

# SHIELD OF RANNICK



A Complete Variant  
Adventure Path for

**PATHFINDER**  
ADVENTURE CARD GAME

**RISE OF THE RUNELORDS**

by Ron Lundeen

## Introduction

So you started with the *Pathfinder Adventure Card Game—Rise of the Runelords Base Set* and played its eight scenarios. Eager for more, you completed each of the adventure decks, bringing your lowly goblin-hunting heroes to challenge the mighty Karzoug the Claimer in his lair and come out victorious. The game was done, and you'd won it!

What now?

If you're like me, you thought that those hundreds of cards still had a lot of potential. Couldn't they be combined in new ways, used to form new adventures, and maybe even be assembled into an entirely different adventure path? They can. It's what you're holding. It combines those hundreds of cards in new ways, emphasizing some elements (Fort Rannick plays a large role here, as does the deadly Heptaric Locus), downplaying others (you'll fight fewer goblins and giants here), and providing some new rules (the changes to the blessings deck inject some tension into the timer). It also uses material from the entire set right out of the gate—for example, you have to gain an ally from adventure deck 6 right in the first adventure.

Since the *Pathfinder Adventure Card Game* first came out, fans have been creating their own characters, scenarios, and adventures (I made the first fan-created scenario for the game, and it's included here as scenario 4-E). Paizo has been generous in providing card templates for people to create their own entirely new villains, monsters, characters, and so on; these can be printed out and played alongside the cards you already have. *Shield of Rannick* is different from a lot of those endeavors because it doesn't require any new cards, or require you to print anything at all. You can play the entire *Shield of Rannick* adventure path using the cards you already have.

Pick characters you haven't used before to start anew—and welcome back to a different adventure path with *Shield of Rannick*!

— Ron Lundeen, December 2014

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# Shield of Rannick Adventure Path

Your hapless comrade Edron Rannick has learned he is a long-lost noble scion and hereditary ruler of remote and mysterious Fort Rannick. You must help your friend oust the false claimants to his lands, purge the town under his charge of monsters and murderers, and host a treacherous convocation of powerful wizards. Yet Edron's secret heritage may ultimately doom you all, as ominous portents rock the land and the enigmatic Sign of the Sihedron grows in strength and influence.



### REQUIRED FOR PLAY

The *Shield of Rannick* adventure path requires the *Pathfinder Adventure Card Game—Rise of the Runelords Base Set* and all six of the *Rise of the Runelords* adventure decks.

### COMPLETE THESE ADVENTURES, IN THIS ORDER

- 1 The Heir Enthroned
- 2 Cult of Flayed Flesh
- 3 The Crash of Boulders
- 4 Bookkeepers
- 5 Wizard Convocation
- 6 The Scion's Heritage

### DURING THIS ADVENTURE PATH

During play of each adventure in this adventure path, the game box should only include cards with a set indicator equal to the adventure number and lower (for example, during *The Heir Enthroned*, only cards with a set indicator of B, C, P, or 1 should be present; during *Bookkeepers*, only cards with a set indicator of B, C, P, 1, 2, 3, or 4 should be present). This rule does not apply when setting up scenarios; in fact, scenarios often call for specific locations, villains, henchmen, or other cards with a higher set indicator.

After you begin *The Crash of Boulders*, when you would banish a bane with the Basic trait, remove it from the game; when you would banish a boon with the Basic trait, you may remove it from the game. After you begin *Wizard Convocation*, do the same for cards with the Elite trait.

### REWARD

Each character gains a card feat

Version 2. *Shield of Rannick*, Copyright 2014 by Ron Lundeen



# Adventure 1: The Heir Enthroned

You've been through dangerous dungeons, dark forests, and noisome alleys with your friend Edron Rannick. To be honest, you've always considered Edron a little bit...well, dull. Edron isn't the sort to come up with clever ideas or even win a fistfight, but friends are friends and you've all grown to like Edron in the past few years. Edron was just as surprised as you were to receive a missive that he is the last of a line of distant nobles and heir to Fort Rannick and its environs. The missive instructed Edron to occupy his family's ancestral home, Fort Rannick, which sits atop ruins as old as the forgotten Thassilonian empire. From there, Edron will be lord over the fortress, the surrounding mountains, and the isolated town of Heptar at the edge of a bay beneath the fortress.

Of course, Edron wouldn't think of abandoning his friends to run off and enjoy the life of nobility—in fact, he's not sure he could even establish himself without the assistance he's come to rely on from you. Edron has made it clear that you'd all be effectively co-rulers with him, but it would also fall on you to help him out with any troubles that he might come across.

The first of these troubles is getting to Fort Rannick itself. The fortress and town are cut off from the rest of civilization by a brooding, fey-haunted forest called the Shimmerglens. You'll have to navigate the forest, then work to clear out the fort of any dangers. After that, you'll have to make sure that the people of Heptar are happy and prosperous—no mean feat given the dangerous goblins and giants that lurk in the nearby mountains.

Dire portents come from Edron himself; since receiving the missive, he's had nightmares featuring a strange seven-pointed star. He's sure this rune means danger, so he needs your aid all the more. To Fort Rannick!

## COMPLETE THESE SCENARIOS, IN THIS ORDER

- 1-A Across the Shimmerglens
- 1-B Ousting the Intruders
- 1-C Ratcatchers
- 1-D The Goblin Problem
- 1-E What Makes the Goblins Run?

## REWARD

Each character gains a card feat

## 1-A: Across the Shimmerglens

Reaching Fort Rannick is no easy feat, as its mountainous lands are ringed by a brooding, fey-haunted forest called the Shimmerglens. The Shimmerglens are home to a few stalwart settlers and many monsters. Only by beseeching the aid of the masters of the forest, the noble nymph Svevenka and her sycophantic suitor Yap, can you pass through the enchanted wood. You'll need to earn the goodwill of both fey in order to pass to Fort Rannick.

**Villain** None

**Henchmen** Tangletooth, Koruvus, Goblin Raiders

**Players Locations**

- 1 Shimmerglens
- 1 Wooden Bridge
- 1 Woods
- 2 Farmhouse
- 3 Nettlemaze
- 4 Warrens
- 5 Mountain Peak
- 6 Treacherous Cave

## REWARD

Each character gains a skill feat

## DURING THIS SCENARIO

After you have built the locations, shuffle together Yap the Pixie, Svevenka, and a number of blessings equal to the number of locations minus 2. Shuffle one card into each location.

If you would banish either Yap the Pixie or Svevenka, instead shuffle that card into a random open location (if there are no open locations, open the Shimmerglens location and shuffle the card into that location).

You win the scenario once both Yap the Pixie and Svevenka have been acquired.



*Just a nice walk in the forest.  
Absolutely nothing to worry about.*

# 1-B: Ousting the Intruders

When you arrive at Fort Rannick with Edron, you're surprised to find it's already occupied! A brutal warrior-cleric named Nualia has taken over the fortress along with her band of miscreants. The intruders won't go without a fight, so it's up to you to eject them. Fort Rannick contains many unusual chambers that have unpredictable effects—bolstering spellcasters, draining life energy, or even negating magic—so tread carefully.

## Villain Nualia

**Henchmen** Orik Vancaskerkin, Pidget Tergelson, Lyrie Akenja, Tsuto Kaijitsu, Bandits

## Players Locations

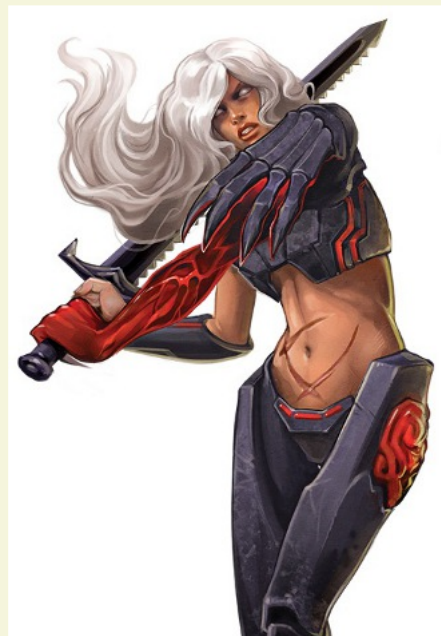
- 1 Fort Rannick
- 1 Throne Room
- 1 Runewell
- 2 City Gate
- 3 Thassilonian Library
- 4 Garrison
- 5 Temple
- 6 Guard Tower

## REWARD

Each character draws a random weapon from the box

## DURING THIS SCENARIO

When you would banish a henchman, display it next to the blessings deck. For each henchman displayed, add 1 to checks to defeat Nualia.



*I can see why she has followers.*

# 1-C: Ratcatchers

With Nualia defeated, the only task left to you is to clear out any other trespassers that fled the battle. You know that Nualia's lover, Jubrayl Vhiski, fled down the mysterious Runewell in the fortress's courtyard. The cowardly rat is hoping to hide out in the sprawling subterranean catacombs. Find Jubrayl and any other miscreants, so you can eject them from your friend's fortress.

## Villain Jubrayl Vhiski

**Henchmen see During This Scenario**

## Players Locations

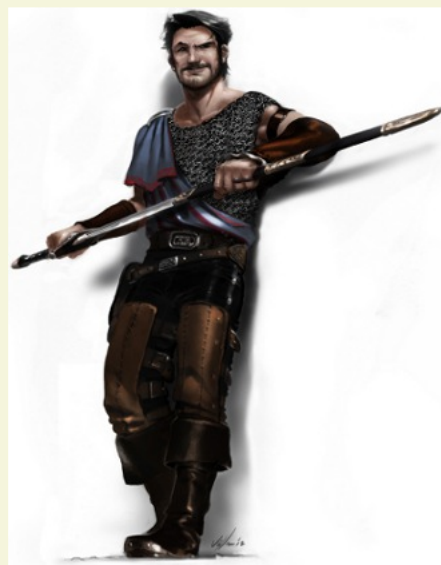
- 1 Abjurant Halls of Envy
- 1 Prison
- 1 Warrens
- 2 Thassilonian Dungeon
- 3 Desecrated Vault
- 4 Thassilonian Library
- 5 Deeper Dungeons
- 6 Shrine to Lamashtu

## REWARD

Each character gains a power feat

## DURING THIS SCENARIO

Shuffle together Orik Vancaskerkin, Pidget Tergelson, Lyrie Akenja, Tsuto Kaijitsu, and four Ancient Skeleton henchmen. Deal a number of cards from this henchmen pile equal to the number of locations minus 1, shuffle Jubrayl Vhiski into this pile, and then shuffle one card into each location. Return the remaining henchmen cards to the box without looking at them (so you don't know which henchmen have fled with Jubrayl into the catacombs beneath Fort Rannick).



*Hard to say whether he's more smarmy or more cowardly.*



# 1-D: The Goblin Problem

No sooner do you get settled in Fort Rannick than problems arise in Heptar, the town under Fort Rannick's protection. Goblins are attacking the town's ferries, beaches, and the sandy promontory known as the Sandpoint District. These goblins are on the run and half-insensible from fright; an intimidating show of force causes them to keel over. Perhaps you can find out what's caused such terror by capturing and questioning their leader.

**Villain** Gogmurt  
**Henchmen** Bruthazmus, Goblin Raiders

**Players Locations**

- 1 Town Square
- 1 Turtleback Ferry
- 1 Junk Beach
- 2 Sandpoint Cathedral
- 3 Waterfront
- 4 Mill
- 5 City Gate
- 6 Academy

## REWARD

Each character draws a random ally from the box

## DURING THIS SCENARIO

All non-villain banes with the Goblin trait gain the power "Before you act, succeed at a Strength or Charisma 6 check to defeat this bane and draw a random ally from the box."



*I didn't even say "Give up!" yet.*

# 1-E: What Makes the Goblins Run?

The goblins invading Heptar tell tales of ghouls dressed as scarecrows. Although goblins are prone to exaggerate, there might be something to their jabbering. Track the goblins back across the river into the sparsely-populated hinterlands around Heptar and see what you can discover—is some amateur necromancer behind this rash of undead, or is something more ominous at work?

**Villain** none  
**Henchmen** Scarecrow Golem, Ghoul Scarecrows

**Players Locations**

- 1 Wooden Bridge
- 1 Temple
- 2 Scarnetti Manor
- 3 Treacherous Cave
- 4 The Old Light
- 5 Warrens
- 6 Woods

## REWARD

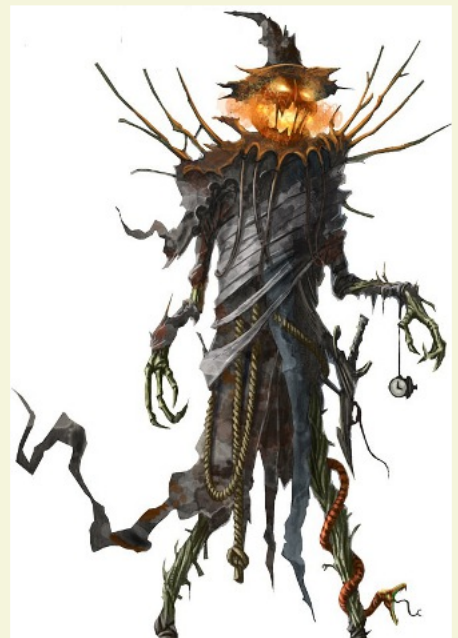
Each character chooses one type of boon other than loot and draws a random card of that type from the box

## DURING THIS SCENARIO

When all locations are closed, summon and build the Farmhouse location. Shuffle the Sihedron Medallion loot card into the Farmhouse location. If you would encounter the Sihedron Medallion and there are other cards at the Farmhouse location, put the Sihedron Medallion at the bottom of the location and summon and encounter a Ghoul Scarecrow henchman.

The Farmhouse location may not be closed.

You win when the Sihedron Medallion is the only card at the Farmhouse.



*They're scary even before they move.*

# Adventure 2: Cult of Flayed Flesh

Everything seemed to be working out just fine. You'd managed to get your hapless friend Edron Rannick installed as the Lord of Fort Rannick without difficulty, and even earned the trust of the fickle townsfolk of Heptar by driving off some troublesome goblins.

The strange seven-pointed symbol you discovered in the remote farmhouse still pulls at your thoughts: was this symbol responsible for animating the dead and driving the goblins into town? Why does it match the strange rune from Edron's nightmares? The mysterious, ancient libraries beneath Fort Rannick might hold some clues.

Before you can research the cryptic symbol in earnest, you hear dire news from the town of Heptar: dockworkers and serving-girls have been discovered murdered in dirty alleys, their skin flayed from their backs. It doesn't take much investigation to gather a few salient facts. First of all, the murders seem to occur most often around the abandoned arena in the center of town called the Heptaric Locus. Second, the murders have to be the work of more than one individual; you're not dealing with a single killer, but with a cult. Most disturbing of all, the flayed skin is always removed in a specific pattern: a seven-pointed star.

Eliminating this cult isn't going to be easy; its numbers are growing, masquerading as everyday citizens of Heptar. You're going to have to find a few of the low-level cultists and work your way up the chain of command. Over all your endeavors looms the mysterious seven-armed sign.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

2-A The Alchemist and the Gladiator  
2-B Mistress of Serpents  
2-C The Villains' Hero  
2-D Against the Law  
2-E Return of the Slain

## REWARD

Each character gains a card feat

## DURING THIS ADVENTURE

To build the blessings deck for each scenario in this adventure:

- Shuffle 10 random blessings to make the bottom third of the deck.
- Shuffle 10 random blessings and a Sihedron Medallion loot card to make the middle third of the deck.
- Shuffle 10 random blessings to make the top third of the deck, for a deck of 31 cards.

Each time you reveal the Sihedron Medallion during the Advance the Blessings step, follow the directions for **When the Sihedron Appears** in the scenario description.

## 2-A: The Alchemist and the Gladiator

Your first step is to interrogate some of Heptar's lowlifes that might know something about the cult. High on your list is the alchemist and poison-seller "Pillbug" Podiker, but the gnome's shop is abandoned. He's been seen around the abandoned Heptaric Locus in the company of an insane ex-gladiator named Grayst and some cloaked figures—perhaps you'll quash this murderous cult sooner than you thought!

**Villain** Pillbug Podiker

**Henchmen** Grayst Sevilla, Skinsaw Cultists

### Players Locations

- 1 Heptaric Locus
- 1 Apothecary
- 1 Sandpoint Cathedral
- 2 Mill
- 3 Town Square
- 4 Waterfront
- 5 The Rusty Dragon
- 6 Turtleback Ferry

## REWARD

Each character gains a skill feat

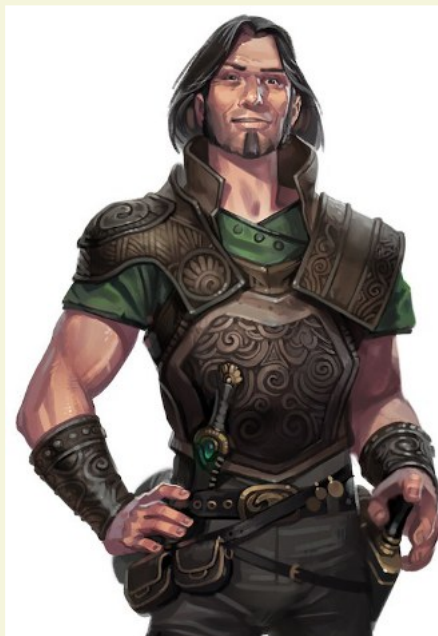
## DURING THIS SCENARIO

The difficulty to defeat Pillbug Podiker is increased by the number of cards left in his location deck when he is encountered.

When you would banish Grayst Sevilla, display him by the Heptaric Locus location; when he is displayed, the difficulty to close the Heptaric Locus is decreased by 6.

## WHEN THE SIHEDRON APPEARS

*Poison Darts.* Each character takes 1d4 poison damage. Banish the Sihedron Medallion, then advance the blessings deck again.



*His hotness belies his crazy. As it often does.*



## 2-B: Mistress of Serpents

As he died, Podiker intoned “The serpents herald the rise of the Skinsaw Master.” The next day, massive snakes slithered throughout Heptar, and packets of poison were left in the streets. The top reptile expert in Heptar is the bookish herpetologist Andra Xanesha. Surely, a mere scientist couldn’t be behind this infestation of serpents and poisonous bombs. Discover whether Xanesha can help—or whether she is more than she appears.

### Villain Xanesha

#### Henchmen Poison Traps

#### Players Locations

- 1 Academy
- 1 Glassworks
- 1 Habe's Sanatorium
- 2 Turtleback Ferry
- 3 General Store
- 4 Village House
- 5 Scarnetti Manor
- 6 Farmhouse

### REWARD

Loot: Headband of Vast Intelligence, Snakeskin Tunic

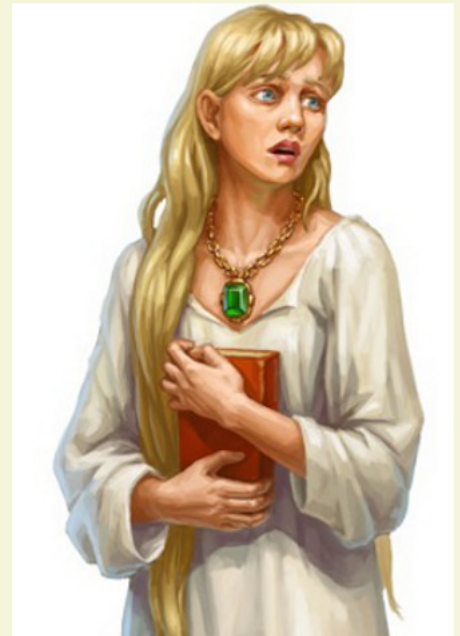
### DURING THIS SCENARIO

Shuffle a Nightbelly Boa henchman into each location except for the Academy.

Poison Traps cannot be defeated with a Dexterity check; a Disable 5 check is required to defeat them.

### WHEN THE SIHEDRON APPEARS

*Lingering Venom.* Each character takes 1 poison damage. Advance the blessings deck again, then shuffle the Sihedron Medallion back into the blessings deck.



*No snake expert is this innocent.*

## 2-C: The Villains' Hero

You’ve unmasked Andra Xanesha as a monster, but the Skinsaw Cult is growing stronger. Their victims are slain in the light of day, even in areas heavily patrolled by the town guard. A few captured cultists speak of a twisted “hero” among their vile religion, an artist of murder known as the Skinsaw Man. Find this Skinsaw Man and learn why the cult’s crime spree has become so bold.

### Villain Skinsaw Man

#### Henchmen Skinsaw Cultists

#### Players Locations

- 1 The Rusty Dragon
- 1 Turtleback Ferry
- 1 Waterfront
- 2 Fort Rannick
- 3 General Store
- 4 Town Square
- 5 Shadow Clock
- 6 Garrison

### REWARD

Each character gains a power feat

### DURING THIS SCENARIO

When you would discard or recharge an ally, succeed at a Wisdom or Perception 6 check or bury it instead.

### WHEN THE SIHEDRON APPEARS

*Unnerved.* Display the Sihedron Medallion next to the blessings deck, then advance the blessings deck again. While the Sihedron Medallion is displayed, subtract 1 from each die rolled on checks against a villain or henchman.



*Cultists are getting bolder when they start dressing like cultists.*

## 2-D: Against the Law

Your clues regarding the murderous Skinsaw Cult have implicated one of the most highly placed magistrates in Heptar: Justice Ironbriar. Ironbriar is incredibly popular; a baseless arrest might trigger an uprising. You must hit the streets of Heptar to gather clues and capture Ironbriar. The good people of Heptar will be against you, but sometimes doing the right thing puts you on the wrong side of the law.

**Villain** Justice Ironbriar  
**Henchmen** Skinsaw Cultists  
**Players** Locations

- 1 Garrison
- 1 Village House
- 1 Courtyard
- 2 Guard Tower
- 3 City Gate
- 4 Prison
- 5 Scarnetti Manor
- 6 Heptaric Locus

### REWARD

Each character draws a random armor or weapon from the box

### DURING THIS SCENARIO

If you fail a check to acquire an ally, the ally deals 1 combat damage to you.

### WHEN THE SIHEDRON APPEARS

*Popular Uprising.* Each character takes combat damage equal to the number of allies in her hand and discard pile. Advance the blessings deck again, then shuffle the Sihedron Medallion back into the blessings deck.



*His strongest armor is his smugness.*

## 2-E: Return of the Slain

You acquired enough evidence to convince even the dimmest of Heptar's citizens that Justice Ironbriar was coordinating the Skinsaw murder cult, but he ranted and raved about the vengeance of the "Skinsaw Master" as you took him into custody. You're sure this "Skinsaw Master" is dangerous, but his cult members are all slain—what's he going to do, raise the spirits of dead cultists to stop you?

**Villain** Caizarlu Zerren  
**Henchmen** Haunts  
**Players** Locations

- 1 Ravenous Crypts of Gluttony
- 1 City Gate
- 1 Sandpoint Cathedral
- 2 Desecrated Vault
- 3 Deeper Dungeons
- 4 Shrine to Lamashtu
- 5 Apothecary
- 6 Academy

### REWARD

Each character gains a skill feat

### DURING THIS SCENARIO

When you roll the 1d6 for Caizarlu Zerren's power, subtract 1 from the result for each Haunt displayed in front of your character (to a minimum result of 1). At the end of the scenario, banish all Haunts.

### WHEN THE SIHEDRON APPEARS

*Exorcism.* Each character may attempt a Wisdom or Divine 6 check to banish all Haunts displayed in front of that character; on a failure, that character buries his hand. Banish the Sihedron Medallion, then advance the blessings deck again.



*A necromancer heads a murder cult?  
Now, that's job security.*



# Adventure 3: The Crash of Boulders

In crushing the Skinsaw Cult, you collected a fair number of cultists masquerading as townsfolk. Edron Rannick had you publicly execute the ringleaders as an example, but the rest warrant a prison sentence rather than execution. Edron asked you to escort these prisoners to the high mountain prison of Fellguard Peak.

On the arduous journey, you spotted the body of a half-orc woman killed in a rockslide. The woman was dressed as a prisoner of Fellguard Peak, but why was she out here, miles from the prison? Warily, you approached Fellguard Peak and found the prison gates smashed open. Ogres camped within the broken prison, playing cruel games with the few surviving prison guards. There was no sign of the former prisoners of Fellguard Peak—like the half-orc woman, they had scattered.

Of course, you'll eliminate the ogre menace, but you suspect there is something more at work here: what would compel the ogres to break into a prison and free the inmates? You spied on the ogre camp long enough to identify their leaders—a pair of brutes named Malugus and Jaagrath—and to see these chieftains speaking with a lanky stone giant and an elegant human woman. The stone giant and the woman left the area before you could learn more about them, but you suspect they are behind this attack. Interrogate Malugus and Jaagrath to find out what they know.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

3-A Breaking of Fellguard Peak  
3-B Assault on Heptar  
3-C The Siege Master  
3-D The Sorceress's Puppet  
3-E Witches of the Mountain

## REWARD

Each character chooses a role card and a power feat

## DURING THIS ADVENTURE

To build the blessings deck for each scenario in this adventure:

- Shuffle 10 random blessings to make the bottom third of the deck.
- Shuffle 10 random blessings and a Sihedron Medallion loot card to make the middle third of the deck.
- Shuffle 10 random blessings to make the top third of the deck, for a deck of 31 cards.

Each time you reveal the Sihedron Medallion during the Advance the Blessings step, follow the directions for **When the Sihedron Appears** in the scenario description.

## 3-A: Breaking of Fellguard Peak

The cruel ogres of the Kreeg tribe have smashed the gates to Fellguard Peak prison, freed the inmates, and now camp within the shattered prison. Although rampant destruction is typical of ogres, it's unclear why they would attack this remote location for such a specific purpose. Retake the prison, capture the ogre leaders, and find out more.

**Villain** Jaagrath Kreeg, Malugus Kreeg

**Henchmen** Dorella and Hookmaw Kreeg, Kreeg Ogres

### Players Locations

- 1 Garrison
- 1 Prison
- 1 Giant Lair
- 2 Warrens
- 3 Mountain Peak
- 4 Traacherous Cave
- 5 Farmhouse
- 6 Nettlemaze

## REWARD

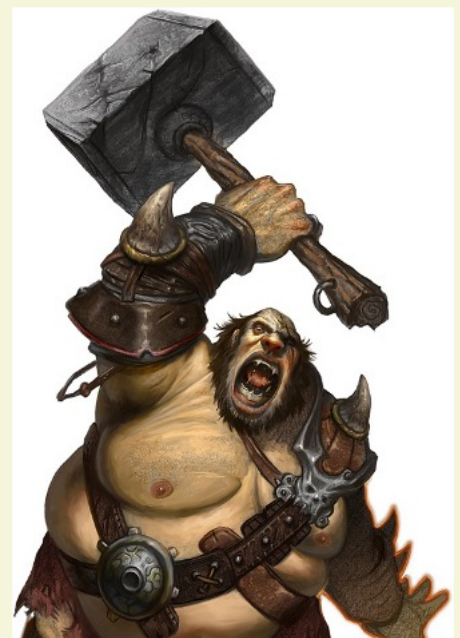
Each character gains a power feat

## DURING THIS SCENARIO

When you defeat the first villain and it cannot escape, banish it; do not close its location if the second villain is in that location. You must corner and defeat the second villain normally to win.

## WHEN THE SIHEDRON APPEARS

*Reinforcements.* Each character must succeed at a Dexterity or Stealth 6 check or summon and encounter a Kreeg Ogre henchman. Advance the blessings deck again, then shuffle the Sihedron Medallion back into the blessings deck.



*No one surprises an ogre twice.*

## 3-B: Assault on Heptar

The Kreeg ogres revealed that the prison break was orchestrated by a woman who wanted her sisters freed. The woman promised easy pickings in the town of Heptar with the town's guardians delayed at the remote prison. Who is she, and how did she know your whereabouts? That question must wait—race to Heptar and arrange defense of the town from marauding ogres and their degenerate kin!

**Villain** none

**Henchmen** Lunderbud, Crowfood  
Graul, Graul OGREkin, Kreeg Ogres

**Players Locations**

- 1 General Store and Sandpoint Cathedral
- 1 Town Square and Turtleback Ferry
- 2 Academy and Glassworks
- 3 Apothecary and Waterfront
- 4 Garrison and Junk Beach
- 5 City Gate and The Rusty Dragon
- 6 Guard Tower and Habe's Sanatorium

**REWARD**

Each character gains a random ally from the box

**DURING THIS SCENARIO**

Each pair of locations listed constitutes a single defense zone. If you start your turn in the same zone as another character, discard a card. If you move or are moved from one zone to another, discard a card. You win when the number of open locations is equal to or less than the number of characters.

**WHEN THE SIHEDRON APPEARS**

*Cries for Help.* Each character moves to a random location without discarding a card. Advance the blessings deck again, then shuffle the Sihedron Medallion back into the blessings deck.



*So, I suppose this isn't a social visit?*

## 3-C: The Siege Master

With Heptar saved from the ogres, you return to Fort Rannick to report to your friend Edron Rannick—only to find the fortress under attack! The stone giant Teraktinus and a gang of enslaved hill giants have surrounded Fort Rannick on all sides. Coordinate your attacks, break the siege, and defeat the stone giant that would see Fort Rannick fall.

**Villain** Teraktinus

**Henchmen** Lokansir, Enga Keckvia,  
Hill Giant Runeslaves

**Players Locations**

- 1 Fort Rannick
- 1 Mountain Peak
- 1 Treacherous Cave
- 2 Throne Room
- 3 Giant Lair
- 4 Courtyard
- 5 Runewell
- 6 Abjurant Halls of Envy

**REWARD**

Each character gains a skill feat

**DURING THIS SCENARIO**

The difficulty of your combat checks is decreased by 2 when there is another character at your location.

**WHEN THE SIHEDRON APPEARS**

*Breached Defenses.* Randomly select a closed location, open it, and shuffle 1d4 monsters and 1d4 items into that location. Banish the Sihedron Medallion, then advance the blessings deck again.



*Who besieges the besiegers?*



## 3-D: The Sorceress's Puppet

Edron is grateful for your assistance against the giant siege, and he becomes pensive when you tell him of the prison break by a woman liberating her sisters. One of his lieutenants, Kaven Windstrike, has been acting oddly and muttering about sisters seeking vengeance. Kaven abandoned his post yesterday, heading into the forested hills. Find Kaven and learn whom he planned to meet.

### Villain Seval

**Henchmen** Kaven Windstrike,  
Lucrecia, Hill Giant Runeslaves

### Players Locations

- 1 Nettlemaze
- 1 Warrens
- 1 Farmhouse
- 2 Woods
- 3 Wooden Bridge
- 4 Shimmerglens
- 5 Giant Lair
- 6 Dam

### REWARD

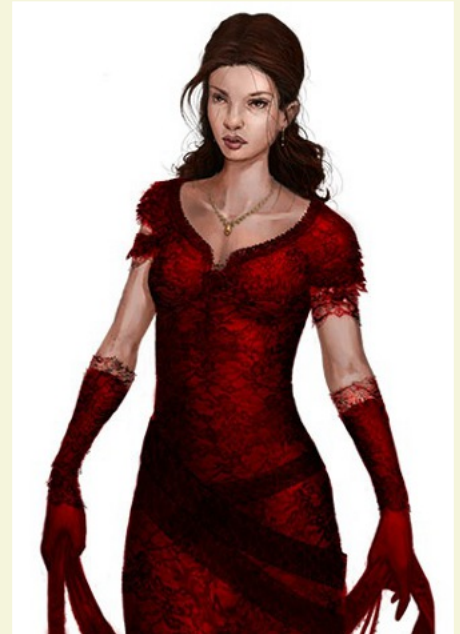
Each character gains a card feat

### DURING THIS SCENARIO

If you would banish the henchman Kaven Windstrike, you may shuffle him into a random open location instead.

### WHEN THE SIHEDRON APPEARS

*Unanticipated Obstacles.* Shuffle a barrier into each open location. Banish the Sihedron Medallion, then advance the blessings deck again.



*Kaven must have found her...enchanted.*

## 3-E: Witches of the Mountain

Kaven had been charmed by a woman named Seval. Even while enchanted, Kaven keep his ears open: Seval, Zaelsar, and their wily sister Lucrecia are no mere women, but shapeshifters called lamias. They seek vengeance upon Rannick lands for the death of their sister Xanessa. Zaelsar is consorting with mountain hags to initiate a huge earthquake, burying Fort Rannick under rubble.

### Villain Zaelsar

**Henchmen** Lucrecia, Longtooth,  
Hook Mountain Hags

### Players Locations

- 1 Death Zone
- 1 Mountain Peak
- 1 Wooden Bridge
- 2 Dam
- 3 Treacherous Cave
- 4 Thassilonian Dungeon
- 5 Desecrated Vault
- 6 Giant Lair

### REWARD

Loot: Impaler of Thorns, Summon Monster

### DURING THIS SCENARIO

If you win this scenario, each character may attempt a Wisdom or Survival check. The character with the highest result acquires three Mountaineer allies.

### WHEN THE SIHEDRON APPEARS

*Tremors.* Each character takes 1d4 combat damage. Advance the blessings deck again, then shuffle the Sihedron Medallion back into the blessings deck.



*"Angry enough to bring down a mountain" is not hyperbole to lamias.*

# Adventure 4: Bookkeepers

Nothing is ever as it appears. What seemed to be a simple matter of marauding giants turned out to be a well-orchestrated attack on Rannick lands by a family of vengeful lamias. If you don't ever meet another one of those manipulative shapeshifting animal-women, that would be just fine with you.

Now, with the threat of the lamias and their giant minions quelled, you have the freedom to research the strange seven-pointed rune in the arcane libraries of Fort Rannick's catacombs and in the Heptar academy. But the symbol is so ancient as to be all but forgotten; explanations are not readily available even in musty histories. Perhaps a sufficiently skilled priest or oracle would be able to contact their distant deities to obtain the information you're seeking.

The most powerful diviner in the area is, oddly enough, a whore. Calistria is the deity of lust, revenge, and sensuality; many of Calistria's temples also serve as high-end brothels. The Silk Purse in the mountains above Heptar provides divinatory services and carnal delights to those willing to make the arduous climb with sufficient coin in their pockets. The high priestess and madam of the temple is the alluring Delvahine. Delvahine and her beauties are known to have eldritch powers and to exert uncanny control over visitors, but they can also tap into the obscure knowledge of the outer planes. The journey to the Silk Purse will not be easy, and the magical research will not be cheap, but your friendship to the beleaguered Edron Rannick demands it.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

- 4-A Sow in the Silk Purse
- 4-B Tallspires Infiltration
- 4-C The Angry Madam
- 4-D Tracking the Bibliophile
- 4-E Otherworldly Incursion

## REWARD

Each character gains a card feat

## DURING THIS ADVENTURE

To build the blessings deck for each scenario in this adventure:

- Shuffle 10 random blessings and a Sihedron Medallion loot card to make the bottom third of the deck.
- Do the same to make the middle third of the deck.
- Shuffle 10 random blessings to make the top third of the deck, for a deck of 32 cards.

Each time you reveal a Sihedron Medallion during the Advance the Blessings step, follow the directions for **When the Sihedron Appears** in the scenario description.

## 4-A: Sow in the Silk Purse

You meet a frantic Delvahine on the road to the Silk Purse. Delvahine breathlessly explains that her temple has been seized by a disgusting woman named Mammy Graul. Mammy is determined to ensconce herself as the new madam of the high-end brothel, and she has brought in a coterie of horrid harpies as doxies. Delvahine will help you if you expel the repulsive intruder.

**Villain** Mammy Graul

**Henchmen** Harpy Monks

**Players Locations**

- 1 Iron Cages of Lust
- 1 Temple
- 1 Throne Room
- 2 Mountain Peak
- 3 Village House
- 4 Prison
- 5 Academy
- 6 Thassilonian Dungeon

## REWARD

Each character gains a card feat

## DURING THIS SCENARIO

If you start your turn at the same location as another character, recharge two cards from your hand.

## WHEN THE SIHEDRON APPEARS

*Repulsive Advances.* Each character must succeed at a Charisma or Diplomacy 10 check or bury a card. Banish the Sihedron Medallion, then advance the blessings deck again.



*Thank you, but I'll pass.*



## 4-B: Tallspires Infiltration

Delvahine explains that her Emerald Codex, a source of powerful divinatory magic, is missing. The repulsive Mammy Graul must have traded or sold the artifact. Delvahine's magic locates the Emerald Codex in a ruined village called Tallspires, now home to the mummified Black Monk and overrun with his undead disciples. You wouldn't dream of refusing Delvahine's request to recover her artifact.

**Villain** The Black Monk

**Henchmen** Lamatar Bayden, the Headless Lord, Xyoddin Kerriock, Tyrant Trolls

**Players Locations**

- 1 City Gate
- 1 Shadow Clock
- 1 Courtyard
- 2 The Old Light
- 3 Guard Tower
- 4 Garrison
- 5 Shrine to Lamashtu
- 6 Desecrated Vault

**REWARD**

Loot: Emerald Codex, Robe of Runes

**DURING THIS SCENARIO**

All Tyrant Troll henchmen and Bandit henchmen gain the Undead trait and are immune to the Mental and Poison traits.

**WHEN THE SIHEDRON APPEARS**

*Undead Ambush.* Each character summons and encounters a Bandit henchman with the combat difficulty increased by 4. Banish the Sihedron Medallion, then advance the blessings deck again.



*The tourism has really dropped off.*

## 4-C: The Angry Madam

The Emerald Codex has rested for Tallspires for years—Delvahine had duped you with her pleas to recover it. Furthermore, the book contains lore of unearthly, alien beings and a malignant intelligence whispering secrets. Could this codex be as nefarious as Preklikin's Book of Cults or the dreaded Necronomicon? You've elected to keep the dangerous tome yourselves rather than deliver it to Delvahine, a decision she won't take lying down.

**Villain** Mistress Delvahine

**Henchmen** Alu-Demon Sisters

**Players Locations**

- 1 Village House
- 1 Temple
- 1 Iron Cages of Lust
- 2 Treacherous Cave
- 3 Academy
- 4 Mountain Peak
- 5 Woods
- 6 Shimmering Veils of Pride

**REWARD**

Each character gains a power feat

**DURING THIS SCENARIO**

If a monster requires you to succeed at an Arcane or Divine check in order to play spells (including spells with the attack trait) or use weapons, you may recharge a card to automatically succeed at that check.

**WHEN THE SIHEDRON APPEARS**

*Undeniable Distraction.* Display the Sihedron Medallion next to the blessings deck, then advance the blessings deck again. For each Sihedron Medallion displayed, the difficulty of checks to recharge cards is increased by 2.



*You wouldn't like her when she's angry. Actually...*

## 4-D: Tracking the Bibliophile

The eerie Emerald Codex is safely in your possession, but you need someone else to translate its inscrutable passages. The word on the streets of Heptar is that a half-mad bibliophile called the Scribbler is a master of such lore, although he spends his time constructing some odd device. The Scribbler might help you if you can find him—or he might try to drag you into his own insanity with the eldritch secrets that drive him.

**Villain** The Scribbler

**Henchmen** none

**Players Locations**

- 1 Glassworks
- 1 Academy
- 1 The Rusty Dragon
- 2 Thassilonian Dungeon
- 3 Deeper Dungeons
- 4 Habe's Sanatorium
- 5 Throne Room
- 6 Apothecary

**REWARD**

Loot: The Sihedron Tome

**DURING THIS SCENARIO**

Shuffle together The Scribbler and a number of spells equal to the number of locations minus 1, then shuffle one card into each location. When you acquire a spell from a location deck, you may attempt to close that location.

**WHEN THE SIHEDRON APPEARS**

*Confounded.* Display the Sihedron Medallion next to the blessings deck, then advance the blessings deck again. For each Sihedron Medallion displayed, the difficulty of checks to close locations is increased by 2.



*Normally, judging a book by its cover is dangerous—but the cover of this book is dangerous.*

## 4-E: Otherworldly Incursion

You have drawn unwelcome attention by seeking knowledge best left unknown. Incomprehensible horrors from abstruse dimensions press in upon reality, using the Scribbler's mad device as their gateway. Only by collecting staunch allies and supernatural favor can you hope to shut down the Leng Device and stop The Thing From Beyond Time before all hope is lost!

**Villain** The Thing from Beyond Time

**Henchmen** Leng Spiders

**Players Locations**

- 1 The Leng Device
- 1 Apothecary
- 1 Temple
- 2 Habe's Sanatorium
- 3 Village House
- 4 Waterfront
- 5 City Gate
- 6 Town Square

**REWARD**

Each character gains a skill feat

**DURING THIS SCENARIO**

Do not include a villain or henchman in The Leng Device location. Replace the At This Location text on The Leng Device with "You may not permanently close this location until all other locations have been permanently closed." When you gain a blessing, put a marker next to the blessings deck. Add the number of markers to checks to defeat Leng Spiders or The Thing From Beyond Time. You may discard an ally to add 1d4 to a check against a Leng Spider or The Thing From Beyond Time instead of that ally's usual effect.

**WHEN THE SIHEDRON APPEARS**

*Cursed.* Each character buries a blessing from his hand or discard pile. Banish the Sihedron Medallion, then advance the blessings deck again.



*The call of the haunter of the dark lurks at the threshold.*



# Adventure 5: Wizard Convocation

Just when things seem to be spiraling out of control with murderers, cultists, and strange appearances of the seven-pointed rune, along comes an obligatory state function. The Wizard's Convocation is held once every century on Rannick lands, and many wizards have already promised their punctual arrival. The timing could not be worse, but Edron has asked you to help oversee this function in order to help further legitimize his authority.

As the participants start to arrive with their entourages, it becomes plain to you that not all wizards are doddering loners with pointy hats and long beards. In fact, many of them are downright monstrous, or hiding their true natures behind illusions. Old rivalries simmer between these powerful spellcasters, and keeping them separated while planning the start of the convocation is a job unto itself.

Edron's servants like to eavesdrop, and they've gleaned some disturbing snippets from the assembled mages. It appears that not all of the wizards are here for mere recreation or to settle old grudges in the spell-battles; some seek a powerful rune called the "Sihedron," and they believe it can be found within or beneath Fort Rannick. Others speculate that it can be found in the town of Heptar. In either case, you'll have to keep a wary eye on these scheming wizards, and step in to thwart their plans if it would put your friend or his people in danger.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

5-A Unearthing the Battlefield  
5-B Trial of the Stonelord  
5-C Master of Many Forms  
5-D Challenge of the Dead  
5-E The Corpulent Conjurer

## REWARD

Each character gains a card feat

## DURING THIS ADVENTURE

To build the blessings deck for each scenario in this adventure:

- Shuffle 10 random blessings and a Sihedron Medallion loot card to make the bottom third of the deck.
- Do the same to make the middle third of the deck.
- Shuffle 10 random blessings to make the top third of the deck, for a deck of 32 cards.

Each time you reveal a Sihedron Medallion during the Advance the Blessings step, follow the directions for **When the Sihedron Appears** in the scenario description.

## 5-A: Unearthing the Battlefield

The traditional spell-battles of the Wizard Convocation take place on a plateau high above Fort Rannick. The battlefield is demarcated by stone effigies of the area's greatest wizard, Karzoug the Claimer. Decades of rockfalls and mudslides have buried these effigies, so you must find them and activate their ancient magic—beware, for one of these stone effigies is altogether too active, and must be planted back in the ground.

**Villain** Karzoug Statue  
**Henchmen** Stone Heads  
**Players** Locations

- 1 Mountain Peak
- 1 Treacherous Cave
- 1 Death Zone
- 2 Wooden Bridge
- 3 Vault of Greed
- 4 Dam
- 5 Thassilonian Dungeon
- 6 Woods

## REWARD

Each character gains a power feat

## DURING THIS SCENARIO

When you would banish a Stone Head henchman, display it next to the blessings deck. For each henchman displayed, add 2 to checks to defeat the Karzoug Statue.

## WHEN THE SIHEDRON APPEARS

*Altitude Sickness.* Each character must succeed at a Constitution or Fortitude 10 check or take 1d4 combat damage. Advance the blessings deck again, then shuffle the Sihedron Medallion back into the blessings deck.



*They've been glowering for ages.*

## 5-B: Trial of the Stonelord

Under the byzantine battle-rules of the Wizard Convocation, a wizard may challenge the host, rather than his peers, for victory; further, the challenger selects the location of the fight. Thinking Edron's champions to be weaker than his fellow mages, the arrogant stone giant Barl Breakbones demands a fight within Fort Rannick itself. Despite his substantial defensive enchantments, you must overcome the giant and his minions.

**Villain** Barl Breakbones  
**Henchmen** Cinderma, Jorgenfist  
Stone Giants

**Players Locations**

- 1 Fort Rannick
- 1 Courtyard
- 1 Runewell
- 2 Thassilonian Library
- 3 Prison
- 4 Abjurant Halls of Envy
- 5 Throne Room
- 6 Deeper Dungeons

**REWARD**

Loot: Mokmurian's Club, Wand of Enervation

**DURING THIS SCENARIO**

When you would succeed at a combat check against a monster with the Giant trait, reroll the dice; the check succeeds or fails based solely on the result of the second roll.

**WHEN THE SIHEDRON APPEARS**

*Improved Enchantments.* Display the Sihedron Medallion next to the blessings deck, then advance the blessings deck again. For each Sihedron Medallion displayed, increase the difficulty of checks against Barl Breakbones by 4.



*Just when you think you've landed a solid hit on a stone giant, his skin blocks the blow.*

## 5-C: Master of Many Forms

Badgered by challengers, Edron has retreated to his private chambers to let you deal with wizards demanding the right of combat. If you can best a few of these overconfident wizards, you might show that you're a tougher challenge than their peers. Next is the suave wizard Ordikon and his dogs—but as a master of transmutations, Ordikon and his hounds transform into fearsome opponents who doggedly pursue victory throughout Heptar.

**Villain** Ordikon  
**Henchmen** Hounds of Lamashtu

**Players Locations**

- 1 Town Square
- 1 Heptaric Locus
- 1 General Store
- 2 Village House
- 3 Turtleback Ferry
- 4 Temple
- 5 Junk Beach
- 6 Waterfront

**REWARD**

Loot: Ordikon's Staff, Fanged Falchion

**DURING THIS SCENARIO**

When you do not defeat a Hound of Lamashtu, display it next to your character card. Subtract 1 from each die rolled on your checks for each Hound displayed next to your character card. At the end of each of your turns, you may attempt an Intelligence or Arcane 12 check to banish all Hounds displayed by a character at your location.

**WHEN THE SIHEDRON APPEARS**

*Unwelcome Transmutation.* Each character banishes a card from his hand and draws a random card of that type from the box. Banish the Sihedron Medallion, then advance the blessings deck again.



*Not for metathesiophobics.*



## 5-D: Challenge of the Dead

You're puzzled as to why challenges from visiting wizards keep coming; you've proven that you can best any contender. The next challenger is the mighty lich Azaven with his cadre of undead, battling in the forgotten chambers beneath Heptar's industrial sector—if anyone should be able to learn from past mistakes, you think it would be an ageless wizard. Perhaps there's something more to this relentless press of challengers...

### Villain Azaven

**Henchmen** Karivek Vekker,  
Warriors of Wrath

### Players Locations

- 1 Mill
- 1 Halls of Wrath
- 1 Desecrated Vault
- 2 Glassworks
- 3 Catacombs of Wrath
- 4 Apothecary
- 5 Shrine to Lamashtu
- 6 The Old Light

### REWARD

Each character gains a skill feat

### DURING THIS SCENARIO

All Warriors of Wrath henchmen gain the Undead trait and are immune to the Mental and Poison traits.

### WHEN THE SIHEDRON APPEARS

*Haunted.* A random character summons and encounters the henchman Silas Vekker. If Silas Vekker is defeated, banish the Sihedron Medallion and advance the blessings deck again; otherwise, advance the blessings deck again then shuffle the Sihedron Medallion back into the blessings deck.



*He's unlikely to inject life into Heptar's industrial economy.*

## 5-E: The Corpulent Conjurer

The rotund mage Jordimandus demands to face Fort Rannick's champions at the nearby Kaedron's Keep, an armory atop a maze of ancient tunnels. You see past the arrogance to genuine apprehension: Jordimandus doesn't really want to fight you, despite his command of the spirits of the ravenous dead. These challenges are merely distractions. You fear for your friend Edron, whom you haven't seen since he withdrew to his chambers.

### Villain Jordimandus

**Henchmen** Forgefiend, Cannibal  
Haunts, Haunt

### Players Locations

- 1 Guard Tower
- 1 Garrison
- 1 Festering Maze of Sloth
- 2 City Gate
- 3 Catacombs of Wrath
- 4 Warrens
- 5 Nettlemaze
- 6 Farmhouse

### REWARD

Loot: Staff of Hungry Shadows,  
Revelation Quill

### DURING THIS SCENARIO

You may recharge a card to add 1d4 to your check to acquire a weapon. If the card you recharge is a weapon, add 1d8 instead.

At the end of the scenario, banish all Cannibal Haunts and Haunts.

### WHEN THE SIHEDRON APPEARS

*Durable Conjurations.* Display the Sihedron Medallion next to the blessings deck, then advance the blessings deck again. For each Sihedron Medallion displayed, increase the difficulty of checks against summoned monsters by 4.



*He thinks the mask looks slimming.*

# Adventure 6: The Scion's Heritage

You've succeeded against every wizard that has faced you, but you've learned that the challenges were merely distractions to keep you away from your friend Edron. Edron is the last of a long line tied tightly to the cryptic Sihedron rune, a legacy apparent in Edron's name—which you wish you'd noticed earlier. Edron's invitation to return to Fort Rannick was part of a far-reaching plot to bring him among a cabal of wizards who wanted him only for his heritage.

While some wizards diverted your attention, others wove a powerful enchantment over Edron in his chambers. These mages summoned the spirit of history's most malefic wizard, the tyrant Karzoug the Claimer. The spell cost the mages their lives, but they forced Karzoug's spirit into Edron's body. Karzoug now wears Edron's body like a shell; your friend is only strong enough to contain the wizard's spirit because of his lineage.

Unfortunately, the facts of Edron's arcane possession are known only to you—the wizard-conspirators all died in the summoning ritual or fell before you in the Wizard Convocation. To everyone else, Edron appears as fit and hale as ever (although now with substantial arcane abilities and a tyrant's temperament). When you confronted Karzoug and demanded he vacate your friend's body, "Edron" denounced you as traitors and threw you into the prisons of Fort Rannick. You have to escape, regroup, and discover how to exorcise the wizard's spirit from your friend's body—then destroy it for good.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

6-A Rannick Jailbreak  
6-B Lamia's Revenge  
6-C Speak to the Wind  
6-D Dragon Swarm  
6-E Defying the Claimer

## REWARD

Each character gains a card feat

## DURING THIS ADVENTURE

To build the blessings deck for each scenario in this adventure:

- Shuffle 10 random blessings and a Sihedron Medallion loot card together. Do this three times, to make each third of the blessings deck.
- Stack the three thirds without shuffling them together, for a deck of 33 cards.

Each time you reveal a Sihedron Medallion during the Advance the Blessings step, follow the directions for **When the Sihedron Appears** in the scenario description.

## 6-A: Rannick Jailbreak

You've been hurled into a prison cell with all your gear. Karzoug must be incredibly foolish or think you have little chance to escape even while fully armed—and an ageless wizard-spirit is no fool. Sure enough, you see giant prison-wardens roaming the fort, ready to smash you into paste. You must escape the prison, overcome the guards, and deter pursuit as you flee the fort to plan your next move.

### Villain none

**Henchmen** Wardens of Runes

### Players Locations

- 1 Prison
- 1 Deeper Dungeons
- 1 Thassilonian Dungeon
- 2 Abjurant Halls of Envy
- 3 Fort Rannick
- 4 Courtyard
- 5 Ravenous Crypts of Gluttony
- 6 Guard Tower

## REWARD

Each character gains a power feat

## DURING THIS SCENARIO

All characters start at the Prison Location. While at the Prison, your hand size is 2 and you may not move from or be moved from the Prison unless it is closed. When you would banish a Warden of Runes henchman, shuffle it into a random open location. You win when all locations are closed.

## WHEN THE SIHEDRON APPEARS

*Recaptured.* Each character must succeed at a Dexterity or Stealth 10 check or be moved to the Prison. If the prison is closed, open it and shuffle 1d4 monsters and 1d4 allies into it. Banish the Sihedron Medallion, then advance the blessings deck again.



*"Come along nicely" isn't an option.*



## 6-B: Lamia's Revenge

Having escaped Fort Rannick for the mountains, you're able to rest and plan how best to rescue your friend Edron from the malicious force that possesses him. "Murderers!" echoes a shout from above. "You have slain my sisters Xanasha, Seval, and Zalsar. Your days of death-dealing are over!" The leonine lamia above appears powerful and imposing, but you've come a long way from vanquishing the villainous herpetologist months ago.

**Villain** Most High Ceoptra  
**Henchmen** Lucrecia, Hounds of Lamashtu

**Players** **Locations**

- 1 Dam
- 1 Treacherous Cave
- 1 Wooden Bridge
- 2 Mountain Peak
- 3 Warrens
- 4 Halls of Wrath
- 5 Woods
- 6 Death Zone

**REWARD**

Each character gains a skill feat

**DURING THIS SCENARIO**

If you would defeat a creature with the Outsider trait, bury a card from your hand or it is undefeated.

**WHEN THE SIHEDRON APPEARS**

*Escalating Aggression.* Display the Sihedron Medallion next to the blessings deck, then advance the blessings deck again. When a monster would deal you damage, increase that damage by 2 for each Sihedron Medallion displayed.



*That tail looks mighty inconvenient.*

## 6-C: Speak to the Wind

You've identified the legendary sorcerer Karzoug as the wizard possessing your friend Edron, but you need more information about this Karzoug to defeat him. You could consult the legendary wind-spirit called the Wendigo, but the Wendigo is capricious and will need to be captured and compelled to talk. Furthermore, another powerful group of adventurers also seeks the wind-spirit, and you must contend with these competitors.

**Villain** Wendigo

**Henchmen** Viorian Dekanti, Highlady  
Athroxis, Khalib, Simulacra of Vraxeris

**Players** **Locations**

- 1 The Old Light
- 1 Mountain Peak
- 1 Shrine to Lamashtu
- 2 Death Zone
- 3 Dam
- 4 Farmhouse
- 5 Habe's Sanatorium
- 6 Wooden Bridge

**REWARD**

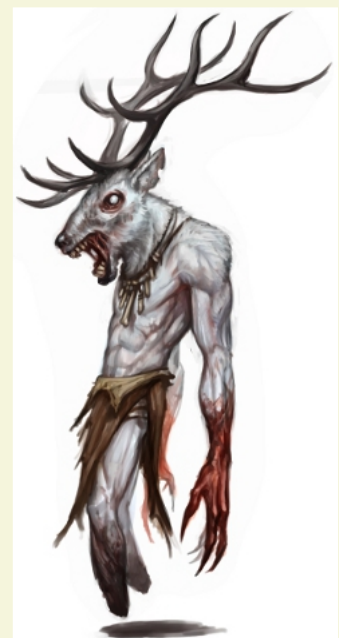
Loot: Chellan, Sword of Greed, Robes of Xin-Shalast

**DURING THIS SCENARIO**

For your combat check against a henchman, you may roll your Charisma or Diplomacy skill; add an additional die to this check if you share a trait with the henchman.

**WHEN THE SIHEDRON APPEARS**

*Icy Winds.* Display the Sihedron Medallion next to the blessings deck, then advance the blessings deck again. When a character moves or is moved, she must succeed at a Constitution or Fortitude 10 check or discard a number of cards equal to the number of Sihedron Medallions displayed.



*If contemplating a gift for him, avoid shoes.*

## 6-D: Dragon Swarm

With information from the Wendigo about how to drive away Karzoug's spirit and return your friend Edron to his senses, you return to Fort Rannick. Unfortunately, Karzoug has not been idle: calling upon his ancient pacts with dragon-kind, Karzoug has compelled a veritable swarm of dragons to defend Fort Rannick from intruders. Time to prove your mettle as dragon-slayers!

**Villain** Ghlorofaex  
**Henchmen** Longtooth, Bandits  
**Players Locations**

- 1 Fort Rannick
- 1 Guard Tower
- 1 Throne Room
- 2 City Gate
- 3 Courtyard
- 4 Runewell
- 5 Garrison
- 6 Temple

### REWARD

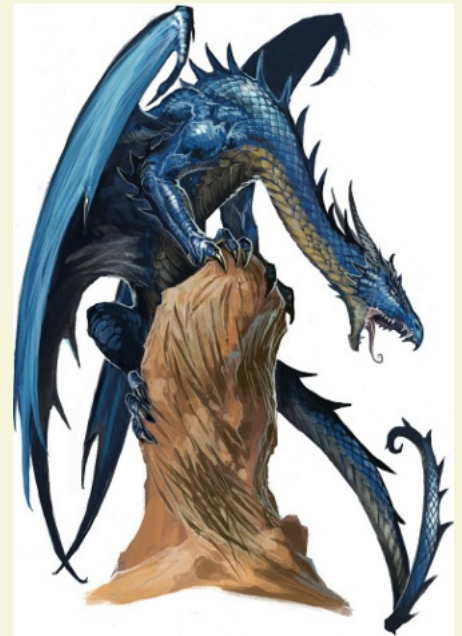
Each character gains a random non-Basic, non-Elite card of each boon type other than loot

### DURING THIS SCENARIO

Display the henchman Enslaved Blue Dragon next to the blessings deck. Whenever you would encounter a Bandit henchman, use the Enslaved Blue Dragon henchman instead.

### WHEN THE SIHEDRON APPEARS

*Draconic Lieutenant.* A random character summons and encounters the villain Arkrhyst. Banish the Sihedron Medallion, then advance the blessings deck again.



*Well, there goes the neighborhood.*

## 6-E: Defying the Claimer

The Wendigo said you must find three medallions bearing the seven-pointed Sihedron symbol and then display them in Karzoug's presence to drive out the wizard's spirit and destroy it. The symbols are scattered throughout the shifting chambers beneath Fort Rannick. Karzoug and his retinue of giant wardens won't make the task easy. This isn't the first time you've rescued your friend Edron from trouble—but it's certainly the most dramatic!

**Villain** Karzoug the Claimer  
**Henchmen** Wardens of Runes  
**Players Locations**

- 1 Vault of Greed
- 1 Abjurant Halls of Envy
- 1 Thassilonian Dungeon
- 2 Deeper Dungeons
- 3 Runewell
- 4 Shimmering Veils of Pride
- 5 Courtyard
- 6 Fort Rannick

### REWARD

Loot: Karzoug's Burning Glaive

### DURING THIS SCENARIO

If Karzoug is defeated, he is undefeated unless the players collectively bury 3 Sihedron Medallion cards from their hands.

### WHEN THE SIHEDRON APPEARS

*Discovery!* You acquire it, then advance the blessings deck again.



*You've, ah, got a little something stuck to your forehead there.*



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