

PATHFINDER[®]

ADVENTURE CARD SOCIETY[™]



**STORYBOOK: URGATHOA'S
PERSISTENT SHADOW**



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 2: URGATHOA'S PERSISTENT SHADOW



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 scenario'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 2—Urgathoa's Persistent Shadow

Build the Vault: The vault should contain all level 0, 1, and 2 cards from the *Core Set* and the *Curse of the Crimson Throne Adventure Path*.

During This Adventure: On your turn, if you suffer a scourge you didn't already have a marker for, a random other character that doesn't have a marker for it also suffers it.

COMPLETE THESE SCENARIOS IN ANY ORDER:

2A	Of Swords and Plowshares (page 4)
2B	Spoiled Victuals (page 6)
2C	Plight of the Many (page 8)
2D	Last Breath (page 10)

Adventure Reward

Gain a supporter feat. Each player unlocks the ability to play Merisiel from the *Core Set* using the *Ultimate Equipment Character Deck*.

Scenario 2A: Of Swords and Plowshares

Read the Following Aloud:

Evni Zongnoss carefully stirs honey into cups of tea before passing them around the table. The Venture-Captain waits patiently for everyone else to try the brew before bringing her own cup to her lips. With a contented sigh, she sets the cup down and gestures across the large table to the figure seated on the far end. "Pathfinders, it is my pleasure to introduce you to Second Sword Knight Aylunna Varvatos. She is coordinating

efforts to rescue refugees within Lastwall. She presided over worship in Vigil's grand cathedral of Iomedae, before catastrophe befell the city. Aylunna, we grieve with you today."

Aylunna holds up a hand. She wears a white gambeson and padded chausses, both stained with smoke and mud. Her sword rests at her hip, the scabbard chipped and marred. "There will be time to grieve later. What we need now is action. The settlement of Boursonne is under siege from masses of undead. We need you to travel there, break their putrid lines, and bring the survivors safely back to Vellumis."

Evni gives you a map showing the location of Boursonne. By morning, you've secured provisions and set out across the open hills towards the town. Travel is slow and dangerous, especially as you work to cut enough trail to accommodate the refugees without being too conspicuous to any dangerous forces that may lurk among the hills. On the third day, as you are carefully clearing brush from the narrow trail, four humans wielding swords step into the clearing.

One of them points her sword at you and says, "Looks like you're carrying a lot there. Why don't you let us relieve some of your burden? Give us what food and equipment you have and turn yourselves around." More bandits step into view from behind you. The flow of refugees, many carrying everything they still own, must have made easy targets for these opportunists. You're ready to give them a challenge they weren't expecting.



ADVENTURE 2: URGATHOA'S PERSISTENT SHADOW

STORY BANES

Danger	Each time you encounter the danger, randomly choose a new Natural story bane.
Villain	Bandit Leader–Proxy V1
Henchmen (Closing)	Bandit–Proxy A

Setup

Display the Bandit Leader story bane next to the scenario. Characters start at the Thicket.

LOCATIONS

	Base
1	Glade
1	Ravine
1	Thicket
2	Ruin
3	Forest
4	Swamp
5	River
6	Trail

DURING THIS SCENARIO

Treat the story banes Bandit and Bandit Leader as if the check to defeat also lists "OR Charisma Diplomacy 9."

When the Bandit is defeated with a combat check, mark the Bandit Leader with a bandit marker. The difficulty of checks to defeat the Bandit Leader is increased by its number of bandit markers (maximum equal to the number of characters).

When the Bandit is defeated without a combat check, you may bury a boon to summon and encounter a non-Animal ally then remove a bandit marker from the Bandit Leader.

Development:

The remaining miles are difficult, but at least they are free from bandits. You arrive late at night, five days after you left Vellumis. Boursonne lies in a small valley of plains and green pastures now trampled to mud. A horde of undead surrounds the settlement's wooden palisades.

While searching for a campsite, you happen upon a group of three guards from Boursonne sharing a meager feast of gathered vegetables among the rocks. They explain that they were caught outside of the settlement when the undead struck. They introduce themselves—

Ketrik, Boors, and Moise—and offer you a seat by their fire. You share a meal with them; in turn, they agree to work with you to break the siege.

Looking down on Boursonne, you see two grey-robed figures sitting on a black sheet between two tents at the rear of the undead lines. Clearly not undead, they gorge on heaps of food and large pots of wine. Their songs of prayer to Urgathoa, goddess of gluttony and undeath, blend hideously with the groans of the undead hordes. You look forward to showing them exactly what you think of their revelry.

Reward

Rally the supporter Ketrik, Boors, or Moise (proxy with supporters Cressida Kroft, Vencarlo Orsini, and Ishani Dhatri).

Scenario 2B: Spoiled Victuals

Read the Following Aloud:

Dozens of shambling zombie warriors have begun throwing themselves against the walls of Boursonne. The man and woman whose grim feast you witnessed, guarded by several undead, take up places behind the line. They are servants of Urgathoa, in league with the undead. Ketric claps you on the shoulder. "If we move now, we might be able to get to them before their army can get to us. I don't know

how much longer the gate will hold."

You creep down toward Boursonne as the fighting intensifies. Arrows sail through the air and into the fetid mass. You and the guards make your way down the embankment. Suddenly, Moise loses his footing and tumbles headlong into the wet mud and stone, his armor clattering loudly as he rolls to the bottom. You stand ready to draw, but nothing seems to have noticed you. Yet.

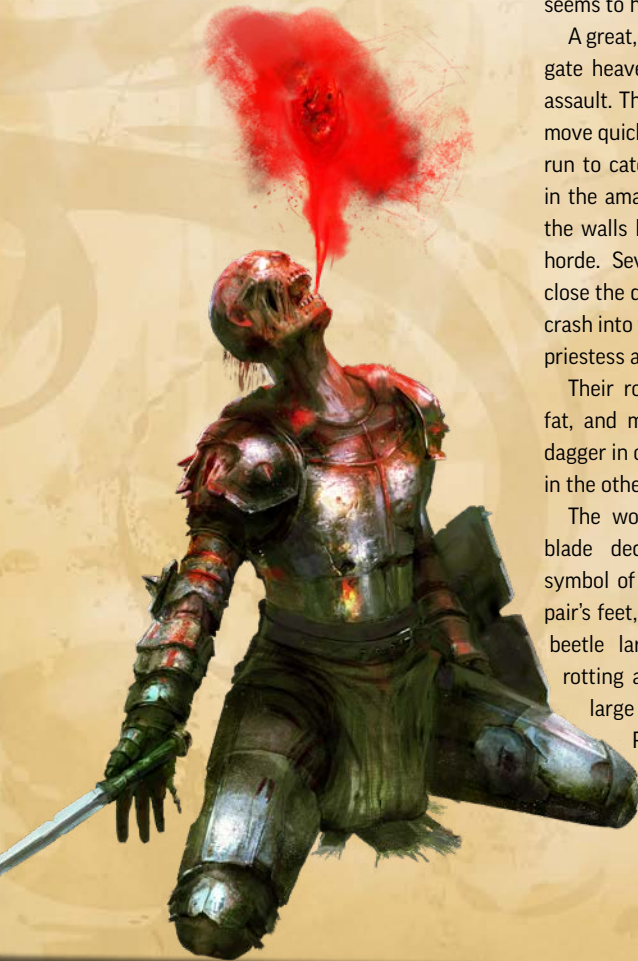
A great, splintering CRACK fills the air as the gate heaves inward under the weight of the assault. The remaining cultists and shamblers move quickly to support their push inside. You run to catch the leaders before they are lost in the amassing crowd. Panicked villagers on the walls begin firing arrows blindly into the horde. Several shafts fall near you as you close the distance. As Ketric and other guards crash into the mass of cultists and undead, the priestess and her lieutenant turn to face you.

Their robes are stained with blood, wine, fat, and mildew. The man wields a crooked dagger in one hand and a sheep's leg as a staff in the other. Vile smoke pours from his hand.

The woman holds a corroded scythe, its blade decorated with the skull-and-moth symbol of the foul goddess Urgathoa. At the pair's feet, the mud steams and wriggles with beetle larvae and maggots. She plucks a rotting apple from the ground and takes a large squelching bite. "Look, brother! The

Pallid Princess has given us a gift!"

She addresses you: "Come, dinner! Your flanks will char nicely."



ADVENTURE 2: URGATHOA'S PERSISTENT SHADOW

STORY BANES

Danger	Zombie Minions
Villain	Lady Andaisin
Henchmen (Closing)	Cultists—Proxy A

Setup

When building locations, use small locations. After preparing the story banes, shuffle a closing henchman Plague Zombie—Proxy B into each location.

LOCATIONS

	Base
1	Barracks
1	Graveyard
1	Ossuary
2	Abandoned Shacks
3	Arsenal
4	Pits
5	Ruin
6	Alley

DURING THIS SCENARIO

When you defeat a Cultist or a Plague Zombie, if a proxy is not displayed at your location, you may not attempt to close your location; instead, display the Cultist or Plague Zombie Proxy next to its location.



Development:

With their leaders gone, the remaining cultists scatter and the undead lose their focus. You and the remaining townsfolk manage to rout or destroy the stragglers. Ketric, Boors, and Moise join you in rallying the survivors. Many are injured or sick, food is scarce, and the road ahead is very dangerous.

Ketric pulls you aside after the long morning, the dirt on her face streaked with lines from sweat and tears. “We’ve packed

what we can salvage. We have only three carts left; some things will have to be left behind so we can carry the wounded. It’ll be slow going, you know. The three of us are the only proper guards left here. The rest of these people are farmers, mostly. Maybe a few are militia members, but none are prepared for a march.” Ketric looks over her shoulder at the smoldering village. “I hope we live to see better days.”

Reward

Rally the supporter Ketric, Boors, or Moise (proxy with supporters Cressida Kroft, Vencarlo Orsini, and Ishani Dhatri).

Scenario 2C: Plight of the Many

Read the Following Aloud:

Three days later, supplies and spirits are low. In camp that afternoon, you find that the sick tents house more than a dozen people at various stages of disease. The guard Moise shows you to an old man, the left side of his face obscured by rough bandages. “This is Hendl. He was one of our shopkeepers. He’s the worst off of any of them. I’m not sure that he’ll make it.”

Hendl feebly reaches up towards you. “Food. Please.”

Moise frowns and kneels beside Hendl. “We can’t spare any more food right now, Hendl. I’m sorry but you’ll have to wait.” Hendl slumps and holds his bandaged face in his hand, mumbling to himself.

Moise stands. “We’ve fed him quite a lot, really, but he keeps asking for more. The infection has really gotten to him. I’m afraid he won’t be the only one; this is spreading too quickly. We need to find something to help.”

You begin to walk away but Hendl’s muttering grows louder. You turn to see that he has pulled the bandage from his mouth and is biting into his hand. Working to restrain Hendl, you recognize his gibbering as the same prayers spoken by the priestess during her hideous feast.

Hendl cries out, “Food! I’ve lost her favor and now I suffer without her shadow over me. Please.” Hendl coughs and spits a foul black mucus into the dirt. Wheezing, he weakly pulls a handful of tattered vellum from his pouch. You notice a list of plants, but most of the other markings on the page are impenetrable to you. Between ragged breaths, Hendl speaks, “Take this. The cure. Help me. I’m sorry. Don’t want to die. Forgive.”

Before you can take the papers, a woman grabs Hendl by the arm. “You monster!” she shouts. “You brought this on us. You’re the reason we lost everything. We’re dying out here.”

Others join the woman and toss Hendl to the ground. They shout and pull at him. Boors tries to quell the rising mob, but he is drowned out by their calls to deal with Hendl.

If Hendl can really help create a treatment, the crowd could be destroying their only hope of survival. Stop them!



ADVENTURE 2: URGATHOA'S PERSISTENT SHADOW

STORY BANES

Dangers	Rescue
Villain	None
Henchmen (Non-Closing)	Rotting Mobs—Proxy A

Setup

After preparing the story banes, shuffle a Proxy B (*Antidote Formula Page*) into each location.

LOCATIONS

	Base
1	Plaza
1	Shrine
1	Tavern
2	Stable
3	Barracks
4	Campsite
5	Ruin
6	Storehouse

DURING THIS SCENARIO

When you defeat a bane, examine the top card of its location. You may recharge or reload the examined card into its location.

When you encounter a Proxy B, display it next to the scenario.

When a bane is undefeated, shuffle a displayed Proxy B into a random location.

To win, display a number of Proxy B cards equal to the number of locations.

Development:

You wrest Hendl from the angry mob, bruised and bloody but alive.

Hendl's notes are cryptic, and even with his help, it takes some time to decipher his recipe. Moise and Boors recall passing by a few of the herbs used in the tincture along the road, and they set out to gather what they can.

By nightfall the following day, you believe you have something that will help those that

are ill. Some are hesitant to take a treatment from the "traitor Hendl," but those that do begin to recover. Hendl himself is too far gone and passes away in the night. You and the guards prepare a humble grave for him away from the camp. It is a quiet service, but you each give your thanks to Hendl before returning to your posts.

It's going to be a long day.

Reward

Loot: items Antiplague, Plague Mask, Plaguebringer's Mask

Scenario 2D: Last Breath

Read the Following Aloud:

Though the terrain has become more familiar and Vellumis grows closer by the day, the refugees' strength is fading. Each day, you move slower and slower. Few have said anything, but the encroaching smoke, the shapes seen on nearby hills, and the wailing carried on the wind each night make it clear that the group is being followed by something terrible.

It is difficult to push the refugees to move any faster. Many are still recovering from illness or injuries sustained since the attack on Boursonne. Your hope is to reach Vellumis before the group is caught by the nightmare trailing it, but that hope is eroded each time you look at the agonized faces of the refugees around you.

You sit by your fire and chew on a few blades of grass idly plucked from the dirt. The guard Ketrik walks into the circle of firelight and motions to you.

"It's your watch, Pathfinder. Go and relieve my man Boors on the perimeter. He needs some rest."

At the edge of camp, you find Boors staring into the darkness, his torch sputtering on the ground behind him. You bend to pick it up, and he hisses, "Don't touch that, Pathfinder. Look out there. Give your eyes some time to adjust and look at the horizon." You see nothing except the stars and the shadow of the hills. Then the shadow moves. And moves again. As you peer into the darkness, you see the outline of a monstrous shape moving slowly towards the camp.

You send Boors back to warn the others and brace yourself to face the coming horror. You hear gasps and shouts behind you as the guards begin to rouse the refugees. Ketrik appears behind you, flinging a torch at the shape. A 15-foot-tall figure moves into the light, Urgathoa's sigil carved into her gaunt chest. One arm droops low, terminating in an enormous curved claw. Her face bears the same cold, pale countenance of the priestess you killed in Boursonne. She looks down at you and smiles. "Hello again... dinner."



ADVENTURE 2: URGATHOA'S PERSISTENT SHADOW

STORY BANES

Dangers	Blood Veil
Villain	None
Henchmen (Closing)	Daughter of Urgathoa, Leukodaemon, Girrigz, Carrion Golem, Plague Zombie, Cultists—Proxy A

Setup

When building locations, set aside the banes and henchmen in a siege stack, then shuffle into it a number of the story bane Blood Veil—Proxy B equal to the number of characters.

LOCATIONS

	Base
1	Barracks
1	Campfire
1	Hospice
2	Ossuary
3	Pits
4	Stables
5	Storehouse
6	Arsenal

DURING THIS SCENARIO

When you are not at the Base and would explore, instead encounter the top card of the siege stack as if it were the top card of your location. If it is not defeated, shuffle it into the siege stack.

While using a power that examines cards, you may treat the siege stack as your location.

When a bane from the siege stack is undefeated on your turn or you suffer damage that is not reduced to 0, banish the top card of your location; when a location has no cards, it closes automatically.

If you defeat the Daughter of Urgathoa and the siege stack has any other cards, banish 1d4 other cards from it, then shuffle Daughter of Urgathoa back into it.

When the last location closes, you lose.

To win, empty the siege stack.

Development:

With a final wail, the Daughter of Urgathoa collapses to the ground, her massive bladed arm burying itself in the soft earth. Ketric makes certain she won't be following you any further with a solid kick. You light the corpse with your torches and turn to rejoin the villagers.

The conclusion of the battle between you and the daughter of Urgathoa is given little ceremony. Too much time has been lost and too many miles remain ahead. A day later, the walls of the city are in sight. By midday, a handful of songs pepper the procession of exhausted refugees. When the first survivors

walk through the gates, they grip each other and weep as they embrace you and the guards. Thoughts turn from immediate survival to the coming days and weeks. Though not out of danger, this trial has ended, and the refugees have earned some respite.

Reward

The party gets all boons remaining in locations. Rally the supporter Ketric, Boors, or Moise (proxy with supporters Cressida Kroft, Vencarlo Orsini, and Ishani Dhatri).

BANDIT LEADER**STORY BANE 0**

CHECK TO DEFEAT

TYPE

MONSTER

COMBAT

10

###

**POWERS**

Before acting, recharge 2 cards. Then each other character summons and encounters the story bane Bandit.

If undefeated, bury the top and bottom cards of your deck.

**HUMAN
ROGUE
VETERAN**


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KETRIK**SUPPORTER 2****POWERS**

Display. While displayed:

- On any combat check, you may bury to add 1d4. You may also add the Fire trait.
- You may bury to draw 3 new armors, then banish 2 of them.

If we move now, we might be able to get to them before their army can get to us.

**HUMAN
FIGHTER
VETERAN**


Illustration by Nadia Enis ©2019 Paizo Inc.

BOORS**SUPPORTER 2****POWERS**

Display. While displayed:

- You may bury to examine the top card of up to 3 locations.
- You may bury to draw a new Melee weapon and a new Ranged weapon, then banish 1 of them.

Look out there. Give your eyes some time to adjust and look at the horizon.

**HUMAN
RANGER**


Illustration by Fabio Garcia ©2019 Paizo Inc.

MOISE**SUPPORTER 2****POWERS**

Display. While displayed:

- You may bury to heal a local character a card and you may remove the scourges Plagued, Poisoned, and Wounded from them.
- You may bury to draw a card, then each local character may recharge a card; any that do may draw a card.

The infection has really gotten to him. I'm afraid he won't be the only one; this is spreading too quickly. We need to find something to help.

**HUMAN
HUNTER**


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