

# M HAR OF LENG



An Adventure 7 for

**PATHFINDER**  
ADVENTURE CARD GAME

**RISE OF THE RUNELORDS**

by Ron Lundeen

# Mhar of Leng Adventure

## Introduction

How about one more adventure? I've heard it often: players love the *Pathfinder Adventure Card Game—Rise of the Runelords* adventure path. But once they've defeated Karzoug, they want to take their new, super-powerful adventurers for a spin. Could there be just one more adventure to take them on?

Sure. Here it is.

I've been intrigued by H. P. Lovecraft's mythos for years. When I noticed that the inscrutable plane of Leng was hinted at in *Adventure Deck 6*, I wanted to flesh that out. So here is an adventure where the conquering heroes explore beyond their own reality, against a slumbering elder god of Leng.

I wanted to create this adventure with only the cards you already have, but I kept hitting limits to those cards. Sure, some villains and henchman can be made tougher (the Karzoug Statue gets pretty rough when you can't use weapons, and Leng Spider henchmen get much more frightening by merely changing an "or" to a "then"), but the story I wanted to tell required new faces. After a few drafts and lots of discarded ideas, the fewest additions I felt I needed were two villains and two henchmen. Fortunately, DriveThruCards.com has recently rolled out a print-on-demand option that let me bring those new cards to life.

Don't let your heroes rest on their laurels. Test them against *Mhar of Leng*!

— Ron Lundeen, February 2015

### REQUIRED FOR PLAY

The *Mhar of Leng* adventure requires the *Pathfinder Adventure Card Game—Rise of the Runelords Base Set* and all six of the *Rise of the Runelords* adventure decks. You'll also need the four cards reproduced below: one of each villain and a half-dozen (or so) of each henchmen. You can either print the cards below and sleeve them, use proxy cards (like Black Fang and Bandits) and refer to this page when necessary, or you can order copies of these cards from DriveThruCards.com/PACG for only a few bucks (although the card backs might not be exact, so sleeving might be required).

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VILLAIN 7

## BHOLE JAWS

BHOLE



TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

50

### POWERS

Bhole Jaws may not be evaded, and is immune to the Acid, Fire, Mental, and Poison traits.

Damage dealt by Bhole Jaws is dealt to each character at this location, and a character dealt damage by Bhole Jaws must first choose allies to discard as damage, if any.

*"I thought the thing's titanic coils were terrifying; then I saw its jaws."*

—Rajani Fell, planar explorer

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VILLAIN 7

## HIGH PRIEST Y'GANOK

OUTSIDER  
CLERIC



TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

38

THEN  
COMBAT

40

### POWERS

High Priest Y'ganok is immune to the Cold, Electricity, Mental, and Poison traits.

For each card played by any character on your check against High Priest Y'ganok, you must immediately recharge a card.

*"The high priests of the denizens of Leng are both persuasive demagogues and murderous zealots."*

—Rajani Fell, planar explorer

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HENCHMAN 7

## DENIZEN OF LENG

OUTSIDER



TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

30

### POWERS

The Denizen of Leng is immune to the Cold, Electricity, and Poison traits.

After you act, recharge 1d4 cards.

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

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HENCHMAN 7

## TITANIC BULK

OBSTACLE



TYPE  
BARRIER

CHECK TO DEFEAT  
DEXTERITY  
ACROBATICS

18

OR  
WISDOM  
SURVIVAL

20

### POWERS

Titanic Bulk may not be evaded.

If undefeated, bury your hand.

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

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# Adventure 7: Mhar of Leng

You've discovered the fabled city of Xin Shalast and defeated the Runelord Karzoug, preventing his return to power in Varisia. There are a few unanswered questions—such as the true purpose of the mysterious Leng Device you discovered in Xin Shalast—but your quest is complete. You descended the forbidding Mhar Massif, back to civilization, with ancient treasures in your packs.

You can't stay retired for long, though, despite the enormous wealth you recovered in Karzoug's forgotten city. The Pathfinder Society, a world-spanning organization of scholars and tomb-raiders, has taken a keen interest in the rumors of Xin Shalast's rediscovery. Their agents pester you endlessly about the city's geography, climate, and denizens. The Pathfinder Society is eager to mount a large expedition, but they might not even survive the trip up Mhar Massif without you. So you've agreed to lead a group of Pathfinder Society field agents to Xin Shalast.

You expect to find the lost city just as you left it—mostly abandoned, its most fearsome denizens slain by your hand—but you wonder whether something sinister stirs in the ancient city. Atop Mhar Massif, the boundary between your world and the fearsome demiplane known as Leng is thin. The Pathfinder agents are full of esoteric lore, and they explain that Mhar is an elder god from Leng. Mhar attempted to breach the planar boundary into your world long ago, but failed, and was cast back into Leng in an eternal torpor. Does Mhar stir in his slumber, nettled by your actions in Xin Shalast? Perhaps you'd best keep your spells and weapons close at hand...

## COMPLETE THESE SCENARIOS, IN THIS ORDER

7-A Society Guide  
7-B The Open Gate  
7-C Ambush at the Thinning  
7-D Across the Crawling Plains  
7-E Mhar's Quickening

**REWARD** Each character gains a card feat

## BEFORE THIS ADVENTURE

The game box should include all the cards from the *Rise of the Runelords Base Set* and all six of its adventure decks (plus any promo cards, if desired) except those with the Basic or Elite trait. Before this adventure, remove all cards with the Basic or Elite trait from the game box. Do not remove cards with the Basic or Elite traits from character decks.

## 7-A: Society Guide

The few surviving rune giants of Xin Shalast now venerate a massive statue of the Runelord animated by the city's strange magic. The Pathfinder field agents take to the city like eager children, leaping into danger and slinging offensive spells in every direction. You'd be better able to deal with the city's dangers if you weren't always taking time to haul them out of harm's way or keep their spells from impairing your own attacks.

**Villain** Karzoug Statue  
**Henchmen** Wardens of Runes  
**Players** Locations

- 1 Death Zone
- 1 Courtyard
- 1 Heptaric Locus
- 2 Town Square
- 3 Garrison
- 4 Academy
- 5 Mountain Peak
- 6 City Gate

## REWARD

Each character gains a skill feat

## DURING THIS SCENARIO

When a bane is undefeated, discard a blessing from the blessing deck.

If you play a weapon on a check, that check gains the Attack trait.



*The bigger they are, the harder they hit the other guy.*

# 7-B: The Open Gate

To your surprise, much of Karzoug's palace is now destroyed, consumed by some eldritch explosion. Strange turbaned humanoid shuffle among the shattered palace, plundering the ruins for magic items to empower a strange rift in space where the inscrutable Leng Device once stood. You must fight through the strange denizens of Leng and their inhuman watchdog to discover where the portal leads.

**Villain** The Thing From Beyond Time

**Henchmen** Denizens of Leng

**Players Locations**

- 1 Thassilonian Dungeon
- 1 Throne Room
- 1 Vault of Greed
- 2 Thassilonian Library
- 3 Temple
- 4 Warrens
- 5 Deeper Dungeons
- 6 Prison

## DURING THIS SCENARIO

If you defeat a monster with the Outsider trait, bury the top card of your deck.



*I'm not sure why, but I think I'm grateful for the mask.*

## REWARD

Each character draws a random item, spell, and weapon from the box

# 7-C: Ambush at the Thinning

The portal in Xin Shalast leads to the steppes at the edge of the windswept plateau of Leng. Humanoid and arachnid corpses litter the small fortress on the Leng side of the portal. You've stumbled into a skirmish in the ancient war between the denizens of Leng and the monstrous spiders of Leng, and both groups see you as prey. You must drive back the spiders and convince them to leave you alone long enough to examine the site for clues.

**Villain** None

**Henchmen** Leng Spiders

**Players Locations**

- 1 Guard Tower
- 1 Halls of Wrath
- 2 Garrison
- 3 Treacherous Cave
- 4 Wooden Bridge
- 5-6 Courtyard

## DURING THIS SCENARIO

In the **Check to Defeat** of Leng Spider henchmen, replace "or" with "then"; the Leng Spider's second power triggers only if the Charisma or Diplomacy check is failed.

When you would summon and encounter a Bandit henchman, summon and encounter a Denizen of Leng henchman instead.

To win, close all locations.



*Count its legs; if you get an even number, you've counted wrong.*

## REWARD

Each character gains a power feat

# 7-D: Across the Crawling Plains

The portal will shunt the immense elder god Mhar into your world if he is awakened. Mhar slumbers in the region known as Mhar's Fossa, across the cold plateau, but evil cultists seek to wake him. You must cross the desolate plateau, acquiring directions from the land's strange inhabitants. But avoid the enormous burrowing worm-beasts called bholes. Bholes surface only to crush victims beneath their titanic coils or devour them with huge jaws.

**Villain** Bhole Jaws  
**Henchmen** Titanic Bulk  
**Players** Locations

- 1 Warrens
- 1 Wooden Bridge
- 1 Farmhouse
- 2 Nettlemaze
- 3 Village House
- 4 Academy
- 5 Glassworks
- 6 Town Square

## REWARD

Each character draws a random ally, armor, and blessing from the box

## DURING THIS SCENARIO

When you would temporarily or permanently close a location, discard an ally or the location is not closed.

When you would banish a Titanic Bulk henchman or acquire an ally, you may instead display that henchman or ally next to the blessings deck. When attempting a check to defeat the Bhole Jaws, any character may banish any number of cards displayed next to the blessings deck to add one die to the check for each card banished.



*Not just bigger than a barn; big enough to eat a barn.*

# 7-E: Mhar's Quickening

You have arrived in Mhar's Fossa, where the immense elder god sleeps fitfully, twitching his colossal tendrils. The cultists of Mhar shout eldritch incantations from atop a broken dam over a dry riverbed, striving to rouse their slumbering god. They must be silenced, lest Mhar wake from his torpor, slip through the portal, and devastate your world.

**Villain** High Priest Y'Ganok  
**Henchmen** Denizens of Leng  
**Players** Locations

- 1 Dam
- 1 Temple
- 1 Mountain Peak
- 1 Junk Beach
- 2 Treacherous Cave
- 3 Desecrated Vault
- 4 Throne Room
- 5 Wooden Bridge
- 6 Warrens

## REWARD

Each character chooses a weapon or spell from the box

## DURING THIS SCENARIO

When you banish a Denizen of Leng henchman, a random other character must summon and encounter the henchman Titanic Bulk.



*The only thing worse than a demagogue is a demagogue with knives.*

# Acknowledgements

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Steve Wieck at DriveThruCards.com graciously allowed me to participate in an early test of his card creation interface, which is where the four cards necessary for this adventure first took shape. If you order the cards from that site—and I recommend you do—grab a couple of Seething Ypotryll cards, as well: that's another of my test cards, and it's the right power level for this adventure.

I'm continually amazed by the community at the Paizo forums; both the eager players and the tireless representatives of Paizo make those forums a fun stop for me every day.

As always, I'd like to thank my wife Stephanie, who never seems to tire of the crazy game variants I put in front of her or the wordy narratives she vigorously pounds into shape.