous iron key in the sea-worn lock that seals the hold, and all the treasure aboard the *Devil's Deception* will be yours!

Since yer true to your word, you'll need to take that wondrous wheel back to Tessa Fairwind, especially if you want her to back yer bid for the Pirate Council, but the rest of the loot is yers to keep. 'Tis a fine day to be a pirate! I'll tell me chums at the Rusty Bucket about ya. They'll be singing yer praises in Quent's finest taverns! And of course, yer one step closer to the day you can join the court of the Hurricane King.





# Season of the Shackles: Adventure 3: Treacherous Waters

_____	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"/> <b>Completed Adventure?</b>
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