

PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF THE RUNELORDS

WRATHWORKS' CHURNING HEART



Adventure 2-4: Wrathworks' Churning Heart

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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.



WRATHWORKS' CHURNING HEART

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Rise of the Runelords Base Set*, including the *Burnt Offerings*, *The Skinsaw Murders*, *Hook Mountain Massacre*, and *Fortress of the Stone Giants Adventure Decks*.
- 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, 1, 2, 3, or 4**.

Read the Following Aloud:

From the moment you set foot on Rivenrake Island, you've bravely battled the evils that infest Xin-Bakrakan, the hometown of the infamous Runelord of Wrath. Despite your triumphs—and your close calls—you can't help but feel the itch of unfulfilled anticipation pull at you. Slaying dangerous cultists and roving beasts is all well and good, but you know there's something more lurking deep within the mountain. It's something sinister; something ancient. And it calls to you.

As you meander down the mountain's narrow tunnels, a sight gets your blood churning: an enormous stone facade. Partially concealed with rotten wooden boards is a halfway-open portcullis leading to dark halls beyond. Atop it is a carving you recognize: the ancient Thassilonian symbol of Envy!

You scramble to rip away the mealy wood, and you see that moss has bloomed into a complex carving below the portcullis's sigil. Its runes spell out a simple phrase: The Wrathworks.

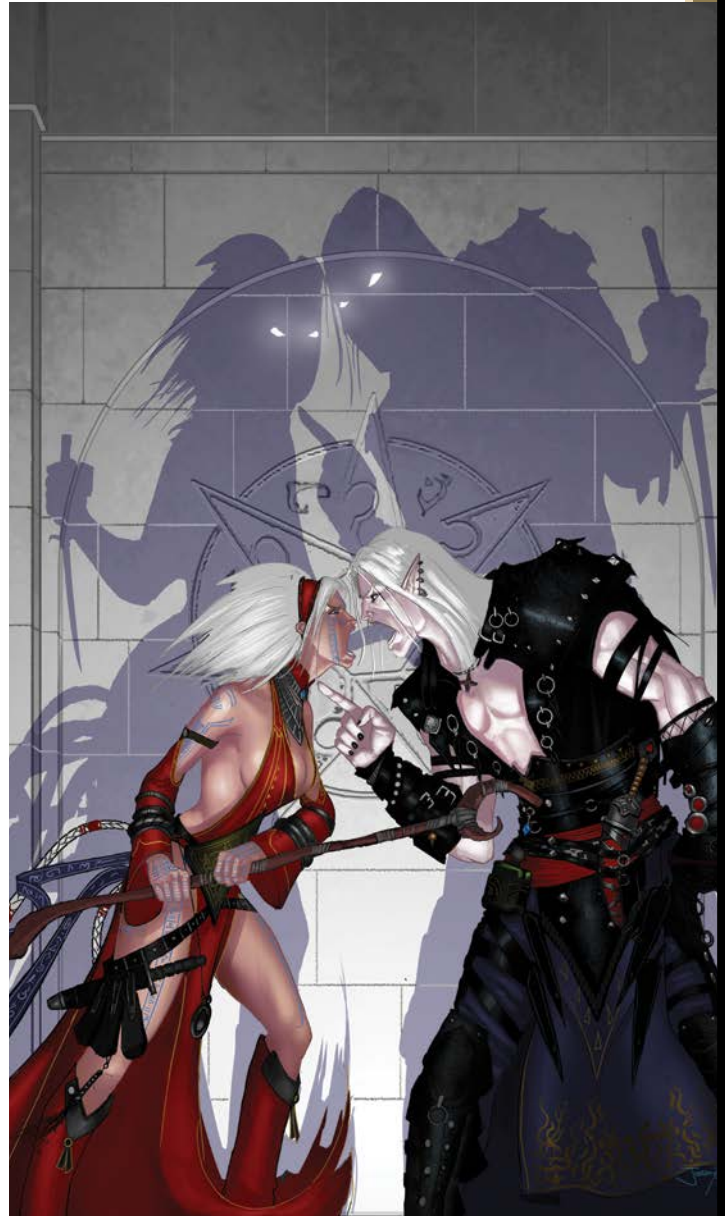
Your brow wrinkles in confusion. What is this place? And why is it marked with the symbol of one of Alaznist's enemies: Belimarius, Runelord of Envy? From all accounts, Belimarius was just as much a rival to the Runelord of Wrath as Alaznist's other counterparts. Were the two runelords secret allies?

You snort at the thought. From what you know of Alaznist, she'd have sooner ceded her throne to an apprentice than allied with another Thassilonian ruler. Instead, perhaps she dedicated this facility to determining the Runelord of Envy's capabilities. Perhaps its existence is evidence of a potential war that Alaznist had carefully planned, but that Earthfall inevitably stopped?

There's only one way to find out! The space between the creaky portcullis and the floor is just large enough to squeeze through. When you poke your head through it, you see only an inky void beyond. The air smells foul, stale, and foreboding, but a great covetous wave overcomes you as you imagine the treasures that must be inside—treasures that you deserve. Before you can think better of it, you crouch inside the lightless void, consequences be cursed. The Runelord of Wrath's riches shall be yours!

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 2-4A: Stone Mages' Spite
- 2-4B: The Tormented Trolls
- 2-4C: What Poison Hath Wrought
- 2-4D: The Runelord's Handmaiden
- 2-4E: A Shadow of Wrath



REWARD

For the rest of the Adventure Path, at the start of your turn, you may examine the top card of a deck of another character at your location, then you may exchange it for a card in your hand.

Note this reward on your Chronicle sheet.



2-4A: STONE MAGES' SPITE

Read the Following Aloud:

Thunk! A split second after you duck inside the Wrathworks' looming portcullis, the full weight of its stony bulk crashes to the ground behind you. The thudding in your chest nearly drowns out your thoughts. That thing almost decorated the floor with your brains! Was it a long-dormant trap you triggered? Or just poor timing on your part? The answer is moot: either way, you're now stuck in these dark, claustrophobic halls.

But they don't stay lightless for long. With a sinister swoosh, green flames leap from braziers along the chamber's damp, mossy walls. This place is much larger than you thought—and it's far from empty.

Every few yards the flagstones give rise to wide steps, creating platforms on which strange, humanoid statues of granite stand in various spellcasting poses. The figures are arranged in dueling pairs, with each wielding jeweled staffs, glittering rods, or knotted scepters. Their chiseled faces are locked in the throes of arcane battle. Mouth covetously dry, you stare at the magnificent items and take a step forward. Those glorious treasures are absolutely wasted down here!

A thunderous huffing sound barrels toward you, and you realize that the treasure has nearly distracted you from the chamber's real danger. On the highest platform stands a hideous, block-headed giant, its sickly gray flesh bearing horrific scars that approximate the Thassilonian symbol of wrath.

The giant's booming voice fills the hall, and magical energy courses through stone hands lifted in rage. "For generations I have awaited my mistress's return. You are not her! Slaves, protect your runelord!"

To your horror, at the giant's command, the statues' expressions shift from agonized to murderous. Their joints screeching as they raise their magic weapons, they march to obey.

PLAYERS	LOCATIONS
1	APOTHECARY
1	GIANT LAIR
1	WARRENS
2	COURTYARD
3	THASSILONIAN LIBRARY
4	PRISON
5	THASSILONIAN DUNGEON
6	TREACHEROUS CAVE



VILLAIN:



MOKMURIAN

HENCHMEN:



BANDITS (PROXIES FOR STONE GOLEMS)

DURING THIS SCENARIO

Treat the henchman Bandit as the henchman Stone Golem.

The difficulty of checks to acquire is increased by 2.

REWARD

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

Development:

You're fairly certain the statues have stopped moving, and there's no doubt about the giant, whose blood pools black where he stood. So this was one of Alaznist's more powerful runeslaves, ostensibly in charge of the mages who were training to penetrate Belimarius's abjurations. At least, that's what you gathered from the enraged giant's commands.

As you pick through your adversaries' remnants, a wave of jealousy surges through you. You must find the choicest pieces, lest your companions—or those who come here after you—claim something that you rightly earned.

And whatever loot awaits in the sprawling chambers beyond—it's yours, you decide, as you barrel ahead without a second thought.



2-4B: THE TORMENTED TROLLS

Read the Following Aloud:

Trouncing through the corridors beyond the stone mages' stronghold, your head begins to clear. You can't quite fathom why you considered hoarding these ancient riches for yourself. A hero who turns on her allies is bound to end up dead.

The cramped tunnel suddenly opens into a wide, impossibly tall chamber. Nearly 10 feet up, in alcoves built into the walls on either side of you, are several immobile trolls. The beasts are viciously maimed—each has broken tusks, pustules covering their limbs, and burn marks scorched into their flesh. They don't seem to have noticed you. In fact, if they're even alive, they certainly can't move.

No danger imminent, you examine a set of tables below the alcoves, laden with scrolls and tomes. Alaznist must have magically preserved them. Could they hold ancient secrets of Thassilonian magic? With just a drop of the might that Alaznist wielded, you could be unstoppable. Think of the power! Think of the wealth!

You tear through the documents looking for anything that might slake your sudden thirst. All you find are drily written notes recording some sort of cruel experiments.

"Mok-lurian... zah?" The words for "test rodent" sound alien on your tongue, and you're not sure why they're even mentioned here.

Dull groans—followed by throaty roars—make things all too clear. You've accidentally awakened the trolls!

VILLAIN: NONE

HENCHMEN:



TYRANT TROLLS (SEE "DURING THIS SCENARIO")

PLAYERS

LOCATIONS

1	DEEPER DUNGEONS
1	GENERAL STORE
1	TREACHEROUS CAVE
2	WARRENS
3	GIANT LAIR
4	APOTHECARY
5	MILL
6	COURTYARD

DURING THIS SCENARIO

(During setup, if you have more than 4 locations, use Bandits as proxies for additional Tyrant Trolls. Treat the henchman Bandit as the henchman Tyrant Troll.)

At the start of your turn, you may examine the top card of a deck of another character at your location, then you may put it on the bottom of that character's deck.

On your combat check, you may bury the top card of your deck to add 1d6 and the Acid or Fire trait.

To win the scenario, close all locations.



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:

You fended off the furious trolls, who obviously didn't care that you had nothing to do with the repeated agony to which Alaznist subjected them, let alone the thousands of years they spent in magically induced stasis. The cruelties the trolls endured in the name of research are nearly too immense to comprehend, based on the runelord's notes. Much of it seemed to be just for Alaznist's amusement.

Your mind wanders to the details you read before the trolls attacked, and you recall mentions of great investments sunk into the areas beyond. If the treasures you've already found weren't even worth mentioning in the parchments, the riches that lie ahead must be truly valuable indeed. That familiar nagging returns to your thoughts—you must rush forward before others steal your hard-earned prizes!



2-4C: WHAT POISON HATH WROUGHT

Read the Following Aloud:

Powering through the Wrathworks has been no easy task, but the farther you adventure into this treacherous place, the more that a pounding covetousness drives you. You now have evidence from Alaznist's notes that tremendous wealth lies deeper in the Wrathworks, and you want it. You desperately need it, not because of simple avarice, but because you have gained a deep understanding of the runelords' power and resources, and you intend to claim their legacies for yourself. You know, deep in your belly, that you deserve nothing less. And nothing will stop you from taking what's yours.

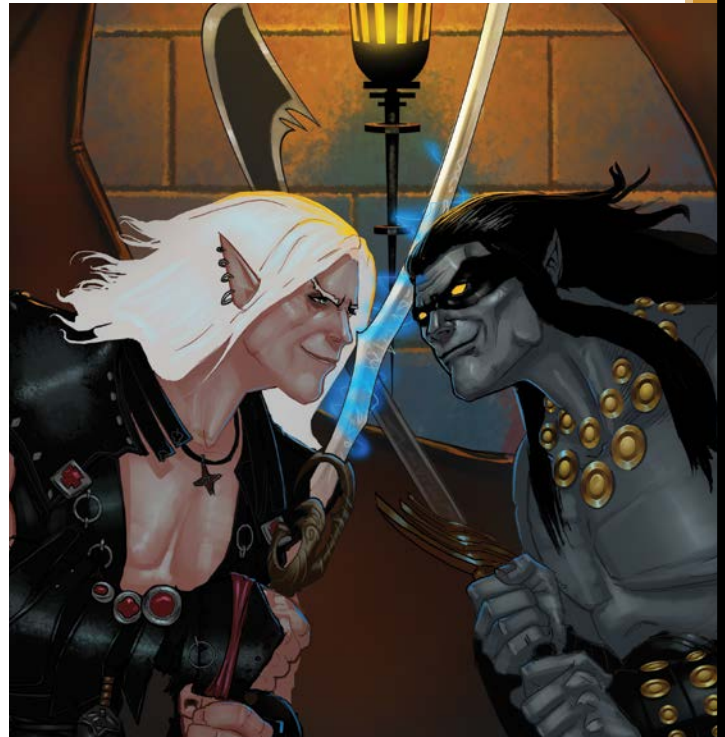
Winding through the maze-like corridors, though, it's becoming difficult to imagine that great spoils are still truly at hand. Here and there, the ceilings are caving in. In a few places, you have to crawl over collapsed corners and bash down rotten doors. You're beginning to feel like a fool for your excitement.

Until you see it.

Suddenly, the crumbling tunnels give way to a magnificent sight. Before you is a room with dusty, marble-lined walls fronted by elaborately carved workbenches. On these are what seem to be ancient alchemy labs, complete with gold-plated equipment and boxes full of loose gemstones—material components for the strange magic once practiced here, you assume.

Scattered throughout the laboratory are the remains of those who likely worked here all those millennia ago. It's a grisly scene, but the bones and strangely bloated entrails seem just as dusty as the rest of the room. A sense of urgency pulls you toward the glittering prizes; they must be yours before anyone else comes to claim them.

Looking up into the gloom beyond, your fingers buried in the boxes of gems, you notice subtle but chilling movement in the shadows. And are those bones stirring? This might not be as easy as you thought!



PLAYERS	LOCATIONS
1	DESECRATED VAULT
1	GENERAL STORE
1	JUNK BEACH
2	GLASSWORKS
3	WARRENS
4	MILL
5	SHRINE TO LAMASHTU
6	THASSILONIAN LIBRARY

VILLAIN:



BLACK MONK

HENCHMEN:



BANDITS (PROXIES FOR UNDEAD POISONER)

DURING THIS SCENARIO

Treat the henchman Bandit as the henchman Undead Poisoner.

At the start of your turn, you may examine the top card of a deck of another character at your location, then you may exchange it for a card in your hand.

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:

After you catch your breath, you feel rather sheepish. Tomes about the runelords often mention the Runelord of Envy as an original creator of undead shadows. You should have assumed that some shadows lurked here; luckily, you fought them off, as well as the disgusting undead creatures that were once Alaznist's poison-makers. And poison-makers

they must have been, for the laboratory's purpose makes sense now. Belimarius was known for poisoning her rivals, and clearly Alaznist attempted to replicate and eclipse those concoctions.

The lab's riches were impressive, but just beyond the far exit, you see a glimpse of tremendous, once-luxurious tapestries. You rush forward, intent on claiming more treasures for your own.



2-4D: THE RUNELORD'S HANDMAIDEN

Read the Following Aloud:

Even beyond the gilded scene in the poisoners' lab, this chamber and its displays are breathtaking. Its sparkling granite walls rise a full 100 feet in the air, and upon them are seven thick, once-colorful tapestries.

Despite the beauty the enormous hangings still display, the scenes depicted in them are decidedly garish. The tapestries are tableaus of specific assassination techniques. Each shows a stern, solid, steely haired woman—Belimarius—suffering a terrible fate: stabbing, decapitation, defenestration, drowning, hanging, exsanguination, and poisoning. Splashes of rubies sewn into the fabric represent blood, while citrines illustrate jaundiced skin, and sapphires make blades and glass sparkle. The attention to detail is remarkable and chilling. This was truly the work of a psychopath.

Much of this chamber's sense of horror comes from the tableaus beneath the tapestries. There, it seems that someone once reenacted each technique many times. Beneath the tapestries are the ancient, crumbling remains of dozens of unfortunate individuals whose injuries, still apparent after all this time, match several of the scenes above. Perhaps this was where Alaznist sent her personal assassins to train for the harrowing job of facing Belimarius.

The scene might be ghoulish, you think, but those riches are real. And do the tapestries hold the secret to the Runelord of Wrath's prowess in battle?

"Our goddess's strength cows you, I see," rasps a voice that breaks you out of your envious reverie. A strange, snake-eyed woman emerges from the bones beneath the middle tapestry. She takes a sinewy stride forward on her powerful lower body, which is that of a golden-furred lioness. "But you are not her servants—you are not fit to address her. You go no further!"

She begins a low chuckle that turns into a wild, shrieking cackle. "Come, my daughters! I've found us a snack!"

VILLAIN:



SELEVAL

HENCHMEN:



BANDITS (PROXIES FOR LAMIA CULTISTS)



PLAYERS	LOCATIONS
1	COURTYARD
1	TEMPLE
1	THASSILONIAN DUNGEON
2	WOODEN BRIDGE
3	DEEPER DUNGEONS
4	WARRENS
5	DESECRATED VAULT
6	TREACHEROUS CAVE

DURING THIS SCENARIO

Treat the henchman Bandit as the henchman Lamia Cultist.

When you attempt a check to acquire a boon, each other character at your location attempts a check to acquire it. The character whose result exceeds the difficulty by the largest amount acquires the boon (if there is a tie, those characters reroll), and each other character who attempted the check is dealt 1 point of Mental damage that cannot be reduced.

REWARD

Each character draws a random ally with an adventure deck number of 3 or 4 from the box.

Development:

Even after they breathe their last, the lamia cultists' words echo in your mind. Who is the goddess they mentioned? Could Alaznist herself really be in the rooms beyond? Is this where she retreated to weather Earthfall? If so, surely she'd reward a capable adventurer such as yourself all riches you request.

Then again, you did just kill her worshipers. The Runelord of Wrath might very likely try to smite you where you stand.

Let her. If you're destined to fight Alaznist, you'll defeat her, and you'll take all the power and wealth that you rightly deserve. All will be envious of you, or life isn't worth living!

2-4E: A SHADOW OF WRATH

Read the Following Aloud:

This is it. This is where all your preparations, all your journeys since Sandpoint, and all your revelations in the Wrathworks have led. You'll get your just desserts even if you have to take them forcibly. Your palms begin to sweat in envious anticipation.

As you round the smooth corridor's corner, you come upon a small, rounded alcove with no exit. Shot through the alcove's granite are veins of a glowing green substance, and it positively churns with magical power. The covetous sense that has coursed through your mind as you've adventured in these ruins pulses and flares; never has it been stronger. You ache with barely bearable envy, for before you is a sight that makes even the gem-encrusted tapestries, gilded laboratory, and magnificent magic equipment pale in comparison.

There, poised regally on a floating dais, is none other than Belimarius, Queen of Edasseril. Her image is incomparable as she stands there, gold-and-purple robes flowing, gleaming pearls draped around her neck and hair, and studded silver punctuating her eyebrows.

You had been wrong this whole time—Alaznist is nowhere to be found, and it was the Runelord of Envy who lived here this whole time. Should you bow to her? Should you demand the wealth and power that is yours by right?

"Interloper," the runelord says in a voice that rings sharp and cold. "You think you have demands to make of me. Don't you realize that you've been under my influence this whole time?"

Flabbergasted, you open your mouth to reply. Nothing comes out.

"If you aren't here to free me, then you're here to die."

The statement is so matter-of-fact that it chills your blood, though something about this whole situation seems off.

Your doubts will have to wait, because Belimarius's full fury is descending on you!

VILLAIN:



ERYLIUM (PROXY FOR SIMULACRUM OF BELIMARIUS)

HENCHMEN: RANDOM BLESSINGS FROM THE GAME BOX



PLAYERS

LOCATIONS

1	COURTYARD
1	SHRINE TO LAMASHTU
2	THRONE ROOM
3	THASSILONIAN DUNGEON
4	THASSILONIAN LIBRARY
5	WARRENS
6	DEEPER DUNGEONS

DURING THIS SCENARIO

Treat the villain Erylium as the villain Simulacrum of Belimarius.

For your move step, if any other open locations are occupied, move to one.

When you defeat a monster or acquire a boon, each other character at your location attempts a Wisdom 7 check; you are dealt 1 point of Combat damage for each character that fails.

REWARD

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

Development:

Seeing Belimarius fight up close proved that you faced just a simulacrum of the runelord; likely a replica that Alaznist created to test her own personal skills. Regardless, just a fraction of Belimarius's power nearly annihilated you, and you inflicted just enough damage to cause her to drop her guard, allowing you to flee for your life.

Weakening the replica, though, broke the envious trance that befell you in the Wrathworks and reopened its entrance. You're just a little richer, and maybe a bit more powerful. Most importantly, however, you're alive, and you're wiser. You're ready to face whatever other adventures Hollow Mountain might hold, and reap its rewards. And you're pretty sure that last thought came to you naturally.

SEASON OF THE RUNELORDS HENCHMAN 4

STONE GOLEM

CONSTRUCT
GOLEM



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

20

POWERS

The Stone Golem is immune to the Mental and Poison traits.

Before you act, succeed at an Arcane or Divine 13 check or you may not play spells that have the Attack trait.

If defeated, the Stone Golem deals 1d4 Combat damage to each character at this location.

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

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SEASON OF THE RUNELORDS HENCHMAN 4

TYRANT TROLL

GIANT
TROLL



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

15

POWERS

Damage dealt by the Tyrant Troll is increased by 2.

If the check to defeat the Tyrant Troll has the Fire trait, add 1d8. If the check to defeat does not have either the Acid or Fire trait, the Tyrant Troll is undefeated.

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

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SEASON OF THE RUNELORDS HENCHMAN 4

UNDEAD POISONER

UNDEAD
ROGUE



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

18

POWERS

The Undead Poisoner is immune to the Mental and Poison traits. All damage dealt by the Undead Poisoner is Poison damage.

Before you act, succeed at a Constitution or Fortitude 9 check or bury 1d4-1 cards.

If the check to defeat has the Piercing trait, subtract 3.

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

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SEASON OF THE RUNELORDS HENCHMAN 4

LAMIA CULTIST

LAMIA
FIGHTER



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

19

POWERS

Before you act, succeed at a Wisdom or Perception 9 check or the Lamia Cultist deals you 1d4-1 Ranged Combat damage.

After you act, if you discarded any cards as damage from the Lamia Cultist, bury the top card of your discard pile.

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

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SEASON OF THE RUNELORDS VILLAIN 4

SIMULACRUM OF BELIMARIUS

HUMAN
ABJURER



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

19

THEN
COMBAT
ARCANE

19

POWERS

During this encounter, other characters may not play cards or use powers.

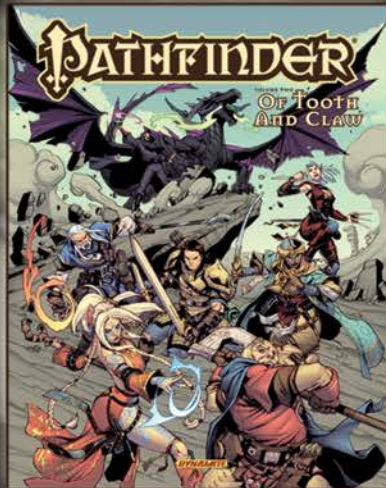
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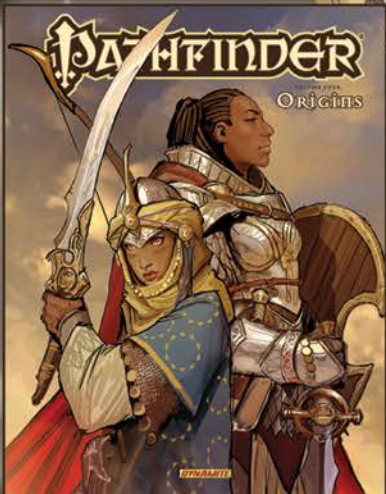
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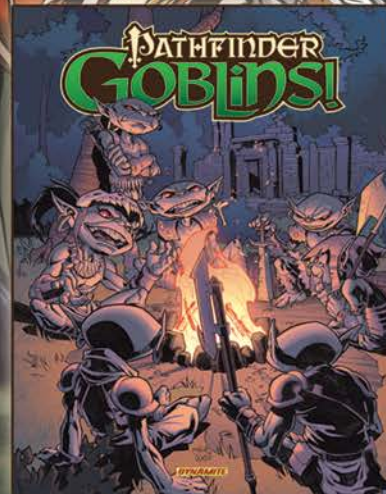
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Season of the Runelords

Adventure 4: Wrathworks' Churning Heart

_____ A.K.A. _____
 Player Name Character Name Pathfinder Society # Character Class

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:

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Notes:

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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"/>			

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