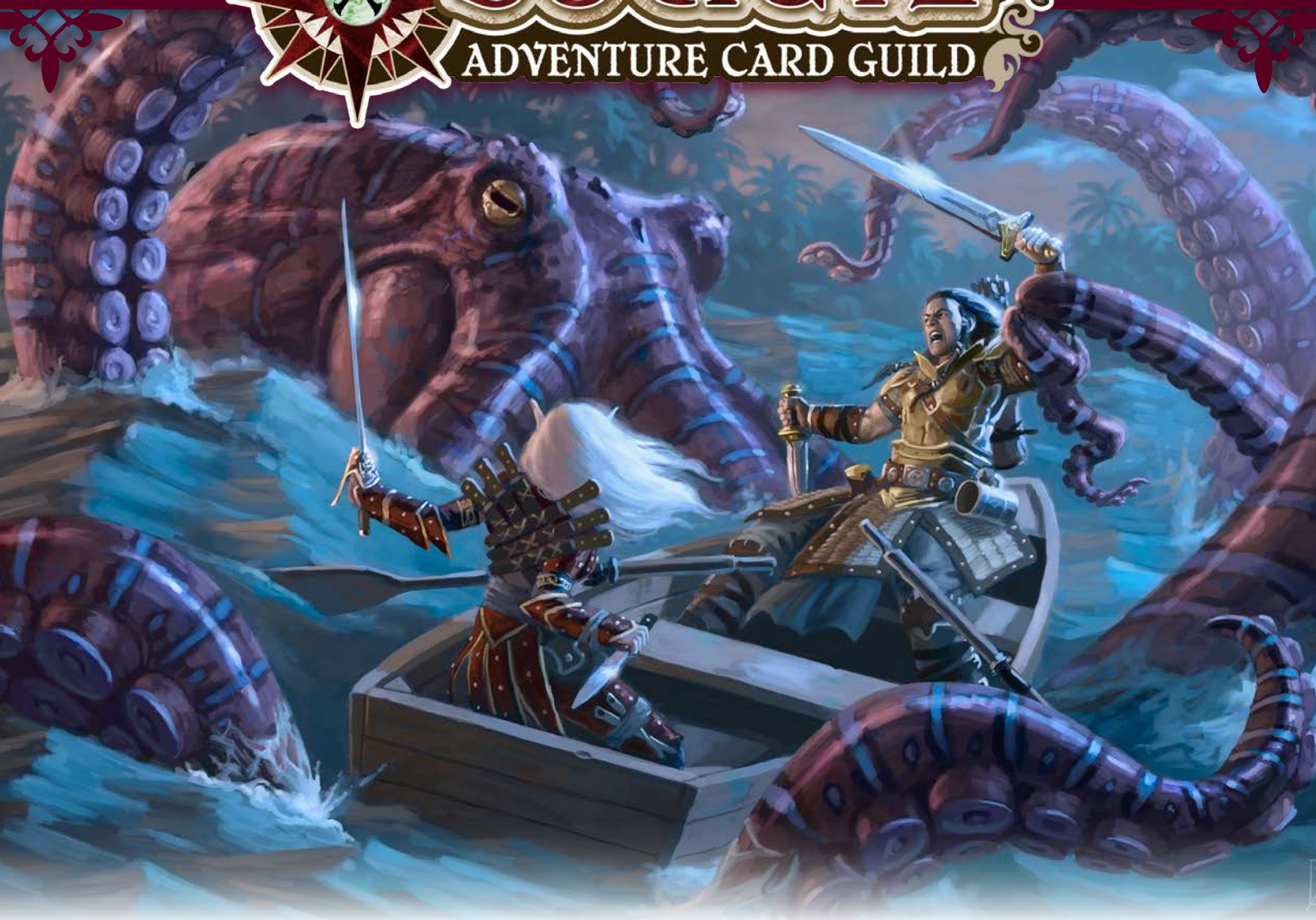


PATHFINDER SOCIETY®

ADVENTURE CARD GUILD



ISLAND OF THE DAMNED

SEASON OF THE SHACKLES



Adventure 0-4: Island of the Damned

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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.



ISLAND OF THE DAMNED

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*,
- the *Tempest Rising Adventure Deck*, and
- the *Island of Empty Eyes 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, 3, or 4**.

Read the Following Aloud:

Raise yer glasses! Our heroes have returned! Storytellers are toasting the brave deeds of a band of strangers hailing from parts unknown. Bards are telling tales in the rollicking taverns of Quent, and those stories are spreading through every inn and watering hole in the Shackles. No one quite knows where these heroes came from, but they're the pugnacious pirates who fought for vengeance against Jemma Redclaw, brought true love to Agatha Smithee, and salvaged Jalhazar's Wheel from Besmara's briny deep.

Even the Pirate Council is talking about them. Rumor has it that the court of the Hurricane King has been keeping an eye on these reckless upstarts, just in case they have any political ambitions. One has to wonder: Are they the sort who would support Kerdak Bonefist's grand schemes? Or would they throw in their lot with the discontented rabble who want to replace him?

All this talking is making folks thirsty. When someone makes you a living legend, it wouldn't hurt to buy a round or two for the bards and taletellers who sing your praises. If that happens to involve carousing through the best bars in the Shackles, so be it!

Of course, one the greatest challenges to being a legend is living up to your reputation. After you've fought Kelizar the Brine Dragon and dived to the bottom of the ocean to look Uthiggmaru in the maw, what are you going to do for an encore? Once you've proven your prowess in battle and outwitted your enemies in intrigue, you might want to consider something different. Maybe you should try your hand at something no one has done before.

Hang around taverns long enough, and you'll hear plenty of leads on the next place to explore. Seems that even in the Shackles, there are still uncharted places where no hero has ever set foot on an island's sandy shores. Why just the other day, a rum-soaked old taleteller was shouting about a place called the Island of the Damned...

COMPLETE THESE SCENARIOS IN ANY ORDER:

0-4A: A Tale of Two Alchemists

0-4B: DINOSAURS!

0-4C: By Rum and Thunder

0-4D: The Impossible Bottle



Illustration by Craig J Spearing

REWARD

Each character gains a power feat. For the rest of the Adventure Path, when setting up each scenario, you may choose 1 character to temporarily replace 1 item in her deck with the loot Letter of Marque and another character to temporarily replace 1 blessing with the loot Pirate's Favor. Return both cards to the box at the end of each scenario.



0-4A: A TALE OF TWO ALCHEMISTS

Read the Following Aloud:

“A hoy, mateys! Sit down and have a drink. I’ve got a tale ta tell ya. Someone wants to send you on an adventure to find a fabulous treasure, and this time, it isn’t someone on the Pirate Council. No, lads and lasses... it’s me! Yer humble storyteller.

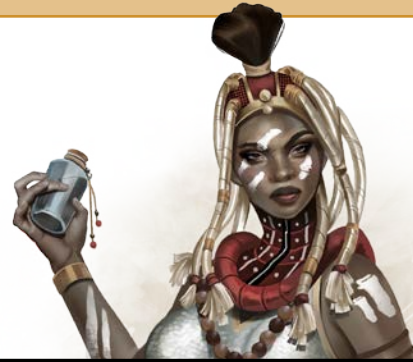
“I’ve been drinkin’ and thinkin’ at my favorite watering hole, the Rusty Bucket, and me and me mates have been getting a bit thirsty. That’s when one of us piped up with a lovely tale: the story of a legendary stash of rum on a mysterious island in the Shackles. Now, ya wouldn’t expect it to be an ordinary isle. No, it’s an island with a godsforsaken reputation: the Island of the Damned! Pirates sail there, but they don’t always sail back.

“Seems this story has a twist. Two alchemists live on this island, and their rivalry goes back for decades. They hate each other, but not enough to actually kill one another. They’ll threaten. They’ll sabotage. They’ll set traps, but neither of them wants to actually become a *murderer*. And we don’t really want them to die either, because one of them brewed that legendary rum! One o’ them might even know where it’s hidden.

“The last traveler who brought them supplies heard tell of a powerful genie who’s trapped on the island. And wouldn’t ya know it—I even heard one of the alchemists managed to seal her in a jug of rum! I bet she’d be mighty grateful to whoever sets her free. Besmara knows I’ve spent many a month working my way through a cask or two of potent brew, but me? I never seem to find a genie at the bottom of a bottle.

“Anyway, here’s me plan: I’ll tell ya how to get to the Island of the Damned. Then you’ll find that bottle and free the genie. Once you’ve earned her gratitude, ye can convince her to make sure the alchemist who trapped her... uh, goes away,... and the other one will tell ya where to find the rum! Simple!

“Just watch out for everything else that can kill ya on the island. You know. Cyclopes. Harpies. Thirsty pirates, and the like. Dying would be a real shame, seeing as how we’d love to hear more about that island, and dead men tell no... hey! Someone’s opened another cask of whiskey! Good luck on yer journey!”



DURING THIS SCENARIO

During this scenario, treat the henchman Ruffian as if it is the set 4 henchman Cyclops Savage.

The first time you defeat a villain during this scenario, do not check to see if it escapes; instead, place it next to this scenario card. To win the scenario, corner and defeat the second villain while the first villain is displayed next to this card.

When you encounter a card that has the Alchemical or Alchemist trait, before you act, summon and encounter the henchman Cryptic Runes.

VILLAIN:



THE EEL

ZARSKIA GALEMBAR

HENCHMEN:



RUFFIANS

PLAYERS	LOCATIONS
1	TELEPORTATION CHAMBER
1	JUNGLE
1	GREAT STONE BRIDGE
2	EYE OF SERENITY
3	DINOSAUR CORRAL
4	HALL OF CHAMPIONS
5	RUINED AMPHITHEATER
6	MANGROVE SWAMP

CHOOSE ANY CLASS 3 OR LOWER SHIP AS YOUR SHIP.

Illustration by Roberto Pitturru

REWARD

Each character gains a skill feat and, during any one encounter in this Adventure Path, gains 1 skill feat. (Note the use of this reward on your Chronicle sheet for the scenario in which the feat was gained.)

Development:

You’re back! Good to see ya again. Have ya got that rum? If ya don’t, can ya tell me the Tale of Two Alchemists? We’ve been followin’ your exploits pretty closely here, and we’d love to spread the word about you and your gallant crew. If everything went accordin’ to plan, one o’ those alchemists should have told ya where the rum is stashed.

“What’s that ya say? He did? What happened next? Ya don’t say! Did either of them have a map? Oh, ho! He did! Let me take a look at it. Aye, I’ve heard tell of that part of the island. I’ve afraid I’ve got some good news and bad news. The good news is that I’m fairly certain no one has disturbed that cache of rum. The bad is news is that it’s guarded by a vast herd of the deadliest monsters you’ve ever seen. Yer not gonna believe this, but that island is full of...”



0-4B: DINOSAURS!

Read the Following Aloud:

“Getting ready to set sail again, are ya? I hope you haven’t forgotten yer friends at the Rusty Bucket. We were just talking about that legendary rum. I’ve heard it’s hidden in a secret stash on the Island of the Damned. I don’t suppose that’s where yer headed, is it? Well, blow me down! It is!”

“Ya might as well know more about that island. Anyone can tell ya tales of the mighty cyclopes that live there. They live on a lot of the islands around here, but that’s the least of yer worries. The path to the cache is gonna run past someplace mighty dangerous. It’s a plateau that’s been isolated since the dawn of time. That’s why it’s home to a thriving population of thunder lizards. Aye, that’s right! Dinosaurs!”

“Now I doubt the alchemists who brewed that batch o’ liquor would have gone there on their own. Maybe one of them hired someone to hide that rum from the other one. Ya know, that could be the whole reason they had a falling out! Anyway, I hope yer ready for an epic battle. You’re headin’ to the land that time forgot, but we won’t forget about ya here in Quent. Good luck!”

VILLAIN:



ARRON IVY

HENCHMEN:



RUFFIANS

PLAYERS	LOCATIONS
1	DINOSAUR CORRAL
1	GHOL-GAN RUINS
1	COASTLINE
2	SCAR BAY
3	SEA CAVES
4	BEACH
5	ROCKY CLIFF
6	TOWER

CHOOSE ANY CLASS 3 OR LOWER SHIP AS YOUR SHIP.

DURING THIS SCENARIO

Treat the villain Arron Ivy as if it is the villain Mokele-Mbembe. Treat the henchman Ruffian as if it is the henchman Allosaurus.

When attempting a check against a bane that has the Animal trait, you may bury an ally to add 2d6.

SKULL & SHACKLES
VILLAIN 4

MOKELE-MBEMBE

ANIMAL



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
22

THEN
COMBAT
22

OR
WISDOM SURVIVAL
15

POWERS

Before you act, succeed at a Constitution or Fortitude 9 check or reset your hand and end your turn, and Mokele-Mbembe is undefeated.

Illustration by Ben Wootten © 2014 Paizo Inc

SKULL & SHACKLES
HENCHMAN 4

ALLOSAUROS

ANIMAL



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
21

OR
WISDOM SURVIVAL
14

POWERS

Damage dealt by the Allosaurus is increased by 3.

If undefeated, a random other character at your location summons and encounters the Allosaurus.

If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Dean Spencer © 2014 Paizo Inc

REWARD

Each character chooses weapon or ally and draws a random card of the chosen type.

Development:

I’ve put this note in a bottle and tossed it out to sea. I feel a bit guilty about sending ya to yer doom, just to get a few bottles of rum. Mayhaps ya fell prey to one of the traps left by those two alchemists.

Or maybe it was the dinosaurs. I did mention the dinosaurs, didn’t I? Whatever happened, we’ll drink a toast to yer bravery at the Rusty Bucket. Besmara bless ya, I hope yer not dead!”



0-4C: BY RUM AND THUNDER

Read the Following Aloud:

When last we left our heroes, their intrepid band had set sail for the Island of the Damned, a legendary locale in a remote corner of the Shackles. After listening to a tale from a drunken old fool, they set off on that fool's errand, chasing after a legendary stash of rum.

The longer they've been gone, the more elaborate those legends have become. One old yarn claims that the rum was brewed by a brilliant old alchemist who preferred to work in conditions of absolute secrecy. Unfortunately, he got distracted by a rivalry with another alchemist, leading him to set traps all over the island. Many idealistic travelers have gone off to find this elusive Island of the Damned, but every time sailors tried, sailors died.

Unfortunately, someone else wants to find that lost treasure, a sneaky-looking sort who's been hanging out in taverns chasing rumors. His name is Fargo, and most folks prefer not to trust him. Seems like his loyalties change from week to week, and when the moon is full, he changes, too. That sneaky old scoundrel is a wererat, and he sails the seas with a crew of diseased shapeshifters who jump at his every command.

No one knows quite what's inside those bottles. Maybe it's just rum, or maybe it's stranger brew. Whatever it is, your friends back at the tavern have asked you to drink a toast whenever you find some of the alchemist's rum. For some reason, Fargo really wants the alchemist's legendary stash of potent potables, and he'll kill to get it. Exploring the island should be a deadly proposition, but if Fargo finds you, that expedition to perdition is about to get deadlier.

DURING THIS SCENARIO

Treat the henchman Ruffian as if it is the set 4 henchman Daughter of Imerta. Before building the location decks, set aside both copies of the item Rum Bottle (or, if you're using the Character Add-On Deck, all 3 copies); when you deal items into location decks, include those Rum Bottles.

The difficulty to defeat Fargo Vitterande is increased by 15.

When you acquire or would play a Rum Bottle, place it next to the scenario instead. The difficulty to defeat Fargo Vitterande is decreased by 5 times the number of Rum Bottle cards next to this scenario.



VILLAIN:



FARGO VITTERANDE

HENCHMEN:



RUFFIANS

PLAYERS	LOCATIONS
1	DOCKS
1	WIDOWMAKER ISLE
1	LONELY ISLAND
2	HARBOR
3	SHARK ISLAND
4	HOLY ISLE
5	CANNIBAL ISLE
6	FOG BANK

CHOOSE ANY CLASS 3 OR LOWER SHIP AS YOUR SHIP.

Illustration by Tyler Walpole

REWARD

Each character gains a power feat.

Development:

“Welcome back to the Rusty Bucket! You did it! Ya found the hidden cache of rum! And not a moment too soon—it sounds like Fargo Vitterande was right behind ya.

“Now, ya might be wondering why these rum bottles are legendary. Ya see, rum ages a bit faster than whiskey or brandy. After a point, ya have to dilute it, and with a bit of alchemy, that

opens up all sorts of possibilities. Take this glass bottle here. Why, I can't tell how long ago it was bottled, but if one o' those alchemists has been clever about preserving it, the moment I remove the stopper like this...

“... by rum and thunder! I didn't expect **that** to happen!”



0-4D: THE IMPOSSIBLE BOTTLE

Read the Following Aloud:

You open your eyes. You're up on a ship, but it's a ship you've never seen before. All around you, the seas are calm, but you've never seen an ocean with water that color before. And truth to be told, you've never seen a sky quite that color before, either. You vaguely remember opening a few bottles of rum, and maybe you had a drink or three, but how you got on this ship remains a bit of a mystery.

Is this a dream? You have no idea where you're sailing, but every time you look, there's a sea monster sailing alongside your ship. And you know what? You've never seen a monster like that one, either. The journey seems to take forever, and eventually, the days and nights start to blur together. How long have you been gone? Seems like it's been **two** lifetimes.

Something's not right. Your crew is getting older, and so are you. And where did these sailors come from? Maybe they got here the same way you did. The beasties stalking your ship seem to keep changing their shape as you sail, but your shape is getting a bit... well, you seem to be lagging and sagging a bit. Your memory is getting hazy. You're no longer sure how long you've been gone, and you can't really remember how you're going to get back.

And the worst part? The worst part is glaring at that clear sky overhead. Clear as glass. Never changes. The clouds don't seem to move much, and now that you think of it, you're getting the distinct impression that you've been sailing in circles the whole time. Maybe you're losing your mind, but that island up ahead seems like one you've passed before! There's got to be a way out of here. This is madness. This is impossible! This is a nightmare.

VILLAIN:

NONE

HENCHMEN:

RUFFIANS



PLAYERS	LOCATIONS
1	GOZREH'S FLOW
1	CANNIBAL ISLE
1	HOUSE OF STOLEN KISSES
2	TENGU ROOKERY
3	GREAT STONE BRIDGE
4	WISHING WELL
5	JASPERLEAF APOTHECARY
6	GHOL-GAN RUINS

CHOOSE ANY CLASS 3 OR LOWER SHIP AS YOUR SHIP.

DURING THIS SCENARIO

Treat the henchman Ruffian as if it is the set 4 henchman Animate Dream.

After you add henchmen to the location decks, divide each deck in half to create two decks for each location card. Treat each as a separate location. When you close a location, banish both of its location decks. You win the scenario when all locations are closed.

Illustration by Kieran Yanner

REWARD

Each character gains a card feat. For the rest of the Adventure Path, when setting up each scenario, you may choose 1 character to temporarily replace 1 item in her deck with the loot Impossible Bottle; return it to the box at the end of each scenario.

Development:

When you open your eyes again, you're lying in a nice, warm bed. You're probably in an inn somewhere in the Shackles, although you're still not sure how you got here. Maybe everything that happened over the last few hours was a dream, but it all seemed so real! Even that ship you were on. You could probably recall every plank and rope and sail of that...

... wait a minute. Is that a bottle next to your bed? It's not a rum bottle. It's a glass bottle, and all the liquid inside it has

been drained away. There's a ship trapped inside it, a vessel that's just like the one you were traveling on. How do you suppose they got a ship in there? And did **you** get in there, too? That's impossible... but just in case, you should probably make sure that's the last time you open up a strange bottle of rum, especially if it came from the Island of the Damned. And why would Vitterande want a bottle like that?

Anyway, last call, everyone. No more rum for you.



Season of the Shackles:

Adventure 4: Island of the Damned

_____	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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Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
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Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
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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	
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<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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