



YEAR OF REBORN STRIFE—ADVENTURE 2

PATHFINDER ADVENTURE CARD SOCIETY™



STORYBOOK: WARRENS ABOVE, WARRENS BELOW



Read the Following Aloud:

Kaer Magsa stands as a testament to the forgotten people who built it. The dense, walled districts have fittingly become home to a host of people who have been or wish to be forgotten by the world. Seen at once as a criminal haven and a grand experiment in self-governance, Kaer Magsa remains strange even to those who live and die within its diverse sections—and perhaps even stranger to those who are reborn here.

Between the disparate groups and powers within Kaer Magsa, a strange balance exists; a somewhat anarchical understanding between its residents that one's business remains one's own. This principle of personal freedom and privacy lies at the fragile heart of Kaer Magsa. Its lifeblood pulses with merchants of exotic goods, troll fortune-tellers gazing into their own viscera, and corpulent bloatmages replete with lymph-balancing leeches.

Here, even traditions that would typically stand in violent opposition to each other must respect the city's creed. Priests of Urgathoa, goddess of gluttony and undeath, produce undead servants, and reanimated pack animals labor for those who can afford them. Meanwhile, Pharasmin clerics fulfill their sacred duties to protect the cycle of souls by conducting burial ceremonies and maintaining a crypt that serves the wealthiest members of the city.

Now, a new threat has arisen to this delicate balance of life and death: a wave of undead attacks. At first, the cause seemed to be a simple malfunction in a few of the amulets used to control zombies.

But it soon became clear that something larger is afoot, with the undead creations of several prolific necromancers turning violent, and unsettling cases of bodies spontaneously rising into unlife!

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ADVENTURE 2: WARRENS ABOVE, WARRENS BELOW



Adventure 2—Warrens Above, Warrens Below

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: At the start of each scenario, search the vault until you find a new Harrow blessing. Its harrow suit is the harrow suit for the scenario. When choosing deck upgrades, treat Harrow blessings of that suit as being level # and all other Harrow blessings as being level #-1 (minimum 1).

COMPLETE THESE SCENARIOS IN ANY ORDER:

2A	Mortuary Mischief (page 4)
2B	A Day at the Races (page 6)
2C	Unconventional Allies (page 8)
2D	What Lies Beneath the City (page 10)

Adventure Reward

Choose a type of boon. For the rest of the Adventure Path, when you rebuild your deck, keep an additional boon of that type. Each scenario, before drawing your starting hand, search your deck and set aside 1 boon of that type until the end of the scenario.

Scenario 2A: Mortuary Mischief

Read the Following Aloud:

The worries of the necromancer Gerik Mubb echo in your mind on your walk back to the main thoroughfare of the Warren: whatever force is overriding the protections built into the undead-controlling amulets and spontaneously raising undead is likely a great deal more powerful than anticipated. With so many questions and so few answers, a search of the source of the recently dispatched undead is in order.

As you head toward the mortuary Gerik directed you to, the pale glow of the moon above casts shadows across the streets, and the soft scent of food stalls and spice hawkers gives way to the crisp night air. Distant cries occasionally punctuate the otherwise silent night. It is difficult to determine if these are cries of revelry from a tavern or portents of something more sinister. Perhaps unsurprisingly, the small ramshackle mortuary building, ensconced at a ground level corner of the Warren stacks, is dark and shuttered for the night.

Wiping some of the dust off of a side window, you can make out wooden coffins with lids violently thrown open, scratch marks

furrowed into the wood on the inside. As your eyes adjust to the darkness inside the building, you notice slow and halting movement in the rear of the main room. There's no doubt about it: more zombies have risen from their caskets. Checking your gear, tightening your belts and scabbards, and curling your fingers around already tested weaponry, you move around to the front to return the shambling undead to their caskets when you hear a shout from behind.

"Look what we have here. This must be the little mole snuffling about and sticking its nose where it oughtn't be. Boss says you should leave town, and we're gonna make sure you do just that."

The threat is delivered by a short yet very stocky shirtless man with a tattoo of a monkey along the side of his face. A menagerie of similarly tough-looking humanoids flank him on either side, callused hands clutching makeshift blunt weapons in a display of violent intent. With no way back to the street but through the ruffians, you release your grip on your weapon and ready your fists. It's going to be a brawl.



ADVENTURE 2: WARRENS ABOVE, WARRENS BELOW

STORY BANES

Danger	Each time you encounter the danger, randomly choose an Undead story bane.
Villain	None
Henchmen (Closing)	Thugs—Proxy A

Setup

When you prepare the story banes, set aside the barrier Brawl, then shuffle a closing henchman Brawl—Proxy B into each location.

LOCATIONS

1	Laboratory
1	Ossuary
2	Graveyard
3	Blood Pool
4	Slaughterhouse
5	Plaza
6	Shop

DURING THIS SCENARIO

When you encounter a Thug, if you discard any cards as damage for its before acting power, add 1d8 to the check to defeat.

When you would defeat and banish a Brawl or a Thug, instead banish the top 1d4+1 other cards of its location then shuffle it into its location; if the location still has other cards, the bane is instead evaded.



Development:

Not long after the first punch was thrown, the fight took on an ebb and flow of movement that slowly roiled out toward the main street. What began as a show of bravado and intimidation swiftly became a near jovial occasion as the street toughs realized you could match them blow for blow.

“Just what the physick ordered! How about another—what is that?”

The wild grin on the tattooed man’s face melts to terror as he backs away and raises an arm, pointing behind you and up the road. You hear a rapidly approaching clatter of ironclad wheels and steel-plated hooves on cobblestone. As you turn your head, you see a massive black wagon pulled by four undead steeds. The street toughs turn heel and run; you’re quick to follow their lead.

Reward

Loot: the blessings Our Lord in Iron and The Prince of Pain.

Scenario 2B: A Day at the Races

Read the Following Aloud:

The relief that you took the time earlier to secure your gear is immeasurable in the moment. There is no time to think as you follow the street toughs down the main road deeper into the Warrens, pursued by the thunderous patter of hoofbeats.

Between quick glances over your shoulder, you put together a better idea of exactly what is careening down the cobblestone path after you. The steeds themselves are recently undead, the skin only just beginning to tear and give sight to the straining muscles beneath. Milky eyes roll and toss within the horse's skulls, and sparks occasionally cast off from their shoed hooves as they crash into the stone below. Each horse wears a fine leather bridle inset with a control amulet; these failed amulets are dull and barely shine in the moonlight. The reins are held bundled up by the tiny grasping hand of a zombie gnome complete with top hat, finely fashioned cape, and what appears to be a false beard. Inset in the black wood of the cart behind the gnome

are malachite letters proudly displaying "Dovzar's Curios and Curiosities."

The cart bounces off shanty walls as it is yanked down the street, drawers slinging wildly in and out of the sides. It appears that the merchant had an unfortunate run-in with Horus's capricious control amulets. What matters now is escaping the runaway wheeled death machine, a task easier said than done. The doors and windows along the empty street are shuttered tight in the wait for morning, and at full sprint, small side alleys flash by before you can see them and change course. For better or worse, you are gaining on the street toughs from moments before, though they seem entirely preoccupied with running.

As you overtake the leader, you lock eyes in a brief but intense moment of shared fear, cut short by a rogue cobblestone jutting upward that catches his toe and sends him under the hooves. With the rest of the brawlers following suit, you steel your nerves and catch your second wind. The chase is just beginning.



ADVENTURE 2: WARRENS ABOVE, WARRENS BELOW

STORY BANES

Danger	Each time you encounter the danger, randomly choose a new barrier.
Villain	None
Henchmen (Closing)	Undeath on Wheels—Proxy A

Setup

When building the locations, build small locations and shuffle an additional barrier into each.
After creating the hourglass, display 2 markers next to it.
Characters start at the Abandoned Shacks.

LOCATIONS

1	Storehouse
1	Abandoned Shacks
1	Mountain
2	Bridge
3	Cliff
4	Dungeons
5	Tenement
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're using is closed, move to the Storehouse.

At the start of your turn, remove a marker from the hourglass; if you cannot, either discard the top card of the hourglass or summon and encounter the story bane Undeath on Wheels.

Once per turn, when a barrier is defeated, display a marker next to the hourglass.

Development:

After a series of zigs, a scatter of zags and a healthy dose of all-out sprinting, you finally spy an out: one side of a fork in the path leads to a large stone structure; the other side dead-ends quickly against the wall of Kaer Maga. It will require perfect timing but, fortunately for you, Pathfinders are known for just that (among a great many other heroic attributes).

You wait until the last moment and hurl yourself to the side, arriving in a heap at the door of a squat, sturdy-looking building at the beginning of the Bis neighborhood. A terrific crash breaks the night as the horrific cacophony of hooves and wheels finally comes to an end. Dovzar's Curios and Curiosities sure produced a curious night.

Reward

Loot: the blessings The Avalanche and The Cricket.

Scenario 2C: Unconventional Allies

Read the following aloud:

The tumble at the terminus of the chase is certainly going to leave a mark, but you have escaped with your life.

As you draw yourself to your feet and begin to readjust your jumbled gear, your eyes settle on the banded iron oak door before you. Set heavily in its frame, it towers eight feet tall, guarding a great stone bunkerlike structure that looms over you in the night. A bronze badge is set into the wood at eye height, depicting a set of doors carved with runes too tiny to make out.

This is no great mystery to solve. It is the badge of the Duskwardens, and these are the

doors to their guild house. Your brief moment of epiphany is cut short as the door is pulled open from the inside and a tall and sickly pale human sticks their head out.

"What was that crash? Is everyone alright?" The voice is calm but worn rough by many hardships.

You find yourself stammering for a moment trying to explain the situation you have just escaped from, but after a pause, you are able to convey the happenings in the walled city. For a time the listener is silent, then they swing the door open and say, "Well, you ought to come inside. No sense in having you lot on the streets causing more mayhem."

Inside, the guildhall is dimly lit by a pair of candles on a central wood table. The figure holds a finger to their lips and looks up at the ceiling. "Many of us are asleep upstairs, so keep your voices down. I'm Balok, by the way."

As you sit around the table, Balok relays some startling information: the Halflight Path has become even more dangerous than usual, rampant with chaotic reanimations, both humanoid and beast, threatening the Duskwardens. In particular, this night has seen more reanimations than any night in recent memory. Balok doesn't seem convinced when you mention your interest in the events. Instead, they suggest that you stay for the night to remain safe and off the streets, away from the undead. You quickly realize that if you are to pursue this trail of undeath under the city to the source, you'll need to convince the Duskwardens that you are capable of such a task. After all, they control the only access to the Halflight Path, the massive complex of ancient passageways beneath the city.



ADVENTURE 2: WARRENS ABOVE, WARRENS BELOW

STORY BANES

Danger	Make Your Case
Villain	None
Henchmen (Closing)	Make Your Cases—Proxy A

Setup

When building the locations, shuffle an additional ally into each.

LOCATIONS

1	Arsenal
1	Hospice
1	Office
2	Chambers
3	Tenement
4	Academy
5	Repository
6	Storehouse

DURING THIS SCENARIO

At the start of your turn, you may examine the top card of each location, then you may banish an examined boon.

When the result of your check to defeat exceeds its difficulty by 5 or more, or when you fail your check to acquire by 5 or more, discard a card; if you have the Stealth skill, you may instead recharge or reload a card.

Development:

Balok throws their hands up in exasperation.

"Alright, alright, you've made your case. I'll grant you access into the path. But know this: you keep your head down, and your eyes peeled. I can't have my Duskwardens babysitting you. They have enough on their plate."

You assure the Duskwardens that Pathfinders need no monitoring, but they scoff under their breath. Still, they stay true to their word and thump heavily on the ceiling with a gauntleted fist.

"Duskwardens!" they call out. "Ready your arms! We have Pathfinders to escort".

Reward

Loot: the ally Duskwarden Ranger. Adventure Card Society characters may choose a bonus deck upgrade.

Scenario 2D: What Lies Beneath the City

Read the following aloud:

The temperature quickly drops to an uncomfortable subterranean chill as you watch a Duskwarden pull shut the doors behind you. As your eyes acclimate to the dim light, Balok pulls out a series of small crystal necklaces and gestures for you to take one.

"Halfflight Charm," they whisper. "Lights the way and lets us find you if you get lost."

The crystal casts a cool glow across the stone and brick around you. As you're led into the Halfflight Path, you have the unmistakable feeling you're drawing nearer to the source of the undead in Kaer Maga. The trek is arduous and fraught with dangers underfoot; loose stones, tight gaps, and long falls await you at every turn.

The Duskwardens chat with you quietly

during some parts of the journey, sharing tales of monsters bested, caravans saved, and comrades lost. As you approach each intersection, though, they fall silent, carefully eying the blocked side passages and tunnels as they hurry you quickly past them. Many steps further, you begin to see signs of prior battles. Huge corpses of slain beast and monster are pushed to the side of the path, too big to pull to the surface. Each time you pass such a battle site, the Duskwardens tighten their grips on their weapons, keeping close eyes on the bodies themselves.

A rough-hewn tunnel gives way to a level walking path for a few moments, and you ask Balok about the bodies. They turn to you with a weary expression and reply, "There's no rhyme or reason to what gets reanimated. Trust nobody down here, and more importantly... trust no body."

As you descend, the brick walls and barricades blocking off side passages and tunnels show signs of heavy wear and tear. You catch sight of yellow eyes peering at you from small holes in the walls. Suddenly, Balok brings the group to a halt with a raised fist. They point at the way ahead, where a pile of bricks lies cast out from a side passage. Something may have gotten through. They walk a few steps closer to peer around the edge of the tunnel, and a yell of alarm is cut short by a spray of steaming green acid that splatters across their front.

Balok's body has barely touched the floor before it is overrun by a trio of horse-sized chitinous creatures that scuttle out of the side tunnel and into the passage. The acid mantises raise their powerful mandibles in the air, clacking together as a loud hissing fills the tunnel. You hear a more ominous scuffling from the darkness.

That must be their queen.



ADVENTURE 2: WARRENS ABOVE, WARRENS BELOW

STORY BANES

Danger	Each time you encounter the danger, randomly choose an Undead story bane.
Villain	Acid Mantis Queen—Proxy V1
Henchmen (Closing)	Acid Mantis Queens—Proxy A

Setup

Create the hourglass with 5 fewer blessings, then shuffle 5 Proxy Bs into it.

LOCATIONS

1	Cave
1	Oubliette
1	Spider Nest
2	Pits
3	Mine
4	Twisting Passages
5	Crypt
6	Lair

DURING THIS SCENARIO

Always keep the top 3 cards of the hourglass faceup. When you advance the hour, if it is a Proxy B, summon and encounter the danger.

While anyone encounters a villain, treat # as 1 higher.

On your turn, you may reload a card to examine the top card of your location.



Development:

The battle is intense but brief. With the element of surprise gone, the acid mantises are no match for the combined might of Pathfinders and Duskwardens. Even their mighty queen falls before your blades.

As you sheathe your weapons, the remaining Duskwardens ruefully hoist Balok's

body across their shoulders. They explain that the Godsmouth Ossuary is not far from here. The Pharasmini priests there can lay the body to final rest.

Perhaps the Pharasmins will have some insight on what force is behind the flood of undead in Kaer Maga.

Reward

For the rest of the Adventure Path, when you avenge, all characters ignore effects on the bane that happen when it is undefeated.

UNDEATH ON WHEELS

STORY BANE 2

CHECK TO DEFEAT

DEXTERITY
CONSTITUTION
ACROBATICS
FORTITUDE

7

TYPE

BARRIER



POWERS

Before acting, a random local character must succeed at a Dexterity, Constitution, Acrobatics, or Fortitude 5 check or suffer 1d4 Combat damage.

If defeated, shuffle this barrier into its location.

If undefeated, suffer 1d4 Combat damage and shuffle a new barrier into your location.

UNDEAD
SKIRMISH



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MAKE YOUR CASE

STORY BANE 2

CHECK TO DEFEAT

CHARISMA
DIPLOMACY

10

TYPE

BARRIER



POWERS

Before acting, roll 1d4, then attempt a check of the corresponding type.

1. Disable 4
2. Fortitude 4
3. Knowledge 4
4. Perception 4

If you fail, discard a card. If you succeed, on the check to defeat, after the roll, you may roll 1d6 and either add or subtract it.

TASK



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DUSKWARDEN RANGER

ALLY 3

CHECK TO ACQUIRE

CHARISMA
DIPLOMACY

10

OR

PERCEPTION
RANGED

8



POWERS

Reload to examine the top card of your location, then you may shuffle your location.

Discard to explore. This exploration, reduce all damage you suffer by 1d4, and you may evade banes.

LOOT

HUMAN
RANGER



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ACID MANTIS QUEEN

STORY BANE 2

CHECK TO DEFEAT

COMBAT

10

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TYPE

MONSTER



POWERS

When examined, suffer 1 Acid damage.

Before acting, a local character summons and encounters this monster, treating # as 1 lower (minimum 0).

If undefeated, a random local character suffers 1d6 Acid damage (maximum #), then recharge this monster into its location.

TRIGGER

VERMIN
VETERAN



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