

YEAR OF ROTTING RUIN—ADVENTURE 6

PATHFINDER[®]

ADVENTURE CARD SOCIETY™



STORYBOOK: DEATH'S VENGEANCE



Read the Following Aloud:

Lastwall is dying, and the Whispering Tyrant has killed it.

A noble nation of paladins and knights, Lastwall was created to watch over the prison of the undead Whispering Tyrant. The notorious lich was locked away 900 years ago in the province of Virlych in neighboring Ustalav. Ever vigilant for the lich's return, Lastwall also protected civilized lands from orc hordes, roaming undead, and other evils.

Yet in his imprisonment, the Whispering Tyrant planned for his freedom and his revenge. Armed with a devastating superweapon of his own design, the Whispering Tyrant obliterated Lastwall's capital of Vigil and blasted open his prison. Now, the lich who tyrannized the Inner Sea region a millennium ago has returned. His undead minions and mortal cultists travel freely through Lastwall, slaying its guardians

and shattering its castles. Lastwall's final hope is the white-walled city of Vellumis, a trading port on Lake Encarthan. Lastwall's remaining bureaucrats organize fleets of evacuees from Vellumis daily, shepherding people out of the dying nation to safer lands.

Yet hard times are times for heroes. The Pathfinder Society, a world-spanning group of treasure hunters and lore seekers, maintains a presence in Lastwall. Few Pathfinders in Vigil survived, and those who did rushed to Vellumis to aid the evacuation efforts and rejoin with Vellumis's Pathfinders. From Vellumis, the Pathfinders can coordinate rescue efforts in the Lastwall countryside and take the fight against evil into haunted Virlych itself.

Some have given the dying nation of Lastwall a new name: the Gravelands. Yet even in the grim face of death, champions must rise.

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ADVENTURE 6: DEATH'S VENGEANCE

DURING THIS ADVENTURE PATH:

At the start of each scenario, examine a new Harrow blessing. Its harrow suit is the harrow suit for the scenario. When choosing deck upgrades, treat Harrow blessings that match the adventure's harrow suit as being level #.

Each character records the supporters they rally, the supporters they uncheck, and the supporter feats they gain on their own Chronicle sheets. (When there is a choice regarding these, each character makes their own choice.)

When a scenario includes the Base, shuffle all supporters rallied by at least one character into it. Each character may only play supporters they have rallied and may only use supporter feats they have gained.

Adventure 6—Death's Vengeance

Build the Vault: The vault should contain all level 0, 1, 2, 3, 4, 5, and 6 cards from the *Core Set* and the *Curse of the Crimson Throne Adventure Path*, then remove all Level 0, 1, 2, and 3 non-Veteran banes and you may remove any Level 0, 1, 2, and 3 non-Veteran, non-blessing boons.

During This Adventure: Scenarios 6C1: An Unlikely Alliance and 6C2: Backstabbed present a choice for the party regarding how to approach the Red Mantis assassins. Run only one of these scenarios: *An Unlikely Alliance* if the party wishes to parley with the assassins, or *Backstabbed* if they choose to fight them.

Scenario 6D: The Demilich's Domain is the standard conclusion to the Year of Rotting Ruin. Characters who have completed this adventure who wish to explore Trazavai's soul-mist can continue to the optional scenario 6E: The Lich's Legacy. That scenario is not required to earn the adventure or Adventure Path rewards.

COMPLETE THESE SCENARIOS IN ANY ORDER:

6A	Storm of Ravenous Shadows (page 4)
6B	With Friends Like These (page 6)
6C1 OR 6C2	An Unlikely Alliance (page 8) or Backstabbed (page 10)
6D	The Demilich's Domain (page 12)
6E	The Lich's Legacy (page 14)

Adventure Reward

Each player chooses one of their Pathfinder Adventure Card Society characters. That character may treat the following cards as 1 level lower: spells Deathgrip, Divine Blaze, Holy Javelin, Holy Light, Vampiric Touch; items Ambrosia, White War Paint; weapons Mace of Smiting, all weapons whose name includes "Deathbane."

Adventure Path Reward

Each player chooses 1 of their Pathfinder Adventure Card Society characters. That character may add the item Soul Shard to their Class Deck box.

Scenario 6A: Storm of Ravenous Shadows

Read the Following Aloud:

"All signs point to Virlych." Venture-Captain Evni Zognoss folds her hands on her desk. She seems surprisingly chipper, given the sentence she just uttered. "The Lastwall Knights and I have been researching Trazavaï's history. It seems he has most likely hidden his phylactery in the hoard of his friend, the demilich YIn."

You've heard of Virlych, though you've never been there. The forbidding Ustalavic province is a land ruled by monsters and undead. It has been many generations since it was home to any

but the bravest and most foolhardy of explorers. Since the rise of the Whispering Tyrant, the land's threats could only have become more dire.

"Locating YIn's lair might have proven difficult, but luck was on our side." The venture-captain gestures toward a tall woman with dark hair and blue-grey robes standing behind her. "Aviva Racovick has spent the past several years studying ancient sites in Virlych, and she believes she knows where the demilich resides."

Racovick nods in greeting. "When Vigil was destroyed, my compatriots and I were investigating a newly discovered site rife with necromantic energies. I returned to Lastwall to aid in the defense against the Whispering Tyrant."

"I suggest you take the next few hours to make any last-minute preparations," said Zognoss. "Be sure to bring plenty of food and clean water; Virlych is short on both."

You set out at first light. When you cross the border into Virlych, the land becomes more desolate, and the plant life scarcer and less recognizable. Keeping a close eye on your surroundings, you manage to easily defeat a few lone skeletons and avoid some larger hordes of zombies. Then, a few hours into your trek, clouds fill the sky and a sudden storm descends. Sheets of acidic rain burn against your skin, reducing your vision to only a few feet in front of you.

"We need to find shelter!" shouts Racovick, though you can barely hear her over the howling of the wind. "I think I know a—"

Before she can finish, lightning flashes in the sky, revealing a rotting figure in black armor atop a spectral horse. All around you, the shadows come to life. You realize they aren't shadows at all, but hungry wraiths. And they don't plan to let you pass.



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STORY BANES

Danger	Wraith
Villain	Graveknight
Henchmen (Closing)	Mandraivus, Wraiths—Proxy A

Setup

Add the Perils wildcard Ablaze. All Ablaze damage is Acid damage.

After drawing starting hands, a character may search the Base and vault for the supporter Aviva Racovick, then draw and play her.

LOCATIONS

	Base
1	Bridge
1	Dunes
1	Swamp
2	Ravine
3	Cliff
4	Mountain
5	Ruin
6	River

DURING THIS SCENARIO

When you examine a location, you may examine only the top card.

When you would guard your location, you may bury the top 1d4 cards of your deck; if you do not, or if you die while doing so, your location is unguarded.

On your non-Melee combat check, reroll 1 of the dice showing the highest result.

Development:

As the graveknight shudders and falls and the wraiths dissipate, so too does the storm die down. Drizzles of acid still sizzle against your face, but you can see the terrain in front of you once more.

Aviva Racovick insists upon taking the graveknight's armor with you.

"I can prepare a spell to destroy it tomorrow, but one of you will have to carry it. It's too heavy for me."

With this new weight on your shoulders, you continue toward your destination. You have survived your first real challenge in Virlych, but it won't be your last.

Reward

Supporter: Aviva Racovick.
Loot: the armor Hellknight Plate.

Scenario 6B: With Friends Like These

Read the Following Aloud:

As your guide, Aviva Racovick, leads you through the barren land, you question her about the hoard of the demilich YIn.

"I'm not sure what's in it," she says. "When I left, the arcanists who accompanied me were still investigating the magical energies above the site."

This seems a little suspicious. After all, why would nebulous auras around a hoard be more interesting than the piles of treasure within? When you press Racovick on the subject, though, she refuses to speak about it further. Even more suspicious. Perhaps it's paranoia after all of the treachery and misfortune you've encounter on your adventures, but you won't be letting your guide out of sight.

After a few more hours' travel, Racovick says "We're getting close. If we sneak around back here, we should be able to get to the entrance to the hoard without attracting any attention." You consider questioning Racovick further, but decide that she's unlikely to part with more

information. As long as she gets you to YIn's lair and Trazavai's phylactery, you can handle a few unwelcome surprises.

She leads you to what looks like an empty patch of dirt on the ground; closer inspection reveals a well-covered hatch. You brush away the grit and find the handle. Pulling on it reveals an opening to a set of stone stairs just wide enough to admit a single person. You're about to head down when you hear a startled gasp from Racovick. Turning around, you see that a hooded man carrying a bright silver scythe has placed his hand on her shoulder.

"Zenobia would like a word with you," he says.

Racovick swallows. "We should go talk to her," she says. "It won't take long. I'm sure it will be fine." Maybe it's the quaver in her voice, but you don't quite believe her.

You follow the hooded man to an encampment of individuals wearing matching robes. A woman—the center of everyone's attention—lowers her hood, revealing dark hair and unnaturally pale skin. "That's Zenobia Zanthret, the leader of the expedition," said Racovick. "She wasn't undead the last time I saw her. I left because I realized they were using the energies here to raise undead, not fight them."

"You shouldn't have come back, Aviva," says Zanthret. "But since you have, I'll give you a choice: kill your new companions and join us, or die alongside them."

Racovick casts a spell and, to your relief, aims it at Zanthret. Zenobia snarls, and the robed figures around her begin casting spells. You think you can see them baring pointed teeth under the shadows of their robes.

Well, you think, Aviva's led us into this mess. Let's see if we can lead her out.



ADVENTURE 6: DEATH'S VENGEANCE

STORY BANES

Danger	Vampire
Villain	Zenobia Zenderholm (<i>Zenobia Zanthret</i>)
Henchmen (Closing)	Vampires—Proxy A

Setup

Add the Onslaughts wildcard Desperate.

After drawing starting hands, a character may search the Base and vault for the supporter Aviva Racovick, then draw and play her.

LOCATIONS

	Base
1	Campsite
1	Forest
1	Graveyard
2	Trail
3	River
4	Ruin
5	Ravine
6	Ossuary

DURING THIS SCENARIO

Before acting against a story bane, roll 1d6:

1. Each local character must succeed at a Dexterity or Acrobatics 10 check or suffer 1d4+1 Fire damage.
2. Each local character must succeed at a Constitution or Fortitude 10 check or suffer 1 Poison damage and the scourge Poisoned.
3. Each local character must succeed at a Wisdom or Perception 10 check or suffer the scourge Dazed.
4. Suffer 1d4 Force damage.
5. Bury an ally or a blessing.
6. Discard a random card from your hand or bury a random card from your discards.

Development:

With Zanthret and her associates slain, you're free to head back to the hatch. Racovick apologizes and thanks you for helping defeat the monsters she once worked alongside.

"I suppose this is commonplace in my line of work, but it never gets easier," she says. "Never easy to put friends down."

As you get closer to the stone staircase, you see two figures approaching. You groan when you recognize the black-and-red masks of Red Mantis assassins, though you notice their infamous sawtooth sabers are sheathed on their backs. Perhaps they have not come to kill you after all.

Reward

Gain a supporter feat.
Loot: the weapon Ashbringer

Scenario 6C1: An Unlikely Alliance

If the majority of players wish to parley with the Red Mantis assassins, play this scenario. If the party would rather fight them, instead play scenario 6C2: Backstabbed.

Read the following aloud:

As long as the Red Mantis assassins are willing to talk, you'll listen to what they have to say. When they get close enough to see that you've sheathed your weapons, they remove their hoods, revealing a dark-haired woman and a steely-skinned angelkin man.

The woman raises her hand in greeting. "My name is Kayltanya, and this is my associate Korianu. We have a proposition for you. It seems that your quarry was the subject of a Red Mantis contract long ago. While our order succeeded in killing the human, Trazavai thwarted us by rising as a lich. Though the original contractor is long dead, we take it as a matter of pride to make sure all of our marks stay dead."

That final statement makes you uneasy. After all, *you* are the subject of a Red Mantis contract, and you don't want to spend the rest of your life dodging sawtooth sabers.

Kayltanya continues, "While you also have contracts on your heads, it seems that we have a common enemy. Our proposition is this: if you assist us in destroying Trazavai's phylactery, the Red Mantis will not attack you for three months' time. You may have this time to put your affairs in order or shore up your

defenses as you see fit." Korianu smirks, as if to suggest that no defenses will be sufficient.

You consider the offer. Three months isn't a lot—but it's more than you would get if you refused the offer, and it will give you time to come up with another plan.

Besides, the Red Mantis are far more useful as temporary allies than yet more enemies in these forsaken lands. You nod your agreement and gesture toward the trap door, indicating that the assassins can descend first.

"Not so fast," says Korianu. "We'll need you to prove your cooperation before we'll head into a demilich's lair with you. We

have another contract on a powerful undead in the area, this one on the banshee Ulitha. We have some associates watching her movements, and we are ready to strike when the time is right."

Of course there's a banshee, you think. And of course they want us to prove ourselves even further. You nod, agreeing to the further terms.

Kayltanya and Korianu lead you to a team of Red Mantis assassins inside a nearby cave. You peek around the corner and can barely see the whisper of a woman in the room beyond. Just as you try to disappear back behind the rock, the banshee turns and lets out a soul-rending wail. The bones around Ulitha rise into powerful skeletons and prepare to do battle.



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STORY BANES

Danger	Ulitha
Villain	Ulitha–Proxy V1
Henchmen (Closing)	Lashton, Ancient Skeletons–Proxy A

Setup

Add the Onslaughts wildcard Withering.

Display the story banes Kayltanya and Koriantu next to random different locations.

After drawing starting hands, each character suffers the scourge Frightened.

LOCATIONS

	Base
1	Cave
1	Crypt
1	Ossuary
2	Ruin
3	Lair
4	Dungeons
5	Blood Pool
6	Pits

DURING THIS SCENARIO

When your location closes, you may display the story bane Kayltanya or the story bane Koriantu next to any location.

On your combat check, if Kayltanya is displayed at your location, you may reroll 1 die.

When you defeat a monster, if Koriantu is displayed at your location, you may heal 1 card.

When your scourge Frightened would be removed, you may discard 1d4 cards from your deck; if you do not or cannot, then do not remove the scourge Frightened.

Development:

The banshee is dead, and you have proven yourselves as temporary allies of the Red Mantis assassins. You have to admit that you respect their skill with their blades, and you're glad not to be on the receiving ends of them.

"Three months," they say in unison.

"Three months," you reply.

You'll be grateful to have them as allies as you face down the demilich.

After that... well, you'll think of something.

Reward

Loot: the item Staff of Greater Necromancy.

Each character may search the vault for a blessing and draw it. Adventure Card Society characters may choose a bonus deck upgrade.

After gaining this reward, you cannot gain the reward from scenario 6C2.

Scenario 6C2: Backstabbed

If the majority of players wish to fight the Red Mantis assassins, play this scenario. If the party would rather parley with them, instead play scenario 6C1: An Unlikely Alliance.

Read the following aloud:

You can't trust a Red Mantis assassin, especially when they have a contract on your head. These approaching assassins don't have their weapons out, but you have every fighting resource at your disposal at the ready.

The woman on the right raises a wary hand in greeting. "Greetings. My associate and I have a proposition for you. It seems that your quarry was the subject of a Red Mantis contract long ago. While our order succeeded in killing the human, Trazavai thwarted us by rising as a lich, and we take it as a matter of pride to make sure all of our marks stay dead."

That last statement more than anything else makes you certain you can't trust this woman. After all, they have a contract out on you.

The woman continues, "It thus seems that we have a common enemy. Our proposition is this: if you assist us in destroying Trazavai's phylactery, we will not attack you for three months' time. You may have this time to put your affairs in order or shore up your defenses as you see fit."

There's no way you're taking this deal. Working with Red Mantis assassins for a few months of reprieve from their attack? Not a chance! But, you reason, it doesn't hurt for them to think you're listening.

The man on the left introduces the caveat you knew was coming. "We'll need you to prove your cooperation before we'll head into a demilich's lair with you. We have another contract on a powerful undead in the area, this one on the banshee Ulitha. We have some associates watching her movements, and we are ready to strike when the time is right."

They want you to fight a banshee and a demilich for them? Forget it! But if they fight the banshee alone, they'll be vulnerable. You tell the assassins you'd be happy to fight the banshee, but you have a few things to take care of first.

"Be back in an hour," says the man. "Otherwise we'll fight Ulitha without you, and the deal is off."

You hurry off in the opposite direction, trying to figure out how to distract yourself for an hour and a half. You occupy yourself by killing some less powerful undead around the outskirts of the camp. After you're certain the assassins have fought the banshee, you head in the direction they indicated.

"You fools!" the woman exclaims as you rush toward them. "You promised to help us!" She and her fellows draw their blades. With a smile on your face, you rush into the fight.



ADVENTURE 6: DEATH'S VENGEANCE

STORY BANES

Danger	Red Mantis Assassin
Villain	Cinnabar, Kayltonya, Koriantu
Henchmen (Closing)	Red Mantis Assassins—Proxy A

Setup

Add the Onslaughts wildcard Besieged.

Shuffle a non-closing henchman Red Mantis Assassins—Proxy B into each location.

LOCATIONS

	Base
1	Cave
1	Pits
1	Ruin
2	Lair
3	Dungeons
4	Blood Pool
5	Ossuary
6	Crypt

DURING THIS SCENARIO

When you defeat and corner a villain, display it next to the hourglass. To win, all three villains must be displayed next to the hourglass.



Development:

With the Red Mantises slain, you can only hope that you'll get a reprieve from attacks for longer than the three months they promised. Each disappeared in a shower of blood-red mist when they fell, but they left their valuable equipment behind.

You take time to loot their treasures. Now you won't have to worry about a sawtooth saber stabbing you in the back after you've done the hard work of defeating your archnemesis.

It's time to go find Trazavai's phylactery.

Reward

Loot: the weapons Sawtooth Saber and Shocking Sawtooth Saber, and the item Red Mantis Mask.

Each character may search the vault for an armor and draw it. Adventure Card Society characters may choose a bonus deck upgrade.

After gaining this reward, you cannot gain the reward from scenario 6C1.

Scenario 6D: The Demilich's Domain

Read the Following Aloud:

At long last, you descend the stone staircase into the demilich's lair. At the bottom lies a twisty passage with barely enough room for one person to walk at a time. After what seems an interminable trek filled with nasty but eminently defeatable traps, you find yourself in a room full of treasures beyond imagining—gold, gems, magic items, and somewhere among it all, a lich's phylactery. Unfortunately, you also spot the one thing traditionally associated with this kind of treasure hoard: a dragon curled up among the riches.

The dragon raises his head, revealing festering wounds filled with ooze and maggots on his flank. "Well, well, well. What have we here?" His breath fills your nose with the smell of rot, and you wonder if you have ever beheld something so disgusting. "You look like tasty morsels indeed, but I'm sure the boss would like to participate as well."

Boss? You know you came for a demilich but find it hard to believe this creature—your mind struggles to supply the correct name for this dragon—this *taniniver* has a master. You turn in the direction the *taniniver* is looking. A few of the crystalized gems quiver and rise from the piles of treasure, revealing a tiny gnome skull underneath. Despite the aura of menace surrounding the skull, you find her almost... cute.

Before you have time to react, the demilich Yln lets out an inhuman shriek, and the gold and gems begin spinning around the room, bludgeoning you in the face and obscuring your vision. Okay, maybe it's not quite so cute after all. You hear rather than see the *taniniver*'s wings unfurl. A spew of disease disrupts the flow of coins around you momentarily, and you find yourself covered with rotting spittle.

From beneath the coins, weapons rise into the air, dancing in a storm of wickedly sharp edges that barrel toward you. As they rise, they reveal a profane symbol in the ground. The symbol flashes, filling your body with wracking pain. Looks like this is going to be the fight of your life.



LOCATIONS

	Base
1	Blood Pool
1	Dungeons
1	Laboratory
1	Repository
2	Ossuary
3	Crypt
4	Pits
5	Twisting Passages
6	Ruin

ADVENTURE 6: DEATH'S VENGEANCE

STORY BANES

Danger	Taniniver
Villain	Demilich (<i>YIn</i>)
Henchmen (Closing)	Ildervok, Taniniver–Proxy A, Animated Objects–Proxy B

Setup

Remove Red Mantis barriers from the vault for this scenario.

Add the Perils wildcard Unhallowed and the Harrows wildcard Harrow of Hammers.

Each character suffers the scourges Plagued and Wounded.

Development:

You manage to destroy the demilich *YIn* and his taniniver minion, and you think you've triggered or disabled all the nefarious traps. The treasure is yours.

But before you can figure out how to get it all out of here, you need to find Trazavai's phylactery. It takes several hours, but eventually you find a magical glass container filled with swirling mist. With a mix of pleasure and relief, you use a large diamond to smash the relic. As you do, the vapor within rises and expands, then floats toward the entrance.

At last, Trazavai is gone forever. You've destroyed the liches and acquired a hoard of treasure vast enough to live a life of luxury for the rest of your days, even after paying off whatever bounty the Red Mantis have on your head. But can your adventurer's spirit resist the urge to find out what's inside the mysterious mist?

DURING THIS SCENARIO

After you reset and when you close a location, if your maximum hand size exceeds the number of cards in your discards, discard a card from your deck and a card from your hand.

On a distant check, after playing a card, suffer 1d4+1 Combat damage.

IF ANY CHARACTERS HAVE PLAYED SCENARIO 6C1 AND HAVE NOT PLAYED SCENARIO 6C2:

Display the story banes Kayltanya and Koriantu at different random locations.

On your combat check, if Kayltanya is displayed at your location, you may reroll 1 die.

When you defeat a monster, if Koriantu is displayed at your location, you may heal 1 card.

When a location at which Kayltanya or Koriantu is displayed closes, banish that story bane.

Reward

Loot: the item Ring of Splendid Security.

Each character may search the vault for a boon and draw it. Adventure Card Society characters may choose a bonus deck upgrade.

Scenario 6E: The Lich's Legacy

Read the Following Aloud:

Unable to resist the siren call of one more adventure, you step into the mist. To your surprise, you find yourself in the large parlor of an elegant manor, where several people are sitting and drinking tea.

"Oh, hello!" says the elderly lady closest to you. "It's simply been too long since we've seen new faces. Though with all that blood covering you, I do rather think you belong next door." You must have puzzled looks on your faces, because she continues, "Are you not Trazava's latest conquests? We were all killed as part of his quest for immortality, and we've been waiting patiently for someone to free us ever since. Others among us are not so civilized."

At her words, an icy wind swirls through the room, whipping away your surroundings. The scene shifts and you find yourself standing in a field of dead grass with a stone wall reaching up into the misty sky. In front of the wall are hundreds of people dressed in colors as drab as their surroundings. Some of them try to climb the wall, only to fall when they reach the sky. Others pound at the stone with weapons, tools, or their bare fists, and although the wall does not look like much, none of their efforts put even a dent in it. These souls must be unable to reach the River of Souls, but you think you know a ritual to liberate them. As you try to get someone's attention, another gust of wind comes up, changing the scene yet again.

Jeers assail your ears as you appear on the field of a huge arena where even more souls are scattered throughout the stands. Thirty feet in front of you, two gladiators are locked in battle. One stabs the other through the heart, and the latter falls to the ground. Within seconds, a shimmering haze surrounds her, and she comes to her feet, alive once more.

"New blood!" someone shouts, pointing at you, and the spectators all raise their weapons and head straight for you. You quickly begin the opening steps of the ritual. You're going to have to figure out how to conduct it with crowds of angry souls swarming you, because while they may be unable to escape their undying state, you're pretty sure their weapons can kill.

ARENA
LOCATION 0



DECK SIZE	S	M	L
MONSTER	3	4	6
BARRIER	0	0	0
WEAPON	1	2	2
SPELL	0	0	0
ARMOR	1	1	2
ITEM	0	0	0
ALLY	1	2	2
BLESSING	0	0	0

AT THIS LOCATION
On your combat check to defeat, add your Charisma die and the number of ally cards in your hand, and the difficulty is increased by d12.

TO CLOSE OR TO GUARD
Summon and defeat a new monster.

WHEN CLOSED
Draw a new ally.

URBAN


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ADVENTURE 6: DEATH'S VENGEANCE

STORY BANES

Danger	Each time you encounter the danger, roll 2d6 on the High-Level Story Bane Roster to determine a random bane.
Villain	None
Henchmen	None

Setup

Display the Perils and the Harrows wildcards. Add any number of wildcards from them (minimum 1 from each card).

When building the locations, use the Small column, then shuffle in a number of monsters equal to the number of characters, plus a closing henchman Mysterious Relic–Proxy A and a closing henchman Planar Rift–Proxy B.

After building the locations, create a demiplane stack from a number of random locations other than Arena, Base, and Manor equal to 4 more than the number of characters.

LOCATIONS

1	Arena
1	Manor

Development:

When the ritual is completed, a shimmering stream of magic appears above the arena, absorbing the spirits into it.

The River of Souls, you think in awe. You didn't think you'd see it until you died.

The scene shifts again, bringing you back to the parlor you first arrived in, and you watch as the spirits, one by one, stand before they go onto their final judgment. The last to go is the elderly lady who spoke to you.

"Thank you," she says with a nod before she disappears into the glorious stream.

Thanks to your curiosity, hundreds of souls that had been ensnared by Trazavai can now find their eternal rest.

DURING THIS SCENARIO

When a location is closed and banished, build a random location from the demiplane stack, remove a random wildcard, then add a new wildcard from the other displayed wildcard.

On your turn, after a bane is undefeated or after you move, exchange your current location card with a random card in the demiplane stack.

When a bane is defeated and would be banished, recharge it into its location instead.

To win, close a number of locations equal to 4 more than the number of characters.

Reward

Each player may grant a hero point to a number of their characters equal to the number of wildcards chosen during Setup.

GRAVEKNIGHT

STORY BANE 1

CHECK TO DEFEAT

COMBAT

12

++##

OR

DIVINE

9

+#

TYPE

MONSTER

POWERS

Roll 1d4. This monster gains the trait, is immune to, and all damage is:

1. Acid
2. Cold
3. Electricity
4. Fire

Immune to Cold, Electricity, Mental, and Poison. Resistant to Attack.

Before acting, a random character summons and encounters a random Undead story bane. Then, each local character suffers 1d4 damage.

UNDEAD
VETERAN



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AVIVA RACOVICK

SUPPORTER 0



POWERS

Display. While displayed:

- You may bury to draw 2 new Arcane spells, then banish 1 of them.
- You may bury to examine the top 3 cards of your location, then you may shuffle them into your location.

Oh! I do think I read about that recently. Now, was it in the Bestiary of Garund or that latest report from Absalom...?

HUMAN
ARCANIST



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ULITHA

STORY BANE 6

CHECK TO DEFEAT

COMBAT

29

TYPE

MONSTER

POWERS

Immune to Mental and Poison.

Before acting, each character suffers the scourge Frightened.

If the check to defeat is either not blessed or does not have the Magic trait, this monster is undefeated.

When you discard cards as damage, discard them from the top of your deck.

UNDEAD
BANSHEE
INCORPOREAL



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DEMILICH

STORY BANE 4

CHECK TO DEFEAT

COMBAT

14

++##

THEN

COMBAT

12

++##

OR

DIVINE

9

+#

POWERS

Immune to Mental and Poison. Resistant to Attack.

Before acting, each character must succeed at a Constitution, Wisdom, Divine, or Fortitude 6+## check or suffer the scourge Drained and bury 1d4+1 cards from their hand, deck, and/or discards.

If this monster would be defeated, roll 1d4. On a 1, it is evaded.

If undefeated, bury your deck or role card.

UNDEAD
LICH
VETERAN



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