

PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF THE RUNELORDS

DARK WATERS RISING



ADVENTURE 2-1: DARK WATERS RISING

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

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SEASON OF THE RUNELORDS

Who hasn't heard of the Heroes of Sandpoint? Surely all of Varisia knows of the brave adventurers who ventured into the ruined heart of the Thassilonian Empire and slayed Karzoug, the Runelord of Greed. You've always thought it strange that those ancient folks wanted to worship at the altar of various sins, but since the ruins of their old nation-states litter the landscape even today, it must have worked for them.

But the whole "defeat a legendary power thought long dead" routine raises a few questions in your mind, and the muttering you've heard in tavern after tavern proves you're not the only ones wondering. How did Karzoug come back from the dead after thousands of years? Why did he come back from the dead after thousands of years? And the big one, the question that keeps you up sometimes at night...

Why do people think he's the only Runelord to come back?

COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Dark Waters Rising
2	City of Secrets
3	Into the Mountain
4	Wrathworks' Churning Heart
5	Bastion of the Waking Rune
6	The Shattered Blades of Alaznist

DURING THIS ADVENTURE PATH

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.



REWARD

Each player chooses one of his Pathfinder Society Adventure Card Guild characters. That character may treat the loot Runewell's Echo as if it is in his Class Deck box.



DARK WATERS RISING

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Rise of the Runelords Base Set*, including the *Burnt Offerings Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Rise of the Runelords Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators of **B**, **C**, **P**, or **1**.

Read the Following Aloud:

All hail! The Runelord Karzoug is dead! It is hard to imagine that such a feat could be accomplished, yet in the high peaks of Xin-Shalast, a band of hardy adventurers defeated the Runelord of Greed. He conspired to bring a realm of nightmares into our world, but the adventurers sealed the Runewell. What this meant for Golarion was salvation.

But what does it mean for the other Runelords?

That, at the moment anyway, is hard to determine. At the very least, the attention of scholars and sages might be called to Hollow Mountain. The massive peak, legendary for its deep-cut catacombs running throughout its rocky walls, bears the visage of Alaznist, the Runelord of Wrath. She fled its refuge several thousand years gone, waiting for the remnants of the Empire of Thassilon to awaken. Rumors of increased activity in the ruins of Hollow Mountain are gaining momentum. Could recent events involving a runelord's return be the cause of this mysterious and forbidding possibility?

It is impossible to know at this time. But looking upon the lands of Golarion, you can hardly imagine a better time. The lands are brimming with energy. Civilizations are on the rise, competition for territory is at an all-time peak, and monsters roam the countryside. One could hardly script a world more appealing to rule.

For adventurers such as yourselves, the siren song of Hollow Mountain is difficult to resist. That said, you could imagine meeting your doom there. So now is the time for preparation. The heroes who defeated Karzoug began their journey in Sandpoint, the site of a surprising amount of tumult for a town its size. Modeling yourselves in their image, you will head there first. There you will gain supplies, sharpen your skills, and make your reputation.

Because what the killing of Karzoug represents to you is not history or legend. To you, it represents opportunity.

And will it represent an opportunity to the other Runelords as well? Only time will tell.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 2-1A: Goblins? Gross!
- 2-1B: The Problem with Dragons
- 2-1C: Small Town Politics
- 2-1D: Cut Them Off at the Source
- 2-1E: Midwife Crisis
- 2-1F: Good with Ketchup



REWARD

Once during this Adventure Path, you may choose 1 character to temporarily replace 1 item in her deck with the item Holy Candle. Note this reward on your Chronicle sheet. At the end of the scenario in which this benefit is used, return the item to the game box and cross this reward off your Chronicle sheet.

2-1A: GOBLINS? GROSS!

Read the Following Aloud:

The forests around Sandpoint are riddled with goblins. The Thistletop tribe was cleared out by the adventurers who slew Karzoug, but the gap has been filled by the Mosswoods, Licktoads, and Seven Tooths. They are no smarter than the Thistletop denizens, but they are quite a bit more numerous.

On this bright and sunny day, the good news is that they rarely attack during the daytime. Unless roused against a common enemy, goblins are scavengers who would much rather fight when their opponents are sleeping.

Then again...

You come across the body of a goblin that has been speared through the chest and driven into a tree. Perhaps the work of an elven ranger? It's worth taking a look.

Well, this is interesting, you think. Instead of the normal lumpy green skin, this goblin's skin tone varies from vomit green to deep blue to bright purple. The goblin's eyes and mouth are completely surrounded by bulbous, oozy nodules extending down to its windpipe. It's possible that given a day or less, the goblin would have died from suffocation from its own irregular mutations. In fact, in such a circumstance, he might be slain by his own—

"Goblins need to slake their thirst!

Time to drink, but kill you first!"

Oh, of course, you think, as you see gleaming red eyes open in the branches. That's why there's a goblin stuck to a tree.

VILLAIN:

 GOGMURT

HENCHMEN:

 GOBLIN RAIDERS

PLAYERS	LOCATIONS
1	CITY GATE
1	GOBLIN FORTRESS
1	THE OLD LIGHT
2	WOODS
3	TREACHEROUS CAVE
4	FARMHOUSE
5	WARRENS
6	WOODEN BRIDGE

DURING THIS SCENARIO

When you encounter a bane that has the Goblin trait, roll 1d6:

1. Before you act, succeed at a Constitution or Fortitude 5 check; if you fail, subtract 2 from each die you roll during this encounter.
2. The difficulty of checks to defeat the bane is increased by 10.
3. After you act, move to a random other location.
4. A random character at your location encounters the bane instead. That character does not roll on this table.
5. The bane is defeated; each character at your location is dealt 1d4 Acid damage.
6. Bury a random card from your discard pile.



REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the adventure deck 1 loot Sihedron Medallion. At the end of each scenario, return the loot to the game box.

Development:

You slaughter the Mosswoods, but something is amiss. Every one of these rotters has the same stomach-wrenching facial mutations as the one impaled on the tree.

And there's the matter of the goblins wanting to "slake their thirst." Normally, goblins thirst for blood and meat, but these

seemed to want some sort of other form of liquid. If you didn't know better, you'd think they were drunks craving their next tavern stop.

Then again, why couldn't they be? You had better tell the leaders of Sandpoint about your discovery. Surely they will listen to bold adventurers like yourselves.



2-1B: THE PROBLEM WITH DRAGONS

Read the Following Aloud:

The wooden sign boasts a fragment of looking glass. “Welcome to Sandpoint!” it says. “Please stop to see yourself as we see you.”

Hmmm. That’s a nice sentiment, but at the moment it’s hard to want that. The locals are embattled with fear, brandishing pitchforks and sharpened shovels in your direction.

“Undoubtedly you have heard the shocking news of the goblins who attack during the day,” you say. “Most troublingly, they are covered with—”

“WHAT IS THIS NONSENSE?” asks the nearest local. “Why would you trouble us with such trivialities when there are real problems to deal with?”

This local is no mere farmer. This massive Shoanti brute bears the garb of a jailer. “I will chuck you in the pen if you distract us from our vigilance.”

“Now, now, Vachedi,” says an aristocratic woman. “Please let these adventurers speak what they know. I’m Mayor Kendra Deverin.”

You tell the mayor of your troubles with the Mosswood Tribe, but the rest of her followers are distracted. They watch the skies.

“You can see we have other problems,” the mayor says. “Our livestock has been savaged by a creature from the skies, destroyed by teeth and acid. We fear we are under the siege of a dragon named Black Fang.”

You offer your assistance, and the townsfolk are all too willing to accept.



VILLAIN:



BLACK FANG

HENCHMEN:



POISON TRAPS

DURING THIS SCENARIO

After you discard cards as Acid or Poison damage, bury a card from your deck.

PLAYERS

LOCATIONS

1	NETTLEMAZE
1	THASSILONIAN DUNGEON
1	TREACHEROUS CAVE
2	DEEPER DUNGEONS
3	DESECRATED VAULT
4	WARRENS
5	MOUNTAIN PEAK
6	THE OLD LIGHT

REWARD

The party adds one of each type of boon other than loot from the game box to the cards acquired during this scenario.

Development:

The problem with dragons, you have now learned from experience, is that they always leave themselves an exit. Even though Black Fang was barely more than a hatchling, he was smart enough to dwell in a cave with a skylight. Defeated by your might, he took to the sky.

“Foolish bipeds!” Black Fang bellowed as he belched acidic spittle. “You invade my home and steal my treasures! I shall consume you and all who live in Sandpoint!”

Last you checked, you had not learned to fly. So off it went, wounded but still fearless.

This may not be the best news you can deliver to the residents of Sandpoint. But at least the dragon knows that should it attack the village again, it will be met by more than pitchforks and shovels.

And with luck, maybe Mayor Deverin won’t drive you out of town with farm implements either.

2-1C: SMALL TOWN POLITICS

Read the Following Aloud:

"I thought you said you were heroes."

The words of Mayor Deverin sting in your ears. After you were set upon by mutated goblins, you volunteered to help the town of Sandpoint with its cattle mutilation problem. The trail led to the young dragon Black Fang, whom you beat to within an inch of its life. Unfortunately, you really should have gone that extra inch.

"We went from having a dragon attack our cows to having a dragon swear to destroy our entire town. I don't think there's a farmer here who wouldn't trade Old Bossie for the survival of Sandpoint. How do you explain this failure?"

You have very little explanation. You could not follow the wounded dragon out the skylight of its cave, and now it is free to hunt again.

"You will find no allies here," the mayor says. "We are revoking your privileges at the Rusty Dragon, and expect you to be gone by dawn."

So dismissed, you hope this is not the final judgment you will receive in Sandpoint. There are a dozen members on the town council, and perhaps you can find some solace at the doors of one or two of them. Either way, with nowhere to stay, you will have to try to find friends in high places.



VILLAIN: NONE

HENCHMEN: NONE

PLAYERS	LOCATIONS
1	GENERAL STORE
1	THE RUSTY DRAGON
1	TOWN SQUARE
2	GLASSWORKS
3	WATERFRONT
4	TEMPLE
5	APOTHECARY
6	SWALLOWTAIL FESTIVAL

DURING THIS SCENARIO

The difficulty of checks to acquire allies is increased by 5. When you encounter an ally, you may bury any number of cards; for each card buried, add 5 to your check to acquire that ally.

To win the scenario, close all of the locations.

REWARD

Each character chooses a type of boon other than loot and adds a card of that type from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

"Our mayor, no matter how good her heart, can be ... short-sighted," says councilman Thelsikar, head of the mercantile guild. "She sees only the threats in front of her eyes. I can see a bit further."

For the first time since you arrived in Sandpoint, you have a true ally.

"These goblins you describe are worrisome," the councilman says. "These mutations sound like the work of the cult of

Lamashtu, a source of much trouble here in Sandpoint. I do not believe we can let this matter lie while we wait for a dragon to return."

You agree, but remind the councilman that you do not know where the goblins live.

"Ah, but I might," he says. "My sources say there has been prowling around Junk Beach at night. My friends, let us lay a trap."



2-1D: CUT THEM OFF AT THE SOURCE

Read the Following Aloud:

Laying a trap for goblins requires lowering yourselves to their level. And so you find yourselves lying under detritus of the foulest kind, ready to spring on any invaders who try to seize the discarded treasures thereabouts.

You were led here by councilman Thelsikar, the only friendly face on the council that you found after failing to slay the dragon Black Fang. He had been told that there had been nightly scavenging raids down at Junk Beach, and this could only be the work of goblins. Normally, these raids would be dismissed out of hand, but the councilman theorized that it was the work of the mutant goblins that attacked you on your way to Sandpoint.

So, you wait. And wait. Maybe there's nothing that—
Crackle... crackle...

You hear the sound of small footsteps among the trash heap. Undoubtedly these are the scouts of the Mosswoods. Perhaps if you can capture these few scouts, you can “persuade” them to reveal their hideout.

“Aha!” you cry as you discard your garbage coverings.

“Ahaha!” says a mutated goblin, and you realize you are surrounded by many dozens more goblins than you would like to see at this very minute.

“Big Chief Wortus got you good! Got them longshanks like we should!”
Someone laid a trap tonight, but it wasn't you.

DURING THIS SCENARIO

Treat the villain Gogmurt as the villain Big Chief Wortus.

After you build location decks, put a number of Goblin Raider henchmen equal to the number of characters on top of the Junk Beach location deck.

All characters start at Junk Beach and cannot move until it is closed.

When you encounter a bane that has the Goblin trait, roll 1d6:

1. Before you act, succeed at a Constitution or Fortitude 5 check; if you fail, subtract 2 from each die you roll during this encounter.
2. The difficulty of checks to defeat the bane is increased by 10.
3. After you act, move to a random other location.
4. A random character at your location encounters the bane instead. That character does not roll on this table.
5. The bane is defeated; each character at your location is dealt 1d4 Acid damage.
6. Bury a random card from your discard pile.

When you defeat a Goblin Raider, you may not attempt to close the location it came from.



VILLAIN:



GOGMURT (PROXY FOR BIG CHIEF WORTUS)

HENCHMEN:



POISON TRAPS

PLAYERS

LOCATIONS

1	GOBLIN FORTRESS
1	JUNK BEACH
1	WOODS
2	GUARD TOWER
3	GARRISON
4	FARMHOUSE
5	WARRENS
6	DESECRATED VAULT

REWARD

Each character chooses weapon, spell, or item and adds a card of that type from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

Fighting your way out of Junk Beach was a harrowing experience. Eventually, though you beat back the Mosswoods, you barely made it to the edge of the thicket.

That's when the second trap falls. Beaten and bloodied, you are unprepared for the sticky spider-nets. Caught amid the webbing, you are carted off by the bubble-faced goblins.

“Goblins sneaky, goblins shady! Take the bigs to demon lady!”
Now *that* doesn't sound good.

2-1E: MIDWIFE CRISIS

Read the Following Aloud:

Can there be any greater indignity than being trapped by goblins? Well, you guess you could think of a few, but—
 “There can be no greater indignity than being trapped by goblins,” comes a honeyed voice from the darkness. You struggle to see who speaks to you, but cannot make out the source of the voice.

“However, these are no ordinary goblins.” As the woman steps from the shadows, all the mutant goblins crane to see her face. They are mesmerized by her presence as they begin to chant.

“Give us drink, give us liquor!

Give it now and make us sicker!”

Make us sicker? They want to be mutated? Now that’s something you didn’t expect.

The woman steps out, and you can see something else you didn’t expect: She is pregnant. Her flowing robe is exposed to show she cannot be far from delivery. And the green pulsing veins around her stomach make you wonder what exactly she will deliver.

“I am Mistress Etainia, and you are blessed to be in my presence. For I carry the spawn of Lamashtu in my womb, and tonight she shall be born!”

The goblins swoon and again take up the chant.

“Give us blessing! Give us waters!

We all want to become monsters!”

“Patience, my servitors,” she says. “The dark waters will mutate you further, but first I must pour it into the mouths of my prisoners. Your shrieks of agony will serve as the midwife to my child. And he will be the last thing you see.”



PLAYERS	LOCATIONS
1	GOBLIN FORTRESS
1	TREACHEROUS CAVE
2	WARRENS
3	DEEPER DUNGEONS
4	MOUNTAIN PEAK
5	THE OLD LIGHT
6	NETTLEMAZE

DURING THIS SCENARIO

Treat the villain Nualia as the villain Mistress Etainia. Treat the villain Gogmurt as the villain Spawn of Lamashtu.

When you encounter a bane that has the Goblin trait, roll 1d6:

1. Before you act, succeed at a Constitution or Fortitude 5 check; if you fail, subtract 2 from each die you roll during this encounter.
2. The difficulty of checks to defeat the bane is increased by 10.
3. After you act, move to a random other location.
4. A random character at your location encounters the bane instead. That character does not roll on this table.
5. The bane is defeated; each character at your location is dealt 1d4 Acid damage.
6. Bury a random card from your discard pile.

When Mistress Etainia would be cornered, banish her instead, then summon and build the location Shrine to Lamashtu and shuffle the villain Gogmurt (proxy for Spawn of Lamashtu) into it.

To win the scenario, corner Spawn of Lamashtu.

VILLAIN:



NUALIA (PROXY FOR MISTRESS ETAINIA)

HENCHMEN:



GOBLIN RAIDERS

REWARD

Each character chooses armor, ally, or blessing and adds a card of that type from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

The headaches you have will not be leaving your brains anytime soon, you expect. Mistress Etainia’s dark waters did not seem to cause you any mutations, but the visions you saw were painful and horrific.

On the goblins’ side, the pain was much more serious. You have wiped out the Mosswood tribe before their noxious plague could

spread. And Mistress Etainia and her ticket to power fell before too much damage was done, stopping Lamashtu from gaining a further toehold on this plane.

Unfortunately, there are some bottles of the dark waters missing. Someone else has them. You think you know who.

2-1F: GOOD WITH KETCHUP

Read the Following Aloud:

You have rid the lands of the Mosswood goblin tribe and their strange mutations. Their master, the priestess of Lamashtu known as Mistress Etainia, attempted to bring her dark goddess's spawn into the world, but you put a swift end to that. There will be no demonspawn roaming the Sandpoint countryside tonight.

Speaking of Sandpoint, you have a score to settle with one of its most august citizens, Councilman Thelsikar. The councilman sent you into a trap at the town's Junk Beach, one that nearly got you killed. All indications are that he is a servant of Lamashtu as well.

And he is not at home. After word got back to town that you had defeated the goblin tribe, he beat feet into the woods. You have tracked him to a cave that seems to lead deep into the hillside.

You prepare to head inside to end the cult's reign, when you hear a terrifying flapping sound from overhead. Circling on the wing is a black dragon, but that does not look like the Black Fang you fought before. It is much, much bigger.

You pull out a spyglass and target the dragon. If your eyes are not mistaken, it has the same blue and purple nodules around its eyes and mouth that the Mosswoods had. Doubtlessly, the dark waters have mutated the dragon to be more unstable and much bulkier.

You had better get inside and find Thelsikar. With luck, the dragon has no way to get in the cave. That said, luck has not been on your side as of late.



DURING THIS SCENARIO

After you build the blessings deck, put the villain Black Fang underneath the fifth card from the top.

When you would discard Black Fang from the blessings deck, put him underneath the fifth card from the top; if there are not enough cards, put him on the bottom of the deck. Then characters at your location must succeed at a Constitution or Fortitude 7 check or be dealt 1d4-1 Acid damage. Then roll 1d6; if your location deck contains that number of cards or fewer, you may immediately attempt to close your location.

When there is only 1 open location, search the blessings deck for Black Fang and shuffle him into that location deck.

The difficulty of checks to defeat Black Fang are increased by twice the number of characters.

To win the scenario, corner Black Fang.

If Black Fang is the only card in the blessings deck, you lose the scenario.

VILLAIN: NONE

HENCHMEN: NONE

PLAYERS	LOCATIONS
1	CATACOMBS OF WRATH
1	DESECRATED VAULT
1	WOODS
2	SHRINE TO LAMASHTU
3	THASSILONIAN DUNGEON
4	WOODEN BRIDGE
5	DEEPER DUNGEONS
6	FARMHOUSE

REWARD

Each character chooses a blessing with an adventure deck number of 1 from the game box. Adventure Card Guild characters may gain that card as a bonus deck upgrade.

Development:

Sandpoint's branch of the cult of Lamashtu is no more. You have brought the apparently tasty bones of Thelsikar to Sandpoint and ended his mutated dragon ally once and for all. Now the Sandpoint council has changed its tune.

"You have our humble thanks," says Mayor Deverin, "and you are welcome in Sandpoint for all of your days."

Tempting as that offer is, you are still stinging from the council's stiff-arming of you just a few days earlier. You politely decline, saying you must leave for bigger fortunes.

Your purses richer, you mount up for Magnimar. The City of Secrets awaits!

SEASON OF THE RUNELORDS VILLAIN 1

BIG CHIEF WORTUS

GOBLIN ARISTOCRAT

TYPE: MONSTER

CHECK TO DEFEAT COMBAT: 16



POWERS

Before you act, each character at this location must succeed at a Constitution or Fortitude 7 check or bury a card and subtract 2 from each die that character rolls during this encounter.

After you act, each character at this location is dealt 1d4 Acid damage.

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SEASON OF THE RUNELORDS VILLAIN 1

MISTRESS ETAINIA

DEMON SKIRMISH

TYPE: BARRIER

CHECK TO DEFEAT INTELLIGENCE WISDOM CHARISMA: 7



POWERS

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

If Mistress Etainia is undefeated, she is evaded.

Illustration by Lucio Parrillo © 2016 Paizo Inc.

SEASON OF THE RUNELORDS VILLAIN 1

SPAWN OF LAMASHTU

OUTSIDER DEMON

TYPE: MONSTER

CHECK TO DEFEAT COMBAT: 10

THEN COMBAT: 12



POWERS

Before you act, each character must succeed at a Wisdom 7 check or recharge his hand then draw the same number of cards.

After the encounter, each character is dealt 2 Mental damage that may not be reduced for each blessing she played.

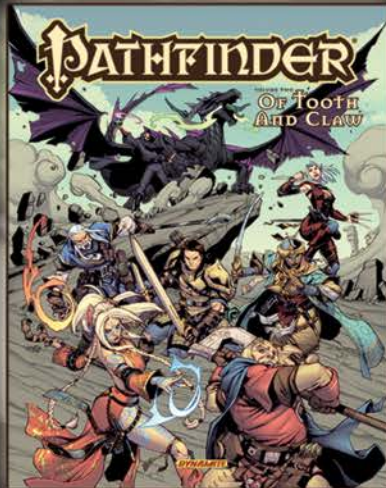
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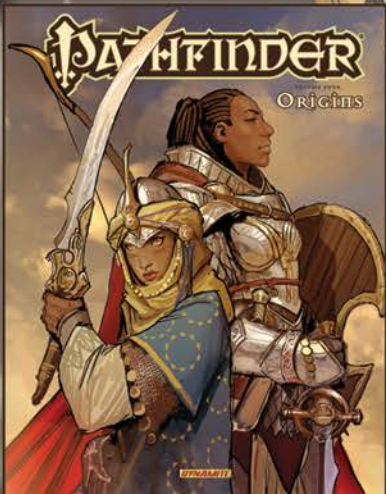
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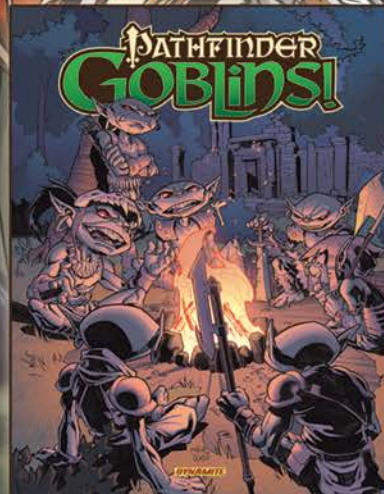
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Season of the Runelords

Adventure 1: Dark Waters Rising

_____ 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#	
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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		
<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:

Die Bump Gained Die Bump Used Completed Adventure