

# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## Season of the Richteous

# THE LAST CRUSADE



## Adventure 1-6: The Last Crusade

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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.



# THE LAST CRUSADE

## 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*, the *Herald of the Ivory Labyrinth Adventure Deck*, and the *City of Locusts 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**, **5**, or **6**.

## Read the Following Aloud:

It's the end of the world as you know it. The Worldwound has been a dominant feature of Golarion's landscape for decades, but its time on this plane is coming to an end. Either you will close it forever or the demons will pour through it and overrun this entire plane. There is no middle ground in this crusade.

Queen Galfrey strongly favors the "close it forever" approach. She's attacking the rift on two fronts: one inside the Abyss and the other at the gaping door to that realm. You've already been inside the Abyss, so you will lead the assault on this plane. Your mission is clear: Kill every demon you can find and drive the rest back through the rift.

You've been into the former lands of Sarkoris multiple times now. You've disrupted the siege at Fort Clearwater, ended a succubus's rule over a flaming forest, and banished a pulsating tower in the Yathscar. You've been an inspiration to the soldiers risking their lives against legions of demons.

Your saga has been legendary, but you haven't always emerged victorious. The Herald of Iomedae was captured at the Battle of Raliscrad. Then he had his heart ripped out at Pulura's Fall. Now without a Herald for the first time in ages, Queen Galfrey must go it alone.

Well, not alone, exactly. She has help from you and a mighty army of crusaders from the city of Vigil, which you saved from Khorramzadeh's treachery. The Storm King attempted to open a portal under Vigil and whisk the Queen through it. He failed due to your efforts. He will undoubtedly redouble his own.

You know where his efforts will reveal themselves next. You snatched the *Lexicon of Paradox* in the demon-controlled city of Undarin. Now Khorramzadeh's witch Areelu Vorlesh is performing a ritual there to expand the Worldwound. You must get back before she does. And while you're at it, you might as well kill everything in your path.



Illustration by Diego de Almeida

### COMPLETE THESE SCENARIOS IN ANY ORDER:

- 1-6A: Champions of the Horn
- 1-6B: Pathfinder Society, Unite!
- 1-6C: Fate Hangs in the Balance
- 1-6D: Apocalypse: Worldwound
- 1-6E: Rifts Gaping Wide

### DURING THIS ADVENTURE

The servitor demon is the henchman *Favored of Deskari*.

## REWARD

Each player unlocks the ability to play Alain and the cohort Donahan from the *Wrath of the Righteous Base Set* using the *Paladin Class Deck*.



# 1-6A: CHAMPIONS OF THE HORN

### Read the Following Aloud:

You blast into the Worldwound from the southwest border with Ustalav, an army of Vigil Crusaders at your command. Under the cover of the Shudderwood, you lead your troop through scattered batteries of undead shades and tainted fey. With a force this powerful, very little in this forest can stand in your way.

But the forest will eventually give way to the Sarkoris Steppes, and there you will find a more dangerous path. Formerly, the steppes were ignored by the demon hordes, since they had little more than sagebrush and cinder. Now with their hold on the Worldwound in danger, the squadrons of Baphomet and Deskari are on the move across these plains. You cannot afford a reduction in force. You will need allies, and fast.

Gashgelag, Scourge of the Steppe, patrols these lands. One of the most powerful demons remaining in the Worldwound, Gashgelag is a massive dinosaur-like demon who serves no demon lord. He simply destroys whatever he finds in his path among these blasted steppes.

One force stands between Gashgelag and total destruction: the barbarian tribe known as the Hornbreakers. These barbarians ride mammoths into combat, striking fear into even the most hardened demonic hearts. Their leader is the grizzled tribesman Khraigorr Half-Face. As the Hornbreakers ride north and south along the length of the border, they seek demonic incursions to destroy. Along the way, they help rescue raiding parties that are fleeing overwhelming odds. This tactic not only helps spread the Hornbreakers' reputation, but also stabilizes the western boundary, even as it slowly inches eastward. Certainly, the sight of the Hornbreakers riding into a camp, their armor and mammoth mounts decorated with horn trophies broken from the skulls and bodies of slaughtered demons, is enough to raise a thunderous roar from any barbarian camp.

When the Hornbreakers gained the notice of Gashgelag, Khraigorr took him on one-on-one, his grievous wounds suggesting his appellation of "Half-Face." Both sides are itching for a rematch. Your army might just be the one to give it to them.



#### VILLAIN:



FAXON (PROXY FOR GASHGELAG)

#### HENCHMEN:



ABYSSAL ARMY



BRIMORAKS (PROXY FOR HUNGERS THAT MOVE)

#### PLAYERS

#### LOCATIONS

1	GREAT HALL
1	EAGLE ROCK
1	MOLTEN POOL
2	CAVERN
3	ABYSSAL RIVER
4	CANYON
5	WOUNDED LANDS
6	DARK FOREST

COHORT: SIR ILIVAN (PROXY FOR KHRAIGORR HALF-FACE)  
DISPLAY THE TROOP CHAMPIONS OF MENDEV.

#### DURING THIS SCENARIO

Treat the villain Faxon as the villain Gashgelag. Treat the henchman Brimorak as the henchman Hunger that Moves. Treat the cohort Sir Vinst as the cohort Khraigorr Half-Face.

Locations cannot be temporarily closed.

Illustration by Mariana Vieira

## REWARD

Each character chooses armor or weapon, then draws a boon of that type that has an adventure deck number of 5 or 6 from the game box.

Each character gains a medal on the troop Champions of Mendev.

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

### Development:

After your victory over the fearsome Gashgelag, Khraigorr has welcomed you as honorary Hornbreakers. This is a tremendous honor, and you long to stay with the barbarians and reclaim the steppes. However, you are confident the mammoth riders can take command of their own lands. You have battles ahead farther into the Worldwound. Undarin, Areelu Vorlesh's fortress, is over the Riftshadow.

While your champions will follow you anywhere to win this war, there's some dissent over whether you can survive a direct assault through the shadowstorms.

Instead, you will head north to the town of Valahuv, which you visited some time ago. It's one of the rare holdouts against the demon armies, though they may hold some grudge against you for destroying their false god. With luck, you'll be able to resupply your forces and gain the knowledge you need to break into Areelu's stronghold.



# 1-6B: PATHFINDER SOCIETY, UNITE!

### Read the Following Aloud:

**F**resh off your victory over the demon Gashgelag, after fighting alongside the Hornbreaker mammoth riders, you seek more allies to unmoor the demons' grip on the land. So you have returned to Valahuv, where you and Count Varian Jeggare's allies freed the citizens from the grip of their false god, Ommors. You didn't know what your welcome would be like here, but all is well. The Valahuvians, under the leadership of God Caller Balemoon, are happy to resupply your army in hopes that they will have a free Worldwound soon.

God Caller Balemoon has further good news for you. The Pathfinder Society is amassing to reclaim a sky citadel in the Frostmire Mountains. Bands of heroes from across Golarion have gathered for the assault, readying their spells and sharpening their blades for their next adventure. Looming over the Wounded Lands, the citadel is a powerful beacon for the remaining citizens of the Worldwound. If it can be reclaimed, the demonic grip on the people's hearts and minds will be broken.

There is no guarantee that the Pathfinder Society will succeed in their goal. The dwarven cultists of Shivaska and their demon ally Yealek-Vor have an iron grasp on the citadel of Jormurdun. If a powerful band of heroes joined in their cause, they would stand a much greater chance.

Leaving your army behind is a very difficult choice. Teleporting into a floating citadel controlled by demons is also not terribly smart. But if you win, you will marshal the Pathfinders to your cause and clear the skies of the Worldwound.

To Jormurdun you go!



PLAYERS	LOCATIONS
1	CAVERN
1	CORRUPTION FORGE
1	GREAT HALL
2	SANCTUM
3	ABATTOIR
4	MOLTEN POOL
5	TORTURE CHAMBER
6	CATHEDRAL OF CHAOS

**COHORT: SIR ILIVAN (PROXY FOR OLLYSTA ZADRIAN)**  
**DISPLAY THE TROOP CHAMPIONS OF MENDEV.**

### DURING THIS SCENARIO

Treat the villain Faxon as the villain Yealek-Vor. Treat the henchman Ulkreth as the henchman Duergar Cultists. Treat the cohort Sir Vinst as the cohort Ollysta Zadrian.

When you encounter a card that has the Cultist or Demon trait, recharge your hand, then draw 1 fewer card than the number you recharged.

If you fail to defeat a card that has the Cultist or Demon trait, shuffle the top card of the blessings deck into your location deck.

Illustration by Ben Wootten

### VILLAIN:



**FAXON (PROXY FOR YEALEK-VOR)**

### HENCHMEN:



**BLACKFIRE ADEPT**



**ULKRETHS (PROXY FOR DUERGAR CULTISTS)**

## REWARD

Each character chooses ally or blessing, then draws a boon of that type that has an adventure deck number of 5 or 6 from the game box.

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in her deck with the loot Mournful Razor. At the end of each scenario, return the loot to the game box.

Each character gains a medal on the troop Champions of Mendev.

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

### Development:

**Y**ou've disbanded yet another conspiracy of cultists and demons, and you've reclaimed the lost dwarven sky citadel at Jormurdun. Time seemed entirely out of joint inside its halls, so returning to a more stable land is a welcome change. The Worldwound is still under the demons' control, but you know you will take it back.

Your army has instructions to meet you south of Frostmire. They cannot cross the Frostmire Fen as you descend down the mountains from the sky citadel, so they'll have to cut across the southern end of the mountains and across the Sarkoris River. You can meet them there, but you have a quick stop to make first...



# 1-6C: FATE HANGS IN THE BALANCE

## Read the Following Aloud:

Four years ago, the half-orc rogue Aucinda Fermender disappeared. Of course, rogues disappear all the time, so you may wonder: Why was this one special? Well-informed adventurers know that Aucinda was the leader of a group of Shining Crusaders who came upon a strange feature of the Worldwound: the Hanging Tower.

To say that the so-called Hanging Tower stands at the edge of the Northmound Plateau overlooking Frostmire is something of an error, for the tower doesn't "stand" at all. Shaped like an inverted obelisk of dark red marble, the tower isn't connected to the ground. Its lowest point hovers with impossible stability several inches above the earth. Not only does the structure's physical impossibility point to an unearthly origin, its exterior and internal architecture resemble nothing in the Sarkorian tradition. Though some suggest it is yet another unimaginable abomination disgorged from the Abyss, its recent appearance indicates its origin might not be tied to the opening of the Worldwound.

The Hanging Tower measures a staggering 458 feet in height from its lowest point to its 150-foot-wide apex. The tower appears to be made of stone, but a thin shell of magic akin to that created by temporal stasis shrouds its surface, preventing anyone from interacting with the tower's actual material, so its composition remains a mystery. Only one entrance allows access into the tower: a trapezoidal archway on its eastern face, twenty feet above the ground.

Since the tower mysteriously appeared, it has become overrun with demons. One of those, the treachery demon Yracandra, manipulated the rogue Aucinda into leading her troop into the

tower. Yracandra controlled the lower portion of the tower while her foe, the vulture demon Firadreal, controlled the Hanging Heights atop the tower. You learned this because Aucinda got a message out to her commander in Kenabres. No one has heard from her since.

Your descent from the sky citadel brings you conveniently close to the Hanging Tower. If you can find out what happened to Aucinda, you may inspire the defenders of Kenabres even further.

PLAYERS	LOCATIONS
1	CELL
1	HARVESTER'S PIT
1	SOUL FOUNDRY
2	OCCULT LIBRARY
3	TORTURE CHAMBER
4	CAVERN
5	GREAT HALL
6	LABORATORY

DISPLAY THE TROOP CHAMPIONS OF MENDEV.

## DURING THIS SCENARIO

Treat the villain Faxon as the villain Firadreal and the villain Hosilla as the villain Yracandra. Treat the henchman Brimorak as the henchman Demon Brawl. Treat the cohort Sir Vinst as the cohort Aucinda Fermender.

After building locations, summon and build the location Middle of Nowhere, then arrange the locations in a circle. If you would move to a location other than the one immediately clockwise, you must succeed at an Intelligence, Knowledge, Wisdom, or Survival 14 check or move to a random location instead.

After closing 1 location, draw the cohort Sir Ilivan (proxy for Aucinda Fermender) from the box.

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.

### VILLAIN:



FAXON (PROXY FOR FIRADREAL)



HOSILLA (PROXY FOR YRACANDRA)

### HENCHMEN:



BRIMORAKS (PROXY FOR DEMON BRAWL)

## REWARD

Each character chooses item or spell, then draws a boon of that type that has an adventure deck number of 5 or 6 from the game box. For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Robe of Rifts.

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

Each character gains a medal on the troop Champions of Mendev.

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

## Development:

You've escaped from the maddening halls, having defeated both the treachery demon Yracandra and her vulture demon foe, Firadreal. You secured the tower, as well as many of its riches. And in the midst of your triumph, you found the lost rogue Aucinda.

Her entire party slaughtered, Aucinda fled to the tower's upper reaches. In the years since, she has worked to manipulate the two

demons' forces against each other. Every victory one of them had was preceded by some deception on Aucinda's part. With neither demon gaining the upper hand, neither could use the tower to further the desires of the Abyss.

Now that is the work of a true hero. She—and you—will bring inspiration to all who seek to restore the Worldwound.



# 1-6D: APOCALYPSE: WORLDWOUND

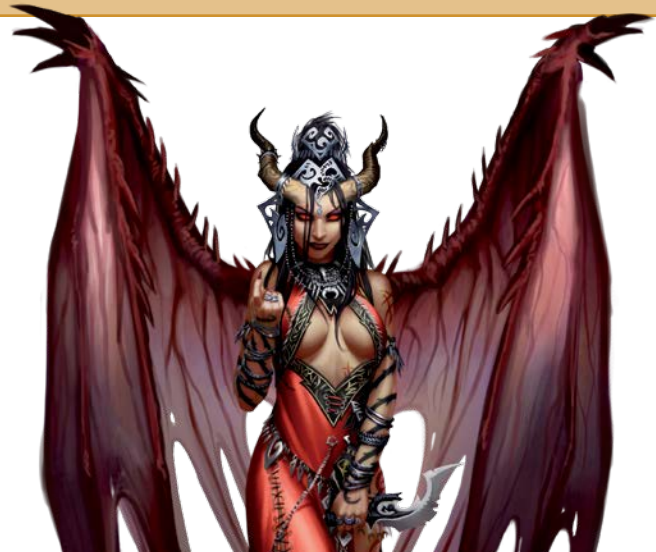
## Read the Following Aloud:

You've rendezvoused with your army at the Rolling Riverbed south of the Hanging Tower. You freed the rogue crusader Aucinda Fermender, who now serves as an inspiration to your beleaguered army. If she can survive four years in the Hanging Tower, certainly all of you can return home after a much shorter stay in the Wounded Lands.

This all assumes you survive the next day. You are heading along the riverbed to Undarin, the stronghold of the witch Areelu Vorlesh. It was Areelu who set in motion all of the disasters that have befallen your country in the last months. The attack on Kenabres, the collapse of the wardstones, the creation of the Worldwound itself—she is the source of all your pains.

Things have not gone Areelu's way, however. Both your activities and those of the champions the queen sent into the Worldwound have imperiled her clutch for power. When a fiendish witch beholden to demon princes fails, she is not likely to survive the experience.

Last time you were at Undarin, you tried your best to avoid patrols of evil paladins and shadow demons. This time, you'll be ready for them. In fact, they should probably get ready for you. Let nothing stand in your way as you rush headlong to confront Areelu. Once you've removed all opposition, you can stop Areelu's rituals to expand the Worldwound... and whatever else she has planned. It all ends today.



PLAYERS	LOCATIONS
1	LOCUST SHRINE
1	PRISON VAULT
1	TORTURE CHAMBER
2	CATHEDRAL OF CHAOS
3	ABATTOIR
4	OCCULT LIBRARY
5	MOLTEN POOL
6	SANCTUM

### DISPLAY THE TROOP CHAMPIONS OF MENDEV.

#### DURING THIS SCENARIO

When you encounter a bane that is not summoned, before you act, you may summon and encounter the henchman Ivory Templar. If you do not summon and defeat the Ivory Templar, the difficulty of your checks to defeat the bane is increased by 10.

When you encounter a boon, before you act, you may summon and encounter the henchman Shadow Demon. If you do not summon and defeat the Shadow Demon, the difficulty of your checks to acquire the boon is increased by 5.

Illustration by Roberto Pitturru

#### VILLAIN:



AREELU VORLESH

#### HENCHMEN:



ABYSSAL ARMY



OPHIDIAN DEMON



RASPER DRAGON RIDERS



STRINGY FIENDS

## REWARD

Each character chooses a boon of a type other than loot from the 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.)

Each character gains a medal on the troop Champions of Mendev.

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

## Development:

Undarin is yours! Areelu has fled, teleporting to Threshold for a last stand. You can sack her city, free her slaves, and end the demonic conquest of the Wounded Lands. Now they only control the city of Iz and the lands around the Threshold.

You should be warned: That may be enough. If you can't close the rift on your side while the heroes in the Abyss close it on

theirs, the hordes of the Abyss will come rampaging through. All the victories you have won over the past few months will be undone as the rest of the world falls to the Abyss. You must succeed at the rift.

Your army is tired, but ready to march. Threshold is within your sights.





# 1-6E: RIFTS GAPING WIDE

## Read the Following Aloud:

Your army is battling at the gates of the Abyss. Everything that the demon lord Deskari can throw at you, he will throw at you. In fact, he is throwing himself at you.

The fiendish witch Arelu Vorlesh has fled from her stronghold at Undarin to the Threshold, the site of the gaping slash in the world. Queen Galfrey has ordered you to this point of no return, hoping you can rendezvous with another team of mythic heroes she dispatched into the Abyss. There are two rifts that must be attended to: one in your world and one in the Abyss.

On the other side, your counterparts are flinging the Lexicon of Paradox into the rift. On your side, you must defeat Arelu's accomplices in building the Worldwound. The treacherous Arelu betrayed these accomplices, and now she is directing them against you. One is the wizard Wivver Noclan, now a half-mad, barely intelligent fleshwarped creature. The other is the summoner known as God Caller Opon.

How did he get that name? The presence of Deskari himself might indicate the answer. Arelu is forcing the God Caller to call Deskari to your side of the rift. You will have to beat him back to the Abyss before the rift is closed.

This is the final battle for the Worldwound. Unholy armies are ready to desperately charge across the battlefield, hurling themselves at heroes with reckless abandon. The fate of the world hangs in the balance. If you win, the rift will close and the world will be healed. If you fail, the rift will burst open and the entire population of the Abyss will be unleashed on Golarion.

No pressure. Prepare yourselves. It's time to go to war.

**VILLAIN: NONE**

**HENCHMEN: NONE**

PLAYERS	LOCATIONS
1-6	GATE OF THE WORLDWOUND
1-6	RASPING RIFTS

**DISPLAY THE TROOP CHAMPIONS OF MENDEV.**



### DURING THIS SCENARIO

Treat the henchman Vagorg as the henchman God Caller Opon. Treat the henchman Wenduag as the henchman Wivver Noclan.

Defeating a henchman does not allow you to attempt to close a location.

After building the location Rasping Rifts, for each character, draw the henchmen Cultist of Deskari and Brimorak (proxy for Rift Demon,) and a monster, barrier, armor, weapon, and spell from the box, and shuffle all of those cards into that location deck.

After building the location Gate to the Worldwound, shuffle the henchmen Vagorg (proxy for God Caller Opon) and Wenduag (proxy for Wivver Noclan) into that location deck.

After building the blessings deck, deal 18 of its blessings into a stack and display the villain Deskari next to them. At the end of a character's move step, that character may summon and encounter Deskari. If any check to defeat Deskari is successful, Deskari is defeated and the encounter immediately ends; shuffle 6 of the blessings from the stack into the blessings deck.

On your turn, you may bury a boon to explore your location.

To win the scenario, the Gate of the Worldwound and the Rasping Rifts must collectively contain a number of cards less than or equal to the number of characters.

Illustration by Fabio Gorla

## REWARD

Each character gains a card feat, a skill feat, and a power feat.

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Deskari's Tooth.

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

Each character gains a medal on the troop Champions of Mendev.

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

## Development:

At long last, the rift has been sealed. There have been mighty casualties on both sides, but the forces of Queen Galfrey have prevailed.

As Deskari is beaten back to the Rasping Rift, he screams in pain and rage. Over the shoulder of the beaten Locust King, his

powerful father, Pazuzu, appears and eyes you hungrily. "My son may be an everlasting disappointment, but for once he offers me something truly interesting."

Deskari may be defeated, but the Demon Prince of Air seems to have plans for you.

Season of the Rictious

VILLAIN 6

# FIRADREAL

OUTSIDER  
DEMON  
MYTHIC

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT  
40



**POWERS**  
Firadreal is immune to the Electricity and Poison traits. During this encounter, on any check, you may roll a d4 instead of the normal die; for each die you roll that is not a d20 or a d4, bury a card from your deck. Before you act, each character at your location is dealt 1d4+1 Electricity damage, then must succeed at a Constitution or Fortitude 9 check or that character may not play boons that have the Attack trait or weapons during this encounter.

Illustration by Ben Wootten © 2015 Paizo Inc.

Season of the Rictious

VILLAIN 6

# GASHGELAG

OUTSIDER  
DEMON  
MYTHIC

TYPE  
MONSTER

CHECK TO DEFEAT  
CONSTITUTION  
FORTITUDE  
WISDOM  
12

THEN  
COMBAT  
45



**POWERS**  
Gashgelag may not be evaded and is immune to the Electricity, Fire, and Poison traits. Any character who discards cards as damage during this encounter may not use character powers. Before you act, each character at your location attempts a Dexterity or Acrobatics 16 check. Characters who succeed are dealt 2 Fire damage; characters who fail are dealt 2d4 Fire damage. If undefeated, expend 1d4 mythic charges or bury 1d4 cards from the top of your deck.

Illustration by Mariana Vieira © 2015 Paizo Inc.

Season of the Rictious

VILLAIN 6

# YEALEK-VOR

OUTSIDER  
DEMON  
CLERIC  
MYTHIC

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT  
DIVINE  
WISDOM  
30

THEN  
COMBAT  
40



**POWERS**  
Yealek-Vor is immune to the Electricity and Poison traits. Before you act, you are dealt 1d4+1 Combat damage, then each character must succeed at a Divine, Knowledge, or Wisdom 12 check. If you fail, bury your hand and draw the same number of cards; other characters who fail cannot play cards during this encounter. If undefeated, and Yealek-Vor escapes, instead of retrieving blessings from the blessings deck, draw cards from your hand, discard pile, and deck to shuffle in with Yealek-Vor.

Illustration by Jorge Fares © 2015 Paizo Inc.

Season of the Rictious

VILLAIN 6

# YRACANDRA

OUTSIDER  
DEMON  
MYTHIC

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT  
30

THEN  
COMBAT  
30



**POWERS**  
Yracandra may not be evaded and is immune to the Electricity and Poison traits. Before you act, each character at this location recharges 2 random cards, then must succeed at a Wisdom 14 check or expend 1d4 mythic charges. The first time that you fail a check to defeat Yracandra, before you are dealt damage, draw a number of cards equal to your hand size. If defeated, each character at this location draws 2 cards.

Illustration by Mariusz Gandzel © 2015 Paizo Inc.

Season of the Rictious

COHORT 6

# AUCINDA FERMENDER

HALF-ORC  
ROGUE



**POWERS**  
When you encounter a bane, shuffle this card into an open location deck to evade that bane, then move to that location. Put this card on top of your deck to move. Put this card on top of your deck to examine the bottom card of any location deck.

Illustration by Ian Llanas © 2015 Paizo Inc.

Season of the Rictious

COHORT 6

# KHRAIGORR HALF-FACE

HUMAN  
BARBARIAN



**POWERS**  
Reveal this card to add 1d6 to your combat check or to your check to acquire an ally. When Gashgelag is defeated and would escape, reveal this card to shuffle him into your location deck instead.

Illustration by Jorge Fares © 2015 Paizo Inc.

Season of the Rictious

COHORT 6

# OLLYSTA ZADRAN

HUMAN  
PALADIN



**POWERS**  
Put this card on top of your deck to shuffle any location deck, then examine its top card. Reveal this card to draw the bottom card of your deck, then recharge this card. Recharge this card to move. Ignore any movement restrictions.

Illustration by Ryan Portillo © 2015 Paizo Inc.

Season of the Rictious

HENCHMAN 6

# DEMON BRAWL

OUTSIDER  
DEMON

TYPE  
BARRIER

CHECK TO DEFEAT  
SEE BELOW



**POWERS**  
When you encounter this card, a random character at your location summons and encounters a Vulture Demon, and a random character at your location summons and encounters a Treachery Demon. Choose the order in which these encounters happen. During the first encounter, the difficulty of the checks to defeat is reduced by 1d6; during the second encounter, the difficulty of the checks is increased by 1d10. If both summoned monsters are defeated, this barrier is defeated, and you may immediately attempt to close the location this henchman came from. If either monster is not defeated, this barrier is undefeated.

Illustration by Kekai Kotaki © 2015 Paizo Inc.

Season of the Rictious

HENCHMAN 6

# DUERGAR CULTISTS

SKIRMISH  
DWARF  
CULTIST

TYPE  
BARRIER

CHECK TO DEFEAT  
COMBAT  
30



**POWERS**  
Before you act, each character at this location must succeed at an Acrobatics, Dexterity, Wisdom, or Perception 12 check. Characters who fail are dealt 2d4 Combat damage. You may recharge any number of allies or cohorts; for each card recharged, add 1d4 to your check to defeat. Each character at this location may reveal a card that has the Attack trait or a weapon to add 1d6 to your check to defeat. If defeated, you may expend a mythic charge to immediately attempt to close the location this henchman came from.

Illustration by Ben Wootten © 2015 Paizo Inc.

Season of the Rictious

HENCHMAN 6

## GOD CALLER OPON

GHOST SUMMONER

TYPE  
MONSTER

CHECK TO DEFEAT  
ARCAINE DIVINE KNOWLEDGE

25  
OR  
COMBAT  
40

**POWERS**

Before you act, you may attempt a Diplomacy 25 check; if you succeed, add 2d20 to your check to defeat.

After you act, you are dealt 1d4 Mental damage that may not be reduced.

If undefeated, draw a monster and the henchman Rift Demon from the box, then shuffle those cards into the Rasing Rifts location deck.

Illustration by Miguel Regodón Harkness © 2015 Paizo Inc.

Season of the Rictious

HENCHMAN 6

## HUNGER THAT MOVES

OUTSIDER

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

36  
THEN  
COMBAT  
30

**POWERS**

The Hunger That Moves is immune to the Poison trait.

Before you act, each character at your location attempts an Acrobatics or Dexterity 13 check. Each character who succeeds is dealt 1 Combat damage; each character who fails is dealt 1d6 Combat damage and discards the top card of his deck.

On each check to defeat, if you succeed at an Knowledge 18 check, or if the check has the Force trait, add 5.

If undefeated, bury your discard pile. If defeated, you may attempt to close the location this henchman came from.

Illustration by Tyler Walpole © 2015 Paizo Inc.

Season of the Rictious

HENCHMAN 6

## RIFT DEMON

OUTSIDER  
DEMON  
MYTHIC

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

30

**POWERS**

The Rift Demon may not be evaded and is immune to the Electricity and Poison traits.

Before you act, a random character summons and encounters this adventure's servitor demon.

If the check to defeat does not have the Attack or Ranged trait, its difficulty is increased by 30.

While you act, characters at other locations cannot play cards; when a character at your location plays a card, he recharges a card.

Illustration by Helge C. Balzer © 2015 Paizo Inc.

Season of the Rictious

HENCHMAN 6

## WIVVER NOCLAN

ABERRATION WIZARD

TYPE  
MONSTER

CHECK TO DEFEAT  
SEE BELOW

**POWERS**

Before you act, each character summons and encounters a random monster.

You may reveal a card that has the Attack trait or a weapon to automatically defeat Wivver Noclan; otherwise, he is undefeated.

Illustration Miguel Regodón Harkness © 2015 Paizo Inc.

Season of the Rictious

LOOT P

## SCALES OF REMEMBRANCE

ACCESSORY  
MAGIC

TYPE  
ITEM

**POWERS**

Recharge this card to add the scenario's adventure deck number to your non-combat check.

Bury this card to search your deck for a card and add it to your hand.

Illustration by Kieran Yanner © 2015 Paizo Inc.



# Season of the Righteous

## Adventure 6: The Last Crusade

\_\_\_\_\_ 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"/>
<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#	
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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#	
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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		
<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