

# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## Season of the Richteous

# HERALD'S VENGEANCE



# Adventure 1-5: Herald's Vengeance

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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 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.



# HERALD'S VENGEANCE

### 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, the Midnight Isles Adventure Deck, and the Herald of the Ivory Labyrinth 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, 4** or **5**.

### Read the Following Aloud:

**Y**ou are back home, but home isn't the place you left. The demeanor of Queen Galfrey seems cheery, but you fear she is broken at the core. While you were in the Abyss, the Storm Lord Khorramzadeh broke the wardstones and attacked the righteous city of Kenabres, destroying its guardian silver dragon, Terendelev. The demons were beaten back, but the city is now in ruins. The loss of such a prominent citadel held by the forces of good means that this crusade might be the last. The Worldwound must be sealed.

After you were drawn into the Abyss, presumably lost in the same manner as the Herald of Iomedae, she sent her last weapon into that foul place. A party of mythic adventurers entered the Grinder, and they're still battling its way through the Abyss, but the queen cannot communicate with them. If all goes according to plan, they'll follow your lead and blaze through the demonic armies until they can find the Herald.

And if everything goes according to plan, they'll survive like you did.

But you cannot rest. After your departure through the Midnight Fane, the Defiled One, the demon Shamira, and Baphomet's daughter Hepzamirah all had reasons to suspect that the queen had resources far beyond what they expected. If Queen Galfrey's heroes were that mighty, they could conceivably seal the Worldwound from inside the Abyss. All three—especially Hepzamirah—have reasons to see that fate averted. So while they're hunting down the other band of heroes, this foul trio has set another dastardly plan in motion. They want to destroy the *Lexicon of Paradox* on your side of the rift, acting in the name of Baphomet himself.

To avoid this catastrophe, Queen Galfrey is teleporting back to the safety of Lastwall. She will take the *Lexicon* back with her, hoping to study it and learn its secrets. In the meantime, you must keep the demons' attention focused on you.



Illustration by Diego de Almeida

You have a quest to undertake. The Herald of Iomedae is still missing. He was kidnapped at the battle of Raliscrad, and presumably, he was taken into the Abyss. The queen has received a vision from Iomedae that the Herald is still alive, though he is definitely the worse for the wear. You must discover where he has been imprisoned and by whom, so you can avenge his loss. And you should do it loudly, so all the demons know.

Your goal is to find Ylleshka, the twelve-armed ophidian demon who kidnapped the Herald. She must know where he is and if he can be saved. Ylleshka was sighted leading a troop of demons to Pulura's Fall, deep in the Worldwound. You must lead an expedition there to defeat her. If you can, you will lift the century-long siege, and the crusaders will cheer your victory throughout the realm. Along the way, you can clean up other sites of demonic infestation, discouraging the forces of the Abyss from returning to plague your lands.

For Kenabres! For the queen! For the world! It is time to avenge the Herald and bring this invasion to an end!

COMPLETE THESE SCENARIOS IN ANY ORDER:
1-5A: Dryad Dust
1-5B: The Tower That Would Not Die
1-5C: Pulura's Fall
1-5D: Gods, Save the Queen!
1-5E: Storm's End

DURING THIS ADVENTURE
The servitor demon is the henchman Treachery Demon.

## REWARD

Each character gains a power feat.

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



# 1-5A: DRYAD DUST

### Read the Following Aloud:

You are venturing deep into the Wounded Lands, and everybody knows it. As long as the forces of the Abyss are focused on you, they won't marshal against Queen Galfrey as she investigates the secrets of the *Lexicon of Paradox*.

Crossing the West Sellen River from Mendev, you'll make your first stand in the Winged Wood. The serene name of this place feels inappropriate now, as the wood's fey residents are no longer as carefree as they once were before the cataclysm. For the last century, the forest has been under the domain of the succubus Zelmisdria and her green dragon consort Azrivauxus. Zelmisdria once enjoyed the romantic favor of the Storm Lord Khorramzadeh, who broke Kenabres's defenses in your absence.

A century ago, a legion of brimoraks moved into the forest and made it their home. These new residents were particularly unsettling to the faerie denizens of the wood, who have been twisted into depraved versions of their former selves.

Shadowy creatures now skulk in the woods, furtively watching as you trudge along a meager trail. As you hike further, you see lights in the distance, and soon, the darkness is reclaimed by a blaze of flickering illumination. Smoke wafts on a warm breeze.

At the center of the region, the Winged Wood is perpetually on fire. A sea of ash and wastes surrounds a twenty-mile swath of smoldering trees. After the brimoraks set the forest ablaze, Zelmisdria entrapped and corrupted the woodland dryads, keeping their trees alive but burning for a century. The constant pain has tortured and broken the dryads' will, as howls and screams echo through the once placid forest.

This abomination shall not stand any longer. Zelmisdria may laugh from atop her dragon's back, but she will not laugh for long. Today is the last day of the rest of her life.



PLAYERS	LOCATIONS
1	DARK FOREST
1	EAGLE ROCK
1	WOUNDED LANDS
2	CANYON
3	CAVERN
4	MOLTEN POOL
5	ABYSSAL RIVER
6	BEFOULED ALTAR

#### VILLAIN:



FAXON (PROXY FOR ZELMISDRIA AND AZRIVAUXUS)

#### HENCHMEN:



BRIMORAKS (PROXIES FOR FIENDISH TREES)

#### DURING THIS SCENARIO

Treat the henchman Brimorak as the henchman Fiendish Tree and the villain Faxon as the villains Zelmisdria and Azrivauxus.

All damage dealt by the Fiendish Tree is Fire damage.

When you defeat a Fiendish Tree, you may recharge a random card from your discard pile. Then you may recharge a card to immediately attempt to close the location the Fiendish Tree came from.

Illustration by Diego de Almeida

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

### Development:

The demon Zelmisdria no longer rules the Winged Wood, and the fires of its heart-grove have been extinguished. For once, you have won an untainted victory, and word is spreading of your triumph. The inhabitants of the forest have feared Zelmisdria for decades. Her defeat will shock crusaders

and cultists alike, but they aren't the only entities you meant to alarm. You killed Zelmisdria to send a message to Khorramzadeh. Now he knows that no demon is safe: not him, not Baphomet, not Deskari... no one. If the death of Zelmisdria doesn't get his attention, nothing will.



# 1-5B: THE TOWER THAT WOULD NOT DIE

## Read the Following Aloud:

Your victory in the Winged Wood is now legendary. You've punched a path through the Wounded Lands, attracting more and more attention from the hordes of Khorramzadeh. Your valiant band of crusaders always keeps one demon alive, just to make sure your tale gets told.

Over the broken hills is your next destination, Yathscar. The Tower of Yath is not... well, look, our tale gets a bit disconcerting from here on out. If you are regaling any children with your legendary adventures, now is a good time to banish them to their bedchambers.

The Tower of Yath is not exactly made of brick and stone. The demon princes sent a semi-sentient fragment of the Abyss into the Worldwound to serve as a living conduit of Abyssal energies. Had it been allowed to reach its final heights, the tower could have warped and shattered the wardstones decades before the present calamity. But some years back, a band of adventurers much like your own brought the tower crumbling down, slaying the Ulfen priestess Isilda before she could bring the tower's energies to bear.

Both the tower and Isilda persist, but they've survived in very different forms. The tower is a wasteland of putrescent meat-stuff sloughed from the tower's mass as it fell. The tormented ground around the site shuddered and heaved like diseased flesh while the tower stood, and today it continues to do so, but as an undead landscape of hill-sized tumors marred by acres of scars, rivers of blood and pus, and the buzzing of millions of insects gorging and dying on its necrotic tissue.

The priestess of Deskari is a ghost, and she has been slain at least three times since the tower fell. The demons destroyed Isilda twice, and the paladins of Mendev took their turn, but nothing seems to work. Somewhere in the still-pulsing mass of the tower is her focus. If you can find that, you can slay her forever... at least, you think you can slay her forever. In the midst of this nightmare, one can still dream.

### VILLAIN:



FAXON (PROXY FOR ISILDA)

### HENCHMEN:



GRIMSLAKES



PLAYERS	LOCATIONS
1	ABYSSAL RIFT
1	FAMILY TOMB
1	LOCUST SHRINE
2	ABYSSAL RIVER
3	PRISON VAULT
4	CEMETERY
5	CAVERN
6	PARADISE HILL

### DURING THIS SCENARIO

Treat the villain Faxon as the villain Isilda.

When you fail a check to acquire a boon, display it next to the scenario, then search the location deck it came from for a henchman or a villain; if you do not find one, you may immediately attempt to close the location. At the end of the scenario, banish all boons displayed next to the scenario.

Before closing a location, you may examine its location deck and set aside any number of boons. On closing, shuffle those boons back into the location deck.

If Isilda is defeated and the number of boons displayed next to the scenario is less than twice the number of characters, when checking to see if the villain escapes, treat all locations as open.

Illustration by Damien Mammoliti

## REWARD

Each character chooses a type of boon other than loot, then draws a card of that type that has an adventure deck number of 5 from the box.

### Development:

You have found Isilda's focus and used it against her. The ghostly priestess is truly destroyed. All around you, you can see that the Yathscar is already recovering from her influence. Mind you, it's still a horrid mass of flesh and blood, but at least it isn't pulsating any more. Thank Iomedae for small favors.

From all across the countryside, demons are coming to

find you, but they're not coming to slay you. They just want a glimpse of the conquerors who are certain to banish their corrupted kith and kin from this plane of existence forever. Apparently, they don't expect to live to tell the tale. They just want to say they were there at the time.

This is what it feels like to be truly mythic.



# 1-5C: PULURA'S FALL

## Read the Following Aloud:

After two mighty victories, your campaign into the Wounded Lands has been a success so far. Two foully evil women have ended their reign over the land, and the Worldwound has you to thank for it. Now you will encounter a third woman in this daring expedition, but this one will be happy to see you arrive.

The celestial Eliandra defends a rare bastion of good in this corrupted land. Demons have besieged the temple of Pulura's Fall for more than a century. The "fall" in question is a waterfall of once-considerable volume; the lakes above and below it are now barren and seared. Before the Worldwound cracked open, the nobles of Iz used the fall as a sacred waterway in which to bury their dead in blazing barges. With the water gone, the remnants of those barges poke out from the lakebed, enduring as a mockery of reverent ceremonies enacted long ago.

And that is not the only mockery that has befallen this land. In the First Crusade, demonic necromancers animated the bodies of the honored dead... with spectacularly poor results. The dead turned upon the necromancers and rent them limb from limb. Now free of control, undead shamble through the area around Pulura's Fall looking for something to destroy. You'll do in a pinch.

An army of demons awaits you around the temple. They have not broken the gates in the last hundred years, but that could change. The commander of this army, waiting for the priests inside to die of old age, is the demon Belseferek, Butcher of the Starlight Host. He has the favor of Ylleshka, the two-headed, twelve-armed ophidian demon who kidnapped the Herald of Iomedae. If you can defeat her and save the temple, you can find out what happened to the Herald. Of course, you might not like what you find.

### VILLAIN:



FAXON (PROXY FOR BELSEFEREK)



YLLESHKA

### HENCHMEN:



BRIMORAKS



PLAYERS	LOCATIONS
1	CEMETERY
1	SACRISTY
1	SHRINE TO BAPHOMET
2	CELESTIAL BEACON
3	PARADISE HILL
4	CATHEDRAL OF CHAOS
5	LOCUST SHRINE
6	SANCTUM

IRABETH TIRABADE (PROXY FOR HIGH PRIESTESS ELIANDRA)

### DURING THIS SCENARIO

Treat the villain Faxon as the villain Belseferek. Treat the cohort Irabeth Tirabade as the cohort High Priestess Eliandra.

When you defeat a Brimorak, you may not attempt to close the location it came from; put a Labyrinth Minotaur on top of that location deck.

When a villain is defeated and cannot escape, put it next to this card.

To win the scenario, both villains must be next to this card.

Illustration by Roberto Pitturu

## REWARD

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 on the Redemption card.)

For the rest of the Adventure Path, when setting up each scenario, each character may temporarily replace 1 blessing in his deck with a Blessing of Pulura. At the end of each scenario, return these blessings to the game box.

## Development:

The demon Ylleshka has called on the power of Baphomet for her retreat to the Ivory Labyrinth, opening a portal to the Abyss. The demon lord smiles cruelly at you... and then tears out the Herald's heart. As you watch in horror, the Herald turns dark and begins to grow horns. Leaderless, the remaining demons flee. Eliandra lifts her hands, aging visibly as she does

so. The temple's light washes out over the battlefield. Every undead touched by the light settles to the ground, unmoving. "This battle is won," Eliandra proclaims, "but the demons seek to win the war elsewhere. Pulura thanks you, but you are now urgently needed... elsewhere..." As you struggle to hear her next words, you vanish in a wave of holy light.



# 1-5D: GODS, SAVE THE QUEEN!

### Read the Following Aloud:

With a wave of her hand, the celestial Eliandra has rewarded you for ending the siege of Pulura's Fall with a one-way journey to Lastwall, the country south of Ustalav. Lastwall has endured inviolate, unmolested by the demons of the Worldwound. Its capital city is Vigil, a mighty fortress that draws the champions of good like a beacon. Queen Galfrey has locked herself in Castle Overwatch here, spending the time since you saw her last studying the *Lexicon of Paradox* in an attempt to discover a method of sealing the Worldwound.

Looking around the castle from the high parapet on which you have been deposited, you can see that you've arrived at an opportune moment. In fact, your arrival could not have been more fortuitous. Demons fly and scuttle around the castle walls, coordinating the actions of assassin squads inside the building. While you were breaking the back of the demon army in the Worldwound, the Storm King somehow located Queen Galfrey and moved to stop her mission.

Inside the towers, you can hear the queen's loyal defenders rallying to fight the demons. As you drop through hatches in the rooftop, you catch one of the invaders off-guard: An invidiak stares out at nothings moments before he possesses a defender, transforming his prey from an ally into a potential assassin. One of your allies blasts the possessed defender with a surge of mythic power. You'll just have to accept the fact that you've removed a potential ally in your fight against the demons.

Out of the corner of your eye, you see the queen running from a pack of demons. She carries the *Lexicon*, brandishes the light of Iomedae, and commands you to stand at all costs. You must get her to safety; otherwise, all your struggles will melt into history. If you fail, this demonic incursion will reclaim the Worldwound for the armies of the Abyss, and your crusade will be reduced to one last tremor in the loss of this world.

#### VILLAIN:



FAXON (PROXY FOR ALULASAVI)

#### HENCHMEN:



BARBARIAN HORDES



PLAYERS	LOCATIONS
1	CITADEL
1	GUARDPOST
1	OCCULT LIBRARY
2	ARMORY
3	TEMPLE OF IOMEDAE
4	GREAT HALL
5	CELL
6	LABORATORY

QUEEN GALFREY

### DURING THIS SCENARIO

Treat the villain Faxon as the villain Alulasavi.

If Queen Galfrey would be discarded, a character may instead bury 1d4 cards from the top of her deck. At the end of any turn, if Queen Galfrey is not in a character's hand, you lose the scenario.

At the end of each turn, roll 1d6. On a 1 or 2, put a random monster from the box on top of the location deck for the location occupied by the character who has Queen Galfrey in his hand. If that location is closed, open it.

When you defeat the henchman Barbarian Horde, summon and encounter the henchman Shadow Demon. If the Shadow Demon is not defeated, discard the top card of the blessings deck.

Illustration by Ben Wootten

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

### Development:

The queen is secure, and she still holds the *Lexicon of Paradox*. If you can save Vigil from Khorramzadeh's depredations, his last-ditch effort to take the *Lexicon* from you will go unfulfilled. "I think I can understand this writing now," the queen says. "This text is unendingly maddening, weaving in and out of comprehensibility like a goblin telling campfire tales, but at

the core, it makes sense. I finally possess the knowledge of how to close the Worldwound—that is, if we get the chance."

Now you can give her that chance. While she recites the incantations for her ritual, you must close the portal into Vigil and drive the demons from its skies. This tempest of demons must pass, and their leader, the Storm King, must pay.





# 1-5E: STORM'S END

## Read the Following Aloud:

High in the tower of Vigil, Queen Galfrey has divined the secrets of the *Lexicon of Paradox*. The Storm King Khorramzadeh cannot allow her ritual to succeed, so he aims to bring Vigil crashing down with the same tactics he used to destroy Kenabres. Defiantly, the queen has resolved not to lose a second city to his rampage.

“The Storm King has attacked Kenabres twice, and each time, he has fallen into a pattern,” the queen explains. “He makes a grand showing of his might and power, but all along, an agent of his schemes in the shadows to cause a terrible disruption.”

As she speaks, the queen stares out a narrow window at the devastation of the Worldwound. As you listen to her words within the secluded tower, you can see the walls of besieged buildings far below you and the tents of itinerant armies awaiting the next great battle. The queen then gives you her orders, “We must not be distracted by Khorramzadeh’s impending frontal assault. Somewhere in this tower is a demonic conspirator. Stop that conspirator, and we’ll find the Storm King.”

Khorramzadeh must win this day if he wants to thwart the queen’s plans to close the Worldwound. He also knows one other thing: He owes you. In your daring campaign across the Wounded Lands, you killed Zelmisdria, his favorite succubus. You don’t kill a demon lord’s courtesan without him learning your names. He might enjoy destroying the entire nation of Lastwall, but he’ll get a special kick out of destroying you.

So it’s time to settle some scores. Either Khorramzadeh will get revenge for Zemisdria, or you’ll avenge Kenabres. A horde of demons stands between you and the portal to the Abyss, and there’s a decent chance Khorramzadeh is waiting right there for you. It would be a shame to disappoint him.

**VILLAIN: NONE**

**HENCHMEN:**



BLACKFIRE ADEPT

BRIMORAKS (PROXIES FOR VULTURE DEMONS)



PLAYERS	LOCATIONS
1	CATHEDRAL OF ST. CLYDEWELL
1	COLLAPSING BRIDGE
1	MOLTEN POOL
2	DEFENDER’S HEART
3	WATCHTOWER
4	MANOR HOUSE
5	CEMETERY
6	GUARDPOST

## DURING THIS SCENARIO

Treat the henchman Brimorak as the henchman Vulture Demon.

When the Blackfire Adept is defeated, shuffle it into a random other open location.

When all locations are permanently closed, open the Molten Pool and add Khorramzadeh to the top of its location deck.

To win the scenario, defeat Khorramzadeh.

Illustration by Dmitry Burmak

## REWARD

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 Dawnflower’s Kiss. At the end of each scenario, return the loot to the game box.

## Development:

You have purged the last demon from Vigil. Khorramzadeh has fled back through the portal to Iz, grievously wounded. He’s unlikely to return to your plane as long as you survive. The Lexicon is secured, and the queen knows the ritual to close the Worldwound. This far from the front, you could not have achieved a greater victory.

The Crusaders of Lastwall rallied to your side in defense of

Vigil. Now, they have vowed to follow you back to Mendev as a mighty army of righteousness. Should anything stand in your way, it will know the sting of a thousand bright blades.

The queen’s ritual has dramatically turned the tide of battle. The Worldwound’s remaining time on this plane can be counted in weeks. If the Abyss has anything left to throw at you, it is most certainly headed your way.

**Season of the Rictious** **VILLAIN 5**

## ZELMISDRIA AND AZRIVAUXUS

**OUTSIDER**  
**DEMON**  
**MYTHIC**  
**AND**  
**DRAGON**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
(AZRIVAUXUS)  
COMBAT

**40**

**THEN**  
(ZELMISDRIA)  
COMBAT

**32**

**POWERS**

Zelmisdria and Azrivauxus are immune to the Acid, Electricity, and Poison traits.

While you act, before any character plays a weapon or a spell, that character buries an ally or a blessing.

Before you act, randomly choose a location that is occupied by the greatest number of characters. Each character at that location must attempt a Dexterity or Acrobatics 13 check. Each character that succeeds is dealt 2 Acid damage; each character that fails is dealt 1d4+1 Acid damage and expends 1d4 mythic charges.

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**Season of the Rictious** **VILLAIN 5**

## ISILDA

**UNDEAD**  
**INCORPOREAL**  
**GHOST**  
**CLERIC**  
**MYTHIC**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**40**

**POWERS**

Isilda is immune to the Mental and Poison traits.

Before you act, attempt a Divine or Knowledge 20 check. If you fail, either expend 1d4+1 mythic charges or bury your role card. If you succeed, or if you play a spell that has the Force trait, add 5 to your check to defeat.

If the check to defeat does not have the Magic trait, Isilda is undefeated.

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**Season of the Rictious** **VILLAIN 5**

## BELSEFEREK

**OUTSIDER**  
**DEMON**  
**MYTHIC**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**45**

**POWERS**

Belseferek may not be evaded and is immune to the Electricity, Mental, and Poison traits.

During this encounter, characters cannot display cards next to other character cards or other characters' decks or play cards on other characters' checks.

Before you act, succeed at a Constitution or Fortitude 14 check or bury 1d4+1 cards from your discard pile, your hand, and/or the top of your deck.

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**Season of the Rictious** **VILLAIN 5**

## ALULASAVI

**OUTSIDER**  
**INCORPOREAL**  
**DEMON**  
**MYTHIC**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**40**

**POWERS**

Alulasavi is immune to the Cold, Electricity, and Poison traits.

Before you act, each character at your location is dealt 1d4 Cold damage and expends a mythic charge, then you summon and encounter a random monster.

If the summoned monster is not defeated, or if the check to defeat Alulasavi does not have the Magic trait, Alulasavi is undefeated.

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**Season of the Rictious** **COHORT 5**

## HIGH PRIESTESS ELIANDRA

**OUTSIDER**  
**CLERIC**  
**PULURA**

**POWERS**

Put this card on top of a character's deck to evade a card that has the Demon trait.

Recharge this card and choose a character to shuffle a card from his discard pile into his deck.

*"With your help, Pulura's Fall will be cleansed, and the balance shall be restored!"*

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# Season of the Righteous

## Adventure 5: Herald's Vengeance

\_\_\_\_\_ 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		
<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:

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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"/>			

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<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"/>			

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<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"/>			

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<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:

Die Bump Gained       Die Bump Used       Completed Adventure