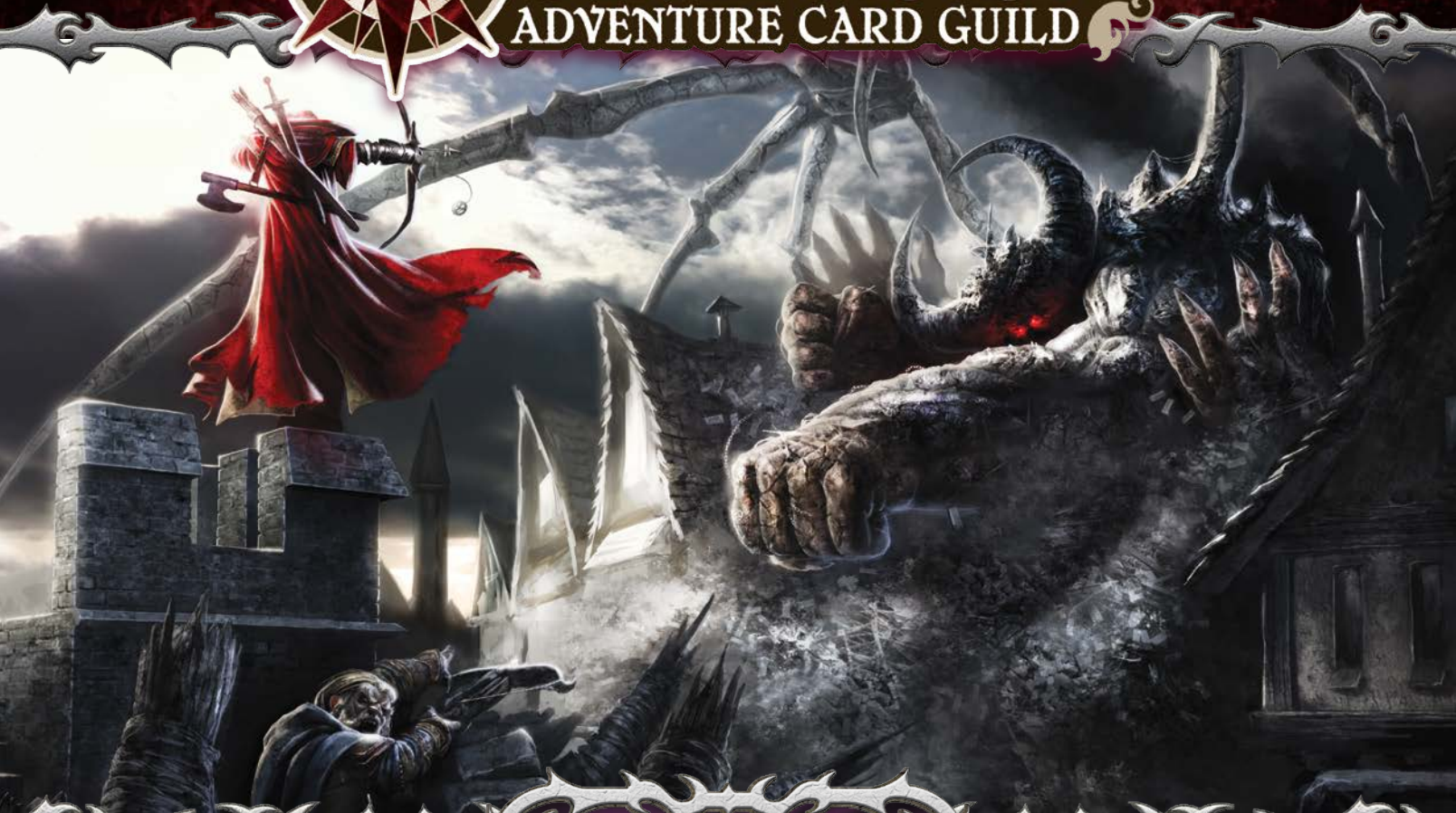


# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## Season of the Richteous

# DEMONIC POLITICS



# Adventure 1-0A: Demonic Politics

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# 1-0A: DEMONIC POLITICS

Welcome, heroes! This is a demo for the Pathfinder Adventure Card Game; you can also use it as an introductory scenario for the Pathfinder Society Adventure Card Guild Organized Play program. Normally, players in the Pathfinder Society Adventure Card Guild must use a character from a Class Deck, but for this scenario, they

may use a character from the Wrath of the Righteous Base Set or Character Add-On Deck. If you like, use the Suggested Deck Lists on page 28 of the Wrath of the Righteous Base Set rulebook; otherwise, see the Build Your Character section on page 4 of those rules. After the scenario, you can prepare for the Season of the Righteous!

## This Adventure Requires:

- The *Pathfinder Adventure Card Game: Wrath of the Righteous Base Set*.
  - If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Wrath of the Righteous Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators of **B**, **C**, or **P**.

## Read the Following Aloud:

**M**endev needs champions, and you have answered the call. At dawn, you and your companions stood before a gathering of paladins who prayed to their god to protect you. A divine enchantment from Iomedae now offers you modest protection against the dangers of flaming whips and icy breath. Bolstered by the Inheritor's blessing, you've marched into the desolation of the Worldwound, a vast wasteland laid low by the depredations of invading demons.

The farther you tread from civilization, the more you notice signs of devastation and decay. Many say these lands are haunted, corrupted by the undead and the unholy. Soldiers who have survived this battlefield say the invading demons have summoned the spirits of the unquiet dead, recruiting them for their profane assaults on the kingdom of Mendev. Scouts have sighted brimorak demons on patrol—fiery goat-headed monsters often recruited as infantry for demonic legions—accompanied by walking corpses freshly animated from their graves. Far from civilization, an outsider commander has forged this alliance between demons and the dead.

Your quest is simple: hunt down the villain leading this army of the damned, corner him where he can't escape, and eliminate him to break the alliance. His demise will bring Mendev's champions one step closer to liberating the tortured wastelands of the Worldwound. You are the swift sword of Iomedae's justice. Strike true, and liberate the land.

### VILLAIN:



SAVASH

### HENCHMEN:



BRIMORAK



WIGHTS

### PLAYERS

### LOCATIONS

1-3	CANYON
1-3	CITADEL
1-3	TEMPLE OF IOMEDAE
4	DARK FOREST
5	WATCHTOWER
6	COLLAPSING BRIDGE

COHORT: CECILLA THE UPROOTER

### DURING THIS SCENARIO

Each character chooses a mythic path card and gets 1 mythic charge. Treat the adventure deck number of this scenario as if it is 1.

Any character may recharge a blessing to reduce Cold or Fire damage dealt to any character by 1.

The servitor demon is the henchman Demonling.

## REWARD

When players complete this scenario, whether they succeed or not, each player earns a deck upgrade for her Pathfinder Adventure Card Guild character, which can be recorded on the included mini-Chronicle sheet. A player can apply this upgrade to one character built using a Pathfinder Adventure Card Game Class Deck; use the rules in the Pathfinder Society Adventure Card Guild Guide (see paizo.com/pfsacg). After a player has built her deck, she can replace one card in her starting deck that has both the Basic trait and the B set indicator with another card of the

same type that has the B set indicator; the deck upgrade card does not need to have the Basic trait. She should then fill out the mini-Chronicle sheet with her name, her character's name and class, and her Pathfinder Society ID number, indicating which card she has taken in the "Deck Upgrade" section of the mini-Chronicle sheet. Each player may earn only one mini-Chronicle sheet for each season in which they participate; the sheet indicates which season it came from, though it can be applied to a character playing in any season. Thanks for playing!



# Season of the Righteous: Mini-Chronicle Sheet

_____ A.K.A. _____		_____	_____
Player Name	Character Name	Pathfinder Society #	Character Class
Success?	Deck Upgrade	Coordinator Initials and Pathfinder Society ID#	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/>		
Notes:			



# Season of the Righteous: Mini-Chronicle Sheet

_____ A.K.A. _____		_____	_____
Player Name	Character Name	Pathfinder Society #	Character Class
Success?	Deck Upgrade	Coordinator Initials and Pathfinder Society ID#	
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Notes:			



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Notes:			