

# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## Season of the Richteous

# LEXICON OF PARADOX



# Adventure 1-3: Lexicon of Paradox

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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 has 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.



# LEXICON OF PARADOX

## This Adventure Requires:

- The *Pathfinder Adventure Card Game: Wrath of the Righteous Base Set*, including *The Worldwound Incursion Adventure Deck*, the *Sword of Valor Adventure Deck*, and the *Demon's Heresy 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**, **2**, or **3**.

**Note:** *Adventure 3* occurs alongside events revealed in the novel *Pathfinder Tales: King of Chaos* by Dave Gross. To maximize your enjoyment of this card game adventure, consider reading the novel first. (You can purchase it at [paizo.com/products/btpy90py](http://paizo.com/products/btpy90py).)

## Read the Following Aloud:

Queen Galfrey has summoned you to Nerosyan, the capital of Mendev. Pennants of the crusade and banners of Iomedae the Inheritor are flying above every spire in a city full of crusaders and those who support their war against the Worldwound demons.

The queen appears as a regal Taldan woman in her late twenties, but you have heard rumors that thanks to the rejuvenating effects of the fabled Sun Orchid Elixir, she is almost a century old. The queen commands that you join forces with Captain Oparal, a tall elven paladin of Iomedae.

"We have also sent word to a former ally of Captain Oparal's," the queen says. "Count Varian Jeggare is a Chelaxian, but our agents inform us that his sympathies lie more with Iomedae than with his nation's god, Asmodeus, the Prince of Lies."

Captain Oparal nods. "Count Jeggare is one of the few Chelaxians I would trust to aid the Mendevian Crusade. He proved his skills as a Pathfinder in Kyonin, where we served Queen Telandia. He and his man Radovan would be valuable allies, if they would heed the queen's summons."

"We cannot wait for them, however," says Queen Galfrey. "You must set off at once in search of the *Lexicon of Paradox*. It is a tome of ancient rituals, including—it is said—the foul incantations that first opened the Worldwound. It is our hope that our sorcerers can use its secrets to seal the Worldwound and stem the tide of demons flowing into our world from the Abyss."

"We may not be the only ones seeking the Lexicon," says Oparal. "Several of the queen's spies have vanished without a trace. Others have been found dead, drained of blood."

"Demons may not be the only threat you face," says the queen. "Beware of vampires."



### COMPLETE THESE SCENARIOS IN ANY ORDER:

- 1-3A: Mistresses of Ruins
- 1-3B: Sovereign of Sacrifice
- 1-3C: Queen of Demons
- 1-3D: God of Blood

### DURING THIS ADVENTURE

The servitor demon is the henchman Shadow Demon.

Illustration by Tyler Walpole

## REWARD

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



# 1-3A: MISTRESSES OF RUINS

### Read the Following Aloud:

Taking shelter in Storasta's ruins, you find brief respite in a chapel. An eagle-headed servant of Iomedae appears, wreathed in golden light. "Saint Lymirin!" gasps Captain Oparal. The paladin begins to kneel, but hesitates. "Why would the Inheritor shine her light in such a forsaken place?"

"For you, of course," says the saint, "and for your worthy crusaders." Her voice is liquid gold.

"But Iomedae tests us," says Oparal. "She does not simply—"

From out of nowhere, a hellspawn hurtles through the air to attack Lymirin. His big knife strikes the saint's eagle head, but the blow barely ruffles a feather. Saint Lymirin shrieks, not with a bird's screech, but with the wail of a furious old woman.

Oparal shouts, "Radovan! What are you doing?"

"Your 'saint' is a hag, sweetheart!"

"How dare you!"

"I mean that ain't your saint."

"I see that, but... how dare you call me 'sweetheart!'"

A slim half-elf appears out of thin air, wielding a sword of Tien design in one hand and a book no larger than his thumb in the other. "Radovan meant to say that all is not as it seems."

"Count Jeggare?" Oparal shakes her head. "I should have known. Where one of you appears, the other must be near."

"We may be pursuing the same goal, Captain," says the count. "We have discovered a clue in the ossuary below. But first we must deal with this imposter."

Oparal points her holy sword at the saint. "You will pay for this sacrilege, deceiver."

"Do not trust this hellspawn and its master," says the seeming saint. "Have faith."

"I do," says Oparal. "I have faith in my friends."

### DURING THIS SCENARIO

Treat the villain Faxon as the villain Hag Coven. Treat the cohorts Aron Kir, Sir Ilivan, and Vinst as Captain Oparal, Count Jeggare, and Radovan Virholt respectively.

When you defeat a Grimslake, you may immediately attempt to close the location it came from.

**HAG COVEN** VILLAIN 3

**HAG**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**24**

**OR**  
KNOWLEDGE PERCEPTION  
**15**

**POWERS**

Before you act, another character summons and encounters the Hag Coven. If there is a third character, that character summons and encounters the Hag Coven. If any summoned Hag Coven is not defeated, the Hag Coven you encountered is undefeated.

While you act, characters at other locations cannot play cards.

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### VILLAIN:



**FAXON (PROXY FOR HAG COVEN)**

### HENCHMEN:



**GRIMSLAKES**

### PLAYERS | LOCATIONS

1	CEMETERY
1	PARADISE HILL
1	TEMPLE OF IOMEDAE
2	FORSAKEN CLOISTER
3	MAZE
4	FAMILY TOMB
5	CAVERN
6	SANCTUM

**ARON KIR (PROXY FOR CAPTAIN OPARAL), SIR ILIVAN (PROXY FOR RADOVAN VIRHOLT), VINST (PROXY FOR COUNT JEGGARE)**

## REWARD

For the rest of the Adventure Path, when setting up each scenario, you may choose a character to temporarily replace an item in her deck with the loot Black Robe.

### Development:

In an ossuary beneath Storasta, Count Jeggare reveals a tableau of bones. In it, three figures perform a ritual. Jeggare points to one of them. "The witch Arelu Vorlesh was seduced by Deskari's promises of power," he says. "Her treachery opened the Worldwound."

In the image, Arelu Vorlesh holds the *Lexicon of Paradox*. It matches the description you were given, except it has an extra pictogram upon its spine.

"The symbol represents Widowknife Clanhold in Undarin, Arelu Vorlesh's stronghold," says the count. "We have no time to spare. We must reach Undarin before my old adversary, Prince Kasiya."

"You think my teeth are something, eh?" Radovan makes fangs with his fingers. "Wait till you see Kasiya's."



# 1-3B: SOVEREIGN OF SACRIFICE

## Read the Following Aloud:

Before reaching your destination, you come to a castle high atop a cliff. Below, a small village sits behind half a dozen meager plots of tilled land. The residents retreat behind the village walls. "We need water," says Captain Oparal, "and we could use a fortified position in case we need to retreat from Undarin."

Count Jeggare flips to the maps in his journal. "Valahuv," he says. "According to Pastor Shy's *Witch-Cults of Northern Avistan*, it was home to the Dweller in the Delvegate, also known as Ommors. Hmm. She was worshipped as a blood goddess."

"Blood goddess?" Radovan rubs his chest and then smiles and slides his hand to his throat. "Vampires are enough of a pain in the neck."

"Pastor Shy was an inconsistent chronicler. Perhaps these rumors are unfounded."

"Not this close to the Worldwound," says Oparal. "Here, every horrible thing you hear is true."

"A good point, Captain," says Jeggare.

"Pain in the neck," says Radovan. "Vampires! Get it?"

Oparal and the count sigh in unison.

"I don't care what you guys think," says Radovan. "I think I'm funny."

"So do we all," says Oparal. "But looks aren't everything."

Radovan does a double take. "When did you start getting funny?"

"We must employ diplomacy with the residents of Valahuv," says Count Jeggare.

Oparal nods. "The village must have its own god-caller."

"Summoner."

"The question is whether this summoner serves Ommors."

"Even if so, we may be able to negotiate an exchange of rations and supplies. In the meantime, we must be mindful not to let any member of our company, Radovan, slip away with one of the local women, Radovan, only to be rendered a blood sacrifice, Radovan."

"Surely he needs no such reminder," says Oparal.

"It's all right," says Radovan. "The boss can't say he told me so later unless he tells me so now."

VILLAIN: NONE

HENCHMEN:



BRIMORAKS (PROXIES FOR FEEDING TIMES)

Season of the Richeous
HENCHMAN 3

FEEDING TIME

**TASK**  
OUTSIDER  
FIEND

**TYPE**  
BARRIER

**CHECK TO DEFEAT**  
STEALTH  
SURVIVAL  
CHARISMA  
DIPLOMACY

13



**POWERS**

Before you act, you may banish an ally and discard all blessings in your hand to defeat this card.

If undefeated, summon and encounter the villain Ommors. If Ommors is defeated, this barrier is defeated.

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

*Ommors has protected Valahuv for centuries. Our goddess asks only a small sacrifice in return.*

Illustration by Michal Ivan © 2015 Paizo Inc.

PLAYERS	LOCATIONS
1	CAVERN
1	GREAT HALL
2	MARKETPLACE
3	SACRISTY
4	WATCHTOWER
5	CANYON
6	CEMETARY

**COHORTS:** ARON KIR (PROXY FOR CAPTAIN OPARAL), SIR ILIVAN (PROXY FOR RADOVAN VIRHOLT), VINST (PROXY FOR COUNT JEGGARE)

**DURING THIS SCENARIO**

Treat the henchman Brimorak as the henchman Feeding Time, and treat the villain Faxon as the villain Ommors. Treat the cohorts Aron Kir, Sir Ilivan, and Vinst as Captain Oparal, Count Jeggare, and Radovan Virholt respectively.

After you acquire a boon, examine the top card of your location deck. If it is a boon, banish it; if is a bane, put it on the bottom of your location deck.

When you close the final location listed for your number of players, summon and build the location Abattoir and shuffle Faxon (proxy for Ommors) into the location deck.

## REWARD

For the rest of the Adventure Path, when setting up each scenario, you may choose a character to temporarily replace a weapon in her deck with the loot Fiendsplitter.

## Development:

Ommors flees into the night sky, fiendish limbs dripping with the blood of her victims. The daemon's hateful voice rings in your mind, "No! I have protected you feeble cattle far too long. Let the horde take you!"

Bereft of their deity, the villagers of Valahuv drive you from their home. Since you can't retreat anywhere safe, your only remaining option is to infiltrate the demon-infested city of Undarin, and try not to be discovered by the horrors that reside there.



# 1-3C: QUEEN OF DEMONS

## Read the Following Aloud:

You gaze across a torch-lit city of demons, cultists, and their victims. Between temples and statues to demon lords, the crack of whips drives processions of slaves to their doom on the sacrificial altars of Undarin.

Count Jeggare points across a bridge connecting the city to the Widowknife Clanhold. “There,” he says, indicating a tower decorated with ragged wings. “The Tower of Zura is the most likely repository of the *Lexicon of Paradox*.”

“We can fight our way in,” says Oparal. “But if they raise the alarm, I doubt we can fight our way back out of Undarin.”

“You’re lucky you’ve got me,” Radovan says. “What this job needs is good looks and sneakitude.”

“We can’t send scouts alone,” says Oparal. “One cry from a sentry, and a horde of demons will descend on you. You’ll need arms and magic as well as stealth.”

“And do not trust anyone you do not know, even if they look like paladins,” says Count Jeggare.

“Why paladins?” says Oparal. “Members of our orders are the most devout of all who war against the Worldwound.”

“It is for precisely that reason that the tempter demons favor them for corruption,” says Count Jeggare. “Surely you have heard as much as I about those fallen paladins who now serve our myriad adversaries.”

“Is that so?” says Radovan.

Oparal frowns but gives a curt nod. “Sadly, it is true. These antipaladins lead the cultists against their former friends. If I ever get my hands on one of them—”

“You must avoid them at all costs, Oparal,” says Jeggare. “Should you see a paladin who remains devoted to Iomedae, the blackguard would stop at nothing to destroy you.”

“Not if I destroy him first,” growls Oparal.

### VILLAIN: NONE

### HENCHMEN:



GRIMSLAKES (PROXIES FOR UNDARIN PATROLS)

“Maybe next visit,” suggests Radovan. “You know, when we don’t got a book to find.”

PLAYERS	LOCATIONS
1	CATHEDRAL OF CHAOS
1	OCCULT LIBRARY
2	TORTURE CHAMBER
3	ABATTOIR
4	SANCTUM
5	MOLTEN POOL
6	MAZE

COHORT: ARON KIR (PROXY FOR CAPTAIN OPARAL), SIR ILIVAN (PROXY FOR RADOVAN VIRHOLT), VINST (PROXY FOR COUNT JEGGARE)

## DURING THIS SCENARIO

Treat the henchmen Grimslake as the henchman Undarin Patrol. Treat the villain Hosilla as the villain Yavalliska and the villain Faxon as the villain Kasiya. Treat the cohorts Aron Kir, Sir Ilivan, and Vinst as Captain Oparal, Count Jeggare, and Radovan Virholt respectively.

After building location decks, put 2 random monsters on top of each location deck.

When you create the blessings deck, split it into 3 stacks of 10 cards. Put Hosilla (proxy for Yavalliska) on top of the first stack, then put the second stack on top of the first stack. Put Faxon (proxy for Kasiya) on top of this stack, then put the third stack on top of the rest.

When you discard a villain from the blessings deck, display it next to the scenario and advance the blessings deck. The difficulty of all checks is increased by twice the number of displayed villains.

At the start of your turn, you may examine the top card of any location deck; if it is not a barrier, you may put it on top of any location deck.

To win this scenario, close all locations.

## REWARD

Choose one of the following loots: Spherewalker Staff, Starbow, or Swallowtail Bracers. Note this choice on your Chronicle sheet. For the rest of the Adventure Path, when setting up each scenario, you may choose a character to temporarily replace 1 card of the chosen loot’s type in her deck with the loot you chose.

## Development:

Captain Oparal covered your retreat against a mob of demons and cultists. After the captain defeated a fallen paladin, Prince Kasiya captured her and flew away. You and your companions are now fleeing with the *Lexicon of Paradox*, battered, but not yet beaten.

“Boss,” says Radovan. “I overheard your vampire buddy in the Clanhold. He’s got some crazy idea about becoming a demon god of blood.”

Count Jeggare nods as he reads the recovered *Lexicon*. “The rituals contained herein may very well allow such a transformation. Fortunately, we have deprived Kasiya of the means.” He frowns as he turns the last page. “No! We have only half of the *Lexicon*!”

“Desna weeps,” says Radovan.



# 1-3D: GOD OF BLOOD

## Read the Following Aloud:

Oparal returns to you, but only long enough to attack Count Jeggare and steal the *Lexicon of Paradox* for her new master, Prince Kasiya, the would-be blood god.

“I don’t believe it,” says Radovan. “No way Oparal’s become one of those fallen paladins.”

“I can scarcely credit it myself,” says the count, rubbing his injured jaw.

You race across the chaos-tainted lands, hoping to catch Prince Kasiya before he can locate the final missing pages of the *Lexicon*.

“Hurry,” Count Jeggare runs with the Shadowless Sword in one hand and his journal in another. “If we cannot stop Kasiya from performing the ritual, he will draw enough abyssal power into himself to rival even the blood god Zura.”

The sky buzzes with giant, demonic wasps. Above you looms a shamble of vandalized druid stones forming a crude fortress.

“Where the hell is this?” says Radovan, clutching the big knife.

“Greengrove Keep,” says Count Jeggare, closing his notebook and returning it to a pocket. “Once a bastion of the Green Faith, now corrupted by the Worldwound fiends and their cultist slaves.”

In the shadow of the keep, an army of demons crouch behind the proud succubus Yavalliska. She smiles as prince Kasiya descends on a chariot drawn by dozens of gibbering demons—half mouth, half wings. Chained to his waist, the complete *Lexicon of Paradox* floats to his left. Behind him, standing as his spear-bearer, stands the paladin Oparal.

“I can’t believe that bloodsucker could turn our gal against us,” growls Radovan.

“Nor should you believe it now,” says Count Jeggare. “Look!”

Kasiya lands beside the summoning circle and begins to recite the ritual. Oparal hesitates only an instant before lunging at Kasiya. She grabs his khopesh and raises it to strike the vampire prince.

“Now!” cries Count Jeggare. “Destroy Kasiya before he can complete the ritual.”

### VILLAIN:



FAXON (PROXY FOR KASIYA)

### HENCHMEN:



ULKRETHS

PLAYERS	LOCATIONS
1	ABYSSAL RIFT
1	DARK FOREST
1	EAGLE ROCK
2	ABYSSAL RIVER
3	WOUNDED LANDS
4	CANYON
5	BEFOULED ALTAR
6	SANCTUM

COHORTS: SIR ILIVAN (PROXY FOR RADOVAN VIRHOLT), VINST (PROXY FOR COUNT JEGGARE)

### DURING THIS SCENARIO

Treat the cohorts Aron Kir, Sir Ilivan, and Vinst as Captain Oparal, Count Jeggare, and Radovan Virholt respectively. Treat the villain Faxon as the villain Kasiya and the villain Hosilla as the villain Yavalliska.

When you defeat an Ulkreth, you may immediately attempt to close the location deck it came from.

When Kasiya would be defeated, instead banish him and do not close this location. Draw Aron Kir (proxy for Captain Oparal) from the box. Draw a number of random blessings that have the Corrupted trait from the box equal to the number of open locations; shuffle the villain Hosilla (proxy for Yavalliska) and these blessings together, then shuffle 2 of these cards into the location deck Kasiya was in, and shuffle 1 of these cards into each other open location deck.

## REWARD

You may redeem 1 loot card that a reward 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.)

### Development:

Rivers of demonic energy pour out of the Worldwound and into the treacherous succubus Yavalliska. Her body swells and ripples with power, yet her cry of triumph turns into a shriek of despair as the Abyss snatches her from the circle and drags her into the chasm. For a moment, you dare to triumph, but then you feel the intangible claws of chaos scratching at your souls—and then at your bodies, dragging you into the Abyss along with your defeated enemy.

Days later, the survivors march back toward Mendev and the court of Queen Galfrey.

“So many valiant souls sacrificed in this crusade,” says Oparal some days later. “We’ll deliver the *Lexicon* to Her Majesty. Her sorcerers can use its powers against the demon horde. But was it worth the cost?”

“Never doubt it,” says Count Jeggare. “Think on the millions of souls spared the full horrors of the Abyss. We have won a great battle against chaos.”

“Not we,” says Radovan, looking over his shoulder at the Worldwound. “Them. The ones we left behind. They’re the ones who beat the demons. All we did was survive.”



Season of the Righteous **VILLAIN 3**

## HAG COVEN

**HAG**



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**24**

OR

**KNOWLEDGE**  
PERCEPTION

**15**

**POWERS**

Before you act, another character summons and encounters the Hag Coven. If there is a third character, that character summons and encounters the Hag Coven. If any summoned Hag Coven is not defeated, the Hag Coven you encountered is undefeated.

While you act, characters at other locations cannot play cards.

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Season of the Righteous **VILLAIN 3**

## OMMORS

**OUTSIDER FIEND**



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**28**

**POWERS**

Ommors is immune to the Acid and Poison traits. You may banish an ally to evade Ommors.

Before you act, succeed at a Constitution or Fortitude 8 check or bury any cards you would discard during this encounter.

After you act, discard 2 cards from your hand or from your deck.

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Season of the Righteous **VILLAIN 3**

## KASIYA

**MYTHIC UNDEAD VAMPIRE**



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**27**

OR

**KNOWLEDGE**  
DIVINE DIPLOMACY

**20**

**POWERS**

Kasiya is immune to the Mental and Poison traits.

Before you act, each other character summons and encounters the henchman Vescavor Swarm.

While you act, before any character plays a card, that character discards a card.

If undefeated, bury your discard pile.

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Season of the Righteous **VILLAIN 3**

## YAVALLISKA

**MYTHIC OUTSIDER DEMON**



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**24**

THEN

**COMBAT**

**28**

**POWERS**

Yavalliska is immune to the Electricity, Fire, and Poison traits.

Before you act, each character buries an ally or a blessing, then a character at your location summons and encounters the henchman Blood Demon.

If undefeated, bury an ally, or if you have no allies, bury your hand; Yavalliska deals no damage.

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Season of the Righteous **HENCHMAN 3**

## FEEDING TIME

**TASK OUTSIDER FIEND**



**TYPE**  
BARRIER

**CHECK TO DEFEAT**  
STEALTH SURVIVAL CHARISMA DIPLOMACY

**13**

**POWERS**

Before you act, you may banish an ally and discard all blessings in your hand to defeat this card.

If undefeated, summon and encounter the villain Ommors. If Ommors is defeated, this barrier is defeated.

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

*Ommors has protected Valahuv for centuries. Our goddess asks only a small sacrifice in return.*

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Season of the Righteous **HENCHMAN 3**

## UNDARIN PATROL

**SKIRMISH OUTSIDER DEMON**



**TYPE**  
BARRIER

**CHECK TO DEFEAT**  
DEXTERITY STEALTH PERCEPTION

**12**

OR

**KNOWLEDGE**

**14**

**POWERS**

If undefeated, summon and encounter the henchman Ivory Templar, then a random other character summons and encounters the henchman Shadow Demon. If both are defeated, you may banish this card.

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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Season of the Righteous **COHORT 3**

## CAPTAIN OPARAL

**ELF PALADIN**



**POWERS**

Reveal this card to add 1d6 to a Melee or Divine check attempted by a character at your location.

Recharge this card to shuffle an ally or a cohort from a character's discard pile into his deck.

*"Not everyone can live up to the paladin's code, but everyone can try."*

—Captain Oparal

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Season of the Righteous **COHORT 3**

## RADOVAN VIRHOLT

**HELLSPAWN ROGUE**



**POWERS**

Reveal this card to add 1d6 to a Disable, Ranged, or Stealth check attempted by a character at your location.

Recharge this card to reduce Combat damage dealt to any character by 2, or to reduce Fire or Poison damage dealt to any character to 0.

*"Quiet word's all right if it gets the job done. Bring the knife in case it don't."*

—Radovan Virholt

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Season of the Righteous **COHORT 3**

## COUNT JEGGARE

**HALF-ELF WIZARD**



**POWERS**

Reveal this card to add 1d6 to a check to recharge a card, or to an Arcane, Knowledge, or Perception check attempted by a character at your location.

Recharge this card to put a spell from a character's discard pile on top of her deck.

*"Beware the secrets of the Abyss. They harbor damnation, madness, and—worst of all—inconsistency."*

—Count Varian Jeggare

Illustration by Eric Belisle © 2015 Paizo Inc.



# Season of the Righteous

## Adventure 3: Lexicon of Paradox

\_\_\_\_\_ A.K.A. \_\_\_\_\_  
 Player Name Character Name Pathfinder Society # Character Class

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
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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"/>
<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		
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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		
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Taking Reward?	Tier				<input type="checkbox"/>
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Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
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Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Die Bump Gained       Die Bump Used       Completed Adventure