



YEAR OF REBORN STRIFE—ADVENTURE 3

PATHFINDER ADVENTURE CARD SOCIETY™



**STORYBOOK: DESCENT INTO
THE FORBIDDEN OSSUARY**



Read the Following Aloud:

Kaer Mago 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 Mago 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 Mago, 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 Mago. Its lifeblood pulses with merchants of exotic goods, troll fortune-tellers gazing into their own viscera, and corpulent bloatmages replete with lymph-

balancing leeches.

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.

The Duskwardens who patrol the subterranean Halfflight Path desperately battle an increasing tide of undead and monsters. After one of their number, Balok, fell to a swarm of acid mantises, the Duskwardens approach the Godsmouth Ossuary seeking a final resting place for their comrade as well as answers to the growing discord in Kaer Mago's streets.

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

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:	
3A	The Eyes Below (page 4)
3B	Puzzle Pieces (page 6)
3C	Unearthing the Truth (page 8)
3D	Confronting a Stranger (page 10)

Adventure Reward

Each player chooses a character that does not yet have a role card. When that character earns a role card, they may choose Blackjack, Hero of Korvosa from *The Curse of the Crimson Throne*. Add the boons Blackjack's Daggers, Blackjack's Rapier, and Blackjack's Gear to the character's deck box.

Scenario 3A: The Eyes Below

Read the Following Aloud:

Bearing Balok's body in honor, you make your way through the Bottoms district to the Godsmouth Cathedral, located at the very edge of the cliff upon which Kaer Maga is situated. Beneath this cathedral dedicated to the Lady of Graves lies the fabled Godsmouth Ossuary, where Kaer Maga's most honored and most prestigious are laid to rest.

A dark-robed priest walks out to meet you.



Seeing the body of a Duskwarden being borne by a Pathfinder, he lowers his blue eyes in respect, then lifts them again to rest his gaze on you. He waves to two hooded priests who quickly and gently take away Balok's body. The mortician-priest introduces himself as Ennis. "We will see to it that your fallen compatriot is tended to with all appropriate respect," he begins. "First, can you please tell us how he has come to us?" When you explain that Balok was slain while you were investigating a recent undead uprising, the surprise on Ennis's face is visible.

"I... may able to help you. Please accompany me down to the ossuary." With that, Ennis leads you outside to a steep path leading down the face of the cliff. Here, enormous carved heads of forgotten gods and kings peer down from the side of the cliff. One head—which Ennis says depicts the Unnamed King—wears a high crown, his mouth agape; on either side of it stands a skirted guard wielding a spear.

Ennis leads you between them into the king's mouth itself—the entrance to the Godsmouth Ossuary.

The catacombs' entrance area is surprisingly well lit and pleasantly appointed. As Ennis guides you deeper into the catacombs, he explains the situation. "As you know, there are many undead on the move, and we are beginning to suspect that the source may lie here in the Ossuary." He pauses in front of a locked door of ancient stone marked with strange runes. "This is called the Forbidden Door. The passage beyond leads to a relatively small, disused portion of the ossuary, where not even our priests dare tread. But we recently found the door unlocked and open." He unlocks the door and opens it. Beyond, a dark staircase leads down into the depths. You eye the blackness warily.

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“Oh... also, one of my colleagues—her name is Letra—has gone missing,” adds the priest. “I fear the worst. If you encounter her during your investigation, please bring her back to us.”

Sure, you think. Why not?

The air grows colder and the musty smell grows stronger as you descend into the catacombs. The light you bring with you casts strange and

angular shadows. Indecipherable runes, tally marks, and nonsensical ramblings are carved into the walls around you. As you scan these scrawled messages, one of the phrases you read lingers in your mind: “Beware the eyes below!”

You hear the grinding sound of rock on rock. Suddenly, two stone guardians appear and block your path!

STORY BANES

Danger	Each time you encounter the danger, randomly choose a new level 2 or 3 monster.
Villain	None
Henchmen (Closing)	Stone Guardians—Proxy A

Setup

When building the locations, build a number of the location Pits equal to the number of characters.
Characters start at the Cave.

LOCATIONS

1	Cave
1-6	Pits

DURING THIS SCENARIO

You may move only when your location is closed, and you may move only to the next location.
After you examine cards from a location, shuffle that location.
On your non-Fire combat check, if any die shows a 1 or 2, count it as 0.
When you close a location and would banish its cards or defeat a Stone Guardian and would banish it, instead shuffle them into the next location.

Development:

The construct guardians crumble to dust in a cloud of stale air. You move past the rubble, further into the catacombs. A thick layer of dust covers the stone floor, disturbed by many footprints in different sizes.

A salty breeze indicates another exit somewhere, further down the cliffs. Curious, you move further into the catacombs and into the maze of passages beyond, following the trail of footprints into the unknown.

Rewards

Each character chooses a type of boon then draws a random level 3 boon of that type from the vault.
Adventure Card Society characters may choose a bonus deck upgrade.

Scenario 3B: Puzzle Pieces

Read the Following Aloud:

After defeating the stone guardians, you initially find yourself in a maze, but eventually you find your way into a cavernous room. Pillars rise from floor to ceiling like stalagmites. Three doors provide egress from the chamber.

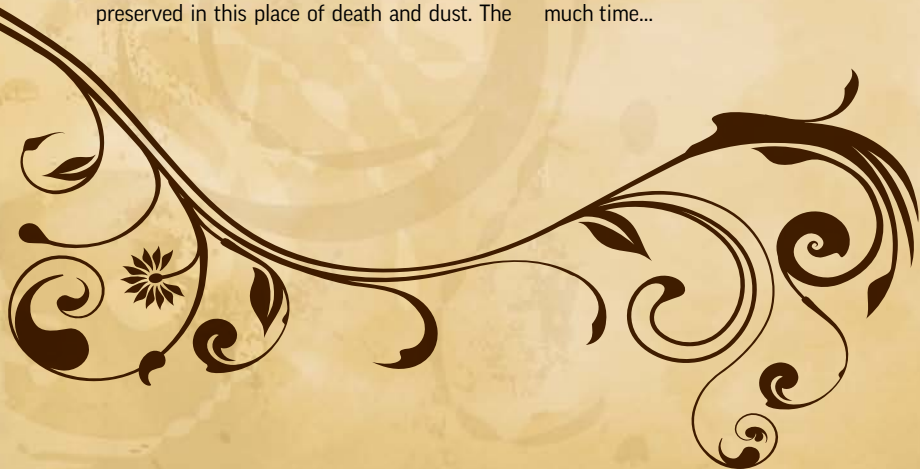
The floor is scattered with ancient skeletons, which do not rise and attack no matter how many times you poke at them. They are, perhaps, in too poor condition to be worth animating. Niches carved into the walls clearly once provided a resting place for these corpses, but now contain only fragments of shroud and bone. Your torchlight flickers eerily over the remains. A word carved above the shelves names the burial chamber, its letters partially obscured by dust and time.

Two of the three doors are closed. The third, to the west, stands ajar; it opens into a single burial vault. The stone coffin within yawns open, but oddly a flower blooms within, somehow preserved in this place of death and dust. The

name "Celrin" is carved upon the tomb.

The eastern door was once secured by a lock that rusted through long ago. Behind it is a vault much like the first, prepared for a burial which appears to have never taken place. Dim light peeks through a hole in the ceiling to illuminate an unmarked, empty coffin.

The lock on the central door is new and free of rust. You struggle for a bit but finally get it open, finding another maze of passageways beyond. This time, though, a soft, blue glow leads the way through the warren of pathways. You eventually encounter the light's source: a tiny box radiating magic. You recognize it as a puzzle box—the kind you have to figure how to open before you can free an object within. Opening it is going to require passing several tests of intelligence, and distant movements within the dungeon indicate that you may not have much time...



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STORY BANES

Danger	Each time you encounter the danger, randomly choose a new level 2 or 3 barrier.
Villain	None
Henchmen	None

Setup

Before building locations, set aside all Trigger barriers. When building locations, use these cards first, then return any remaining to the vault.

LOCATIONS

1	Ruin
1	Shrine
1	Twisting Passages
2	Library
3	Chambers
4	Cell
5	Reading Room
6	Crypt

DURING THIS SCENARIO

At the start of your turn, you may bury a card; if you do, examine each location. While doing so, if any examined card does not have the same level as the previously examined cards in that location, stop examining, shuffle all examined cards together, then recharge them as evenly as possible between all locations you examined. If you examine all cards in all locations in doing so, you win.

After you examine any number of boons from a location, recharge one of the examined boons into any location.

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

Development:

What a cruel trick fate has played upon you. After all of your clever manipulations, the puzzle box proves to be empty except for a residual glow; whatever was in there has already been taken.

In a nearby room, you discover records that suggest the puzzle box was designed not so much to keep people out as to keep an intelligent artifact contained within; that

artifact can be used to easily raise and control large numbers of undead, and it becomes especially powerful in the hands of somebody who possesses a knowledge of death. The records are fragile, and you dare not risk taking them with you.

But you have a growing fear that you already know who is behind this: Letra, the missing mortician-priest!

Reward

Each character, at the start of each scenario, may examine the top 5 cards of their deck, then recharge any number of those cards.

Scenario 3C: Unearthing the Truth

Read the following aloud:

A further exploration of that part of the catacombs reveals nothing else of interest, but a rather large number of missing bodies—or at least spaces where bodies used to be. Whoever is raising the undead is animating the corpses of those deceased long enough that nobody misses them; you suppose that's better than the alternative, though you're not particularly consoled by the thought.

You elect not to explore what lies further below for now, recalling the priest's warning and the ravings carved into the stairwell walls. Instead, you return to the surface. It's early evening when you step out through the mouth of the Unnamed King. The fresh air feels cool and crisp on your skin, and the various smells of the city soon overpower the musty odor of the tomb.

You walk the path back up to Godsmouth Cathedral to report back to Ennis. The surrounding grounds are clearly meant more for the dead than the living. Gifts for the deceased are placed at the base of pillars that run along the steep trail. Offerings of flowers and food lend their sweet smells to the night. Inside the cathedral, you find Ennis and share your theory about the missing priest. "Letra is ambitious," he says, "but I find it difficult to believe she might have fallen to temptation." After you tell him about the puzzle box and the artifact, though, he becomes more inclined

to support your theory. Ennis gives you a warded reliquary capable of containing the stolen artifact, and bids you end Letra's reign of terror—if that's what's really happening.

As you leave to search for her, you hear peculiar clattering hoofbeats—just like the undead horses you encountered earlier. But when they come into view, you see that this time the undead mounts have riders: skeletal beings who charge you with weapons raised!



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STORY BANES

Danger

Each time you encounter the danger, randomly choose an Undead story bane.

Villain

None

**Henchmen
(Non-Closing)**

Skeletal Champions—Proxy A

LOCATIONS

1

Cathedral

1

Graveyard

2

Ravine

3

Tower

4

Arsenal

5

Crypt

6

Shrine

DURING THIS SCENARIO

When you defeat a Skeletal Champion, mark your location, then shuffle a Proxy A and a closing henchman Skeletal Steed—Proxy B into the location.

When you encounter a Proxy A, if your location is marked, treat the Proxy A as the closing henchman Ancient Skeleton.

Development:

The skeletal riders and their mounts deteriorate into piles of bones once defeated, producing wailing cries that pierce the night. Strangely, the noises don't rouse the priests; perhaps they have the sense to stay in the cathedral.

As the lifeless bones clatter to the ground,

the wind picks up and becomes a despairing howl that surrounds you, chilling you to the bone. You hear distant voices raise an alarm and then quiet, as if whatever frightened them quickly passed.

More clattering hoofbeats echo somewhere nearby.

Reward

Each Adventure Card Society player chooses a character that does not have the Divine skill. That character may add the Divine Adventurer Pack to their deck box.

Loot: Wand of Restorative Touch.

Scenario 3D: Confronting a Stranger

Read the following aloud:

The wind picks up and clouds cover the setting sun, carrying the rotten-sweet scent of a charnel house with it. Another skeletal mount gallops down the road, ridden by a what appears to be a living woman. She carries a dagger, but needs neither bridle nor reins to command her undead mount. One of her hands clutches an object possessively.

"Greetings, adventurers," she says in a voice that crackles like brittle paper. "Looking for this?"

She raises her hand to reveal a statuette. It glows with a sickly green hue you cannot help but associate with pallid corpses—especially given the number of those you've seen lately.

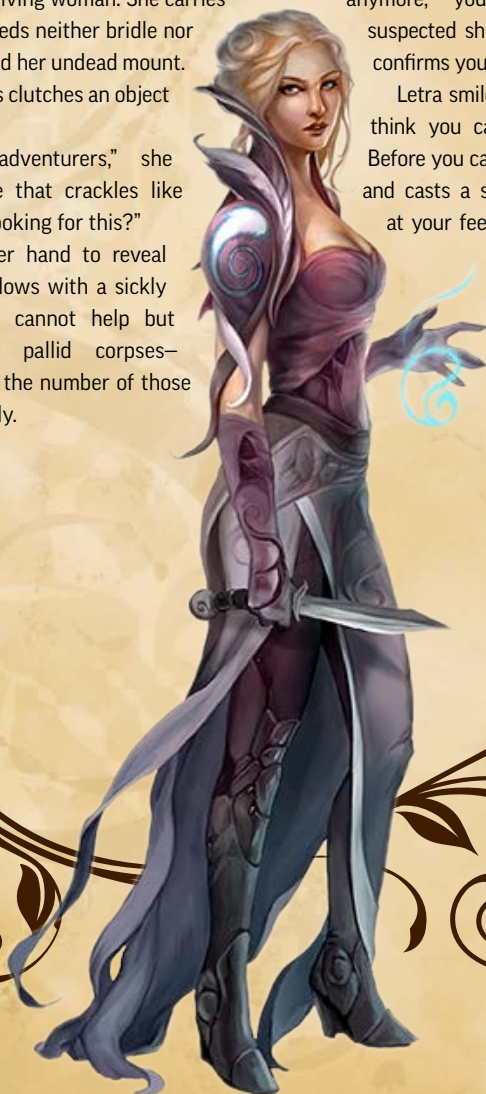
"Who are you?" you demand.

"I am Letra, servant of Pharamasma," she replies.

"I don't think you're serving her wishes anymore," you counter. You already suspected she was behind it, and this confirms your worst fear.

Letra smiles calmly at you. "Do you think you can fight me?" she asks. Before you can answer, she lifts a hand and casts a spell, striking the ground at your feet with a bolt of crackling energy. "Kneel, and I will let you live," she commands.

You refuse to bend to her will, and thus battle is joined.



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STORY BANES

Danger	Wraith
Villain	Corrupted Priestess
Henchmen (Closing)	Mummy, Plague Zombie, Vampire, Lich, Wights—Proxy A

Setup

Before building locations, set aside all Undead monster cards. When building locations, use these cards first and increase the number of monsters and blessings in the location by 1 each. Then return any remaining to the vault.

LOCATIONS

1	Cliff
1	Ossuary
1	Shrine
2	Mountain
3	Trail
4	Crypt
5	Graveyard
6	Cathedral

DURING THIS SCENARIO

Before blessing a check, recharge a card.

When you would move from an open location, succeed at a Wisdom 6 check or you do not move and instead bury a card.

When you fail to acquire a blessing, bury a card either from your hand or the hourglass.

Development:

The corrupted priestess is not easy to defeat, but when she falls, her body crumples to dust. Gingerly, with gloved hands, you seize the artifact and secure it in its new prison. You return to the Godsmouth Cathedral to give it to Ennis, but he wants nothing to do with it, fearing the temptation it represents; he says he trusts the Pathfinder Society to ensure the artifact is looked after properly.

At the Grand Lodge, you present the contained artifact to a specialist, Eando Kline, who knows how to suppress and mitigate the risks posed by dangerous relics such as this.

“Quite the dangerous device,” he says. “Let’s make sure it stays with us.”

Eando congratulates you on a job well done and promises to ensure that the statuette never causes trouble again.

Reward

Each player chooses a character. That character may add the ally Priest of Pharamsa, the blessing Lady of Mysteries, and up to two of the blessings Pharamsa’s Knowing to their deck box.

STONE GUARDIAN

STORY BANE 3

CHECK TO DEFEAT

TYPE

MONSTER

COMBAT

13



POWERS

Resistant to Attack. Immune to Mental and Poison.

Before acting, each local character must succeed at a Constitution or Fortitude 7 check or suffer the scourge Drained.

The difficulty to defeat is increased by 1d10.

CONSTRUCT



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SKELETAL CHAMPION

STORY BANE 1

CHECK TO DEFEAT

TYPE

MONSTER

COMBAT

13

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POWERS

Immune to Mental and Poison. Resistant to Cold. Vulnerable to Bludgeoning.

Before acting, succeed at a Dexterity or Acrobatics 5+ check or suffer 1d4+1 Combat damage.

After acting, a local character recharges a Divine card.

UNDEAD
SKELETON
VETERAN



Illustration by Johnny Marrow ©2020 Paizo Inc.

SKELETAL STEED

STORY BANE 1

CHECK TO DEFEAT

TYPE

MONSTER

COMBAT

11

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POWERS

Immune to Mental and Poison. Vulnerable to Bludgeoning.

Before acting, succeed at a Dexterity or Acrobatics 4+ check or suffer 1d4 Combat damage.

UNDEAD
SKELETON
VETERAN



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CORRUPTED PRIESTESS

STORY BANE 3

CHECK TO DEFEAT

TYPE

MONSTER

WISDOM

6

THEN

COMBAT

19



POWERS

When you encounter this monster, each character must succeed at a Wisdom 6 check or they cannot guard their location and must bury a card.

Before acting, a random local character summons and encounters the story bane Skeletal Steed; if it is not defeated, suffer 1d4 Combat damage.

HUMAN
CLERIC



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