

PATHFINDER SOCIETY[®]

ADVENTURE CARD GUILD



SEASON OF THE RUNELORDS

BASTION OF THE WAKING RUNE



Adventure 2–5: Bastion of the Waking Rune

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Inspired By • Dynamite Entertainment's

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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.



BASTION OF THE WAKING RUNE

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Rise of the Runelords Base Set*, including the *Burnt Offerings*, *The Skinsaw Murders*, *Hook Mountain Massacre*, *Fortress of the Stone Giants*, and *Sins of the Saviors 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, 4, or 5**.

Read the Following Aloud:

Fresh air at last! You stumble out of the Wrathworks and a thought crosses your mind. Fleeing from the simulacrum of an ancient Thassilonian runelord certainly isn't the most dignified thing you've ever done, but you feel more alive now than ever.

You're a little bruised and a little shaken, but your spirit veritably soars. You survived a death gauntlet designed by Alaznist herself! And oh, the wonders you saw! When the bards sing your tale, it's your heroics they'll praise. The very thought sends strength pumping through your veins.

Now that you've lived to explore Hollow Mountain another day, a choice faces you. You could descend the path from which you came, back toward Xin-Bakrakhan and your earlier victories. Or, you could follow the winding trail up the peak, toward misty veils and the thrills—and dangers—of the unknown.

To your mind, there is no question. You're a hero, and adventure awaits!

And so you wind your way up the mountain, navigating the steep, rocky stretches with an eye cast over your shoulder for trouble. For an abandoned trail in the heart of a runelord's former realm, however, the journey is remarkably peaceful and uneventful. The cawing of birds echoes all around, and here and there a picturesque brook tumbles down the mountain, throwing cool flecks onto your flushed face.

Suddenly, as you peer up at the mountain's looming majesty, your view shatters. On the wide outcropping before you, a mighty, mansion-like structure blinks into existence, its facade fashioned from flawless marble. Peering from the wall in bas-relief are several mighty busts of a bald man in a high collar, eyes lidded lazily and face covered in strange, spidery markings. A bizarre sigil adorns the entryway: it's a whip entwined around the Thassilonian symbol of Sloth.

The windowless structure is enormous and, as surely as it was not there a moment ago, it seems like it was built straight into

the mountain itself. For as far upward as you can see, each level of the trail you're on leads straight toward the mansion. There's no going around it and, from the look of the woman who now stands in front of it, there's no running away, either. You guess that she's the guardian of the complex; regardless, she's bearing down on you, and she doesn't look pleased.

It seems that you've stumbled upon something fantastic, though it might be the last thing you do.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 2-5A: A Runelord's Respite
- 2-5B: A Legacy of Ooze
- 2-5C: The Putrid Gardens
- 2-5D: The Moldering Dregs
- 2-5E: Summoning Sloth



REWARD

For the rest of the Adventure Path, for your move step, you may shuffle a random card from your discard pile into your deck. Note this reward on your Chronicle sheet.

2-5A: A RUNELORD'S RESPITE

Read the Following Aloud:

The woman in front of the mansion strides up to you, the sheer weight of her presence commanding your gaze from the architectural wonder behind her. As bald as the mansion's busts, the woman wears a gold and green cloak fastened with a Sihedron-shaped clasp. The whip in her hand twitches menacingly as a look of skeptical curiosity paints her face.

"I am Leaura, loyal servant of Runelord Krune and sworn guardian of his Sihedron of Sloth," she says, gesturing to the massive building behind her. An alien lilt warps her pronunciation.

"For ten thousand years have we wandered the planes with this temple, waiting for our lord's return to his place of respite, hoping to feed his power and strength once more. Throughout our journey—on the Astral, Ethereal, and Shadow Planes, and even beyond—we've never encountered a soul, though the heathen Alaznist long ago ensured we could never leave her realm. Today, I see our lonely tradition ends. Do you seek to worship his grace, or our Scion? Or are you enemies of our order, set before us like an offered feast?"

PLAYERS	LOCATIONS
1	CITY GATE
1	COURTYARD
1	FESTERING MAZE OF SLOTH
2	GUARD TOWER
3	WARRENS
4	DESECRATED VAULT
5	TOWN SQUARE
6	TEMPLE

Leaura's gaze sweeps your form, she whispers an incantation, and her unnervingly light eyes narrow in judgment.

"So, you are ignorant, and have but stumbled upon us. A pity, but my orders are clear: no base creature may look upon the Sihedron of Sloth and live. The bastion of the Waking Rune must be kept secret."

Leaura cracks her whip, and as a snarl blooms on her lips, a great whirring sound blasts from each of the busts on the mansion's facade. The carvings' eyes pulse with a powder-blue light as Leaura swings her weapon toward your face.

"The Runelord of Sloth has ordered you dead!"

A searing bolt of blue energy whizzes from one of the busts as you realize that another runelord's ire has fallen on your head, and it's time to fight for your life!

VILLAIN:



ERYLIUM (PROXY FOR LEAURA)

HENCHMEN:



STONE HEADS

DURING THIS SCENARIO

Treat the villain Erylium as the villain Leaura.

After you reset your hand, if there are fewer than 7 cards in your discard pile, discard 1 card.



REWARD

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

Development:

It was a close call, but you somehow managed to defeat Leaura, the woman who called herself the guardian of this strange place, the Sihedron of Sloth. The moment she succumbed, the busts that were trying to blast you into oblivion deactivated, too. You find it likely that Leaura controlled them, but you certainly can't be sure.

Should you just walk away, and pretend you never saw this place? Or should you try to enter the mansion?

In an instant, it doesn't matter. Blackness surrounds you, and existence itself disappears before your very eyes!

2-5B: A LEGACY OF OOZE

Read the Following Aloud:

Pressure rushes into your ears, your senses jolt, and the void seems to pull you, but the sensation lasts only a moment. Soon, an acrid, fetid scent rushes into your nostrils. You look down and see it; you're now standing knee-deep in viscous green slime. In fact, you seem to be standing in a moat surrounding a walkway made of the same marble as the Sihedron of Sloth's exterior. The symbols carved on the walkway force a realization upon you like a punch in the gut. Somehow, you've managed to teleport inside the Sihedron of Sloth!

Was the temple built to teleport intruders here, where the goo makes them more vulnerable to attack? Or was this a parting gift from Leaura, who trusted her temple to dispose of those who bested her? Either way, you're here now, so it's time to explore—and escape.

The disgusting moat is almost like a sea, though, with the walkway's shore small in the distance. There's no way you can formulate a plan from this foul spot, and so you slosh toward the high ground while stifling a gag. Each stride unleashes a new wave of stench as you struggle to not touch the mess, though you realize, in horror, that your weapons must be coated.

When you finally approach the walkway, the liquid around you begins to quiver. On the high ground, an enormous ooze-creature heaves its bulk into sight—and then immediately crashes down into the moat with you. As you dodge its first slam, you notice that goo-covered humanoids, all wielding knotted staves and twisting their fingers in spellcasting, have burst from the muck around you.

You have no idea what sort of monstrous place this is, but it's clear that the ooze wants you for its next meal, and that the ooze mages want nothing more than to help!



PLAYERS	LOCATIONS
1	CATACOMBS OF WRATH
1	FESTERING MAZE OF SLOTH
1	NETTLEMAZE
2	SHIMMERGLENS
3	DEEPER DUNGEONS
4	THASSILONIAN DUNGEON
5	TEMPLE
6	TREACHEROUS CAVE

DURING THIS SCENARIO

Treat the villain Erylium as the villain Putrid Horror. Treat the henchman Bandit as the henchman Adherer.

On your check to defeat a bane that has the Aberration trait, subtract 2.

When you discard a weapon, an armor, or an item for its power, roll 1d6; on a result of 1, bury it instead.

VILLAIN:



ERYLIUM (PROXY FOR PUTRID HORROR)

HENCHMEN:



BANDITS (PROXIES FOR ADHERERS)

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're not sure whether to cheer in victory or to heave in disgust, but the ooze-things that attacked you have fallen. You crawl unceremoniously up on the Sihedron of Sloth's walkway, your equipment and clothes dripping with filth.

Taking stock of this place is dizzying. The walkway stretches beyond your vision; in the distance are maze-like structures that

seem to have no end, and a strange dome hangs suspended at the mansion's apex. Everything smells like decay and neglect. All you can do is keep pushing forward, which you do—until a familiar disorientation overtakes your senses and your surroundings again go black.



2-5C: THE PUTRID GARDENS

Read the Following Aloud:

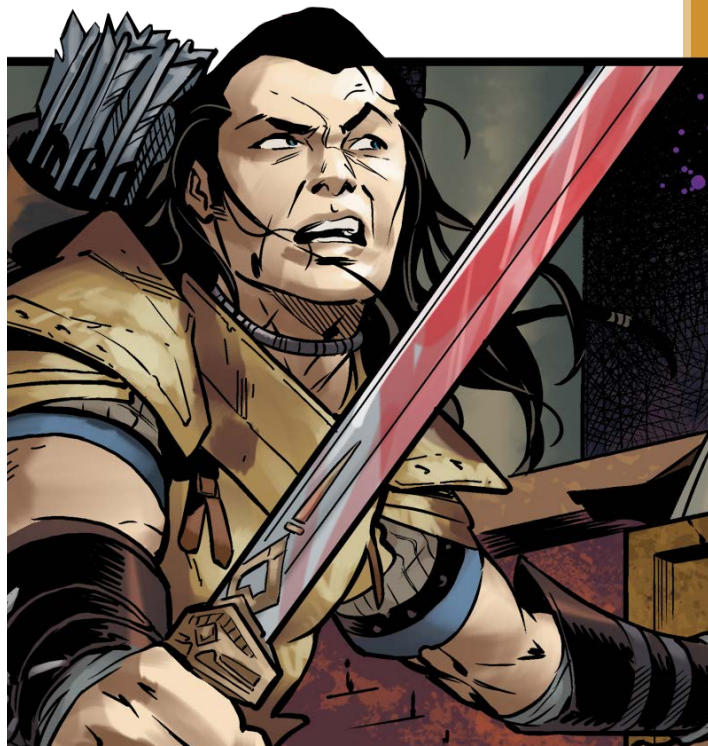
When your surroundings blink back into existence, you appear to be among some sort of warped gardens. They were once likely very beautiful; a fitting refuge, even, for the Runelord of Sloth himself, as the place's guardian implied. You can still see an occasional burst of color in between the rotten, greasy vegetation that grows everywhere wildly, and the remnants of carefully cultivated hedges now sag with weeds, moss, and other decaying overgrowth.

As you make your way through the gardens, looking for any sign of activity or an exit, you come into a curious courtyard. At its center is a massive sculpture of the same man depicted on the mansion's exterior—Krone, you guess. The Runelord of Sloth lounges in iron on a fabulous duvet, a spellbook in his hand and a magnificent spear, its tip a mighty pointed tooth, slung across his lap. Below the statue is a pool that was likely once a fountain but has long since grown stagnant.

Even stranger, this courtyard is far from abandoned. All around are peculiar humanoids, many of them bald, all wearing cloaks with clasps depicting that same whip-encircled Sihedron. Some seem almost human, while others are red- or blue-skinned, and some are covered in chains that pierce their flesh in multiple places.

They seem almost cultish in their devotion to lazing around the garden, and then it hits you: these must be cultists of Lissala, the Thassilonian goddess of runes and fate, for whom Krone served as high priest. The Sihedron of Sloth, then, was not only Krone's private sanctum, but it's also a temple devoted to his powerful goddess!

The cultists, however, seem to care nothing for the revelations that just struck. They've seen you, and it seems you're not welcome. Practically in unison they yell, "Vessels for the prophet! To arms, scions!"



PLAYERS	LOCATIONS
1	FESTERING MAZE OF SLOTH
1	SHRINE TO LAMASHTU
1	WOODS
2	THASSILONIAN LIBRARY
3	NETTLEMAZE
4	DESECRATED VAULT
5	THASSILONIAN DUNGEON
6	DEEPER DUNGEONS

DURING THIS SCENARIO

When you fail a Constitution or Fortitude check or a check against a henchman, discard the top card of your deck.

To win the scenario, close all locations.

VILLAIN: NONE

HENCHMEN:



WARRIORS OF WRATH

REWARD

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

Development:

Despite the Sihedron of Sloth's disorienting nature, a picture is beginning to emerge. The place is filled not only with loyal subjects of the Runelord of Sloth, but with fanatics equally devoted to Lissala, the Sihedron Scion. At least, the cultists here were devoted to those causes. And it seemed like they had some sort of shudder-inducing plan for you.

In the back of the courtyard, you notice something strange. It's a small, tarnished golden idol of a creature with a snakelike lower body, six wings, and a sihedron head: Lissala. Surely, touching this shrine will teleport you somewhere useful, if this place is to be predicted, right?



2-5D: THE MOLDERING DREGS

Read the Following Aloud:

Just when you thought you were starting to understand the Sihedron of Sloth, you made an assumption that turned out dead wrong. The statue of Lissala in the Putrid Gardens indeed teleported you, but not to any stronghold in the mansion. Instead, it dropped you smack in the middle of claustrophobic, mazelike corridors with moldy walls that stretch as high as you can see.

Did the statue know that you're an intruder, and ship you somewhere in the mansion's depths to scurry around, like a lost dire rat, until you perish from neglect? You've heard that teleportation magic is sometimes imperfect, and that certain mishaps can transport travelers to places they never intended to tread. Perhaps that was the case here?

At any rate, you feel compelled to meander through the maze, looking for some hint. As you wander, though, an inescapable feeling of malaise washes over you. Your limbs leaden, your eyelids droop, and you struggle just to draw breath. Feeling like your very blood has turned to sludge, you lean into the corridor's wall, fighting to stay awake.

A gust of wind against your face and a chorus of melodious yet ominous chuckles pique your attention. Seemingly from nowhere, several bat-winged women swoop down and land on lithe feet in front of you. Pupil-less black eyes veritably shining with glee, the tallest among them beckons with talon-like hands.

"For so long have we patrolled these halls alone," she sneers. "How kind of our priestesses to have sent us some friends!"

The predator-like way the creatures advance seems anything but friendly, and it's clear that these women are some sort of foul demons.

You're torn between an irrepressible urge to lie down and sleep and the terrifying realization that, if you don't fight, the demons will rip you to shreds!

VILLAIN: NONE

HENCHMEN:



ALU-DEMON SISTERS



PLAYERS	LOCATIONS
1	COURTYARD
1	FESTERING MAZE OF SLOTH
2	THASSILONIAN LIBRARY
3	ACADEMY
4	PRISON
5	APOTHECARY
6	GLASSWORKS

DURING THIS SCENARIO

When you reset your hand, if your hand size is 3 or more, succeed at a Constitution, Fortitude, Arcane, or Divine 9 check or reduce your hand size by 1 for the rest of the scenario.

To win the scenario, close all locations.

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:

You managed to hold off the demons, but your overall problem still looms: you're trapped in these moldering dregs, wandering, and the release of magical sloth keeps beckoning. The next wave of demons could descend upon you at any time. Your vision begins to cross, you feel unbalanced, and you stumble

forward, only to see a massive void suddenly in front of you. Have you finally fallen unconscious? Or is this void real, and could jumping into it secure your escape?

Barely able to control your body anymore, you don't hesitate. You jump, and the void envelops you like a frosty night.



2-5E: SUMMONING SLOTH

Read the Following Aloud:

When you come to your senses, you find that this time taking a chance paid off. You teleported into the dome at the mansion's pinnacle, and the sight is no less than breathtaking.

The round walls here are covered in ornate, alternating depictions of the lounging Runelord of Envy and the mighty Sihedron Scion, shown as a winged snake-woman or as a mouthless maid. In the dome's center are several stone slabs, beside which are racks holding up enormous scrolls. Each scroll is blanketed with tiny, arcane writing that glows blue and hums dully with power.

Then again, perhaps you weren't so lucky. Several cultists were frantically inscribing writing on the stone slabs, but when they see you, they stop and stare. From behind the center slab—and the tallest scroll—strides a slight woman in green and gold robes. The unholy symbol of Envy and Lissala hangs at her neck.

"Welcome, glorious fools!" she cries. "I am High Priestess and Trusted Advisor Ruyla, and I thank you for finding us so early. The preparations for our ritual are not quite complete, but have no fear—we are happy to accommodate you while you wait."

Your face must look confused, because the priestess laughs as she continues.

"Oh, you didn't think we were unaware of your presence, did you? Quite the contrary! We knew you were coming, and we were waiting. You see, we've recently learned that our runelord's consciousness is not lost, as we once thought. Rather, it is simply unmoored, and it seeks a body to inhabit. We are not such good candidates, but you—you'll serve quite nicely."

The priestess advances, and blue flames engulf the hands of her attendants, who assume battle stances.

"Now, submit to our will, and we shall usher Runelord Krune to this earth once more!"

VILLAIN:



ERYLIUM (PROXY FOR RUYLA)

HENCHMEN:



WARRIORS OF WRATH



PLAYERS

LOCATIONS

1	COURTYARD
1	FESTERING MAZE OF SLOTH
2	SHRINE TO LAMASHTU
3	THASSILONIAN LIBRARY
4	GUARD TOWER
5	SHADOW CLOCK
6	THASSILONIAN DUNGEON

DURING THIS SCENARIO

Treat the villain Erylium as the villain Ruyla.

At the start of your turn, either skip your move step or you are dealt 1d4 Mental damage that cannot be reduced.

REWARD

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

Development:

Long live Krune—Krune is dead! Or at least he remains missing, and the deranged cultists who wished to transfer his mind into your body are defeated. As Ruyla sputtered her last words, a shimmering blue gate opened near her. She crawled toward it, ostensibly to escape, but you made sure that didn't happen.

Now you've quelled the danger here, and Ruyla's gate glimmers enticingly. Should you step through it, and hope that it deposits you back on Hollow Mountain?

You've now defeated two runelords' evil forces, and you've got nothing to lose. You leap through the portal, where adventure no doubt awaits!

SEASON OF THE RUNELORDS **VILLAIN 5**

LEAURA

CHANGELING FIGHTER



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
25

THEN
COMBAT
25

POWERS

Before you act, succeed at a Dexterity or Acrobatics 9 check or when Leaura would be defeated, reroll the dice for the second check; Leaura is defeated or undefeated based solely on the result of the new roll.

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SEASON OF THE RUNELORDS **VILLAIN 5**

PUTRID HORROR

ABERRATION



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
19

POWERS

All damage dealt by the Putrid Horror is Acid damage.

If undefeated, the Putrid Horror deals 1d4 Acid damage to each other character at your location.

Illustration by Roberto Pitturu © 2016 Paizo Inc.

SEASON OF THE RUNELORDS **HENCHMAN 5**

ADHERER

ABERRATION



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
18

THEN
COMBAT
18

POWERS

If you play a weapon on your check to defeat and fail that check, bury the weapon.

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

Illustration by Damien Mammoliti © 2016 Paizo Inc.

SEASON OF THE RUNELORDS **VILLAIN 5**

RUyla

HUMAN CULTIST



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
23

THEN
COMBAT DIVINE
23

POWERS

If the check to defeat has the Divine trait, subtract 1 from each die you roll.

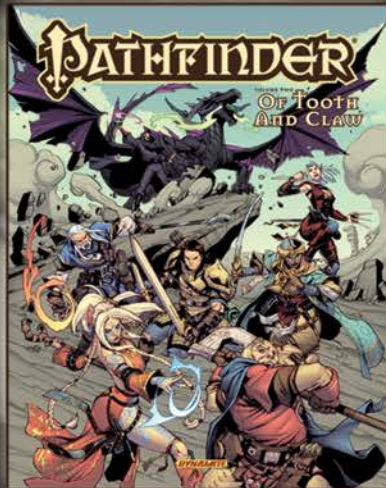
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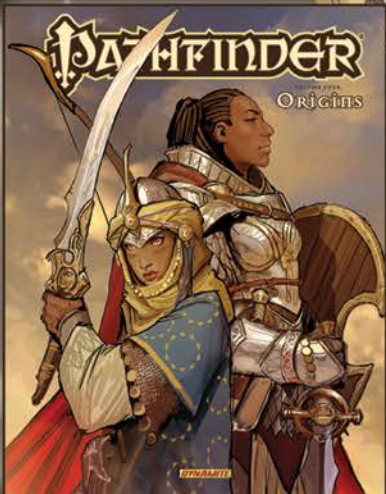
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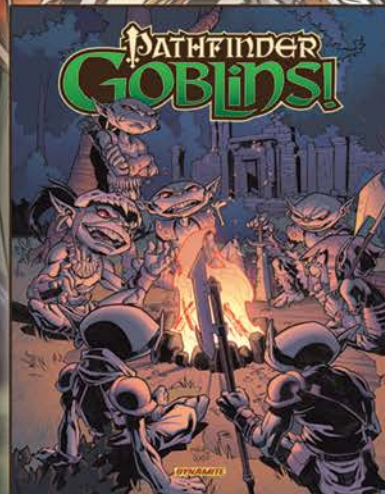
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Season of the Runelords

Adventure 5: Bastion of the Waking Rune

_____ 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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Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
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Notes:

Die Bump Gained Die Bump Used Completed Adventure