

PATHFINDER SOCIETY[®]

ADVENTURE CARD GUILD



SEASON OF THE
RUNELORDS

CITY OF SECRETS



ADVENTURE 2-2: CITY OF SECRETS

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SEASON OF THE RUNELORDS

Who hasn't heard of the Heroes of Sandpoint? Surely all of Varisia knows of the brave adventurers who ventured into the ruined heart of the Thassilonian Empire and slayed Karzoug, the Runelord of Greed. You've always thought it strange that those ancient folks wanted to worship at the altar of various sins, but since the ruins of their old nation-states litter the landscape even today, it must have worked for them.

But the whole "defeat a legendary power thought long dead" routine raises a few questions in your mind, and the muttering you've heard in tavern after tavern proves you're not the only ones wondering. How did Karzoug come back from the dead after thousands of years? Why did he come back from the dead after thousands of years? And the big one, the question that keeps you up sometimes at night...

Why do people think he's the only Runelord to come back?

COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Dark Waters Rising
2	City of Secrets
3	Into the Mountain
4	Wrathworks' Churning Heart
5	Bastion of the Waking Rune
6	The Shattered Blades of Alaznist

DURING THIS ADVENTURE PATH

After you begin Adventure 3, when you would banish a bane that has the Basic trait, remove it from the game; when you would banish a boon that has the Basic trait, you may remove it from the game. After you begin Adventure 5, do the same for cards that have the Elite trait.



REWARD

Each player chooses one of his Pathfinder Society Adventure Card Guild characters. That character may treat the loot Runewell's Echo as if it is in his Class Deck box.



CITY OF SECRETS

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Rise of the Runelords Base Set*, including the *Burnt Offerings Adventure Deck*.
- The *Skinsaw Murders Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Rise of the Runelords Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators of **B, C, P, 1**, or **2**.

Read the Following Aloud:

Magnimar! The City of Secrets beckons you to its gates. Your route to Hollow Mountain continues thirty miles south of Sandpoint, where you had quite the series of adventures. You were ambushed outside its confines by some horribly mutated goblins. Bringing that news to the Sandpoint town council, you were quickly diverted to the new menace: strange cattle mutilations done by some sort of flying beast. You discovered the beast was a black dragon named Black Fang, whom you thrashed but could not pursue when he flew away.

This did not sit well with the council, though you gained one forgiving ally in councilman Thelsikar. At least until he set you up to be trapped by goblins, who spirited you to their leader, Mistress Etainia. She tried to poison you with her dark waters so that your screams would help her birth the spawn of the evil goddess Lamashtu. You survived that ordeal and then chased Thelsikar to his secret cave, where you fought and slew a magically enlarged Black Fang.

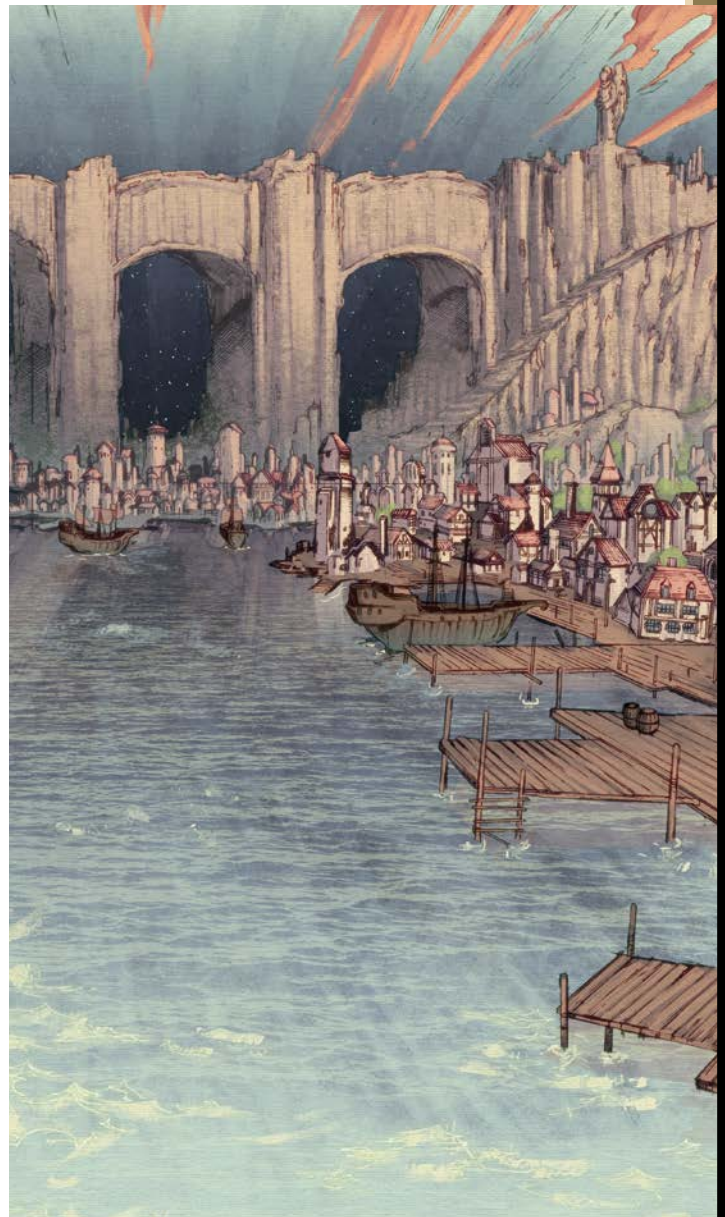
And after all of that, you decided you needed a change of scenery. So you mounted up for Magnimar, the metropolis that is the second largest city in Varisia. With 16,000 residents, you will find it difficult not to get lost in its magnitude. In the light of day, Magnimar is a city of wondrous monuments; in the dark of night, it is a festival of crime.

Magnimar was once anchored by a massive stone bridge called the Irespan. Now shattered far beyond repair, the Magnimar end of the Irespan serves as a roof for the neighborhood called Underbridge, home to rogues and cutpurses aplenty. On the topside of the Irespan one can see much better appointed neighborhoods such as the glittering Alabaster District.

And at the other end of the ruined Irespan? That leads to storied Hollow Mountain itself. But that can wait. For now, you will settle into Magnimar, find yourself a tavern to frequent, and prepare for adventure.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 2-2A: Night on the Town
- 2-2B: Life's Tough in the Big City
- 2-2C: I'm Not Myself Today
- 2-2D: The Idol of Sycorius
- 2-2E: A Bad Day to Be Good



REWARD

Each character chooses a blessing that has an adventure deck number of 2 or lower from the box. Pathfinder Adventure Card Guild characters may use it as a bonus deck upgrade.



2-2A: NIGHT ON THE TOWN

Read the Following Aloud:

You have arrived in the City of Secrets in the late evening, and unsurprisingly the inns are crowded. The Old Fang Tavern in Dockway has rooms for you, but they will not be ready until later tonight—something about a “remodeling” after a disagreement between customers. Unwilling to sleep in the streets, you head out to see the sights.

One of the centerpieces of Magnimar is the Alabaster District. Home to many of Magnimar’s finest and richest aristocrats, the Alabaster District’s skyline is dominated by the towers of Fort Indros and the sprawl of the Serpent’s Run, the city’s largest arena for public events. Tonight its central garden is home to the wedding of the heir to Vandervale Villa and his consort. Many fabulously garbed citizens have gathered to see the gentlemen married in the most lavish style.

This is not your preferred cup of mead, but as a distraction, it’ll do in a pinch. You smile as the happy couple begins a walk through the famous maze in the center of the gardens. That seems like something that should be left to family, so you prepare to take your leave after a quick third visit to the buffet table.

“Nee hee hee hee hee!” comes a cry from inside the maze. “All who celebrate on Xanderghul’s Night are lost!”

Xanderghul—there’s a name that evokes some fear. The Runelord of Pride’s servants must be on the loose. And if it weren’t for those giant cockroaches running around scaring the wedding guests, you might be willing to let this slide. But whatever, your bed isn’t ready yet anyway.

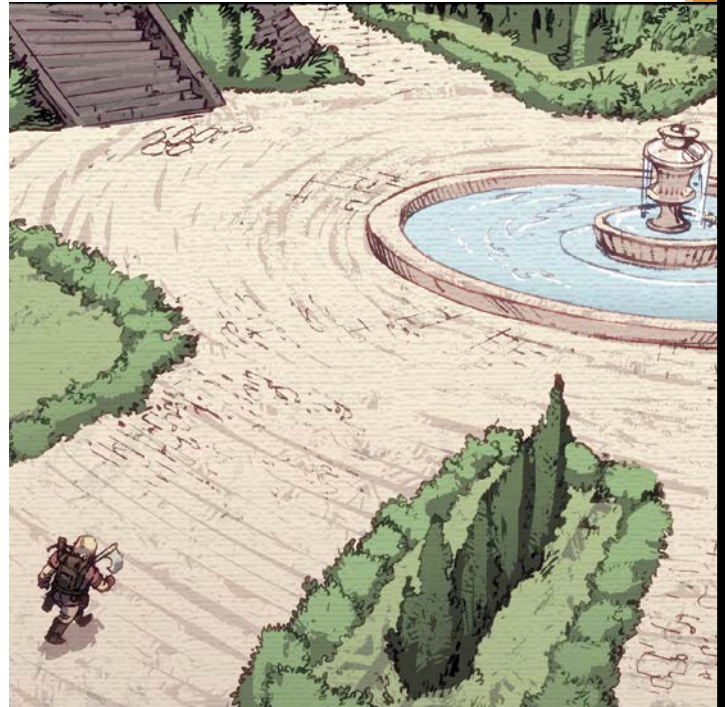
DURING THIS SCENARIO

Treat the henchman Poison Trap as the henchman Giant Cockroach Swarm.

When you encounter the henchman Scarecrow Golem, a character at each other location summons and encounters a Scarecrow Golem. Any character may bury a card to ignore the Scarecrow Golem’s immunities until the end of the encounter.

When you defeat the henchman Giant Cockroach Swarm, you may examine the top card of your deck or of your location deck.

Before you attempt to close a location, bury the top card of your deck.



VILLAIN:



ERYLIUM

HENCHMEN:



SCARECROW GOLEM



POISON TRAPS (PROXY FOR GIANT COCKROACH SWARM)

PLAYERS

LOCATIONS

1	CITY GATE
1	NETTLEMAZE
1	TOWN SQUARE
2	APOTHECARY
3	ACADEMY
4	GENERAL STORE
5	TEMPLE
6	GUARD TOWER

REWARD

Once during Adventure 2 of Season of the Runelords, you may add 1d12 to your check to defeat.

Note this reward on your Chronicle sheet, and cross it off when used.

Development:

You rudely dismiss the demonling and her minions. The wedding party has all but fled, and you should probably go too. The fathers of the grooms shove some coins in your purses and have you ushered out of the Alabaster District. Magnimar’s elite appreciates being saved, but not to the point of sullyng its white gloves with a handshake.

Well, at least you have room and board for the night. Back to Dockway you go, hoping your rooms have been rebuilt enough for you to get some slumber. Or at least a bath. Or three.

2-2B: LIFE'S TOUGH IN THE BIG CITY

Read the Following Aloud:

There is no place more storied in Magnimar than Underbridge. (That's the area under the crumbling remains of the Irespan.) And unfortunately, that's where you find yourself today.

Earlier in the day, after word spread of your rescue of the wedding party in the Alabaster District, you were visited by members of the city watch. A Lieutenant Kasadei sought your services.

"We could use some help," Kasadei explained. "The rogues' guilds of Underbridge are a nasty sort. And right now, they look to come to blows. Now there's only so much the watch can do to prevent their turf wars from spilling into the streets and harming the innocent. Heck, even harming the guilty is pretty hard to prevent.

"But if you're willing, you might be able to stem some of the bloodshed. The various Szarni gangs—the Gallowed, the Creepers, the Washside Wranglers, the Tower Girls, Doolun's Lads, and the Wreckwash Blades—all are seeking the return of their stolen property. Each of them has had some specific things stolen, or kidnapped, or what have you. Of course, they're not going to accept *our* help in getting them back from each other. But they don't know *you*. All they know is that you broke up a nasty scrape last night. So you've got that reputation going. Maybe the gangs'll respect it?"

The rationale and the pay seemed like a good match to you. So now you're in Underbridge, thinking about what you got yourself into. The watch pays well enough, and it's something to do while you wait for passage to Hollow Mountain. But there sure are a lot of sketchy folk down here.

PLAYERS	LOCATIONS
1	JUNK BEACH
1	SHADOW CLOCK
1	THE RUSTY DRAGON
2	WARRENS
3	WOODEN BRIDGE
4	PRISON
5	SHRINE TO LAMASHTU
6	TREACHEROUS CAVE

DURING THIS SCENARIO

When you would encounter a boon, shuffle it into another open location deck instead; if you are at the only open location, shuffle it into your location deck. Then, each character at your location summons and encounters the henchman Bandit. After all henchman encounters are resolved, if at least 1 character defeated her henchman, examine your location deck, then roll 1d6:

- 1: The Gallowed—If there are at least 4 weapons in your location deck, your location is automatically closed. Before closing, shuffle all of its boons and deal them as evenly as possible into any open location decks, then shuffle those decks.
- 2: The Creepers—If there are at least 4 spells in your location deck, your location is automatically closed. Before closing, shuffle all of its boons and deal them as evenly as possible into any open location decks, then shuffle those decks.
- 3: The Washside Wranglers—If there are at least 4 armors in your location deck, your location is automatically closed. Before closing, shuffle all of its boons and deal them as evenly as possible into any open location decks, then shuffle those decks.
- 4: The Tower Girls—If there are at least 4 items in your location deck, your location is automatically closed. Before closing, shuffle all of its boons and deal them as evenly as possible into any open location decks, then shuffle those decks.
- 5: Doolun's Lads—If there are at least 4 allies in your location deck, your location is automatically closed. Before closing, shuffle all of its boons and deal them as evenly as possible into any open location decks, then shuffle those decks.
- 6: The Wreckwash Blades—If there are at least 4 blessings in your location deck, your location is automatically closed. Before closing, shuffle all of its boons and deal them as evenly as possible into any open location decks, then shuffle those decks.

To win the scenario, close all of the locations.

VILLAIN: NONE

HENCHMEN: NONE

REWARD

Each character may choose up to 2 boons from the location decks. Pathfinder Adventure Card Guild characters may use both as deck upgrades instead of the standard deck upgrade. (Multiple PFSACG characters may choose the same boon.)

Development:

These are some pretty unsavory chaps down in Underbridge, but you manage to set them all up right and tight. Sometimes all it takes to stop a gang war is a show of muscle and an appeal to fairness. Or at least a show of muscle.

"Nice work there," says Kasadei. "If you're so inclined, we might come calling on you again if things go south. That is, before you go north."

You know, you're kind of liking being known as a hero. Sure, Magnimar's crawling with people who can whip your tail, but for now, you're feeling like a big fish in a big pond. That feeling may not last, but you'll take what you can get.

2-2C: I'M NOT MYSELF TODAY

Read the Following Aloud:

After your successful peace-brokering among the gangs of Underbridge, Lieutenant Kasadei of Magnimar's esteemed city watch returns.

"We have yet another problem," she says. "And while my watchmen are well trained, they don't have the training to deal with something like this. You ever heard of a faceless stalker?"

You claim that you do, but of course you've never heard of such a thing.

"That's great news, because I expect that means you'll know how to spot one. Our reports indicate that these shapechanging beasts are aping the likenesses of some of our most renowned citizens. We need to put a stop to that before they take over the city itself.

"Our only lead is that the stalkers are being aided by a doctor and his wererat associate. The wererat can change his shape too, of course. It'll be quite the challenge to tell who is what."

You assure the watch that you are up to the task. After all, you barely know anyone in this city. So you're not going to fall for any "we used to be friends" nonsense. Anyone trying to take over the city from within will have to deal with you first.

That is, if you can find them.

VILLAIN: NONE

HENCHMEN:



DR. HABE



PIDGET TERGELSON



CHARMED FACELESS STALKERS

PLAYERS

LOCATIONS

1	HABE'S SANATORIUM
1	PRISON
2	TOWN SQUARE
3	VILLAGE HOUSE
4	WOODEN BRIDGE
5	THE RUSTY DRAGON
6	GLASSWORKS

DURING THIS SCENARIO

When you would encounter an ally, roll 1d6. On 1-3, encounter the ally. On 4-6, banish the ally and summon and encounter the henchman Charmed Faceless Stalker instead.

To win the scenario, close all of the locations.



REWARD

Each character adds a random ally that has an adventure deck number of 1 or 2 from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

The stalkers may have been faceless, but they weren't traceless. You caught wind of their activities in the municipal buildings and followed them all the way to the Pathfinder Society. Sheila Heidmarch, the local head of the society, was in danger of being replaced by a shapechanger, but you saved her from that fate.

"You guys are really what this town needed," Kasadei says. "I wish you could stay a little longer, but I know you want to get on to Hollow Mountain.

"I have one more thing I could use your help with, though. I have this idol...."

2-2D: THE IDOL OF SYCORIUS

Read the Following Aloud:

Occupying a small campus just north of Usher's Hall, several grandiose structures house the histories, findings, and private collections of some of the city's most esteemed citizens. These buildings are the Founder's Archive and Museum of Ages. In an attempt to elevate the city-state beyond a jumped-up trading post, the local government has done much to encourage education and the arts. The majority of governmental funds contributed to city-wide enlightenment go toward these two structures' maintenance.

Of particular note in the Museum of Ages itself are three of its permanent displays: the ancient Eye of Rakzhan (a magically petrified cyclops eye from a remote island in the Shackles), the Gemstone Regalia of King Chadris Porphyria III (held on public display here, much to Korvosa's disdain), and the Lions of Siv (two matching lions, one of red marble and the other of black). Esteemed scholar of Varisian history Doctor Ernst Landis curates the Museum of Ages.

Tonight, you protect his collection. The mysterious idol of the devil-god Sycorius has been donated by local Pathfinder Society leader Sheila Heidmarch, after a group of adventurers freed a barbarian from its clutches. Doctor Landis expects that the Cult of the Crimson Eye will want it back. So Heidmarch, fresh from being saved from faceless stalkers by your efforts, has volunteered your services to protect the museum. If it gets you upgraded from the rattletrap inns of Dockway, a night at the museum is an easy thing to part with.

That is, if the cultists stay home. Otherwise, you'll be lucky if any of the items on display are left standing when morning comes.

VILLAIN: NONE

HENCHMEN:



LYRIE AKENJA



SKINSAW CULTISTS

PLAYERS

1-6

LOCATIONS

THRONE ROOM



DURING THIS SCENARIO

Using the deck list from the Throne Room, make a number of Throne Room locations equal to the number of characters plus 2. When building locations, set aside the henchmen, monsters, and barriers, then shuffle them into a robber deck.

When you close a location, do not flip the Throne Room card over.

For your exploration, draw and encounter the top card of the robber deck as if it came from your location deck; henchmen defeated during this scenario do not allow you to attempt to close the location they came from. If this card is undefeated or evaded, shuffle it back into the robber deck.

When you are dealt damage, if the damage is not reduced to 0, banish the top card of your location deck and each unoccupied location deck; when a location deck has no cards, that location automatically closes.

To win the scenario, defeat all of the cards in the robber deck while at least 1 location is open.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Medusa Mask. At the end of each scenario, return the loot to the game box. Each character may choose a boon from the location decks.

Pathfinder Adventure Card Guild characters may use it as a deck upgrade instead of the standard deck upgrade. (Multiple PFSACG characters may choose the same boon.)

Development:

That was quite the fight. The Museum of Ages was invaded by waves of cultists and their allies, laying traps and loosing monsters on the halls. Undoubtedly more of the items in the museum's collection would have been broken had you not been there.

At least, that's the story you tell Doctor Landis. For his part, he is happy the idol of Sycorius didn't fall into the

cultists' hands. The Cult of the Crimson Eye is a plague upon Varisia. Any advantage they gain is a problem you will have to solve later.

As the morning arrives, you are pleased to breakfast at the Pathfinder Society in the care of Lady Heidmarch's servants. And then a long day's nap is in order.

2-2E: A BAD DAY TO BE GOOD

Read the Following Aloud:

I appreciate your help over the last few days," Lieutenant Kasadei says. "You've helped rescue a wealthy wedding party, brought a moment's peace to the gangs of Underbridge, stopped shapechangers from impersonating our civic leaders, and defended our Museum of Ages against cultists. I wish I could thank you and send you on your way.

"But what keeps me from bidding you a good day is this: Someone is killing the priests of Sarenrae. The Sarenites are among our most beloved citizens, but it's not currently safe for them to walk the streets. Already, three of our priests have been slain, their hearts ripped from their bodies. And later, their bodies vanished as well! We think they might have been turned into the walking dead."

VILLAIN:



ERYLIUM (PROXY FOR AVALEXI)

HENCHMEN:



NUALIA (PROXY FOR ZADENDI)



ZOMBIE MINIONS

PLAYERS

LOCATIONS

1	DEEPER DUNGEONS
1	TEMPLE
1	THRONE ROOM
2	TOWN SQUARE
3	ACADEMY
4	SHADOW CLOCK
5	WATERFRONT
6	WARRENS

DURING THIS SCENARIO

When you play a blessing, discard a card; if the blessing you play has the Sarenrae trait, discard 1d6 cards.

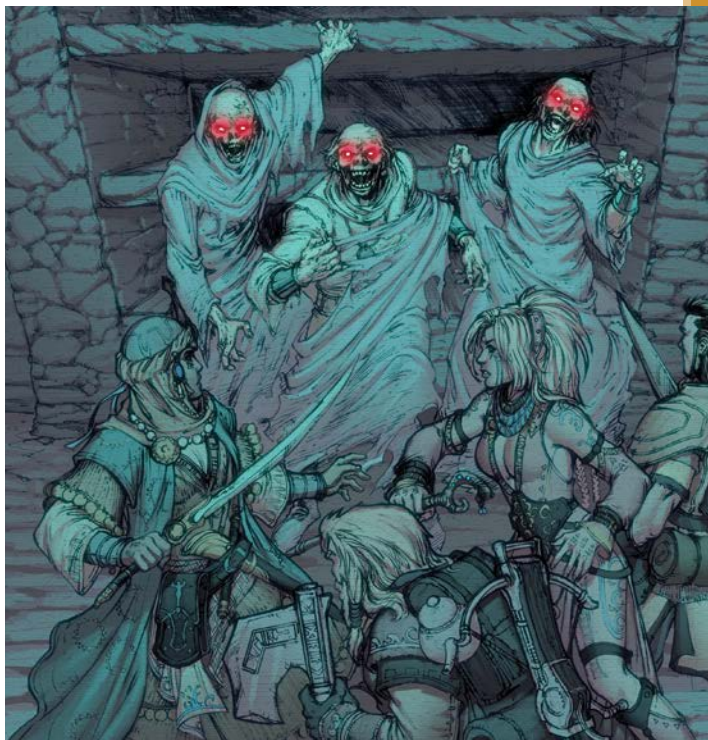
You may banish the top card of the blessings deck to add 1d12 to a check against a bane you encounter.

You lament the tragedy and ask if there are any leads.

"Just one," Kasadei says, "and it's not much of one. There are reports of shambling walkers near the sewers in Underbridge, not far from the Sarenite temple. If these reports are true, we might be able to enter the tunnels through the temple. I'm putting my full complement of watchmen on the case. If you find anything of note, just raise the alarm and my soldiers will hurry by your side with swords raised."

That does make the situation a bit better. And you're feeling pretty confident that you can bring these killers to justice, until Kasadei finishes her thought.

"There's just one more thing," she says. "When you were in Sandpoint, did they ever mention the Sandpoint Devil?"



REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in her deck with the loot Impaler of Thorns and 1 character may temporarily replace 1 armor in his deck with the loot Snakeskin Tunic. At the end of each scenario, return the loot to the game box.

Development:

The demoness Avalexi will take the hearts of Sarenite priests no more. Between you and Kasadei's watchmen, you slew the demoness and chased her captive Sandpoint Devil back to the skies. The Sarenites can practice their worship in peace once again.

"I thank you for your many services," Kasadei says. "I know the watch doesn't pay enough, but I can say we've got some pull. And

because of your fine work, I was able to get my boss's boss to secure passage on a merchant ship across the waters. The boat will take you the route of the long-gone Irespan to Hollow Mountain. That is, if you still want to go."

It's tempting to stay in such an interesting city, but it is time for you to leave. Hollow Mountain calls to you, and you must answer.

SEASON OF THE RUNELORDS

VILLAIN 2

OUTSIDER DEMON

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

17

AVALEXI

POWERS

When you encounter Avalexi, a character at your location summons and encounters the villain The Sandpoint Devil.

Avalexi is immune to the Electricity, Fire, and Poison traits. Before you act, succeed at an Arcane or Divine 10 check or you may not play spells that have the Attack trait.

If undefeated, Avalexi deals no damage; instead, bury a blessing, or bury your entire hand if you have no blessings.

Illustration by Sean Izaakse

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SEASON OF THE RUNELORDS

HENCHMAN 2

ELF SLAYER

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

14

ZADENDI

POWERS

Before you act, a random character at your location is dealt 1 Force damage.

After you act, if your combat check did not have the Magic trait, Zadendi is undefeated; shuffle her into a random other open location.

If defeated, you may attempt to close the location this henchman came from.

Illustration by Carlos Gomez

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SEASON OF THE RUNELORDS

HENCHMAN 2

VERMIN SWARM

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

8

GIANT COCKROACH SWARM

POWERS

Before you act, another character at your location summons and encounters a Giant Cockroach Swarm.

If the check to defeat has the Bludgeoning trait, add 1d8.

If the Giant Cockroach Swarm is defeated by 8 or more, you may attempt to close the location this henchman came from; otherwise, shuffle it into a random open location.

Illustration by Kevin Yan

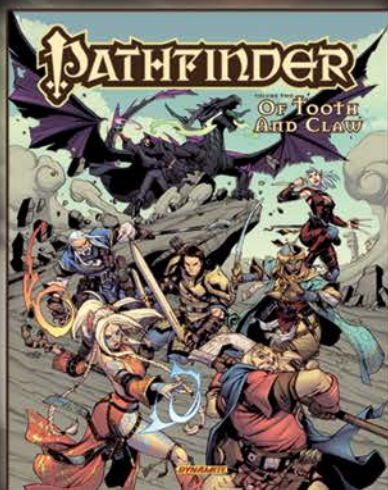
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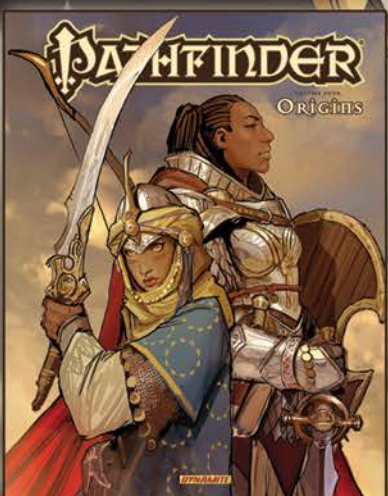
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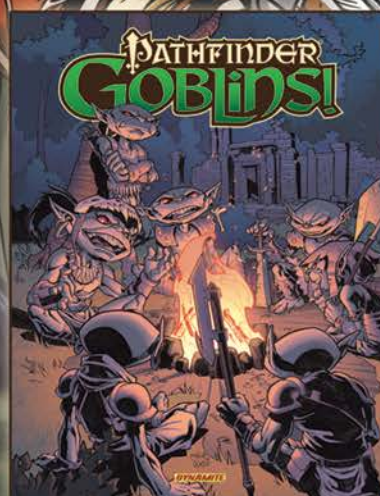
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Success?	Replaying?	Scenario Reward	Deck Upgrades	
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