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ADVENTURE CARD GUILD



SEASON OF THE
RUNELORDS

INTO THE MOUNTAIN



ADVENTURE 2-3: INTO THE MOUNTAIN

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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.



INTO THE MOUNTAIN

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*
- The *Hook Mountain Massacre 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**, **2**, or **3**.

Read the Following Aloud:

This is so exciting! At last you're heading toward the legendary Hollow Mountain. You still don't know for sure that there's something related to the Runelords happening there, but by the gods, as you draw closer, it just *feels* like there must be.

Long ago, when the Thassilonian Empire was new, a bridge called the Irespan, hundreds of feet wide and many miles long, stretched from Magnimar in the south all the way north across the Varisian Gulf to Rivenrake Island. When the empire fell, the Irespan crumbled, and in modern times, those hardy few who want to visit the island are forced to travel by boat.

So you found a boat. The *Benevolent Mistress* was leaving Magnimar's port district, certainly in no way intending to dock in Riddleport. Captain Harshglen was more than willing to take your hard-earned coin in exchange for passage to the island. "Another band of adventurers who want to dare Hollow Mountain, eh?" she mutters, fidgeting with the hook where her hand should be. "Many have tried, you know. Not many came back."

The Varisian Gulf is beautiful on a late spring afternoon. The sun is shining, the waves are slapping gently against the hull, and life seems full of possibility. As you approach the shores of Rivenrake Island, a cold wind blows across your back. Looming above you, after what seems like years of travel and adventure, is the Mountain.

Captain Harshglen puts you unceremoniously ashore in the ship's boat. "Good luck, heroes. We'll be back this way in a week or so, as we agreed. Remember to light a bonfire so we know you're alive and want passage home. We'll wait for two nights—after that, you're on your own." With that, and a skeptical parting glance, she directs her sailors to row back to the *Benevolent Mistress*.

Before you lies a rocky slope, sparsely studded with trees. In the distance, before the mountain rises, you see the shrouded outlines of ruined buildings. You've heard there used to be a city here—Xin-Bakrakhan? Might be worth exploring.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 2-3A: Scouring Strifehold
- 2-3B: Tick-Tock on the Clock
- 2-3C: Curses! Foiled Again
- 2-3D: A Fungus Among Us



REWARD

Each character chooses a role card and gains a power feat.
Each player unlocks the ability to play Sharda from the *Wrath of the Righteous Character Add-On Deck* using the *Oracle Class Deck*.

2-3A: SCOURING STRIFEHOLD

Read the Following Aloud:

It's time to conquer Hollow Mountain.

In the ruins of Xin-Bakrakhan, the city that once spread along the mountain's lower slopes, you stumble into what was once an evenly cobblestoned avenue. Stumpy fragments of walls remain, and the tallest among you can see the outlines of former buildings in the walls' arrangement. The avenue's remnants run off for hundreds of feet in either direction.

You head left down the avenue for a time, and eventually find something more than rubble and overgrowth. The dim outline eventually resolves into an actual structure two stories high. The better part of two wooden doors hangs drunkenly open, casting a lonely shadow across the cracked cobblestones. The stone arch above the doors bears an inscription that hasn't entirely faded—this place was once known as Strifehold.

After a quick check of your group's morale to confirm that your adventuring spirit will not be denied, you wrench one of the doors free of its last hinge. It falls with a crash, and you step inside.

Well, that's a nice surprise. The interior of this building is in considerably better repair than its crumbling exterior would indicate. It looks like several areas are connected to this main room through arched passageways, one closed by a familiar-looking symbol lock.

You'd guess this was once a weapons or armor shop in its heyday. "Strifehold" has a certain violent ring to it, and there are some piles of splintered wood near the walls that might once have been weapon racks. In fact, there appears to be an intact rack near the back of this room. You move closer to see if anything's left to loot.

The hissing sound that emanates from the archway near you seems to imply that something else might have beaten you to it.

PLAYERS	LOCATIONS
1	DESECRATED VAULT
1	GARRISON
1	THASSILONIAN DUNGEON
2	CATACOMBS OF WRATH
3	DEEPER DUNGEONS
4	GENERAL STORE
5	WARRENS
6	TEMPLE



VILLAIN:



ERYLIUM (PROXY FOR HERALD OF WRATH)

HENCHMEN:



SKINSAW CULTISTS

DURING THIS SCENARIO

At the start of your turn, succeed at a Strength or Dexterity 5 check or you cannot move until the end of your turn.

Treat the henchman Skinsaw Cultist as if it has the following additional power: "After you act, each character at your location must succeed at a Dexterity or Acrobatics 7 check or be dealt 1d4+1 Fire damage."

REWARD

Each character chooses weapon, spell, or item and adds a card of that type from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

Whatever else that thing was, it was first and foremost very angry that its lair was disturbed. In the Runelord of Wrath's former hometown, perhaps that shouldn't be a surprise. You glance over the filthy pile of blankets and bones atop a dais in the back room. The cultists you encountered around Sandpoint worshipped a creature that promised them power. You can't

imagine what these cultists thought they were getting out of their arrangement with this thing, but it clearly didn't work out the way they hoped it would.

You clean the blood off your arms and armor, and stride forward to search the dais and the thing's nest. Hopefully something in here will be worth your trouble.



2-3B: TICK-TOCK ON THE CLOCK

Read the Following Aloud:

You take a breath and push the memory of Strifehold behind you. Time to press further into the mountain. It appears that no one has traversed the passageway you've found in centuries. You move cautiously. **Hero lesson one: Stay vigilant!**

The tunnel emerges into a gigantic cavern. The walls arch up into the darkness high above. *Hollow Mountain lives up to its name!* A fungus on the walls coats everything in a ghostly red light. The architecture of Xin-Bakrakhan continues here, filling the space with buildings dedicated to long-forgotten purposes. You spot a glint of gold through an arched stone window atop a nearby tower. *At last, something of value in this place! It shall be mine!*

The ruined door to the tower poses no obstacle. The floor slopes upwards, a huge ramp winding into the distance. As your feet touch the ramp, a grinding noise begins, metal on metal. The floor moves under your feet, spiraling upward and propelling you forward. It is then you realize the noise came from gears springing to life. You try to step back, but the floor moves upward faster than you can move downward. You corkscrew upward towards the glint you saw earlier. *At least this beats walking!*

VILLAIN:



XANASHA

HENCHMEN:



BANDITS (PROXIES FOR CLOCKWORK DEMONS)



DURING THIS SCENARIO

When setting up the scenario, arrange the locations in a circle in the order listed and put the scenario card next to one character's deck. At the start of each of that character's turns, move each character token one space counterclockwise.

Instead of your move step, you may choose to move one space clockwise; you may not otherwise move during your move step.

At the end of your turn, if you are at a location occupied by another character, you are dealt 1d4 Mental damage that may not be reduced.

PLAYERS	LOCATIONS
1	ACADEMY
1	GLASSWORKS
1	SHADOW CLOCK
2	DEEPER DUNGEONS
3	THRONE ROOM
4	THASSILONIAN DUNGEON
5	CATACOMBS OF WRATH
6	DESECRATED VAULT

REWARD

Each character chooses armor, ally, or blessing and adds a card of that type from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

By Cayden's tankard, such blasted luck! Why can't you catch a break? In the stories, heroes find gold and riches at the end of their explorations, not metal creatures out to kill them.

Your rational mind asks why you expected treasure without a conflict, but your heart would really appreciate a break in your current run of bad luck.

Of course, if delving into the mountain were easy, bards would sing many more stories of triumphant adventurers. As your racing heart calms, so do your emotions. *Thus champions are made*, you tell yourself as you shoulder your pack and carefully walk the curiously well-preserved floors, winding your way back down to the base of the tower.

2-3C: CURSES! FOILED AGAIN

Read the Following Aloud:

Adventuring is hard work, you think, stepping into the immense cavern inside the mountain. Perhaps a bit of rest is in order. The contents of your pack weigh heavily on your shoulders. One of the buildings here should give a measure of protection while you get a few hours of shut-eye.

Many of the buildings in the cavern exhibit broken walls or collapsed ceilings. You attribute most of the damage to natural decay, though several of the walls appear to have been damaged by blunt objects being smashed into them with force. Rumors say Runelord Alaznist has an army of giants, and these buildings are big enough to house the creatures. Could be this was their home.

Several hours later, you've traversed more than half the cavern but still haven't located a prime spot for resting. Then you spy a small building set up against the cavern's edge. Walls and ceiling intact, this could be the place. Your light source reveals a small room with the remains of furniture. Clearing a space for your bedroll, you wrap yourself in blankets and rest your weary body.

While you sleep, several creatures enter. Rags shroud their features. They move silently, voices like whispering breezes. Not that you are aware of the activity, as you remain sucked into the stupor of sleep. You rise rested, only to realize you're missing key parts of your kit. You look around at the waking forms of your friends, only to see bits and pieces of your gear in their packs and bedrolls. This is no time for pranks! A reddish haze covers your vision as you lurch out of your pallet, intent on your belongings.

VILLAIN: NONE

HENCHMEN:



HOOK MOUNTAIN HAGS (PROXIES FOR JINKINS)

PLAYERS	LOCATIONS
1	FORT RANNICK
1	THASSILONIAN DUNGEON
1	TREACHEROUS CAVE
2	SHIMMERGLENS
3	GARRISON
4	CATACOMBS OF WRATH
5	DESECRATED VAULT
6	WARRENS



DURING THIS SCENARIO

Before setting up, record the contents of each character's deck.

Draw starting hands before building the location decks; if any character has a cohort, add it to her hand.

When building location decks, instead of dealing the cards on each location's deck list into location decks, deal them into piles by card type (so all of the weapons that would have been dealt into location decks are instead dealt into a single weapon pile, and so on). Then each character deals the cards from his character deck into those same piles, again by card type (so everyone's weapons that aren't in starting hands are now in the weapon pile, and so on). Shuffle each pile and build the locations using cards from these piles, then add henchmen to the location decks as usual. Finally, deal each character the same number of cards from each pile that he dealt into it (so these cards, if combined with his starting hand, would again meet the Cards List requirement on his character card); shuffle these cards to form his character deck.

To win the scenario, close all of the locations.

At the end of the scenario, when you rebuild your character deck, first make it match the list you recorded before setting up: put any cards you have that are not on the list into a reward pile, then add back any cards that you no longer have regardless of where they ended up, but do not add back cards that were removed from the game.

REWARD

The party gets the reward pile. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

That was quite the elaborate prank those creatures played on you! You tracked them into a tunnel system off the main cavern, where you found the rest of your things. From the looks of this place and their remains, you think they were jinkins. If that's true, you're lucky you escaped with your life and your goods.

Still, the gall of them, thinking they could mess with you! You showed them a thing or two, unleashing your fury on them and pounding them into dust. Too bad there were only a few of the creatures. Now that you have your equipment back, it's time to show more evildoers your ferocity and valor. Bring it on!

2-3D: A FUNGUS AMONG US

Read the Following Aloud:

As you traverse the tunnels of Hollow Mountain back to the main cavern, you look closely at the fungal organism lining the walls. It's green, with blood-red flecks suspended in finger-like appendages. The flecks seem to pulse as if they're alive.

Continuing on your way, you reflect on your journey through the mountain. So far, it hasn't been very profitable. While you aren't in it for the money, you still need to pay for your kit and have a bit left over for entertainment. Perhaps the fungus might be worth something—some herbal remedy long forgotten. Maybe you can extract some nectar from the phalanges, like a succulent cactus. You have some jars in your pack for just such an occasion.

With a quick flick of your knife, a polyp falls into one container. You reach out to squeeze the thing, aiming to catch the dripping liquid in another vial. As you touch the fungus, you realize you've made a grievous mistake. A burning sensation enflames the tips of your fingers. The pulsing of the fungus grows stronger as the walls reach out to pull you in. Seems taking a sample pissed it off, and now it's out for revenge!

VILLAIN:



ERYLIUM (PROXY FOR FUNGAL SAVAGE)

HENCHMEN:



POISON TRAPS

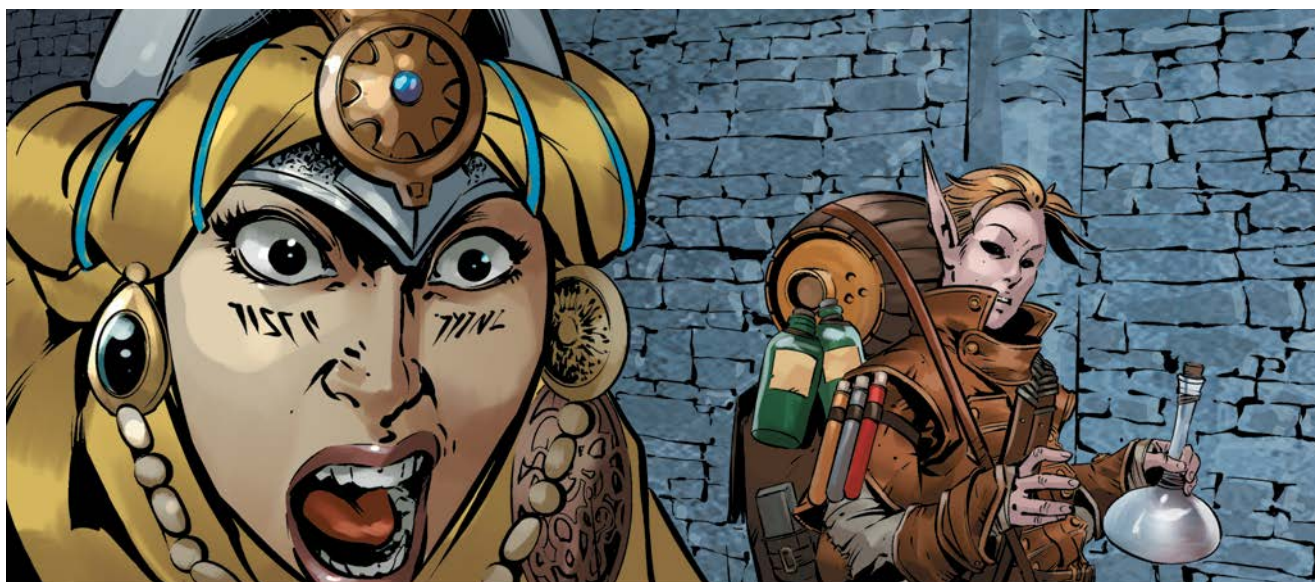
PLAYERS

LOCATIONS

1	DAM
1	NETTLEMAZE
1	WOODEN BRIDGE
2	WARRENS
3	SHRINE TO LAMASHTU
4	DEEPER DUNGEONS
5	SHIMMERGLEN
6	TREACHEROUS CAVE

DURING THIS SCENARIO

Treat the henchman Poison Trap as if it has the following additional power: "The difficulty to defeat the Poison Trap is increased by 1d6 plus the scenario's adventure deck number."



REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Wand of Enervation. At the end of each scenario, return the loot to the game box.

Development:

The bad news is that you still feel a bit weak from the creature's poison coursing through your veins. The good news is that once you found the plant-creature *thing* that seemed to be the "brains" behind the fungus, you dealt with it handily. And you even found a neat little wand whose previous owner clearly wasn't as good at fighting plant-creature *things* as you are. In the great scheme of things, that isn't a bad balance.

You make your way back to the main cavern without further difficulty. Maybe your luck really has finally turned for the better. Time to put some space behind you and this place, you think. You head toward a large building furthest from the point where you originally entered the cavern yesterday. (Was it really only a day ago?) Now that luck is on your side, nothing could go wrong!

VILLAIN 3

HERALD OF WRATH

ABERRATION

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

18

THEN

COMBAT

18

POWERS

Before you act, succeed at a Wisdom 7 check or the difficulty of your checks is increased by 2 for the rest of the turn.

If you cannot move, the Herald of Wrath is undefeated.

Illustration by Gonzalo Flores
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VILLAIN 3

FUNGAL SAVAGE

PLANT
POISON

TYPE

MONSTER

CHECK TO DEFEAT

CONSTITUTION
FORTITUDE
WISDOM

7

THEN

COMBAT

17

POWERS

Before you act, each other character must succeed at a Constitution, Fortitude, or Wisdom 7 check or move to a random location.

After you act, each character at this location recharges a random card, then is dealt 1 Poison damage.

Illustration by Mariusz Gandel
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HENCHMAN 3

CLOCKWORK DEMON

OUTSIDER
DEMON

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

16

OR

INTELLIGENCE
KNOWLEDGE

12

POWERS

The Clockwork Demon is immune to the Acid and Poison traits. Before you act, succeed at an Arcane or Divine 11 check or you may not play spells that have the Attack trait. Then, succeed at a Intelligence or Knowledge 9 check or draw 1 card, recharge 1 card, discard 1 card, then bury 1 card.

Illustration by Andrew Hoy
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HENCHMAN 3

JINKIN

FEY

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

16

POWERS

Before you act, succeed at an Arcane or Divine 9 check or you may not play spells that have the Attack trait.

When you are dealt damage, first choose items to discard as your damage, if you have any.

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

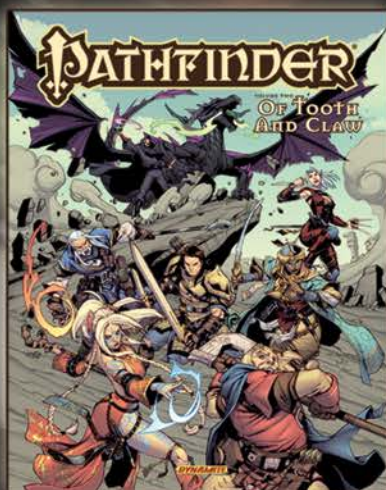
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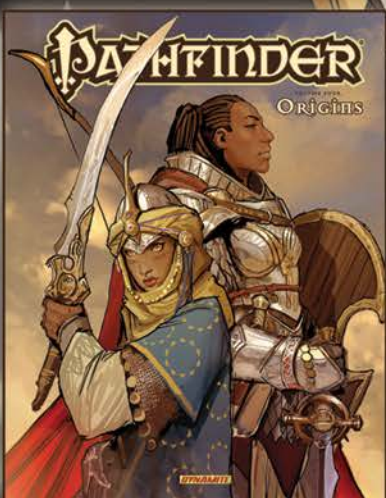
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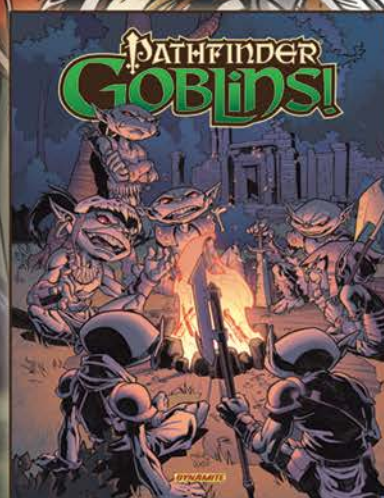
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Season of the Runelords

Adventure 3: Into the Mountain

_____ A.K.A. _____
 Player Name Character Name Pathfinder Society # Character Class

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Notes:				
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