

PATHFINDER ADVENTURE CARD SOCIETY™



STORYBOOK: FORTRESS OF RUIN



Read the Following Aloud:

Lastwall is dying, and the Whispering Tyrant has killed it.

A noble nation of paladins and knights, Lastwall was created to watch over the prison of the undead Whispering Tyrant. The notorious lich was locked away 900 years ago in the province of Virlych in neighboring Ustalav. Ever vigilant for the lich's return, Lastwall also protected civilized lands from orc hordes, roaming undead, and other evils.

Yet in his imprisonment, the Whispering Tyrant planned for his freedom and his revenge. Armed with a devastating superweapon of his own design, the Whispering Tyrant obliterated Lastwall's capital of Vigil and blasted open his prison. Now, the lich who tyrannized the Inner Sea region a millennium ago has returned. His undead minions and mortal cultists travel freely through Lastwall, slaying its guardians

and shattering its castles. Lastwall's final hope is the white-walled city of Vellumis, a trading port on Lake Encarthan. Lastwall's remaining bureaucrats organize fleets of evacuees from Vellumis daily, shepherding people out of the dying nation to safer lands.

Yet hard times are times for heroes. The Pathfinder Society, a world-spanning group of treasure hunters and lore seekers, maintains a presence in Lastwall. Few Pathfinders in Vigil survived, and those who did rushed to Vellumis to aid the evacuation efforts and rejoin with Vellumis's Pathfinders. From Vellumis, the Pathfinders can coordinate rescue efforts in the Lastwall countryside and take the fight against evil into haunted Virlych itself.

Some have given the dying nation of Lastwall a new name: the Gravelands. Yet even in the grim face of death, champions must rise.

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ADVENTURE 3: FORTRESS OF RUIN



DURING THIS ADVENTURE PATH:

At the start of each scenario, examine a new Harrow blessing. Its harrow suit is the harrow suit for the scenario. When choosing deck upgrades, treat Harrow blessings that match the scenario's harrow suit as being level #.

Each character records the supporters they rally, the supporters they uncheck, and the supporter feats they gain on their own Chronicle sheets. (When there is a choice regarding these, each character makes their own choice.)

When a scenario includes the Base, shuffle all supporters rallied by at least one character into it. Each character may only play supporters they have rallied and may only use supporter feats they have gained.

Adventure 3—Fortress of Ruin

Build the Vault: Start with all level 0, 1, 2, and 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, non-blessing boons.

During This Adventure: When you close your location, before banishing its cards, search the location and choose 1 highest-level monster, 1 highest-level barrier, and 1 highest-level boon; shuffle the chosen cards into a random other location.

COMPLETE THESE SCENARIOS IN ANY ORDER:

3A	An Inauspicious Evening (page 4)
3B	Fear and Flame (page 6)
3C	Inferno of Lies (page 8)
3D	Master of Risen Flesh (page 10)

Adventure Reward

Gain a supporter feat. Each character chooses a type of feat and increases their maximum number of that feat type to their tier + 1.

Scenario 3A: An Inauspicious Evening

Read the Following Aloud:

Back in Vellumis at last, you relax in a cozy tavern, your drink of choice in hand. Suddenly, the front door slams open. A young elf, thoroughly out of breath, rushes in. His eyes flicker around the room before he makes his way to your table. "Venture-Captain Zongnoss needs to talk to you." After quickly paying for your drink, you rush back to Uscalin Lodge to learn what new emergency has befallen the region. You're still reasonably sober, and the cold drizzle tumbling from the sky quickens your pace.

When you arrive at the lodge, you find Venture-Captain Evni Zongnoss standing behind a desk, next to a rain-soaked half-elf woman in gleaming armor. The steady drip of water from her armor forms a puddle on the floor, but she seems entirely undaunted by the cold and the

damp. Venture-Captain Zongnoss holds a harrow deck reverently in her hand. Nine of its cards form a square on her desk. "In the past, The Tangled Briar is perfectly aligned," Evni intones, pointing to the array. "The Tangled Briar represents the return of an ancient and malevolent force. Since the Tyrant's return, this card has appeared in many of my readings, and it suggests the work of his agents. In the present, The Crows are also perfectly aligned; expect loss of life, of treasure, and of cohesion. And in the future, The Paladin is aligned and The Publican misaligned. Secrets play an important role in this matter: buried secrets resurfacing in an inopportune moment, or important secrets lost, leading to a tragedy that could have otherwise been averted. Your road ahead will be challenging, but your struggles will end in triumph, should you persist."

She looks up from the cards, gesturing toward the half-elf woman. "This is Jayna Lemore. She comes from the Fortress of the Quiet Shield. They are under attack, and Vellumis doesn't have reinforcements to spare. The fortress guards a holy relic of Iomedae, a piece from the very cloak she used during her ascension to godhood." Lemore adds, "I've heard of your deeds in Boursonne, and I trust your skill and your spirit. Please, before it's too late, ride with me and let us save the fortress."

"The stable hands have already packed provisions and prepared horses," she says. "What happens next is up to you." You aren't going to stand by idly and let the undead forces have their way.

The rain stops shortly after you depart, giving way to a clear and starry sky. You ride through the night, reaching the Fortress of the Quiet Shield just after dawn. The devastation is apparent even from a distance, but you don't have much time to contemplate the situation. An army of warriors clad in the holy standard of Iomedae pours out of the fortress' shattered gates, covered in blood and heedless of their mortal wounds. With their longswords raised and their cloudy eyes filled with malice, they charge across the field to block your approach!



ADVENTURE 3: FORTRESS OF RUIN

STORY BANES

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

Setup

Add the Onslaughts wildcard Besieged.

A character may display the supporter Jayna Lomore (proxy with Laori Vaus).

LOCATIONS

	Base
1	Castle
1	Mountain
2	Cliff
3	Tower
4	Trail
5	Chambers
6	Ruin

DURING THIS SCENARIO

At the end of your turn, if you explored a location other than the Base on your turn, but encountered no banes, summon and encounter the danger.

Development:

With the undead defenders dispatched, you pause to inspect the fallen.

"Inheritor's mercy!" Lomore's voice quivers, her expression caught between grief and

shock. Suddenly, a piercing shriek emerges from within the fortress.

When the living call for aid, the dead will have to wait.

Reward

Rally the supporter Jayna Lomore (proxy with Laori Vaus)

Scenario 3B: Fear and Flame

Read the Following Aloud:

The piercing shriek from the Fortress of the Quiet Shield is followed by another terrified scream, this one in a lower-pitched voice. The undead, so far, have been silent. Could you be hearing the voices of imperiled survivors?

The fortress's courtyard is empty except for blood, gore, and broken weapons of varied designs. Some of each clearly belonged to the defenders, some to the attackers. What seems to have once been a lovely garden at the center of the courtyard is filled only with fallen leaves and blighted, decaying plants. Up on the ramparts,

a murder of crows surveys the devastation. The fortresses' sturdy timber buildings are only lightly damaged, scarred with gouges from claw and sword alike.

The maze of buildings is labyrinthine, probably designed to confuse attackers. Right now, you fear that the maze is confusing you. The crows caw loudly, as if to lend their own voices to your worries.

Pursuing the source of the cries of terror, you step between two buildings. Something brushes against your knee, and you instinctively flatten yourself against the wall behind you for support. Moments later, a shower of arrows rains down from the roof above your head, impaling the ground where you once stood as well as the rest of the alleyway.

One of the projectiles grazes Lemore's leg, and another slices through a thin wire strung across the alleyway. Tripwires. Lemore uses a dagger to slice a handkerchief from her pocket, wrapping it as a makeshift bandage around her wound. She curses under her breath, as the pain jolts her out of her thoughts and into the well-rehearsed rituals of her combat training. "Don't worry about me. Keep going. I'm right behind you. And be careful—the invaders may have rigged up more nasty surprises."

Suddenly, an acrid new smell joins the miasma of stale battle and blood. Smoke. As you look up, you see flames licking around one of the wooden buildings, and black soot rising up to foul the formerly clear sky.

The fortress is on fire! With a sinking realization, it strikes that you were already heading toward the burning building. To get to the living voices you hear, you'll have to pass through traps, undead, and flames. And then you'll have to get everyone back out alive.



ADVENTURE 3: FORTRESS OF RUIN

STORY BANES

Danger	Inferno
Villain	None
Henchmen (Closing)	Inferno Trap, Wight, Ancient Skeleton, Wraith, Inferno-Proxy A

Setup

Add the Perils wildcard Ablaze.

Before building the locations, set aside a number of Trap barriers equal to the number of locations. After building the locations, shuffle the Trap barriers and deal 1 into each location.

All characters start at the Ruin.

A character may display the supporter Jayna Lemoire (proxy with Laori Vaus).

LOCATIONS

1	Cell
1	Ruin
2	Dungeons
3	Slaughterhouse
4	Castle
5	Repository
6	Arsenal

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 are using is closed, move to the Cell.

Development:

Strangely, some undead you came across seemed to be trying to fight the flames, rather than fanning them—at least until they noticed your presence and turned their attention to you. Soon, you find the source of the cries for help: a stone dungeon underneath one of the watchtowers. The fire is still raging, but the captives within seem to be unharmed.

Fortunately, the dungeon's keys hang from a ring near the entrance, and it doesn't take long to open the doors to their cell. The smoke hasn't sunk to the dungeon level, so you have no trouble freeing the captives: three humans and a dwarf.

They offer you their gratitude and join your retreat from the flickering flames.

Reward

Each character draws a new ally.

Adventure Card Society characters may choose a bonus deck upgrade.

Scenario 3C: Inferno of Lies

Read the Following Aloud:

You flee the burning fortress, the smell of smoke mingling with that of undeath. The smoke is more pleasant in some ways, but it tingles and tickles at your nostrils, causing you to cough. Once clear of the flames, you turn to the captives.

There are four of them: two human men, one human woman, and a male dwarf. The woman speaks in an unfamiliar accent, "Thank you. If you hadn't arrived when you did..." She tails off, looking away. Her eyes seem haunted. It is obvious to you what fate they feared in the smoky dungeon. All four wear ragged clothing, slashed in places, but their injuries are too minor for them to have seen battle as brutal as you witnessed outside—only a few small

bruises from what you can see. Their hair is full of smoke and dust from the escape, but they all appear to be in good health. Lemore frowns at the group, deep in thought.

The dwarf looks around, then grabs a sturdy branch to use as a club. "We should do something about what's going on."

As you glance back, you realize that the fire is out, or at least under control. This means the undead that survived your attack will be free to cause trouble.

"Do you know who started the fire?" you ask, wondering if they saw something. Perhaps they have some insight into why many of the undead you came across were actively managing the flames.

There's a hesitation from the ragged four, the dwarf tapping his club against his hand. It's clear that he's quite comfortable holding a weapon.

You open your mouths to confront them, sensing that they may be part of a ruse. "What exactly is going on here?" you ask.

The dwarf taps the club against his hand harder. "What do you think?"

This is looking more like a trap by the second, but you have to be sure. "You know what working for undead will gain you. Come with us and we will help you get free of them."

The dwarf laughs. "It is far too late for that."

And the rest produce weapons hidden under their rags. As they do, a keyring that looks suspiciously similar to the one you found in the dungeon clatters to the ground.

With a scream of pure rage, Lemore draws her longsword and rushes forward at the traitors.



ADVENTURE 3: FORTRESS OF RUIN

STORY BANES

Dangers	The monster Traitor
Villain	Rolth Lamm
Henchmen (Closing)	Jolistina Susperio, the monster Traitor–Proxy A

Setup

Add the Harrows wildcard Harrow of Shields.

LOCATIONS

	Base
1	Campsite
1	Dungeons
1	Oubilette
2	Twisting Passages
3	Ruin
4	Rooftops
5	Crypt
6	Cell

DURING THIS SCENARIO

At the start of the first turn, each character summons and encounters the danger.

When you would discard an ally for its power, bury it instead.

Replace Rolth Lamm's last power with "If defeated by less than 4, no locations are guarded."

Development:

You have defeated the fake captives, who proved surprisingly capable combatants, and seized their weapons. Much of the fortress is burned out, but the keep proper still stands, thanks to the undead's efforts at fire suppression. The fire spread far too rapidly to be wholly natural. Magic was almost certainly part of this plot.

Now to find the relic of Iomedae you came for before the undead have the chance to run away with it. You can only hope it's not already too late. Even if this is yet another trap, the thought of letting them get away with their schemes and escape with a holy relic is too much to stomach. As tired as you are, you steel your resolve for another battle.

Reward

Loot: blessings Iomedae's Justice and Lady of Valor

Scenario 3D: Master of Risen Flesh

Read the Following Aloud:

As the smoke dissipates, the stench of death takes over again. Lemoire informs you that the relic of Iomedae you seek is normally kept in the heart of the main keep. If the undead haven't absconded with it yet, it's likely still there, perhaps even guarded by hordes of the risen. The door to the keep hangs ajar, but undead flank it on both sides, as if daring you to approach. Could this seem any more like a trap? Perhaps not, but you have a mission, and you intend to see it through. As you approach the doors, a voice echoes from behind them, gravelly and deep.

"Let them in. I would see these brave... heroes."

Standing just inside the keep, at the center of the antechamber, is a man who seems to be leather skin stretched over a skeleton. His eyes are hollow orbs from which a bit of blue-white flame emits. Around his neck is an ornate

necklace containing a gem showing the same fire deep within it. From the man's appearance and smell you suspect he is most likely a lich, and a fairly powerful one. He steps forward.

"You will make fine additions to my army. I am Trazavai, your new master." He laughs ringingly. "Thank you for being so very predictable. You'll be helping me gain more followers soon. But don't worry—I'll teach you a thing or two about subtlety before sending you out to fend for yourselves. I'm feeling merciful today, so I'll give you a choice: surrender to me willingly and become my agents in life, or die here and rise again as my pawns."

He may be powerful, but he's also convinced that you are slow-witted, that he has caught you completely within his grasp. You can use that arrogance against him. You scope out the room as he continues his monologue, turning to Lemoire. His necklace catches your eye again. Could he really be arrogant enough to carry his phylactery—the magical anchor of his unlife—around his neck?

He bares his teeth in a grotesque parody of a smile and turns to Lemoire. "Do you think your survival was an accident? My minions could have prevented your escape. You were bait, and you played that role brilliantly. These Pathfinders you brought with you have shown themselves more capable than the defenders of this fortress. And where one Pathfinder falls, others follow, scurrying like roaches to recover their fallen compatriots. All. So. Predictable." His eyes glow brighter, the flames dancing with glee. "And when I—"

He's too absorbed in his gloating to notice, but your weapons are ready. You're not going to let him finish that sentence.



ADVENTURE 3: FORTRESS OF RUIN

STORY BANES

Dangers	Each time you encounter the danger, randomly choose a new Undead story bane.
Villain	Lich (<i>Trazavai</i>)
Henchmen (Closing)	Vampire, Mummy, Carrion Golem, Wights—Proxy A

Setup

Add the Perils wildcard Unhallowed.

LOCATIONS

	Base
1	Blood Pool
1	Crypt
2	Lair
3	Graveyard
4	Pits
5	Oubliette
6	Dungeons

DURING THIS SCENARIO

If the story bane Mysterious Relic is not displayed, you cannot guard.

The first time the villain is defeated, do not close his location; when you retrieve blessings to shuffle in with the villain, retrieve the story bane Mysterious Relic instead of the first blessing.

When you close your location and search it for villains, if you find the Mysterious Relic, shuffle it into a random other location instead of banishing it.

When the Mysterious Relic is defeated, display it.

Development:

Trazavai doesn't go down easily, but you finally manage to end him. The ornate necklace he wore is tougher than steel. Eventually, you manage to crack it open. As you smash the black onyx at its heart, a blue mist filled with tormented faces escapes, dissipating into the air.

With his destruction, the remaining undead

prove little threat. After a quick search of the keep, you find the Inheritor's relic. At first glance, it appears to be just a scrap of red wool, but it glows with a holy radiance. Trazavai lacked either the time or the power—or both—to desecrate it. You claim the relic and return to Vellumis, leaving the ruined fortress behind.

Reward

Loot: blessings Pharama's Knowing and Urgathoa's Gluttony

JAYNA LEMORE

SUPPORTER 3



POWERS

Display. While displayed:

- On any combat check, after the roll, you may bury to add 1d6 and the Magic trait.
- ☐ You may bury to allow a local character to ignore a card's before or after acting power.

*Please, before it's too late,
ride with me and let us save
the fortress.*

**HUMAN
PALADIN**



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