

PATHFINDER[®]

ADVENTURE CARD SOCIETY™



STORYBOOK: WHAT STALKS THE SHADOWS



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 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 4: WHAT STALKS THE SHADOWS



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 4—What Stalks the Shadows

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

COMPLETE THESE SCENARIOS IN ANY ORDER:

- | | |
|-----------|----------------------------|
| 4A | Intrigue in Ardis (page 4) |
| 4B | Rock and Steel (page 6) |
| 4C | Who Needs Sleep? (page 8) |
| 4D | The Tigers' Den (page 10) |

Adventure Reward

Gain a supporter feat. Each character chooses a type of feat and increases their maximum number of that feat type to their tier + 1.

Scenario 4A: Intrigue in Ardis

Read the Following Aloud:

Your return to Vellumis is bittersweet. By the time you arrived at the Fortress of the Quiet Shield, all of its holy warriors had already fallen to the forces of the lich Trazavai—some slain in combat, others convinced to serve in exchange for their lives. But you've put an end to the lich's plans, slaying him and destroying his means of reviving again. And you've recovered the sacred relic of Iomedae that the fortress was founded to protect. When you give your report to Venture-Captain Evni Zongnoss, she praises your decisive action in a difficult situation, and for a few days, you take a well-earned rest.

All too soon, however, Zongnoss summons you back to her office. When you arrive, she already has honeyed tea ready for you. "What I'm about to tell you shouldn't leave this room. We have spies within the Whispering Tyrant's forces. They have reported that something is going on in Ustalav, in the city of Ardis. Exactly

what, they have been unable to discern. You are better equipped to infiltrate the city than the Knights of Lastwall, particularly if you keep your Pathfinder affiliation hidden. The Society does not maintain a lodge in Ardis, so you'll be on your own out there. Go to Ardis, root out the Whispering Tyrant's plans for it, find his agents, and report back to me."

Your trip to Ardis is relatively uneventful for a journey through the Tyrant-blighted Gravelands, marked only by occasional skirmishes with bands of roving skeletons and zombies. Even these troubles abate as you approach Ardis, and you find the city in a downright festive mood. The people are more than happy to share the source of their good cheer. They explain that forty years ago, Ardis was the capital and crown jewel of Ustalav. Then the capital was moved to Caliphass, and Ardis has been in decline ever since. But the close proximity of Caliphass to the Gravelands has recently caused a good deal of unease and fear in the people of Ustalav. Additionally, an unnamed wealthy family from far away has begun filling Ardis's coffers. The people of Ardis are confident that they will soon regain the prestige of being the nation's capital.

Not everyone is happy about these developments, though. The recent events with the Whispering Tyrant are adding to the anxiety. The secret nature of the city's benefactor also has some of the city's residents uneasy about what kind of deal is being brokered with this family and what they have in mind for the city. Protests have been popping up with increasing frequency, accompanied by counterprotests from those fearful of losing the mysterious family's patronage. The situation has grown increasingly tense, bringing with it sporadic waves of violence and destruction that have only fanned the flames.

Between finding the right people to discreetly learn more about this family, asking the right questions, and dodging the angry mobs, this is not going to be easy. But you've dealt with worse.



ADVENTURE 4: WHAT STALKS THE SHADOWS

STORY BANES

| | |
|---------------------------|-------------------|
| Danger | Rioting Mob |
| Villain | None |
| Henchmen (Closing) | Evidences—Proxy A |

Setup

After building the locations, shuffle a non-closing henchman Rioting Mob—Proxy B and a new ally into each.

LOCATIONS

| | |
|----------|-----------------|
| | Base |
| 1 | Bank of Abadar |
| 1 | Farm |
| 1 | Manor |
| 2 | Plaza |
| 3 | Den of Iniquity |
| 4 | Academy |
| 5 | Hospice |
| 6 | Shop |

DURING THIS SCENARIO

Once each turn, you may bury a card to explore.

When you acquire an ally, you may display it next to the scenario. If you do, you may examine the top card of your location; then, if there are more allies displayed next to the scenario than the number of cards remaining in your location, you may attempt to close your location.

Development:

Your work has paid off! Mostly.

You've learned the name of the patron family—the Lupescinovs—and you've found the name of one person who has met with them directly. Countess Solismina Venacadahlia

is reclusive, but she is known for her vanity. Playing to that should get you the information you need.

Time to dress up. These nobles need a lot of flattery to get through their days.

Reward

For the rest of the Adventure Path, after you use the Base's power to recharge cards, you may move or shuffle your deck.

Scenario 4B: Rock and Steel

Read the Following Aloud:

Following the trail of a mysterious family bankrolling the potential new capital of Ustalav, you discover that Countess Venacadahlia's estate is easy enough to find. A dour man in servant's attire greets you at the door. After looking you up and down, he leads you to a sitting room and offers you refreshment. Though no other guests arrive during this time, the countess keeps you waiting for over an hour. When she finally calls you in, you compliment everything from her family's achievements to the waiting area decor to her personal beauty. You even believe some of the things you say.

The praise works like a

charm, and the countess soon reveals what she knows about the Lupescinov family. Their estate is on the Senir River, just north of Chastel. She hadn't heard of them until recently, but once she had a chance to meet them, she judged them an affable and trustworthy family with an appreciation for good taste. You divine that her assessment should be taken with a grain of salt, as you personally saw how she is quick to value those who come to her with honeyed words. The Lupescinovs told her that their only plans for Ardis are to bring it prosperity, but you doubt the situation is that simple. You need to pay the mysterious family a visit, and now you know where to go. But your travels have been long, so first you need a good night's rest.

As you head back to your inn, the towering gothic buildings so common to Ustalav—foreboding in the best of circumstances—feel more ominous than ever. The grotesque gargoyles on the soaring ramparts of so many buildings seem to watch you. From behind you, soft sounds of rock scraping against rock occasionally grab your attention. When you turn back, no matter how fast you pivot, you see nothing following you. Still, you could swear that some gargoyles are in more threatening postures than when you first passed them. It could be a trick of your mind; after all, the atmosphere of the place is heavy and dour, and the knowledge that the Whispering Tyrant's allies could be lurking anywhere has your senses on high alert.

Once again you hear the sound of rock scraping rock, and once again you spin around. Your instincts were correct: this time, the statues keep moving. They slowly stand and spread their wings before leaping down, claws extended and teeth bared in a parody of a grin. You're surrounded! Gargoyles don't attack just anyone walking through the city; someone doesn't like you snooping around.

Why can't these things ever be easy? Someday you'll get a mission where you ask some questions, get the answers you need, and go home no worse for wear. Today is not that day.



ADVENTURE 4: WHAT STALKS THE SHADOWS

STORY BANES

| | |
|---------------------------|---------------------------|
| Danger | Ashwing Gargoyle |
| Villain | None |
| Henchmen (Closing) | Ashwing Gargoyles—Proxy A |

Setup

Add the Onslaughts wildcard Besieged.
All characters start at the Cathedral.

LOCATIONS

| | |
|----------|-----------|
| 1 | Tavern |
| 1 | Cathedral |
| 2 | Bridge |
| 3 | Tenement |
| 4 | Stable |
| 5 | Rooftops |
| 6 | Alley |

DURING THIS SCENARIO

You may move only when your location is closed, and you may move only to the next location on the scenario list. After the last location you are using is closed, move to the Tavern.

Once each turn, you may bury a card to explore.

After acting against a closing henchman, another local character summons and encounters the danger.

If you fail an attempt to close your location, shuffle the closing henchman Ashwing Gargoyle—Proxy A into your location.

Development:

The stony, fractured forms of gargoyles litter the street around you. The rest of the way back to the inn seems to take forever as you carefully scan each rooftop for another ambush. The warmth of the inn's hearth provides a welcome reprieve from the oppressive gloom of the streets.

Tomorrow, you'll travel to the Lupescinov estate and solve this riddle. Someone sent those gargoyles after you, and they have to know you survived. They'll come for you, so whatever sleep you get is going to have to be light. This assumes the night doesn't bring its own terrors.

Reward

For the rest of the Adventure Path, when you close a location and move to the Base, you may immediately explore it once.

Scenario 4C: Who Needs Sleep?

Read the Following Aloud:

Before crawling into bed, you take a few minutes to ward your room with magical alarms and alchemical traps, in case whoever decided to kill you makes another attempt in the night. You plan to sleep lightly, but as soon as you lie down, the exhaustion from the day's strenuous events catches up to you. You began your day in high society, gaining answers about who was behind the efforts to get Ardis declared Ustalav's new capital. You ended it with a clash with the gargoyles of the city's rooftops.

The shriek of your magical alarms startles you awake. A figure in blood red armor, with the helmet of a praying mantis, struggles to untangle itself from the trap you rigged up over the door. But the assassin isn't alone; several others fill the room. The odds aren't in your favor. You lunge for the window, avoiding the trap you set there. While the obstacle won't do much harm, hopefully it will at least slow down any pursuit. You hit the ground running, and as you pass by one of the bars you hear voices shouting, "There! There's the outsiders causing all the trouble!"

More shouts come from all directions; clearly someone has been spreading rumors about you. From what you can make out, you're responsible for just about every problem and misfortune in the entire city. Your day must have been a lot busier than you remember.

As mobs start to form, it becomes more and more difficult to find a clear path through the streets. You may be able to talk down some of them, but all of them? Unlikely. You scramble to think of where you can go. Everywhere is filled with angry people, and each wants a piece of you. As you run, you can see shadows flitting through the darkness. Probably more assassins. You won't be able to evade them forever. You'll need to make a stand against them, then deal with the mobs. And killing the townsfolk is not an option; you're going to have to find another way to deal with them. But you can burn that bridge when you come to it.

Your muscles complain at your rapid pace, but adrenaline keeps you going. Assassins and mobs are just another night in the life of a Pathfinder.



ADVENTURE 4: WHAT STALKS THE SHADOWS

STORY BANES

| | |
|---------------------------|----------------------------------|
| Dangers | Red Mantis Assassin, Rioting Mob |
| Villain | Rolth Lamm |
| Henchmen (Closing) | Red Mantis Assassins—Proxy A |

Setup

Add the Onslaughts wildcard Impoverished.

After building the locations, shuffle a non-closing henchman Rioting Mob—Proxy B into each.

LOCATIONS

| | Base |
|----------|------------------|
| 1 | Rooftops |
| 1 | Storehouse |
| 2 | Slaughterhouse |
| 3 | Abandoned Shacks |
| 4 | Office |
| 5 | Arsenal |
| 6 | Library |

DURING THIS SCENARIO

Once each turn, you may bury a card to explore.

After your exploration, if you explored 3 or more times this turn, summon and encounter the danger.

Development:

The assassins and the mobs have all been dealt with. You've been asking a lot of questions about the Lupescinovs, and it can't be a coincidence that the gargoyle ambush, the assassins, and the riled mobs all came for you after you discovered the family's name and where to find them. They learned what you were doing alarmingly fast; you have to presume they're also aware how much you've learned about them.

On the bright side, your decision to remain undercover has probably kept other Pathfinder agents in the region from their notice.

You run all of the way out of town into the nearby woods, taking shelter under a pile of fallen trees. With no immediate threat, you fall asleep quickly.

This time when you wake, there are no assassins facing you. You're fully rested; it's time to visit the Lupescinov estate.

Reward

Loot: blessing Achaek's Claws



Scenario 4D: The Tigers' Den

Read the Following Aloud:

You remain on high alert as you make your way to the Lupescinov estate. Your vigilance serves you well; you get the drop on two different groups of "bandits" poised to ambush you along the road. Once defeated, they make no secret of their true allegiances.

Strangely, when you arrive at the estate, you find no one outside. You expected house guards or at least some kind of resistance

to your entry. Instead, it's eerily quiet. No one challenges you as you walk right up to the door. Knocking seems unnecessary at this point. But it's a ridiculous and amusing thought.

You burst through the door and find yourself facing a man on a flight of stairs directly in front of the door. "I see you've let yourself in. Murderous thieves breaking into my house? I will have to defend myself. With your reputation in town no one will question that. You should have left things alone." That heaviness, the foreboding you've been feeling since you arrived in Ardis, comes back full force. This is the terrible thing you've been expecting since you arrived.

"Of course, I can't do anything looking like this," he says. "That would just be gauche."

The man's form begins to blur and contort. The way his fingers and legs bend make it clear that he is far less human than he appeared. His head shifts into that of a large tiger, and his hands twist around until his palms face entirely backwards.

"You have tangled with someone well beyond you. Now you'll be dead, and I'll control Ardis."

You certainly see that he is a rakshasa, a fiend known for its tyrannical, manipulative, and greedy ways. His arrogance reminds you of Trazavai, though this one has at least spared you the theatrics of a monologue. He gestures dismissively as he turns his back to you and ascends the stairs. From the shadows around you, more rakshasas appear. As you ready your weapons, movement above catches your attention. More gargoyles. Just getting to the rakshasa is going to be a tough fight.



ADVENTURE 4: WHAT STALKS THE SHADOWS

STORY BANES

| | |
|---------------------------|---|
| Dangers | Ashwing Gargoyle, Rakshasa, Red Mantis Assassin |
| Villain | Bahor |
| Henchmen (Closing) | Vimanda, Rakshasas—Proxy A |

Setup

After building the locations, shuffle a non-closing henchman Ashwing Gargoyle—Proxy B into each.

LOCATIONS

| | Base |
|----------|--------------|
| 1 | Dungeons |
| 1 | Laboratory |
| 1 | Manor |
| 2 | Library |
| 3 | Repository |
| 4 | Blood Pool |
| 5 | Barracks |
| 6 | Reading Room |

DURING THIS SCENARIO

Once each turn, you may bury a card to explore.

When you close your location, after characters move, a random character summons and encounters the danger.

Development:

The rakshasa patriarch falls before you. As death comes for him, he rasps out to you, “You fools. You ignorant fools. You’ve doomed Ardis. I am what stands between it and the Whispering Tyrant. Without me, it will fall to his minions. I would have been a far more merciful ruler. You may have killed me, but you still lost. And what a loss it is!” His eyes roll back and, with his last breath, he chuckles.

Well, that was unexpected: the rakshasas

don’t appear to have been in league with the Whispering Tyrant at all. But they do seem to have known about his plans for Ardis. And the one you just took down won’t be able to tell you about his own grand schemes or what he knows of the Whispering Tyrant’s plans. There are probably clues to both mysteries somewhere; you just have to find them.

The fate of Ardis, and every soul that lives in it, depends on you. No pressure, though.

Reward

Loot: armor Angelic Armor



PATHFINDER ADVENTURE CARD SOCIETY™

Standalone Adventure #1: A Night at Bloodthorne Manor



Rest in Peace!

What begins as a children's dare to stay overnight in an abandoned manor proves far more than anyone bargained for. Are these strange occurrences the fault of the mysterious people who have taken up residence in the dilapidated ruin, or are supernatural forces at play?

A standalone four-scenario adventure for tiers 1-4. Scenario design by Keith Richmond; story by Jaym Gates and Linda Zayas-Palmer.