

PATHFINDER SOCIETY[®]

ADVENTURE CARD GUILD



RUN OUT THE GUNS

SEASON OF THE SHACKLES



Adventure 0-5: Run Out the Guns

Scenario Design • Tanis O'Connor

Story Text • Tanis O'Connor

Editors • Brian Campbell and Vic Wertz

Contributing Artists • Jorge Fares, Bryan Sola, Tyler Walpole, Ben Wootten

Cartographer • Rob Lazzaretti

Pathfinder Adventure Card Game Development Team •

Mike Selinker, Chad Brown, Tanis O'Connor, Paul Peterson, Liz Spain, and Gaby Weidling, based on a game concept by Rian Sand

Publisher • Erik Mona

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Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety



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.



RUN OUT THE GUNS

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*,
- the *Island of Empty Eyes Adventure Deck*, and
- the *Price of Infamy 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, 4, or 5**.

Read the Following Aloud:

For once, you have a bit of time to yourself. No high and mighty member of the Pirate's Council has a task for you, no fetching maiden needs help choosing a suitor, and you'd like to see someone just try to press-gang you at this point. You're well-known and respected, and you've earned a bit of leisure time.

So you're planning to take a meandering tour of the Shackles, seeing the sights and relaxing. Your officers are starting to get a grim, hollow look about them, and you hear the occasional mutter about how some extended shore leave might be in order. Where to go, where to go?

You gather your trusted advisors around the chart table. "Port Peril sounds nice this time of year," says your second mate. "I want to go to Goatshead!" snickers your boatswain. You roll your eyes. "You *always* want to go to Goatshead, pilchard-brain. Next time we're at Rickety's Squibs, we'll just throw you in the ship's boat and let you row yourself over."

No one has a strong opinion that you care to take seriously, so you make a list and roll some bones. Fate points you in the direction of an island called The Smoker and a settlement called Plumetown. No one's heard anything bad about the place, so you set a course for the northwestern Shackles.

Plumetown is a largeish town of around a thousand souls who seem to have come together to support the expeditions of those foolish or desperate enough to seek out the soothsayers of Mount Keeba, the smoke-wreathed volcano that gives the island its name. Your officers and crew are happy to partake in both prayer and hard partying. You're pleased that your crew is finally getting some long-deserved entertainment, but you can't help but wonder what's next.

COMPLETE THESE SCENARIOS IN ANY ORDER:

0-5A: Meanwhile, in the Shackles...

0-5B: The Play's The Thing

0-5C: Release the Obligatory Kraken

0-5D: A Crew Divided



Illustration by Ben Wootten

REWARD

Each character gains a power feat.



0-5A: MEANWHILE, IN THE SHACKLES...

Read the Following Aloud:

You're still blinking the confusion out of your eyes—no more rum for you!—when a call comes from abovedecks. “Ships fore and starboard! A whole fleet of ‘em!” You stagger to the main deck, still a bit unsteady on your feet, where you’re confronted by the sight of dozens of cannons pointed right at your broadside. Ships! So many ships! They’re all flying the Shackles flag, and they all have 18-pounders aimed at your delicate hull.

Wait a minute. You’re flying the ol’ skull and shackles yourself! Pirates should follow the pirates’ code, so why are they preparing to blow your ship to smithereens? You direct the helmsman to take evasive action and tell the navigator to signal the approaching fleet.

Sploosh! Uh-oh. The armada’s flagship is ranging her guns. It’s definitely time to run your sails to full and scamper out of here. Wait a minute... you recognize that barnacled bucket! That’s Barnabas Harrigan’s prize, the *Wormwood*! Last you heard, he was holed up with the Pirate Council, arguing with the Hurricane King, so this must be the work of the fearsome battlemage Adelita Doloruso. Your only hope is to engage the flagship before you’re smashed to driftwood. Hopefully, you’ll survive long enough to learn why Adelita is so angry...



VILLAIN:



ADELITA DOLORUSO

HENCHMEN:



ENEMY SHIP



GILBROT THE TONGUE



ENEMY SHIP



JAKAW RAZORBEAK



ENEMY SHIP



KIPPER



RIARIS KRINE

PLAYERS

LOCATIONS

1	GANNET ISLAND
1	HOLY ISLE
1	WIDOWMAKER ISLE
2	TEMPEST CAY
3	CANNIBAL ISLE
4	WINDWARD ISLE
5	SHARKSKIN REEF
6	RIPTIDE COVE

CHOOSE ANY CLASS 5 OR LOWER SHIP OTHER THAN THE *WORMWOOD* AS YOUR SHIP.

DURING THIS SCENARIO

When you fail a check to defeat a bane that has the Pirate trait, bury the top card of your deck.

Illustration by Bryan Sola

REWARD

Each character gains a power feat.

Development:

Your cutlass rests at Doloruso’s throat as she kneels before you. “Captain’s orders,” she sullenly snarls. “We weren’t here looking for you, though. We were hunting some upstart landlubbers who think they’re pirates. You just got in the way.”

Well, at least you didn’t set the wind up two of the most infamous pirates to sail the Shackles. Still, something’s not right. When Doloruso saw that someone accidentally got in the way of her plans, she decided to make sure there were no

witnesses. That’s positively cutthroat, not to mention seriously lacking in style.

Since you don’t want the wrath of Harrigan bearing down on you, perhaps it would be prudent to let his first mate go on about her business. She’s generously offered you a promising map and some information about a shrine to some old god. It’s just waiting to be plundered, which is just what you need, since your crew never gets tired of plunder.



0-5B: THE PLAY'S THE THING

Read the Following Aloud:

Adelita Doloruso's information led you back to Hell Harbor, but this time, you're staying out of the taverns. No more rum, no more old men telling tales. You've learned your lesson. Yessir.

To pass the time while you wait on an informant, you wander along the waterfront and come across a ramshackle building with a sign out front that reads "THEATER OF CORRUPTION—SHOWS NIGHTLY AT DUSK. BE AFRAID." Now that sounds like as good a time as you can have sober!

You return at nightfall, pay your handful of coppers, and sit down. As the curtain goes up, you are startled to see an amazingly realistic combat acted out between a human in filthy, scruffy rags and a player dressed as a massive spiny devil. It's an impressive costume—you can't see any seams or eye holes. The props department in this place must be worth its weight in gold.

With a yell and a heave, the barbarian smashes the devil downstage, and it lands with bone-crushing impact on the front row. Screams ring out, blood flies, and you realize that the devil is real. Everybody's screaming and shoving, and unless somebody takes control of this situation soon, nobody will be escaping this place alive.

VILLAIN:



ISAWYN THE DIVA

HENCHMEN:



GOREBEARD TRENCH



LADY NIGHTSHADE



SENTINEL DEVILS

PLAYERS

LOCATIONS

1	THEATER OF CORRUPTION
1	SAFE HOUSE
1	HOUSE OF STOLEN KISSES
2	TORTURE PIT
3	FESTHALL
4	TENGU ROOKERY
5	MERCHANT MARINE
6	CHAPEL

CHOOSE A CLASS 5 SHIP OR LOWER AS YOUR SHIP. YOUR SHIP IS ANCHORED AT THE THEATER OF CORRUPTION.



DURING THIS SCENARIO

When you acquire an ally from a location deck, put it under this card.

Illustration by Jorge Fares

REWARD

The party gets all the allies under this card.

Each character draws an ally that has an adventure deck number of 5 or lower from the box.

Development:

With a puff of smoke, the devils disappear. The troupe's leader and her flunkies also disappear in the chaos. If only you could have captured one, just to take out your frustrations on.

It's been ages since you've seen someone walk the plank. Still, the crowd is grateful. You spy a few here and there who might make likely cabin boys. It's so hard to find a good cabin boy these days.



0-5C: RELEASE THE OBLIGATORY KRAKEN

Read the Following Aloud:

So that's what Dagon's Jaws look like! You've always wondered why places get named for how they look. You'd need wings to think these islands look like Dagon's jaws, but still... you know Dagon is some kind of aquatic demon lord, so obviously, he must have big jaws. And that's how it looks on the map.

The islands here are lush, lushier than most you've seen. A carpet of green spreads from shore to shore. Must be a good water supply here. It's curious that no one affiliated with the Council has set up camp here. Maybe it has something to do with the bugs... or the snakes... or the cannibal natives your informant warned you about.

The information and the map you have been given led you to believe there's an old temple to the demon lord here. Where there's a temple, there's usually a reliquary, along with a big pile o' treasure. A pirate can't earn everything just by running out guns and breaking out boarding pikes.

You task your navigator with finding a place to drop anchor so you can begin your search. After a brief argument with your first mate about how to read the treasure map, you discern a crumbling cavern entrance. At one time, it probably resembled a gaping maw. This must be the spot!

SKULL & SHACKLES
VILLAIN 5

KRAKEN

ANIMAL
AQUATIC



TYPE
MONSTER

CHECK TO DEFEAT
CONSTITUTION
FORTITUDE

14

THEN
COMBAT

23

POWERS

Before you act, your ship is dealt 2d4 Structural damage.

Combat damage dealt by the Kraken is dealt to each character at your location and at one other random occupied location.

If undefeated, your ship is wrecked.

Illustration by Andrew Hou © 2015 Paizo Inc

VILLAIN:



JEMMA REDCLAW

HENCHMEN:



BREATH OF DAGON



WITCH DOCTOR



CURSE OF THE FLESHEATERS



WITCH DOCTOR



EYE OF DAGON



WITCH DOCTORS

PLAYERS

LOCATIONS

1	DAGON'S JAWS
1	SACRED SPRING
1	WISHING WELL
2	SHARKSKIN REEF
3	SHARK ISLAND
4	SHRINE TO NORGORBER
5	GHOL-GAN RUINS
6	HOLY ISLE

CHOOSE ANY CLASS 5 OR LOWER SHIP AS YOUR SHIP.

DURING THIS SCENARIO

Treat the set 1 villain Jemma Redclaw as if she were the villain Kraken. Treat the henchman Pirate Shade Haunt as if it also has the barrier type and the Curse trait.

REWARD

Each character gains a skill feat. For the rest of the Adventure Path, when setting up each scenario, 1 player may temporarily replace 1 armor in her deck with the loot Howling Skull Armor. At the end of each scenario, return the loot to the game box.

Development:

Well, that was unexpected! Your boatswain triggered a glyph trap, and you immediately thought, "Maybe he'll get turned to ash, or maybe I should duck." You most certainly did not think, "We have apparently summoned a kraken, and we should get back to our ship before it's smashed to flotsam."

Looks like there's a first time for everything. All hands are on board, and you managed to grab a treasure chest as you left, so you should count this one a success. Nothing went wrong, except... wait. No, really?

You sigh. Looks like you'll have to find another cabin boy.



0-5D: A CREW DIVIDED

Read the Following Aloud:

This has not been a good month for you and your merry crew. You were in the wrong place at the wrong time and nearly got overwhelmed by a pirate armada. You tried to take in an innocent bit of theater and nearly got devoured by devils. And you were exploring a perfectly innocent thalassic demon temple when a bleedin' *kraken* tried to chow down on your ship!

All you want is some peace and quiet so you can recover from your impossible adventure in a bottle. Just a few days in which you're not being blown every which way by the forces of Dame Fortune. Surely that's not too much to ask?

You've sailed west, where all the land is uninhabited and the ocean looms large. That small, rocky island off the port bow has only one building on it, and it looks like a glorified lighthouse. Finally, some blessed peace and... oh, no.

PROCEED DIRECTLY TO THE TOWER AND ENGAGE THE ENEMY. HELM, HARD TO PORT.

GROUP 1	
PLAYERS	LOCATIONS
1	FISHING VILLAGE
1	SCAR BAY
3	SHRINE TO NORGORBER
5	JUNGLE
GROUP 2	
PLAYERS	LOCATIONS
1	TOWER
2	COASTLINE
4	GREAT STONE BRIDGE
6	TORTURE PIT

CHOOSE 2 CLASS 5 OR LOWER SHIPS AND STASH 1 PLUNDER CARD UNDER EACH. ONE IS YOUR SHIP WHEN COMMANDED AT A GROUP 1 LOCATION; THE OTHER WHEN COMMANDED AT A GROUP 2 LOCATION.



GROUP 1		GROUP 2	
VILLAIN		VILLAIN	
INCUTILIS	SHROUDED QUEEN		
HENCHMEN		HENCHMEN	
VRYKOLAKAS	BLINK SPIDERS		

DURING THIS SCENARIO

When setting out locations, divide them into two groups as indicated. When you add villains and henchmen, put the Group 1 ones into the Group 1 locations and the Group 2 ones into the Group 2 locations.

Characters and cards at locations in one group treat characters and cards at locations in the other group (including those location cards) as if they do not exist, except that on your move step, you may move to a location in the other group; if you do, other characters may not choose to move with you. You cannot reduce damage to a ship commanded by a character at a location in the other group.

When you corner and defeat the first villain, exchange all of the cards in the blessings deck with 5 blessings from the box. To win the scenario, corner and defeat both villains.

Illustrations by Tyler Walpole

REWARD

Each character gains a card feat. For the rest of the Adventure Path, when setting up each scenario, 1 player may temporarily replace 1 weapon in her deck with the loot *Aiger's Kiss* and another player may temporarily replace 1 spell with the loot *Quickened Ray*. At the end of each scenario, return both loot cards to the game box.

Development:

You remember throwing up violently. It was as if your insides wanted to change places with your outsides as quickly as possible. Purging images from your brain will take longer. You can recall hideous spiders ten feet tall, tentacled horrors that knew every thought in your mind, and worst of all... Her. Oh, you can't even think of Her name. And the experiments—on you, on your crew, even on your ship!

You fear your very existence has been reshaped for some other being's purpose. Every time you close your eyes, you see lines carved into a pattern. Every time you glance in a looking glass, you expect to see a cryptic mark etched into your forehead. What does it all mean?





Season of the Shackles:

Adventure 5: Run Out the Guns

_____	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?
