

PATHFINDER SOCIETY[®]

ADVENTURE CARD GUILD



Season of the
Richteous

WAR FOR THE WORLDWOUND



Adventure 1-2: War for the Worldwound

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SEASON OF THE RIGHTEOUS

The Worldwound tore reality apart at the dawn of the Age of Lost Omens, murdering the nation of Sarkoris and unleashing a ravenous demonic horde upon the world. Only the quick action of several other nations of knights, barbarians, and heroes halted the demon army and contained it within lost Sarkoris. For the next century, crusade after crusade tried to defeat the demons, only to fail time and time again. Their greatest success was the creation of a line of magical artifacts known as wardstones that still stand sentinel along the Worldwound's border, although they barely manage to contain the demons. The world doesn't know it yet, but those wardstones are about to suffer a fearsome trial. With courage, cunning, magical might, and a little bit of luck, your band of stalwart adventurers now have a chance to defend the Worldwound and save the world of Golarion.

COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Herald's Chosen
2	War for the Worldwound
3	The Lexicon of Paradox
4	The Mighty and the Fallen
5	Herald's Vengeance
6	The Last Crusade

DURING THIS ADVENTURE PATH

After you begin Adventure 2, choose a mythic path card. For the rest of the Adventure Path, when you play a scenario in Adventure 2 or higher, the card you chose is your mythic path card.

After you begin Adventure 3, when you would banish a bane that has the Basic trait, remove it from the game; when you banish a boon that has the Basic trait, you may remove it from the game. After you begin Adventure 5, do the same for cards that have the Elite trait.



Illustration by Sam Burley

REWARD

Each player chooses one of his Pathfinder Society Adventure Card Guild characters. That character may treat the loot Scale of Remembrance as if it is in his Class Deck box.



WAR FOR THE WORLDWOUND

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Wrath of the Righteous Base Set*, including *The Worldwound Incursion Adventure Deck* and the *Sword of Valor Adventure Deck*.
 - 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**, **P**, **1**, or **2**.

Read the Following Aloud:

Fower, demons! With the information gained in your recent adventure, the Worldwound will be cleansed of its hordes before a fortnight passes!

The good news began when Queen Galfrey came to Kenabres, a shining monument of the land of Mendev. With her came a champion most puissant, the Herald of Iomedae. The Herald spoke of rallying the Fourth Crusade into an army so vast that even the Abyss itself would quake with terror at its righteousness. Surely the goddess knew that victory over the invaders was within our grasp!

The Queen sought a powerful tome called the *Lexicon of Paradox*. Somewhere in the Worldwound, the Lexicon awaits discovery. The Queen and the Herald believe it can be used to seal the Worldwound forever. What a day that shall be!

You began your service as heroes of the Herald by breaking the information network of Abyssal thralls. The pitborn Faxon betrayed his conspirators by revealing their plot to transform the young and infirm into demons—a plot you quickly demolished. To the Herald's dismay, a mob of giant bats rescued Faxon from his imprisonment on high, whisking him away to the embattled Fort Clearwater on the edge of the Worldwound.

You geared up for a march along the poisoned West Sellen River, enduring the night in the overgrown city of Storasta. To your great chagrin, a demonic tree lord named Carrock ruled the city, and you were tasked to fell him. With your axe-masters by your side, you rid the land of this menace and mounted up for Fort Clearwater.

The fort was in the hands of the troubled alchemist Ylyda Syn. Her soldiers ragged from constant skirmishes against the demons, Ylyda became obsessed with ending their incursions—going too far in her experiments. You restored order at the fort, marshalling Ylyda to your cause. She gave you some key intelligence: a trio of demonic hags was in league with Faxon, and if you could disrupt their plans, you could learn the whereabouts of the Lexicon.

The Herald joined you for the foray into the Worldwound, and with his leadership, you defeated the sinister coven. The witches divulged that the Lexicon was at the city of Raliscrad, further into the Worldwound.

Now you can see the light. A new day has dawned over the ancient lands of Sarkoris. The Herald is sending out the call to everyone good and true, for the Worldwound will soon be reclaimed!



COMPLETE THESE SCENARIOS IN ANY ORDER:

- 1-2A: The Frogs
- 1-2B: Merrily We Roll Along
- 1-2C: Into the Woods
- 1-2D: Assassins
- 1-2E: A Funny Thing Happened on the Way to the Forum

DURING THIS ADVENTURE

The servitor demon is the henchman Blood Demon.

Each character treats the troop Knights of Kenabres as if the rules text applies only to that character, and as if its checked medals are those listed on that character's Chronicle sheet.

Illustration by Mark Molnar

REWARD

Each character gains skill feats corresponding to all medals gained on the troop Knights of Kenabres (as noted on your Chronicle sheet).



1-2A: THE FROGS

Read the Following Aloud:

The Herald has sent you to gather an army! It is a pleasure to do his holy bidding, secure in the knowledge that the fight against the demons will soon be at a close.

Traveling from town to town, you plead with the survivors of demonic raids to stand up and take back their lands. “Suffer not in silence,” the Herald commands, “for only you can be your own salvation!” Armed with his words, you have gained a surprising number of converts to the cause. By tomorrow, you should be able to present the Herald with a host he can command.

But first, there is a more pressing matter: the ragtag citizens of Gundrun. Until the last crusade, Gundrun was just another abandoned ruin. As the Third Crusade began, descendants of the native clans returned to their homeland and attempted to reclaim Gundrun. While their efforts resulted in a disastrous failure, it paved the way for further attempts. Today, Gundrun is an improbable phenomenon: a free town of Sarkorians who have returned home, but have so far managed to exist in the shadow of the Worldwound. Here you will find the last remnants of a revered Sarkorian tradition: the summoning practice known as godcalling.

Gundrun’s dedication to the past has not served it well. Demonic invaders have whittled down the populace. The survivors will not venture beyond the Walk of Lost Gods until you have repelled the latest incursion. You must now root out the mongrel-demon hybrid known as Gangrel Fiendsplicer and his horde of froglike mutants. Locals know his minions as the Bloodwater Betrayals. Their leader, Gangrel, has unearthed a process to splice demons into his vivisected subjects, creating fiendish mongrels. Break their hold, and the warriors of Gundrun will ride out with you tomorrow.

VILLAIN: NONE

HENCHMEN:



WENDUAG

MONGREL TRAITORS

VILLAIN 2

GANGREL FIENSPLICER

**MONGREL
DEMON
WIZARD**

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
SEE BELOW

THEN
COMBAT
SEE BELOW

POWERS

The difficulty of each check to defeat is equal to the highest difficulty to defeat a random monster from the box.

Before you act, each character may choose to recharge his hand and draw a number of cards equal to the number recharged; otherwise, that character is dealt 1d4-1 Mental damage that cannot be reduced.

If undefeated, each character must bury a card from her discard pile.

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DURING THIS SCENARIO

When you fail to acquire an ally, discard the top card of the blessings deck.

After closing 1 location, summon and build the location Mongrel Village and shuffle the villain Khorramzadeh into its location deck. Treat the villain Khorramzadeh as the villain Gangrel Fiendsplicer.

To win the scenario, defeat and corner Gangrel Fiendsplicer.

PLAYERS	LOCATIONS
1	CELL
1	DEFENDER’S HEART
2	CITADEL
3	TORTURE CHAMBER
4	CAVERN
5	GRAY GARRISON
6	GUARDPOST
COHORT: QUEEN GOLFREY	

REWARD

For the rest of the Adventure Path, when setting up each scenario, 1 character may temporarily replace an item in her deck with the loot Banner of Valor. At the end of each scenario, return the loot to the game box.

Development:

Gangrel Fiendsplicer shall splice fiends no more! You’ve beaten the demon mongrels back to their holes, and Gundrun is once again a free city—for the nonce, anyway. The de facto leader of the community, Clanleige Martolls Clefthorn, has pledged his small battalion of barbarian warriors to your efforts. “If this Herald is but half of what you describe,” he says, “then he is far more than we have ever seen on Gundrun’s cobblestones.”

You can assure him that his warriors shall return heroes in the war against the Abyss. Henceforth, the Battle of Raliscrad shall be known as the turning point in the tumultuous history of the Worldwound.

Your army is taking shape! As the sun sets, you and your fellow crusaders can rest. On the morrow, there shall be war!



1-2B: MERRILY WE ROLL ALONG

Read the Following Aloud:

From Gundrun they come, their armored feet marching upon the despoiled ground of the Worldwound. From the shores of Lake Bonomora and the hamlets along the Silverscale River... from scattered enclaves on the edge of the Shudderwood, not far from the werewolf bayings at Moonstream Glade. This is an army, my friends, and it is about to reclaim its home.

These citizens of the fractured Worldwound are bolstered by the stalwart Knights of Kenabres, who have ventured far from their safe abode to deal a mighty blow against the enemy. The Knights form the finest fighting force in Mendev, and they will not return home without the heads of demons on their pikes.

The Herald of Iomedae addresses you all. "Forthwith, we shall strike at the heart of our foes!" he proclaims. "But first, we must first clear this valley of a terrible threat. This land is ruled by the Blight Druid, a horrid undead mockery of nature. He rallies legions of the risen dead against us. We must bravely soldier through this blighted land!

"Beyond is Ghalcor's Tower. Legends speak of Ghalcor's Tower as the location of a powerful, never-deployed weapon prepared during the First Crusade's last days and subsequently lost when a wave of demons fell upon crusaders from Storasta. According to the fragments of lore we still have, an Iomedean cleric named Ghalcor led the crusading engineers who conceived of this weapon. He and his men died in the assault, unable to bring their weapon to bear against the marauding demons. They had

built complex fail-safe procedures they prevent it from falling into demonic hands, but ultimately, those safeguards led to their failure in battle.

"We do not know what this weapon is. But we will gain it and turn it upon the darkling ones ere the morning sun rises!"

VILLAIN 2

BLIGHT DRUID

UNDEAD DRUID

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
20

OR

DIVINE
15

POWERS

The Blight Druid is immune to the Fire, Mental, and Poison traits. If the check to defeat has the Bludgeoning trait, add 1d8.

When you encounter this card, locations that have the Abyssal trait cannot be temporarily closed.

Before you act, each character at this location is dealt 1d4 Poison damage then buries a card from his discard pile.

Illustration by Michele Chang © 2015 Paizo Inc.

VILLAIN:

FAXON

HENCHMEN:

GHALCOR

UNDEAD COMPANIES

DURING THIS SCENARIO

Treat the villain Faxon as the villain Blight Druid.

When an Undead Company is defeated, display it next to the scenario. The difficulty of checks to defeat the Blight Druid is increased by the number of displayed Undead Companies.

PLAYERS

- 1 CANYON
- 1 CEMETERY
- 1 MANOR HOUSE
- 2 FAMILY TOMB
- 3 WOUNDED LANDS
- 4 COLLAPSING BRIDGE
- 5 ABYSSAL RIVER
- 6 DARK FOREST

LOCATIONS

COHORT: NURAH DENDIWHAR
DISPLAY THE TROOP KNIGHTS OF KENABRES

REWARD

Each character gains a medal on the troop Knights of Kenabres.
(Note the medal on your Chronicle sheet instead of checking it off on the troop card.)

Development:

After destroying legions of zombies and skeletons, your army is intact. Many have suffered wounds, but morale remains high. Your leader addresses you all. "We have sent this so-called Blight Druid to his final rest," the Herald says. "But Ghalcor has escaped. Fortunately, we've broken the back of his undead horde and gained

the mighty weapon Soulshear. We are clear to march through the Forest of Embers and cross the Sarkora River. Then our road is but a downward slope to Raliscrad." The Forest of Ebers does not sound like a pleasant place, but with the Herald of Iomedae at your side, little can frighten you in these dark lands.



1-2C: INTO THE WOODS

Read the Following Aloud:

The Forest of Soldiers was a lush and idyllic expanse in the former nation of Sarkoris. You could hear the trees sing songs of battle and triumph. If only we could hear those songs today...

These are the words of Nurah Dendiwhar, Queen Galfrey's trusted historian. The halfling bard has accompanied the Herald of Iomedae's host into the Worldwound on this most critical of missions. She is here to inspire the troops and to chronicle their victories.

"Now," she says, "these lands are known as the Forest of Embers. The trees are burned and twisted, and nary a bird can be heard in their branches. Not one you'd want to see, anyway."

You and Nurah have been dispatched on an essential task: you must find a way through the Forest of Embers so the Herald's army can move on Raliscrad unmolested. Moving a company this large through the forest undetected will be difficult, but if you can find the way, many lives will be spared. Then you can attack Raliscrad with an indomitable force.

Along the route, many patrols of demons lie in wait, tasked with thwarting exactly what you hope to accomplish today. Avoid as many as possible, for the clash of arms may bring more demons to the fray.

"Listen!" Nurah gasps in alarm. "The songs of the woods are returning! It is faint, but unmistakable!"

You hear nothing, but if an honorable a bard can hear it, it must be there. Inspired, you walk deeper into the woods.

DURING THIS SCENARIO

Treat the henchmen Brimorak as the henchman Demon Patrol.

When a character encounters a bane, any character may recharge a blessing to allow that character to evade the bane.

At the end of your turn, you may examine the top or bottom card of your location deck.

To win this scenario, close all locations.

DEMON PATROL
SKIRMISH
OUTSIDER
DEMON

TYPE
 MONSTER

CHECK TO DEFEAT
 DEXTERITY
 PERCEPTION
 STEALTH

10
 OR
12

POWERS

If undefeated, summon and encounter the henchman Cultist of Deskari, then a random other character summons and encounters the henchman Derakni.

If defeated, examine the top 3 cards of any location deck; you may discard a card to immediately attempt to close the location this henchman came from.

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VILLAIN: NONE

HENCHMEN:



JANEAMINE

BRIMORAKS

PLAYERS

LOCATIONS

1	ABYSSAL RIFT
1	CAVERN
1	WOUNDED LANDS
2	MOLTEN POOL
3	CANYON
4	ABYSSAL RIVER
5	DARK FOREST
6	BEFOULED ALTAR

COHORT: NURAH DENDIWHAR

REWARD

For the rest of the Adventure Path, when setting up each scenario, 1 character may temporarily replace a weapon in her deck with the loot Soulshear. At the end of each scenario, return the loot to the game box.

Development:

You have found a path through the Forest of Embers. Now your army can cross without much fear of confrontation. Some knights are grumbling that the glory of battle is being taken from them, but deep down, you know they are grateful. A mighty conflict awaits at Raliscrad. As they sharpen their weapons, they warily look at the desolation of the Worldwound.

"We have one more night," says the Herald, "just one more night before we end the dominance of the Abyss over the Worldwound. If we can make it across the Sarkora River, we will descend upon Raliscrad with the force of a thousand angels."

Nurah Dendwihar wordlessly raises her horn of assured victory. The Herald nods. Tomorrow will be a lovely day.



1-2D: ASSASSINS

Read the Following Aloud:

Fording the Sarkora River has not been easy. You left the Forest of Embers behind and assayed the polluted river. Its noxious fumes threatened to overpower your horses and men, but cross it you have, and now one task remains.

The Herald of Iomedae addresses the assemblage. "Ahead lies the town of Raliscrad, from whence we shall wrest a book that will send demons hurtling back to their benighted homeland. The *Lexicon of Paradox* is a powerful tome that can seal the Worldwound for all eternity. To claim it, we must smash the enemy at their weakest point. If we win today, we win forever."

Deities guided you here. This river was sacred to Pharasma, the goddess the residents of Raliscrad worshipped in bygone days. Today, you can find no trace of her influence.

"Here is what we know of the foe," the historian Nurah Dendiwhar confides. "Raliscrad is ruled by Minagho, a temptation demon of considerable duplicity. A servant of the demon lord Baphomet, Minagho has command of five thousand cultists and traitors. Yet she has left the city for parts unknown, and now is the time to strike. I will return to Kenabres with word of our triumph."

The army finds inspiration in Nurah's words. Their mission is righteous, even in this corrupted land. Soon, they will bring hope to the Worldwound. Soon.



VILLAIN:



MAUGLA

HENCHMEN:



KIRANDA



WORLDWOUND CADRES

DURING THIS SCENARIO

When a character fails to defeat a bane that has the Demon trait, that character buries a card from his discard pile.

PLAYERS

LOCATIONS

- | | |
|---|-----------------|
| 1 | TORTURE CHAMBER |
| 1 | FAMILY TOMB |
| 1 | BEFOULED ALTAR |
| 2 | CELL |
| 3 | GUARDPOST |
| 4 | ABYSSAL RIVER |
| 5 | WOUNDED LANDS |
| 6 | ARMORY |

COHORT: HERALD OF IOMEDAE

DISPLAY THE TROOP KNIGHTS OF KENABRES

Illustration by Tatiana Vetrova

REWARD

For the rest of the Adventure Path, when setting up each scenario, 1 character may temporarily replace an item in her deck with the loot Scale of Sacred Weaponry. At the end of each scenario, return the loot to the game box.

Each character gains a medal on the troop Knights of Kenabres.

(Note the medal on your Chronicle sheet instead of checking it off on the troop card.)

Development:

There it is!" shouts the Herald. "The *Lexicon of Paradox* is within our grasp!"

In a crumbling amphitheater, the Herald has detected the planar fluctuations of the book you seek. There upon a dais, the *Lexicon* awaits you.

"I shall claim it for Queen Galfrey," the Herald proclaims, "and the heroes of Mendev!" He clears a path to the pit of the theater. Before you can rush toward him to protect him from

whatever else lays within this edifice, the Herald flies into the amphitheater, moving too quickly for you to reach him.

And then—

You swear that you see a demoness with two heads and twelve arms appear upon the dais. There is a flash of hellish light, and then nothing. What has happened to the mighty Herald of Iomedae?



1-2E: A FUNNY THING HAPPENED ON THE WAY TO THE FORUM

Read the Following Aloud:

If only Nurah Dendiwhar, the queen's historian, were here to chronicle this day. She would sing of victories won and good men lost... and one in particular.

You have won the battle of Raliscrad, but at a terrible cost. The Herald's army shattered the defenses of Raliscrad, routing to the cultists and their demonic allies. As the barriers collapsed before you, you could not help but wonder if the battle was a little too easy.

As far as you can reconstruct, the *Lexicon of Paradox* was never here at all. The foul machinations of the servants of Baphomet seemed to have but one goal: luring the Herald of Iomedae to Raliscrad. Any losses the demons suffered would have been justified, as long as the Herald was within their grasp. A twelve-armed demoness drew the Herald to the amphitheater and whisked him away to Iomedae-knows-where.

Now leaderless, your army must determine what to do. You could head deeper into the Worldwound, lacking any information of where you must seek the Herald. The alternative is returning home to Kenabres to tell Queen Galfrey of the tragedy that has befallen your host.

Suddenly, a crack in reality opens before you as a pulse of energy whips through the army. One of the wardstones—the last line of defense against the demons invading Mendev—has exploded in Kenabres.

"We have no choice," you say. "We must get to Kenabres."

Between you and the West Sellen River, legions of demons are ready for battle. Can you fight your way back home?

DURING THIS SCENARIO

Treat the henchman Worldwound Cadre as the henchman Demonic Platoon.

Blessings played on checks against cards that have the Demon trait add d4 instead of the normal die.



VILLAIN:



EUSTOYRIAX

HENCHMEN:



CHORUSSINA



WORLDWOUND CADRES

PLAYERS

LOCATIONS

1	CELESTIAL BEACON
1	MOLTEN POOL
1	PARADISE HILL
2	CHASM OF SHADOWS
3	ABYSSAL RIFT
4	CORRUPTION FORGE
5	ABATTOIR
6	SANCTUM

DISPLAY THE TROOP KNIGHTS OF KENABRES

Illustration by Eric Braddock

REWARD

You may redeem 1 loot card that a reward has allowed you to temporarily add to your deck and that is listed on the Redemption card.

(Note the redeemed card on your Chronicle sheet instead of checking it off on the Redemption card.)

Each character gains a medal on the troop Knights of Kenabres.

(Note the medal on your Chronicle sheet instead of checking it off on the troop card.)

Development:

Only a few days ago, you were filled with the confidence that the Fourth Crusade would triumph over the hordes of the Worldwound. The Herald of Iomedae inspired your belief that Sarkoris would soon rise again. Imagining precisely how that will occur is difficult. As you explain to Queen Galfrey what transpired, she is distressed beyond

words, but within moments, she rallies like the queen she is.

"The Lexicon," she says. "We know it is still out there." The queen turns to you and says, "We may be brought low, but we still have allies. Others have joined your quest: the paladin Oparal and Venture-Captain Varian Jeggare. You must find the *Lexicon of Paradox*. Bring back the hope to our people."

Season of the Rictious

VILLAIN 2

GANGREL FIENDSPLICER

MONGREL
DEMON
WIZARD



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
SEE BELOW

THEN
COMBAT
SEE BELOW

POWERS

The difficulty of each check to defeat is equal to the highest difficulty to defeat a random monster from the box.

Before you act, each character may choose to recharge his hand and draw a number of cards equal to the number recharged; otherwise, that character is dealt 1d4-1 Mental damage that cannot be reduced.

If undefeated, each character must bury a card from her discard pile.

Illustration by Mark Molnar © 2015 Paizo Inc.

Season of the Rictious

VILLAIN 2

BLIGHT DRUID

UNDEAD
DRUID



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
20

OR
DIVINE
15

POWERS

The Blight Druid is immune to the Fire, Mental, and Poison traits. If the check to defeat has the Bludgeoning trait, add 1d8.

When you encounter this card, locations that have the Abyssal trait cannot be temporarily closed.

Before you act, each character at this location is dealt 1d4 Poison damage then buries a card from his discard pile.

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Season of the Rictious

HENCHMAN 2

DEMON PATROL

SKIRMISH
OUTSIDER
DEMON



TYPE
MONSTER

CHECK TO DEFEAT
DEXTERITY
PERCEPTION
STEALTH
10

OR
KNOWLEDGE
12

POWERS

If undefeated, summon and encounter the henchman Cultist of Deskari, then a random other character summons and encounters the henchman Derakni.

If defeated, examine the top 3 cards of any location deck; you may discard a card to immediately attempt to close the location this henchman came from.

Illustration by Ryan Portillo © 2015 Paizo Inc.

Season of the Rictious

COHORT 1

HERALD OF IOMEDAE

OUTSIDER



POWERS

Display this card next to the blessings deck; banish it at the end of the scenario.

While displayed, at the end of any character's turn, that character may shuffle 1d4+1 random cards from his discard pile into his deck; if he does, a character must either bury a blessing or discard the top of the blessings deck.

Illustration by Dallas Williams © 2015 Paizo Inc.



Season of the Righteous

Adventure 2: War for the Worldwound

_____ A.K.A. _____

 Player Name Character Name Pathfinder Society # Character Class

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			
Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
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Taking Reward?	Tier				<input type="checkbox"/>
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Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
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Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			
Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			
Notes:					
Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			
Notes:					
<input type="checkbox"/> Die Bump Gained <input type="checkbox"/> Die Bump Used <input type="checkbox"/> Completed Adventure					