

PATHFINDER SOCIETY[®]

ADVENTURE CARD GUILD

Season of the
Richteous

DREAD LORD RISING



Scenario 1-P: Dread Lord Rising

Mechanical Design • Tanis O'Connor and Keith Richmond

Story Design • Mike Selinker

Editors • Brian Campbell and Vic Wertz

Cover Artist • Kirsten Zirngibl

Pathfinder Adventure Card Game

Development Team • Mike Selinker, Chad Brown, Tanis O'Connor, Paul Peterson, Keith Richmond, Liz Spain, and Gaby Weidling, based on a game concept by Rian Sand

Global Organized Play Coordinator • Tonya Woldridge

Chief Executive Officer • Lisa Stevens

Publisher • Erik Mona

Chief Technical Officer • Vic Wertz

Chief Operations Officer • Jeffrey Alvarez

Sales Director • Pierce Watters

Sales Associate • Cosmo Eisele

Vice President of Finance • Christopher Self

Finance Team • Ashley Kaprielian, B. Scott Keim

Technology Manager • Cort Odekirk

Tech Team • Christopher Anthony, Lissa Guillet, Julie Iaccarino, Erik Keith, Scott Spalding, Gary Teter

Project Manager • Jessica Price

Managing Art Director • Sarah E. Robinson

Art Director • Sonja Morris

Senior Graphic Designer • Adam Vick

Graphic Designer • Emily Crowell

Editorial Team • Judy Bauer, Logan Bonner, Jason Bulmahn, Christopher Carey, John Compton, Adam Daigle, Crystal Frasier, James Jacobs, Jason Keeley, Amanda Hamon Kunz, Rob McCreary, Mark Moreland, Stephen Radney-MacFarland, F. Wesley Schneider, Mark Seifter, Owen K.C. Stephens, James L. Sutter, Josh Vogt, and Linda Zayas-Palmer

Community Team • Chris Lambertz and Liz Courts

Customer Service Team • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez

Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Special Thanks • The Pathfinder Society venture-officers, the Pathfinder Society, and the paizo.com community for their constant feedback.

Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety



1-P: DREAD LORD RISING

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, 6, or 7**.

Read the Following Aloud:

With the Worldwound closing and Golarion at the brink of salvation, Deskari calls out to his father, the demon lord Pazuzu. Deskari offers his entire realm to Pazuzu if he will only save him from destruction. The son of the King of the Wind Demons has failed in his goals, and now Pazuzu sees a chance to pounce.

“So much tasty goodness!” Pazuzu calls out. “Son, your failure has borne such delicious fruit!”

With so many good champions gathered in one place, Pazuzu has an opportunity few demon lords ever attain. An army of righteous soldiers is something one rarely gets a chance to pervert. So he and his host of flying demons appear at the closing rift and send out a wave of possession among your allies. One by one, you see them falling under the demon lord's sway. If this is allowed to proceed, the greatest force for good in the world will become champions of evil.

Queen Galfrey calls out to you, “Heroes! Pazuzu seeks to rob you of our soldiers, and then he will rob you of your mythic power! We are so close to victory! We cannot let this be our last stand!”

Quickly, while much of your army retains its sanity, now is the time to strike! The King of the Wind Demons' corrupt host shall fall today, and with its defeat, the schemes of demons across the Abyss will suffer great wounds. Golarion has waited long enough to be free of the Worldwound's scar. Today the world shall heal.

VILLAIN: NONE

HENCHMEN:

	ULKRETH (PROXY FOR PAZUZU'S HOST)
	BRIMORAK (PROXY FOR CORRUPTED SOLDIER)
	ULKRETH
	BRIMORAK
	ULKRETH
	BRIMORAK
	ULKRETH

PLAYERS | LOCATIONS

1	CELESTIAL BEACON
1	GATE OF THE WORLDWOUND
2	WATCHTOWER
3	PARADISE HILL
4	CANYON
5	GREAT HALL
6	ABYSSAL RIVER

COHORT: CHAMPIONS OF MENDEV

DURING THIS SCENARIO

To play this scenario, characters must have gained the reward from the Season of the Righteous Adventure Path.

The servitor demon is the henchman Favored of Deskari.

Banes treat the scenario's adventure deck number as 10; treat it as 7 for all other purposes.

Build the blessings deck with only 15 cards. When you would acquire a blessing, put it on the bottom of the blessings deck instead. If you cannot advance the blessings deck, you do not fail the scenario; instead, bury a card from your discard pile, your hand, and your deck.

Add the Mythic trait to banes that have the Veteran trait; the difficulty of checks against them is increased by 1d20.

At the end of a turn, if Gate of the Worldwound is temporarily closed, summon and build the location Eagle Rock and shuffle the villain Deskari (proxy for Pazuzu) into its deck.

To win the scenario, defeat and corner Pazuzu.

REWARD

Each player unlocks the ability to choose the mythic path Shield of Iomedae or Sword of Iomedae for 1 of his characters that plays the Season of the Righteous Adventure Path.

Development:

A weary Queen Galfrey beckons you to her side and thanks you for your service. With the Worldwound closed and the demon lords trapped on the other side of the rift, there should be peace in Golarion.

“Truly, you have been gifted by the goddess,” she says. “As long as you are here, the forces of the Abyss will not return to this place.

We may face minor incursions, but the war is over. You have ended it. You have my thanks, and the thanks of my people.”

With that, you wonder what lies ahead. For now, you will rest. In the morning, you will watch for even greater threats. Just once, it would be nice not to have to watch for even greater threats.

Best get to sleep—morning is coming soon.

VILLAIN 7

PAZUZU



DEITY
OUTSIDER
DEMON
ARISTOCRAT
MYTHIC

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

50

THEN
COMBAT

60

THEN
COMBAT

70

POWERS

Pazuzu is immune to the Cold, Electricity, Mental, and Poison traits.

Before you act, each character must attempt a Constitution, Fortitude, or Wisdom 23 check. Each character that fails expends 1d4+1 mythic charges and buries 1d4+1 cards from his discard pile, hand, and deck. If a check to defeat does not have the Mythic trait, the difficulty is increased by 10.

If undefeated, expend your mythic charges and banish your mythic path card.

Illustration by Tyler Walpole © 2015 Paizo Inc.

HENCHMAN 7

PAZUZU'S HOST



ARMY
SKIRMISH
DEMON
MYTHIC

TYPE
BARRIER

CHECK TO DEFEAT

ACROBATICS
ARCANE
FORTITUDE
KNOWLEDGE
PERCEPTION
RANGED

25

POWERS

Pazuzu's Host is immune to the Electricity and Poison traits.

Each character chooses a different check to defeat. Each character who fails a check to defeat must attempt a Combat 50 check. If any character fails both checks, the barrier is undefeated; otherwise, it is defeated.

If undefeated, each character is dealt 2d4 Electricity damage, then search this henchman's location deck for boons; banish all blessings and replace any other boons with random monsters from the game box. Shuffle this henchman into a random open location.

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

Illustration by Wayne Reynolds © 2015 Paizo Inc.



Season of the Righteous: Mini-Chronicle Sheet

_____ A.K.A. _____			
Player Name	Character Name	Pathfinder Society #	Character Class
Success?	Deck Upgrade	Coordinator Initials and Pathfinder Society ID#	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/>		
Notes:			



Season of the Righteous: Mini-Chronicle Sheet

_____ A.K.A. _____			
Player Name	Character Name	Pathfinder Society #	Character Class
Success?	Deck Upgrade	Coordinator Initials and Pathfinder Society ID#	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/>		
Notes:			



Season of the Righteous: Mini-Chronicle Sheet

_____ A.K.A. _____			
Player Name	Character Name	Pathfinder Society #	Character Class
Success?	Deck Upgrade	Coordinator Initials and Pathfinder Society ID#	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/>		
Notes:			