

YEAR OF ROTTING RUINS—ADVENTURE 1

PATHFINDER[®]

ADVENTURE CARD SOCIETY™



STORYBOOK: CITY OF SAILS AND SHROUDS



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 1: CITY OF SAILS AND SHROUDS



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 1—City of Sails and Shrouds

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

COMPLETE THESE SCENARIOS IN ANY ORDER:

- | | |
|-----------|---------------------------------------|
| 1A | Powder Keg (page 4) |
| 1B | Tangled Sails (page 6) |
| 1C | To Seek the Devil's Doorstep (page 8) |
| 1D | Treating the Infection (page 10) |

Adventure Reward

Gain a supporter feat.

Scenario 1A: Powder Keg

Read the Following Aloud:

You've been enjoying several days of downtime in the city of Vellumis, a prosperous port city on Lake Encarthan. Vellumis is part of Lastwall, but the paladins and crusaders tend to rush north to the front lines. Vellumis is primarily a city of traders, diplomats, and foreign emissaries. It's a beautiful city, filled with whitewashed buildings, colonnades, and impressive spires. Yet the summer has been unbearably hot. Many of the city's buildings are now stained with soot from fires, which have been breaking out so frequently that many people doubt they could all be accidental.

You're relaxing in the Uscalin Lodge in Vellumis, having completed a minor job for the Pathfinder Society, when the dire news arrives. Vigil has been obliterated! The Whispering

Tyrant is free! Details are sparse, but multiple riders from the north all bear the same stories—Vigil is completely devastated, undead monsters roam the countryside, and Lastwall is leaderless.

Uncertainty begets fear, and fear begets violence. Rioting begins in the streets of Vellumis, and anyone bearing news from the north is interrogated—often forcefully—for details. Accusations fly that the fires have been the work of the Whispering Way, the cult of nihilists and necromancers that serves the Whispering Tyrant. Vigil is gone and Vellumis is likely to be next.

Someone needs to step in to restore order. The bureaucracy of Vellumis is paralyzed, awaiting orders from the capital that are unlikely to ever come. The city's few soldiers are working to calm the mobs, but external organizations—such as the Magaambya Academy and the Pathfinder Society—need to lend a hand.

With local Venture-Captain Shevar Besnik away on business, the ranking Pathfinder at the Uscalin Lodge is Viora Skedrin, a human alchemist of no small skill. Viora has taken it upon herself to dictate how the Pathfinders should help, citing her knowledge of medicine. "Riots are like a disease," she opines, "and are cured the same way. Target the sites of infection and the body will recover."

Viora sends you to the city's Laborer's Market, where a charred ruin of a tenement still smolders from a blaze last week. Tensions are high here. The locals feel like no one in the city's administration will help them, so they must help themselves—and plenty of them are helping themselves to goods in local shops and warehouses.



ADVENTURE 1: CITY OF SAILS AND SHROUDS

STORY BANES

Dangers	Bandit, Collapse, Rescue, Thug
Villain	None
Henchmen (Closing)	Rioting Mob—Proxy A

Setup

Shuffle a Proxy B into each location.

LOCATIONS

1	Shop
1	Plaza
2	Alley
3	Tenement
4	Abandoned Shacks
5	Shrine
6	Twisting Passages

DURING THIS SCENARIO

When you would encounter a Proxy B, summon and encounter the danger instead. If you defeat it, banish the Proxy B; otherwise, reload the Proxy B into its location.

If you fail to defeat a Rioting Mob but every Thug it caused you to summon is defeated, you may attempt to close your location.

Development:

"Order, of a sort, has been restored to Vellumis," Viora Skedrin announces. "And not a moment too soon! Looters have been jailed and a curfew enacted in the city.

"This isn't peace, though, not by any means. Refugees are pouring into the city from across Lastwall, looking to flee. The docks are under martial law, and only vessels delivering vital

supplies or taking on evacuees are permitted. A formal evacuation order is likely to come within the next few days.

"I've got some affairs to wrap up here, but we need to think of the Pathfinder Society as a whole. The group of you should get out of the city as soon as you can. Head to the docks and find a way out of this doomed nation."

Reward

Rally the supporter Pathfinder Chronicler (proxy with supporter Amin Jalento).

Scenario 1B: Tangled Sails

Read the Following Aloud:

You've come to the docks of Vellumis to find your way out of the city, but your aid is badly needed. The docks are crowded with refugees. The Lastwall Knights work to sort the refugees into orderly lines, but everyone is eager to get out of Lastwall as fast as possible. When the prophetically named cargo ship *Rolling Waves* became overloaded with clamoring passengers and keeled over in the harbor, the Lastwall Knights became far more insistent on strict evacuation scheduling. Tempers are flaring,

and rumors of bribery and favoritism are common—despite the scrupulous reputations of the paladins overseeing the evacuation.

“The riverboat captains aren't helping,” one of the Lastwall Knights confides in you as you help sort another group of evacuees into the whitewashed warehouses converted into staging areas. “They know that every person they can cram aboard their vessels means more coin for them. I've seen crews come to blows over prime mooring positions.”

As though to prove the knight's words, a resounding crash echoes across the harbor. Two riverboats collide while maneuvering into the same spot on the dock. The ships lean into each other, their sails hopelessly intertwined. The crews leap to the decks, daggers and belaying pins in hand, swinging at each other. Other crews soon join in the brawl, heedless of the danger to the evacuees lining the docks. The panicked crowd does its best to flee the violence, with refugees rushing back into the city and leaping off boats to avoid the crew's weapons.

“This has gotten out of hand,” cries the knight, drawing a cudgel and rushing to intervene. “Help break this up! We can't get anyone out of Vellumis with the riverboat crews at each other's throats!”

A few bruises are the least of your problems; as a jostled refugee tumbles into the water, a triangular fin slices through the surf. The longer this brawl goes on, the better the sharks will feed. While helping the sodden man out of the water, you spy a grinning imp lurking beneath the pier. The devil turns invisible as soon as it notices you. Something more wicked than a mere brawl is at work here.



ADVENTURE 1: CITY OF SAILS AND SHROUDS

STORY BANES

Danger	Rescue
Villain	Diabolical Imp
Henchmen (Closing)	Thug, Jigsaw Sharks—Proxy A

LOCATIONS

	Base
1	Boat
1	Docks
1	Fishery
2	Storehouse
3	Manor
4	Library
5	Repository
6	Den of Iniquity

DURING THIS SCENARIO

When the Diabolical Imp would escape, instead shuffle a number of new barriers equal to the number of locations minus 1 and the Diabolical Imp into a stack, then shuffle a card from that stack into each location. Also do this when the Diabolical Imp is evaded.



Development:

You've restored some measure of order to the docks. During the commotion, several boats slipped away with citizens who jumped the lines and are likely, at this moment, paying all their coin to greedy ship captains for "exclusive passage."

"We're establishing a priority system for the ships," the knight explains to you. "Ships with the largest capacity for evacuees get priority.

Other ships must wait their turns. It's going to be a lot slower to get the evacuees out, but we shouldn't get a brawl like the last one."

You can't help but think a solution that results in slower evacuations is a mistake. Perhaps the dock fight was no coincidence, but part of a larger scheme you don't yet see. You can't leave yet; you've got to get to the bottom of this mystery.

Reward

Rally the supporter Pathfinder Bodyguard (proxy with supporter Thousand Bones).

Scenario 1C: To Seek the Devil's Doorstep

Read the Following Aloud:

Viora Skedrin, the ranking leader in the Pathfinder lodge in Vellumis, has strongly suggested you evacuate the city. Yet you spotted a devil provoking violence at the docks, and you suspect there's something more than a malicious imp at work. You've heard that the Whispering Way, an organization of cultists who serve the Whispering Tyrant, might be active in the city. Most members of this secretive cult pose as townsfolk with careers that put them in touch with the dead, but the

Whispering Way attracts evil scholars and nihilists of all types. The city's recent spate of unexplained fires may well be their handiwork, and you wouldn't put devil-summoning past them. If you follow the devils, you might find the Whispering Way, or whoever else is behind the flames. There are too many places to hide in a city where ragged refugees are common and locals evacuate the city in increasing numbers each day.

It takes a few days of running down leads and researching rumors, but you've determined that most of the devil sightings are in the city's academic district. There, laboratories and academies are common, and marble-clad manors overlook the city with stately grace. So you prepare for a stakeout of the academic district, where well-manicured

shrubberies and ornate plazas provide ample places to loiter discreetly.

It's a far cry from busting heads in the Laborer's Market, but your targets are much slipperier than overeager looters.

Late in the evening, you spy a strange creature flitting from rooftop to rooftop. It has the torso of a fat baby and the lower body of an oversized housefly. This is an accuser devil, of a kind frequently summoned by mortals to serve as spies or saboteurs. You're on the right track. The devil flits away from you, but you know its master must be nearby. By questioning some locals and keeping an eye out for evidence of devil sightings, you should be able to pinpoint the center of diabolic activity.

At worst, you'll have to capture and interrogate a fanged devil-baby. Put that way, though, you'd rather be back to catching looters.



ADVENTURE 1: CITY OF SAILS AND SHROUDS

STORY BANES

Dangers	Cultist
Villain	Accuser Devil
Henchmen (Closing)	Diabolical Imp, Cultists—Proxy A

Setup

Shuffle a Proxy B into each location.

LOCATIONS

	Base
1	Academy
1	Bank of Abadar
1	Reading Room
2	Library
3	Laboratory
4	Chamber
5	Rooftops
6	Office

DURING THIS SCENARIO

When you explore a location and encounter a Proxy B, treat it as the story bane Witness; otherwise, treat Proxy B as the story bane Evidence. When you defeat a Proxy B, display it next to its location.

When you would close a location, if a Proxy B is not displayed next to it, the location does not close; instead search the location for a Proxy B and display it next to the location.

At the end of your turn, examine the top card of your location.

Development:

The suspicious diabolical activity is centered on a dignified manor house on one of the better streets in the academic district. As you consider how best to assault the cult headquarters, the front door opens to reveal Viora Skedrin. Her piercing gaze lands directly upon you. “Trouble has come right to my doorstep, I see,” she says, bemused. “Get them.”

Several burly cultists leap upon you, binding your arms, covering your heads, and bustling

you into the manor. “The Whispering Way doesn’t take kindly to nosy intruders,” one hisses at you. “We’ll see what Mistress Viora wants done with you, but it won’t be good for you, I promise.”

You might be able to overcome these cultists now, but a little patience might allow you to learn a lot about Viora’s treachery. You hope that she, like most villains, can’t resist an opportunity for a monologue. You will be most attentive if she does.

Reward

Each character draws a new level 1 ally.
Adventure Card Society characters may choose a bonus deck upgrade.

Scenario 1D: Treating the Infection

Read the Following Aloud:

The cultists of the Whispering Way have brought you before their leader, the chemist and Pathfinder Viora Skedrin. She eyes you critically from behind a desk covered with alchemical apparatuses.

"I told you to get out of the city," she chides with mocking friendliness. "When the rioters in the Laborer's Market didn't finish you off, I

tried to give you a way out that wouldn't cost your lives and wouldn't cause me any further trouble. Pity you don't know how to listen.

"I was right, you see, when I said the best way to fight a disease is to target the sites of infection. But perhaps we disagree on the disease. The crusaders of Lastwall are an affront to our master, the Whispering Tyrant. They must be purged. If they seep into other lands, like pus, they'll only spread their infection, inspiring more to take up arms against us. My minions have been working to stoke fear, slow the evacuations, and trigger fights here in Vellumis. It's almost too much for the paladins to contain, and with a few simple pushes—" She gently nudges a beaker of fluid off the edge of her desk and it crashes to the floor. "...They'll be overwhelmed." A rancid odor rises from the fluid, quickly filling the air.

"Take them to the cellars and lock them in. After a few more preparations, we'll be ready to move. We can then burn this building to the ground, and it won't raise any suspicions at all in a city already on the edge."

Hoods are strung tightly around your heads. You're muscled down several flights of stairs and shoved into a stone room. You hear the sounds of a door being shut and locked. It doesn't take long for you to slip out of your hoods and bonds, but getting out of this cellar will be another matter entirely. An old manor like this is bound to have traps, guardians, and other dangers. If the Whispering Way has been active in Viora's manor for a long time, there might even be other prisoners to rescue. In any event, you've got one clear goal in front of you: stop Viora before she slips into the chaos of Vellumis to advance her schemes further.



ADVENTURE 1: CITY OF SAILS AND SHROUDS

STORY BANES

Dangers	Cultist
Villain	Chemist (Viora Skedrin)
Henchmen (Closing)	Clockwork Guardian, Screaming Lock, Poison Dart Trap, Animated Objects—Proxy A

Setup

When preparing story banes, before shuffling the story bane stack, shuffle the villain into the Laboratory. After shuffling the story bane stack, deal the remaining story banes into the remaining locations, then add a closing henchman Trapped Furniture—Proxy B into those same locations.

All characters start at the Cell.

After drawing starting hands, each character deals the top 3 cards of their deck faceup into a single confiscated pile.

LOCATIONS

1	Laboratory
1	Cell
1	Oubilette
2	Repository
3	Library
4	Chambers
5	Manor
6	Office

DURING THIS SCENARIO

When you defeat a bane, a random local character searches the confiscated pile and draws any card from it.

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're using is closed, move to the Laboratory.

Development:

You've brought the traitorous cultist Viora Skedrin to justice. She won't be able to stoke discontentment in Vellumis any longer, and perhaps the diligent crusaders can oversee the evacuations with fewer distractions.

Upon your return to Uscalin Lodge, you're surprised to encounter a gnome wearing a tall hat and the colorful outfit of a fortune-teller.

After the dire news of Vigil's destruction, you're surprised to see Evni Zongnoss, that city's Venture-Captain, alive and in Vellumis.

"I understand you've been cleaning some troublemakers out of our lodge here and putting the city to rights. Excellent work! I've got vital tasks needing skilled professionals, and I think you're just the agents I need."

Reward

Each player unlocks the ability to play Fumbus from the *Core Set* using the *Goblins Burn! Character Deck*.

PATHFINDER CHRONICLER SUPPORTER 0



POWERS

Display. While displayed:

- On any check against a barrier, a spell, or an item, you may bury to add 1d4+4.
- You may bury to examine the top 3 cards of any 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
BARD**



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PATHFINDER BODYGUARD SUPPORTER 0



POWERS

Display. While displayed:

- When a local character suffers damage, you may bury to reduce it to 0.
- To let any character avenge, you may bury; during the encounter, add 1d6 to all checks.

Pathfinders take all types. Some read books, delve tombs, or influence politics. I get stabbed and bludgeoned.

**HUMAN
FIGHTER**



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