

PATHFINDER SOCIETY®

ADVENTURE CARD GUILD



SEASON OF
PLUNDERED TOMBS

TIDE OF THE UNHOLY FIRST



ADVENTURE 3-P: TIDE OF THE UNHOLY FIRST

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3-P: TIDE OF THE UNHOLY FIRST

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck*, the *Empty Graves Adventure Deck*, the *Shifting Sands Adventure Deck*, the *Secrets of the Sphinx Adventure Deck*, *The Slave Trenches of Hakotep Adventure Deck*, and the *Pyramid of the Sky Pharaoh Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Mummy's Mask 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**, **3**, **4**, **5**, or **6**.

Read the Following Aloud:

A mighty crash heralds the flying pyramid's return to solid ground. Stone cracks and dust flies, but you've survived! As you crawl from the wreckage into the searing Osirian daylight, an image haunts you. Right before you switched off the sepulcher's flying magic, you noticed a mural nearby. In the scene, the mountain-sized carapace of Ulunat, the Unholy First and spawn of the Rough Beast Rovagug, was not dormant at the center of Sothis as it has been for millennia. Rather, the awakened beast rampaged through the city. The scene was as terrible as a painted bas-relief could depict—buildings were blasted and maimed citizens fled in terror. Above it all was a flying pyramid that seemed to have roused the monster from slumber.

You're testing your wobbling legs about a mile outside of Sothis when the first screams hit your ears. In the distance, the shining black carapace of Ulunat has sprouted 10 bladed legs and a gargantuan forehead horn, and it's plowing sluggishly through the Old City district. Entire facades of buildings are flying, the streets beneath are cracking, and crowds of screaming residents are fleeing for their lives.

The mural in the flying pyramid wasn't a metaphor.

It was a prediction, and the flying pyramid has awakened the long-defeated beast!

Heart pounding, the weight of what you've brought about bearing down on your shoulders, you know there are only two things you can do.

You've got to get as many citizens out of the spawn's path as possible.

And you've got to destroy Ulunat.

VILLAIN:



THE SKY PHARAOH (PROXY FOR ULUNAT)

HENCHMEN:



AGHASHES

PLAYERS

LOCATIONS

1	SMOKING DEN
1	SURGERY
1	TOOTH & HOOKAH
2	GOLDEN LAKE
3	VIZIER'S HILL
4	DYE MARKET
5	CANNY JACKAL
6	GLASS PAVILION

To play this scenario, characters must have gained the reward from the Season of Plundered Tombs Adventure Path.

Treat the adventure deck number as 7.

The scourge die is 1d10.

Treat the villain The Sky Pharaoh as the villain Ulunat, and the location Eternal Arena as the location Festering Ulunat.

When building the location decks, add an additional ally to each, and display a Conflagration henchman next to each.

When creating the blessings deck, use only 15 blessings.

When you would discard a card from the blessings deck, you may instead bury 2 cards from your hand, deck, and/or discard pile.

When you first encounter Ulunat, summon and build the location Eternal Arena (proxy for Festering Ulunat).

If an ally would be banished from your location deck, you may discard the top card of your deck to instead put the ally on top of a location deck.

For your Diplomacy check to acquire an ally, you may instead use your Acrobatics or Fortitude skill.

When you acquire an ally, you may display it next to the scenario.

When you are dealt Acid, Electricity, or Fire damage, if that damage is neither reduced to 0 nor reduced by at least 2, suffer the scourges Curse of Blindness and Curse of the Ravenous.

At the end of your turn, if you did not encounter Ulunat this turn, examine the top 1d4+1 cards of a random open location deck; after you examine a boon, banish it.

REWARD

When playing the *Mummy's Mask Adventure Path*, *Season of Plundered Tombs*, or *Season of Factions' Favor*, when any of your characters visits a trader, he may also visit (and trade with) the trader Sunburst Market.

Development:

The Unholy First has fallen! Watching Ulunat's carapace fall back into a torpor where it rose just hours ago makes it almost seem as if this day never happened—except for the blasted landscape and bewildered crowds.

You put everything you had into defeating this beast once more. Given the lengths that a mighty pharaoh went to millennia ago to

defeat Ulunat the first time, you thank the gods that it apparently returned to life at only partial strength.

Sothis is shaken to its core, and recovering from Ulunat's destruction is likely to take months. But the city survives. In fact, it thrives.

For that, you plan to celebrate!

VILLAIN P

VERMIN

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
40

OR
CONSTITUTION
FORTITUDE
WISDOM
20

THEN
COMBAT
50

Ulunat is immune to the Mental and Poison traits.

Before you act, each character at your location must succeed at a Dexterity or Acrobatics 18 check or be dealt 1d4+1 Combat damage.

While you act, before any character plays a spell, that character is dealt 1 Mental damage which cannot be reduced.

If undefeated, move to the location Festering Ulunat and shuffle your token into its deck.

If Ulunat would be defeated, and Festering Ulunat is not closed, instead shuffle Ulunat into a random occupied location other than Festering Ulunat.

Illustration by Johan Grenier

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LOCATION P

FESTERING ULUNAT

DECK LIST

MONSTER	6
BARRIER	0
WEAPON	0
SPELL	0
ARMOR	0
ITEM	0
ALLY	3
BLESSING	0

AT THIS LOCATION

This location is always temporarily closed. At the end of your turn, you are dealt 1d4-1 Combat damage, then 1d4+1 Acid damage.

WHEN CLOSING

If the number of allies displayed next to the scenario is equal to at least 3 plus the number of characters, you may close this location automatically.

WHEN PERMANENTLY CLOSED

For the rest of the scenario, add 2d12 to checks against Ulunat by characters at any location.

Illustration by Ben Wootten

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LOCATION P

FESTERING ULUNAT

The colossal carapace of Festering Ulunat, the Unholy First, has lain dormant for more than eight millennia. The city of Sothis, capital of Osirion, grew around it. The Osirians felt so secure in its safety and indestructibility that they built palaces within its immense dome. As Ulunat's body regenerates, the palaces and their inhabitants are being crushed and destroyed. Cries of pain and fear echo through the cavernous interior, over the hideous squelches of the Unholy First's revivification.



Season of Plundered Tombs

Adventure P: Tide of the Unholy First

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

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	

Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:

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Taking Reward?	Tier		<input type="checkbox"/>	
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Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	

Notes:

☐ Die Bump Gained ☐ Die Bump Used ☐ Completed Adventure