

# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## Season of the Righteous

# THE MIGHTY AND THE RIGHTEOUS





# Adventure 1-4: The Mighty and the Righteous

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# SEASON OF THE RIGHTEOUS

**T**he 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 Righteous
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 would 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 1 of his Pathfinder Society Adventure Card Guild characters. That character may treat the loot Scales of Remembrance as if it is in his Class Deck box.





# THE MIGHTY AND THE RIGHTEOUS

### 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*, the *Demon's Heresy Adventure Deck*, and *The Midnight Isles 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, 3** or **4**.

### Read the Following Aloud:

**W**ell, this is no good. Some weeks back, you gathered in the proud city of Kenabres to join the Herald of Iomedae's crusade against the demons of the Worldwound. You and your companions were strong and valiant and full of confidence with the Herald at your side.

What a difference a month makes.

You broke the pitborn Faxon's plan to undermine Kenabres and freed Fort Clearwater from the clutches of his demonic allies. Then you attacked the bastion of the Abyss at Raliscrad, but that's when events began to spiral out of control. A twelve-armed demon kidnapped the Herald of Iomedae, and the back of your army was broken.

After your defeat, Queen Galfrey summoned you to Nerosyan, the capital of Mendev, to find the *Lexicon of Paradox*, a book that could seal the Worldwound. With Venture-Captain Varian Jeggare and his hellspawn valet Radovan Virholt, you went in search of the *Lexicon*. However, demons weren't your only adversaries. Several of the queen's spies had been drained of blood.

Accompanied by Iomedae's faithful captain Oparal, you followed the trail to the ruined city of Storasta, where a coven of hags bedeviled you with trickery. This led you to an ossuary, where you learned of the witch Areelu Vorlesh's betrayal of the people of the Worldwound. Yo raced against Varian's old enemy, Prince Kasiya, to seize the *Lexicon of Paradox*. Villagers drove you from the town of Valahuv, after you defeated their fiendish false deity, Ommors. Your only choice was to try to sneak through the demon-controlled city of Undarin. Captain Oparal covered your assault as you discovered the *Lexicon*—but only half of it! That clearly wasn't enough to close the Worldwound.

Your trials became more complicated when Captain Oparal appeared to succumb to the charms of Prince Kasiya. Standing against your former ally, you despaired that you would never gain the second half of the *Lexicon*. But then Oparal stabbed Kasiya,

and you seized an opportunity. You battled against the succubus Yavalliska, who sought to gain all the power of the Abyss for herself. By defeating her, you gained the final portion of the *Lexicon*. Varian seized the pages, completing the mighty book.

If only you had the chance to enjoy your victory! The succubus shrieked as the tendrils of the Abyss reached out of the rift to claim her—and clutched you as well. As the portal closed behind you, you found yourself deep in the very Abyss itself, surrounded by the forces of chaos with no clear possibility of return. So you have that going for you.

It's last call in the Abyss. You don't have to go home, but you can't stay here.



Illustration by Fabio Gorla

### COMPLETE THESE SCENARIOS IN ANY ORDER:

- 1-4A: In Another Dimension
- 1-4B: With A Bit of a Mind Flip
- 1-4C: Madness Takes Its Toll
- 1-4D: Time is Fleeting
- 1-4E: And The Void Would Be Calling

### DURING THIS ADVENTURE

The servitor demon is the henchman Vulture Demon.

In locations that have the Abyssal trait, ignore the Outsider trait on banes.

## REWARD

For the rest of the Adventure Path, when setting up each scenario, 1 character may temporarily replace 1 item in her deck with the loot Scale of Cloudwalking. At the end of each scenario, return the loot to the game box. You may redeem 1 loot card listed on the Redemption card that a reward allows you to temporarily add to your deck. (Note the redeemed card on your Chronicle sheet instead of checking it off on the Redemption card.)



# 1-4A: IN ANOTHER DIMENSION

## Read the Following Aloud:

As you hurtle through the rift to the Abyss, you feel the gaze of a powerful entity scrutinizing you. A fiery-haired demon-angel stares you down, aiming a flaming arrow. You get the sense that this adversary is someone you do not want to fight.

“Outsiders!” she shouts, and you instantly realize you have been using that word incorrectly all this time. You think of demons as outsiders, but that’s when they’re on *your* plane. You’re in *their* house now, and *you* are the outsiders here.

“I am Shamira, the protector of this plane,” she says. “You have entered the Midnight Isles, the realm of the demon goddess Nocticula. The islands of this realm are built out of the carcasses of the demon princes she has slain. If mighty lords can fall before her gaze, what makes you think *you* will survive here?”

In the face of such a powerful entity, parlay is probably the proper course. One of your companions speaks. “We are the champions of Iomedae, and we are here to end your sway over the Worldwound. We do not fear for our survival, for we are blessed by the Inheritor.” Your other companions brace for an assault, just in case Shamira chooses to respond to this bold statement with a fusillade of flaming projectiles.

“I admire your forthrightness, champions,” Shamira says. “You smell so deliciously powerful to me, so I will not slay you on the spot. But you should know that you are most unwelcome here. We must determine your suitability to survive in our realm. Below us is the city of Alushinyrra, beholden of Nocticula. Champions of all sorts come here to impress the goddess. Some of them even survive.

“I will be monitoring your progress along the way. If you have proven yourselves against me and the demons of my realm, you may live through this experience... for today, at least.”

### VILLAIN:

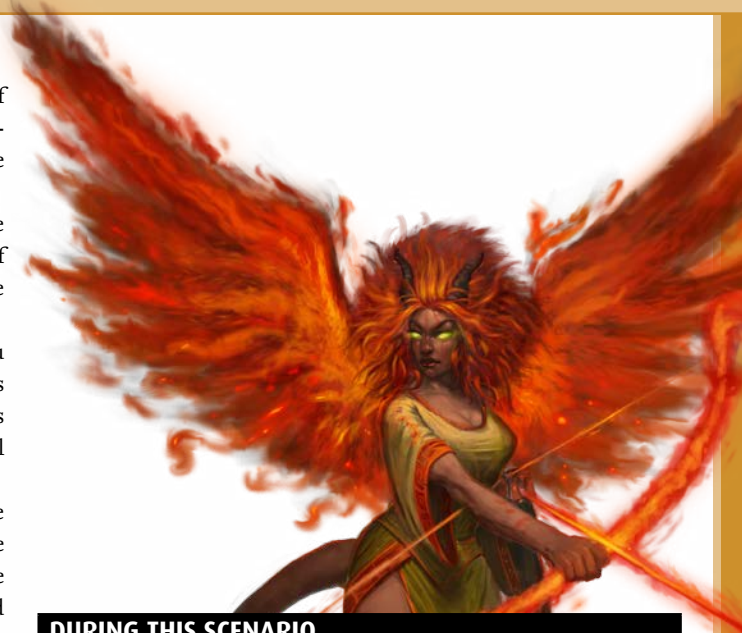


SHAMIRA (HENCHMAN)

### HENCHMEN:



BRIMORAKS (PROXIES FOR HARVESTERS)



### DURING THIS SCENARIO

When setting out location decks, add a random location that has the Abyssal trait other than Battlebliss or Rapture of Rapture.

When you permanently close a location, banish its location deck, display the location card next to the scenario card, and move all characters at that location to the Abyssal Rift. If the number of location cards displayed is less than the number of characters plus 1, summon and build a random location that has the Abyssal trait other than Battlebliss or Rapture of Rapture.

Treat the henchman Shamira as the villain. When Shamira is defeated, put a marker on the scenario card, then shuffle Shamira into a location other than the Abyssal Rift. You win the scenario only when the number of markers exceeds the number of characters.

At the start of your turn, draw 1d4 cards.

At the end of your turn, after you reset your hand, recharge 1d4 cards.

PLAYERS	LOCATIONS
1-6	ABYSSAL RIFT
1-6	SEE ABOVE

Illustration by Eric Braddock

## REWARD

Each character draws an armor or a blessing from the box.

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

## Development:

Combat in the Midnight Isles is not entirely without its merits. When you kill demons here, the humiliation of their defeat must sting all the more. But you are not making progress in your quest to get home.

With Shamira on your tail, you dive through the gaping rift out of Alushinyrra. The fiery protector has toyed with you long enough. You must continue on your journey out of the Abyss.

There’s no rest for the wicked... or respite for the righteous. After plummeting through the rift, you plunge into the brackish waters of the Abyss. These waters are fed by the River Styx, so you’ll need to find a way out of their depths. Spotting the shores of the Midnight Isles, you swim toward landfall. There will still be demons there, but at least you’ll be dry.





# 1-4B: WITH A BIT OF A MIND FLIP

## Read the Following Aloud:

You clamber out of the River Styx, struggling to get the stink of the charnel waters off you. Overhead, the flapping of horrid wings distracts you from your struggle. You can sense malice directed at you... and hunger. Guttural chanting echoes from every direction.

On the shore, a nattering demonling runs up to you and pokes at your boots in slaving anticipation. "You have skin!" it says. "I eat your skin!"

No doubt a single swing of your blade would end this wretch's time on this plane. But this is an opportunity, and it's time to seize it.

"We have some questions," you inform the creature. "We'll give you this boot if you tell us."

"Boot for Jibbli!" he says. "Whatchoo wanna know?"

"Where are we, and who wants us dead here?" you ask.

"Oh, ebbrybody! You in the realm of Defiled One! He ain't no fun!"

It's best to gain some more information. You ask, "Defiled how, exactly?"

"He's an angel! 'Cept kinda headless. Angels don't like their heads getting bit off!"

Oh, that's lovely. If you're lucky, you can make it out of this realm without encountering an angel that's been perverted by the Abyss. Or the thing that bit its head off.

"At least you get to fight the dragon!" Jibbli says. "Melazmera will eat your bones! Before she kills you! Is entertainment!"

Great. Now that he's told you all he knows, this talkative demon is probably a liability. You'd better do something to end the possibility that he informs the angel or the dragon of your presence.

"Here's the left boot, Jibbli," you say as he leaps upon the prize.

"Jibbli's greatest wish fulfilled!" he says.

"And if you promise not to tell anyone we're here, we'll give you the matching right boot."

"Okay!" Jibbli says. "What's a 'promise'?"

### VILLAIN: NONE

### HENCHMEN:



MELAZMERA

DEMONIACS OF BAPHOMET



PLAYERS	LOCATIONS
1	HAREM OF ARDENT DREAMS
1	LOCUST SHRINE
1	MOLTEN POOL
2	HARVESTER'S PIT
3	BEFOULED ALTAR
4	GRINDER
5	QLIPPOTH RUNESTONE
6	SANCTUM

### DURING THIS SCENARIO

After you add henchmen to location decks, divide each deck in half to create 2 decks for each location card. Treat each as a separate location. When you close a location, banish both of its location decks.

At the end of your move step, if you are at an open location, roll 1d6. If the result is odd, move to the other deck for your location card.

The first time during this scenario that a henchman would be encountered in a location deck, exchange it for the villain The Defiled One. You win the scenario only when you defeat and corner The Defiled One.

Illustration by Miguel Regodón Harkness

## REWARD

For the rest of the Adventure Path, when setting up each scenario, you may temporarily replace a blessing in your deck with a blessing that has the Corrupted trait from the game box. At the end of each scenario, return that blessing to the game box.

### Development:

You found the source of the endless chanting. The demoniacs of Baphomet aimed to keep you lost and insane forever. But you're used to killing cultists of Baphomet, no matter how demonic, so you managed to snicker-snack your way to freedom.

The last demoniac screamed of Hepzamirah, a chosen of Baphomet leading them to destroy the nation of Mendev. She must know your way home, so it's time to pay her a visit.

Oh, wait. You still need to give Jibbli the boot.



# 1-4C: MADNESS TAKES ITS TOLL

## Read the Following Aloud:

You have not enjoyed your time in the Abyss. Drawn in through a rift, you confronted the blazing protector Shamira, who ran you out of the demonic city of Alushinyrra. Then you crashed through a portal and fell into the River Styx, a most awful experience. Coming ashore, you met a demonling who informed you of a mighty dragon named Melazmera and the fallen angel lord of this realm, the Defiled One.

Neither one was particularly easy to fight off, but you managed. Both the dragon and the headless angel remained to torment the beings of this realm, but you survived. Now you're heading to blighted lands on the isle of Colyphyr. Perhaps by going further into the darkness, you might find the exit from the Abyss. You've had worse ideas, anyway.

Ahead lies the citadel of the priestess Hepzamirah, the daughter of the demon lord Baphomet. The goat god rules another realm of these Abyssal lands, and his demonic priests are everywhere. Yet here on the isle, even the priests seem to have forsaken this place. It is a profoundly off-putting environment, troubled by wafting miasmas and roiling pools of acid. Many things live here, but none of them seem friendly.

The most offensive places are in the mines. From inside these gaping chasms comes a brain-melting spiral of gases. You can feel the gas drilling holes in your mind. It seems to be interacting with the aftereffects of your bath in the River Styx. You'll have to be especially alert to get through this realm.

The worst aspect is the loud buzzing coming out of the mines. In mere moments, the creatures making that buzzing sound begin soaring out of the mines. Safety and sanity are far behind you now. Surrounded by swarms of demonic insects, you must prepare for the vescavors' insane onslaught.

### VILLAIN:



HEPZAMIRAH

### HENCHMEN:



VESCAVOR SWARM



PLAYERS	LOCATIONS
1	ABYSSAL RIVER
1	GRINDER
1	QLIPPOTH RUNESTONE
2	LOCUST SHRINE
3	WOUNDED LANDS
4	TORTURE CHAMBER
5	MOLTEN POOL
6	HARVESTER'S PIT

### DURING THIS SCENARIO

All damage dealt by villains and henchmen is Poison damage.

After you defeat a villain or a henchman, each character at your location is dealt 1 Poison damage.

Illustration by Eric Belisle

## REWARD

Each character chooses weapon or spell and draws a card of that type from the box. For the rest of the Adventure Path, when setting up each scenario, 1 character may temporarily replace 1 weapon in her deck with the loot *Blancher*; up to 2 players may temporarily replace 1 blessing with the loot *Blessing of Nocticula*. At the end of each scenario, return the loots to the game box.

## Development:

Wall after wall of whirling blades covers Hepzamirah's escape. You will not slay the daughter of Baphomet this day. More importantly, that means you won't have Baphomet angry at you... for today, at least.

You now know more than you did before. The way out of the Abyss is known to several powerful entities on this strange

island. The time is right for you to confront the denizens of this demonic plane, so you can demand they reveal your path to freedom. Who would dare deny you that? Surely when faced with a force of your ilk, even the armies of the Abyss will fall away in fear.

And if not, at least there will be a lot fewer of them tomorrow.





# 1-4D: TIME IS FLEETING

## Read the Following Aloud:

You have learned that three powerful demonic entities know the way out of the Abyss. You have faced all three before. Unfortunately, they're aware of your arrival on this plane, so you only have enough time to assault the fortress belonging to one of them. Should you fail, the others will solidify their defenses against you.

Your first choice is the flame-haired demon Shamira, protector of Nocticula. Shamira rules over Battlebliss, the gladiatorial pits of the Abyss. When you last saw her, she was slinging blazing arrows at your backs as you catapulted out of the city of Alushinyrra. She did not seem desirous of your return.

Your second choice is the headless angel known as the Defiled One. Perverted by the whims of Baphomet, this fallen angel rages against the forces of good with all the fervor with which he once protected them. Your last encounter with him was not pleasant; you had to fight him twice. He's not going to tolerate a third fight.








Finally, your third choice is Hepzamirah, the daughter of the goat lord Baphomet. Hepzamirah controls the mines from which the poisonous Nahyndrian crystals have been unearthed. Now that you have learned her plans, she is likely to try to silence you before you return that knowledge to the Material Plane.

One of these beings is going to tell you the way out of the Abyss or die trying to protect that secret. Which will you choose?

PLAYERS	LOCATIONS
1	HAREM OF ARDENT DREAMS
1	MOLTEN POOL
2	LOCUST SHRINE
3	BEFOULED ALTAR
4	TORTURE CHAMBER
5	ABATTOIR
6	CAVERN

### VILLAIN: SEE BELOW

### HENCHMEN:

	URSATHELLA
	MUTASAFEN
	KRALISQ
	NEZIRRIUS
	LUST DEMON
	KESTOGLYR MANTIEL
	MINAGHO

### DURING THIS SCENARIO

Before setting out locations, choose the henchman Shamira, the villain Hepzamirah, or the villain The Defiled One.

If you choose Shamira, use the villain Gelderfang. When Gelderfang is defeated and would be cornered, banish Gelderfang instead and each character summons and encounters the henchman Shamira. Then, instead of your first exploration on a turn, you may choose for all characters to summon and encounter Shamira. You win this scenario only when all characters defeat Shamira during the same turn.

If you choose Hepzamirah, use the villain Hepzamirah and add the location Sanctum. During the first exploration of your turn, if you fail a check to acquire, summon and encounter the henchman Fiendish Minotaur.

If you choose The Defiled One, use the villain The Defiled One and add the location Harvester's Pit. When you play a blessing, discard a card.

## REWARD

You may earn only one of the following, even if you replay the scenario.

- If the party defeated Shamira, 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 Firebow.
- If the party defeated Hepzamirah, 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 Fasciculus Labyrinthum.
- If the party defeated The Defiled One, 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 Talisman of True Faith.

At the end of each scenario, return the loot to the game box.

## Development:

Hepzamirah, Shamira, the Defiled One—all of them guarded the secret of your escape. You made the right call, carefully choosing which to wrest that information from. Now you head to the rift that will provide your voyage home: the Midnight Fane.

In this realm of grim places, this might be the grimmest of all. A wall of crimson fire surrounds the Fane. Demons and

other foul creatures await you beyond the flames, where you must face hazards like none you have seen before in all your days.

Despite overwhelming adversity, you must seek the Heart of the Fane. If you can master that realm's beating heart, you will control your destiny. If not, you will surely perish in the Fane.





# 1-4E: AND THE VOID WOULD BE CALLING

## Read the Following Aloud:

The Midnight Fane may be the most stereotypically abyssal locale of any place you've been in the Abyss. It is quite literally a wall of fire surrounding the most foul of charnel pits. Somewhere in here is the still-beating Heart of the Fane, the core of evil that unites this realm. Gain that, and you will gain your way home.

You have braved much to reach this point. You battled the demoness Shamira in the city of Alushinyrra. You confronted the fallen angel known as the Defiled One in his island realm. And you braved the wrath of the priestess Hepzamirah, the daughter of Baphomet, as she mined Nahyndrian crystals for a foul plot against the nation of Mendev. You have suffered much, but now you can see the Fane at last.

First, you're going to have to fight your way there. It is not surprising that there are many demons here. You now see something far more surprising: an army of ash giants has apparently mustered to prevent your escape. Apparently, you know too much to be allowed to bring your knowledge of this benighted realm to Queen Galfrey and her armies on the Material Plane. Arcanists and occultists have scrutinized ancient tomes to gain mere hints of what dwells within this realm, but you have witnessed firsthand what few have seen. Of course, if the ash giants can prevent your return, those dark secrets will die with you.

To avoid being overwhelmed by patrols of titanic monsters, you must take a far more stealthy and circuitous route, seeking the elusive Heart while avoiding the main forces of the giants. Just because they threw you a party doesn't mean you are obligated to attend.

But wait! Maybe they're not here for you at all! As you arrive, sounds of battle resonate from within the rift. Strange figures await—not strange in the sense of fangs and wings and evil intents, but strange in the sense of an overwhelming aura of good and righteousness. That benevolent aura is clashing with demons, as an unknown force is embroiled in turmoil.

While you are trying to get out of the rift, something else is trying to get in.

### VILLAIN:



HEART OF THE FANE

### HENCHMEN:



BRIMORAKS (PROXIES FOR ASH GIANT THUGS)

### DURING THIS SCENARIO

Characters at other locations cannot play cards or use powers on your checks.

### PLAYERS

### LOCATIONS

1	ABYSSAL RIFT
1	GRINDER
1	LOCUST SHRINE
2	MOLTEN POOL
3	BEFOULED ALTAR
4	RAPTURE OF RUPTURE
5	SANCTUM
6	ABYSSAL RIVER

## REWARD

Each character chooses item or ally and draws a card of that type from the box.

Each player chooses one of her Pathfinder Society RPG characters. That character may treat her Fame score as 5 higher when purchasing weapons that have the *negating* property.

## Development:

As you pass into the rift, the source of the powerful good aura becomes apparent. A band of heroes flying the banner of Queen Galfrey is righteously battling its way through demonic hordes to get into the Abyss. These worthies have different faces and clothing than your stalwart band, but they share your goals: they're fighting to shutter the Worldwound in the queen's name.

Your companions call to them, but the chaotic battlefield complicates communication. You get through just in time as the rift collapses, transforming into a stone wall behind you.

Waiting for you beyond the sealed rift is Queen Galfrey, holding the *Lexicon of Paradox* that you helped secure. She is finishing a ritual to dispel evil and close the rift permanently. "Praise be to the Inheritor!" she shouts, and there is a great cheer

from the assemblage of warriors behind her. "We assumed you were lost forever!" You assure her that reports of your demise were greatly exaggerated, but there's no heart in your jest. You are banged up and drained from your time in the Abyss.

"Come, gather close," she says. "We sent another cadre of heroes into the Abyss to seal the Worldwound from the inside. We'll use the *Lexicon* to close it from here. Our victory is in sight, thanks to you. We can only hope that they will fare as well as you have." Fare as well as you have? You would not wish that fate on your fiercest enemy.

Despite the weariness that plagues you, you take heart in the queen's spirit. Renewed in your resolve, you prepare for your final push against the demons of the Abyss.



# Season of the Righteous

## Adventure 4: The Mighty and the Righteous

\_\_\_\_\_ 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"/>
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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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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#	
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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"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Die Bump Gained       Die Bump Used       Completed Adventure