



Season of Factions' Favor

Chasing Yellow Sails



ADVENTURE 4-1: Chasing Yellow Sails

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SEASON OF FACTIONS' FAVOR

Since its creation, the Pathfinder Society has trained and sponsored archaeologists, scholars, and adventurers of all stripes to uncover the world's historical secrets. More than 400 years later, the Society practically spans the globe, from its Grand Lodge headquarters in Absalom to more humble lodges continents away. With this reach comes influence, not only through the Pathfinder Chronicles that make famous the Society's greatest agents, but also through the organization's growing power wherever it creates a new base of operations.

This fame and power has attracted the envious, the ambitious, and the downright villainous. Although Pathfinders have clashed with avaricious rivals like the Aspis Consortium, power-hungry tyrants like the runelords, and catastrophic threats like the abyssal Worldwound, the Society's influence has also attracted factions that sought to recruit Pathfinder agents, control the organization, or usurp its resources. After nearly a decade of factions clashing with each other and then being brought in line, these groups have at last reached a fairly peaceful equilibrium. Each now contributes its own expertise to the Society's greater goals.

That transition has been anything but bloodless. Two of the greatest faction rivals were Baron Jacquo Dalsine (representing Taldor's failed ploy to seize control of Absalom politically) and Pasha Muhlia al-Jakri (representing Qadira's desire to usurp Absalom through economic dominance). The two clashed regularly, and their conflict came to a head when Dalsine's cousin killed al-Jakri's sister. The pasha had come to expect casualties in their shadow war, but this act drove her to kill the baron and abandon the Pathfinder Society entirely for having entertained such internecine squabbles in the first place.

Pasha Muhlia al-Jakri has since tried to rebuild her career with other organizations, yet each time her increasingly criminal ambitions led her into conflict with the Society. For more than six years her anger toward the Pathfinders has grown. Other villains thwarted by the Society have sought her out, and together they recently launched an attack on Absalom using her intelligence to gain a critical advantage. Although the Society helped the city fend off this invasion, it's only a matter of time before al-Jakri gathers new allies and strikes again.

The Society's reformed factions have taken it upon themselves to help track down this renegade, recognizing that their past infighting contributed to al-Jakri's downward spiral into treachery. With their guidance, it's up to you to track down the pasha, thwart her schemes, and unravel the conspiracies she has woven across the Inner Sea.

COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Chasing Yellow Sails
2	Fanning the Flames
3	Favors and Foes
4	Relic in the Wastes
5	The Pactmaster's Bargain
6	Blood Lord's Lament

DURING THIS ADVENTURE PATH

After you begin Favors and Foes, when you would banish a bane that has the Basic trait, remove it from the game; when you banish a boon that has the Basic trait, you may remove it from the game. After you begin The Pactmaster's Bargain, do the same for cards that have the Elite trait.

NEW RULE: FAVORS

Season of Factions' Favor introduces a new type of support card: favors. Certain scenarios place favors into the blessings deck. When that card is discarded from the blessings deck, do what it says. If a favor would be encountered or removed from the blessings deck discard pile, banish it instead.

RULES: TRADERS

In Season of Factions' Favor, traders work differently than in Mummy's Mask, in the following ways.

- When you are rewarded with a trader, instead of checking it off on the Bazaar card, record it on your Chronicle sheet.
- You do not visit traders after winning a scenario. Instead, at the start of each scenario in this Adventure Path, before setting out the locations, you may visit 1 trader you have recorded on your Chronicle sheet.
- Pay the trade cost with the usual number and type of cards from your deck, but instead of putting those cards in the box, put 1 in to your deck box and bury any others.
- At the end of the scenario, return the card you traded for to the game box, and put the card you returned to your deck box back into your deck.

For example, to pay the trade cost to a trader offering spells at a cost of 2 boons, put 1 of those boons into your deck box, bury the other boon, then add the spell to your deck. At the end of the scenario, return the spell to the game box and put the first boon back in your deck.

REWARD

Each player chooses 1 of her Pathfinder Society Adventure Card Guild characters. That character may treat the loot Shining Wayfinder as if it is in her Class Deck box.



CHASING YELLOW SAILS

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City 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**, or **1**.

Read the Following Aloud:

Still recovering from the fierce battle for Absalom, the Pathfinder Society was appalled to hear reports that a former ally—onetime faction leader Pasha Muhlia al-Jakri—helped coordinate the betrayal and subsequent two-pronged attack that had threatened the city. Though citizens, soldiers, and Pathfinders alike rose up to thwart the foul plot, the assassin al-Jakri managed a narrow escape. Not only is the Pathfinder Society embarrassed to have trusted a betrayer for so many years, but it is horrified that she used Society connections to nearly bring Absalom to its knees. Uncertain whether she may possess other secrets or allies, the Pathfinder Society desperately needs to track down and capture al-Jakri before she can hatch any other sinister plots. You have been set the task of bringing her to justice.

After some preliminary investigation, it becomes clear that most of al-Jakri's lieutenants perished in the battle. There is one who was seen escaping, however: a Keleshite man named Satyar Siddique. He was last seen boarding a ship that was then intercepted by a large galley bearing the infamous yellow sails of an Okeno slaving ship. Siddique is now undoubtedly being ferried to Stonespine Island off the coast of Katapesh to be auctioned off at Okeno's notorious Fleshfairs—markets where slaves of all races and nationalities are sold like chattel. If the Society wants any chance of stopping anything al-Jakri may be setting in motion, you must track down Siddique and convince him to share what he knows. Every moment you delay brings him a greater risk of being traded, tortured, or killed by slavers who are unaware how valuable he is.

Venture-Captain Roderus of the Winding Road Lodge, one of the Pathfinder Society's local headquarters in Katapesh, has done all he can to equip you for your mission and warn you of the cruel gnolls that are seen as villains elsewhere yet are welcome in Okeno. You'll cross to Stonespine Island on a merchant ship, and from there you must keep a low profile to avoid unwanted attention. Into the Yellow City of Okeno you must go, with hopes you will not fall to a slaver's noose.



COMPLETE THESE SCENARIOS IN ANY ORDER:

- 4-1A: Amid the Yellow City
- 4-1B: Imposters in the Compound
- 4-1C: Unfettered Frenzy
- 4-1D: Trouble Following Directions
- 4-1E: Seaward!

DURING THIS ADVENTURE

The scourge die is 1d4+1.

When creating the blessings deck, replace 1 blessing with the support card *Liberty's Edge Favor* (proxy with *Defensive Stance*).

If the result of your first check to defeat of your turn exceeds the difficulty by 7 or more, shuffle a monster from the box into your location deck.

REWARD

Each player unlocks the ability to play Crowe from the *Wrath of the Righteous Character Add-On Deck* using the *Magus Class Deck*.



4-1A: AMID THE YELLOW CITY

Read the Following Aloud:

Yellow sails crowd the harbor city of Okeno as your ship draws nearer to the bustling docks. Yellow Harbor—also known as the Skindock—teems with life as every ship crawls with merchants loading and unloading their wares. Peering beneath the slats of the raised boardwalks, you can see slavers driving herds of shackled souls into the filthy tunnel system known as the Sweatways. With barely more than a name and a scant description, it'll be difficult to find one prisoner in a sea of slaves.

You have relatively few details about your quarry, a Keleshite lieutenant named Satyar Siddique. He is likely now a servant to an unknown master in the Yellow City. You must find him to extract his knowledge of the whereabouts of his former leader, Pasha Muhlia al-Jakri, before he falls to the fate of all slaves in Okeno.

Okeno is hardly the friendliest place for those not in the slave-trading business, so finding information about your target without drawing attention will be key. The city may boast a low crime rate, but this is because criminals are sold into slavery without a thought, to say nothing of a trial. Having secured passage from the capital city of Katapesh to Stonespine Island on a merchant ship, you should blend in well enough for the time being. You convinced a couple of seasoned crew members to tell tales of their previous trips to Okeno, so you have a few ideas of where to start looking for information. There's always plenty to learn in the right tavern or gambling hall.

It will be difficult to find anyone willing to disrupt the slave trade. To that end, you must contact one of the undercover Eagle Knights, a military organization from Andoran that raises hell for slavers throughout the Inner Sea region. But take care not to be overheard by the wrong folks, as governor Morio Midasi has eyes and ears around the city, reporting back to him if they spot anything that may interrupt the business of his more well-heeled friends...

DURING THIS SCENARIO

After you examine an ally from a location deck, put it on the bottom of that deck.

After you acquire an ally, you may immediately attempt to close your location.

To win, close all locations.



VILLAIN: NONE

HENCHMEN:



VOICES OF THE SPIRE



LURKING SPIES (PROXY WITH FIRE SPIRITS)

PLAYERS	LOCATIONS
1	PRECINCT OF LEFT EYES
1	SMOKING DEN
1	WAREHOUSE
2	DYE MARKET
3	TARWORKS
4	DILAPIDATED PLAZA
5	CARAVANSERAI
6	BRICKWORKS

REWARD

Traders: Falsin Deek, Ghoul Market, Sunburst Market

Development:

Though you had some close calls with Midasi's spies, you uncovered several allies and collected some valuable information. You've learned that a slaver named Heran Halfwhip is holding Siddique, and an Eagle Knight named Aviera Sacero has helped devise a plan to rescue him. As you suspected, there aren't any Aspis nearby; the gnolls would have been as much a nuisance

to the Aspis expedition as they were to you, and the Consortium is not kind to nuisances.

You make your way through the winding alleyways to your dingy lodging at the Fleet. As you toss and turn on what purports to pass for a mattress, you steel yourself for tomorrow's journey into the belly of the beast.



4-1B: IMPOSTERS IN THE COMPOUND

Read the Following Aloud:

Pale sunlight filters through the tattered curtains of your room as a harsh rap awakens you. You open your door cautiously and recognize the Eagle Knights who are helping you track down the lieutenant of the betrayer Pasha Muhlia al-Jakri. Aviera Sacero has arranged a tour of the slaver's compound where Satyar Siddique is being held. You and Sacero will impersonate prospective buyers, but her companions aren't quite so lucky—they're already wearing the distinct golden collars that denote servitude.

"Now remember," says Sacero as she hands you your disguise, "Heran Halfwhip did not become one of the most feared slavers in Okeno by happenstance; we must play our parts if we are to avoid suspicion. I won the coin toss to play the part of master today, so you must follow my cues and not betray emotion if I am cruel to my companions. They'll pay me back in kind at the pub tonight, I'm sure."

When you arrive at Halfwhip's compound, the foreman appointed to show you around the sprawling grounds greets you warmly. You can feel the hard stares of the guards as you pass through the gate. During the tour of the grounds, you scan for your quarry, a man bearing a scar that runs from his left eyebrow to the corner of his mouth. You eventually spot him drawing water from a well in the corner of an empty courtyard. As your group turns a corner toward the main showing pit, you trail behind and split off without drawing unwanted attention.

As you approach Siddique, you realize that even his relatively short captivity has taken a toll on him. He is bruised, bloodied, and utterly dejected; his arms quake with the strain of lifting the water bucket. Looking up from his work, he gives a start, and the bucket slips from his trembling hands. Instinctively, you reach out to help him. Before you can recover from your gaffe, you hear a voice bark out: "What's going on here?" Whirling to face the sound, you see a pack of large gnoll guards wielding cruel whips and truncheons. It seems that they noticed you slip away from the group after all, and they won't let you slip away again.



VILLAIN:



BONECRUSHER MASTER

HENCHMEN:



GNOLL SLAVERS (PROXY WITH FIRE SPIRITS)

DURING THIS SCENARIO

At the end of your turn, if you did not attempt a combat check this turn, examine the top card of your location deck; if you attempted a combat check this turn, succeed at a Dexterity, Stealth, Charisma, or Diplomacy 6 check or you are dealt 1d4-1 Ranged Combat damage.

PLAYERS

LOCATIONS

1	DILAPIDATED PLAZA
1	GLASS PAVILION
1	STONEWORK PASSAGES
2	BRICKWORKS
3	WAREHOUSE
4	QUARRY
5	CATACOMBS
6	PRECIOUS MINE

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in his deck with the loot Spear of the Watchful Guardian and 1 character may temporarily replace 1 armor in her deck with the armor Filter Hood. At the end of each scenario, return the cards to the game box.

Development:

After dispatching the guards, you quickly pull Siddique into a doorway and explain that you are here to help him.

"I— I have heard nothing but lies since I was captured," he stammers. "The slavers, they talk of kind masters and opulent surroundings, and then all hope fades into the sands. How do I know you are not slavers yourselves?"

You reassure him that despite your current appearance, you are not slavers. Rather, you are some of the very Pathfinders he

sought to betray. That you are here at all speaks to your desire to return him to a fairer society.

Though still weak and frightened, his doubt dissipates as he realizes his knowledge of Pasha Muhlia al-Jakri's plans is the key to his freedom. He agrees to give you the information you seek—and even more—but not before he is safely on a ship bound for the mainland. First, though, you have to get him out of the slavers' compound.



4-1C: THE UNFETTERED FRENZY

Read the Following Aloud:

Deep in the Okeno slaver's compound, you've recovered from your fight with the gnoll guards. Your activity has not raised the alarm just yet, but it's just a matter of time before your cover is blown. With the criminal Satyar Siddique in tow, you locate your disguised Eagle Knight allies in the viewing pit. Thankfully, everybody is focused on the parade of living wares, so nobody notices you slip back among their ranks.

Nobody, that is, except for a shrewd-looking halfling peering from a shaded balcony across the courtyard. He would not appear intimidating but for the troop of large bodyguards that form a half-circle behind him. He glowers curiously at you before whispering something to one of the guards, who then yells for the slave parade to halt. The halfling points at you and shouts, "You there! Master Halfwhip sees you attempting to steal his property. He will not tolerate such a slight in his abode, and declares that you shall also belong to him!" He smirks menacingly as you feel all eyes turn toward you.

As seemingly every guard in the compound moves in your direction, your Eagle Knight ally Aviera Sacero's ear-splitting whistle rips through the air, kicking off the plan's second phase. Her entourage draws weapons and casts off their false bonds, dashing into the crowd of servants and frantically unlocking as many collars as they can. Reinforcements begin appearing through doorways and over walls, some clad in blue-and-white Eagle Knight garb, others dressed as pirates, slavers, and civilians. All the while, slaves realize that this might be their best chance to escape or enact revenge upon their cruel masters. Running past you with a fresh throng of supporters, Sacero yells over the din of the crowd.

"How's THAT for a distraction?" she laughs. "Now get going! Meet my contact at the rendezvous point!" If she has anything more to say, it's drowned out by the clash of her blade deflecting a slaver's axe.

The courtyard has turned into a roiling sea of clashing bodies. This uprising won't hold off the full force of Halfwhip's guards forever. You must reach the gate as quickly as possible and subdue any who would stand in your way.



PLAYERS LOCATIONS

1	PRECIOUS MINE
1	QUARRY
2	SCORCHED RUINS
3	PEASANT TOMBS
4	CATACOMBS
5	TARWORKS
6	MAUSOLEUM

VILLAIN: NONE

HENCHMEN:



DOG SOLDIER



CRYPTFINDER



GNOLL SLAVER (PROXY WITH PARACLETUS)



VOICES OF THE SPIRE

DURING THIS SCENARIO

After building location decks, shuffle 1 additional ally into each.

At the end of your turn, shuffle a monster from the box into a random location deck.

When you close a location, before closing, search the deck for allies; you may shuffle any you find into your deck.

To win, close all locations.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in his deck with the loot Game of Afterlife. At the end of each scenario, return the card to the game box. Each character draws an ally from the game box. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

After fighting your way through the throng of guards and freeing as many prisoners as you could, you flee into the labyrinthine streets of Okeno. Dodging down alleyways, you frantically wind your way toward the outer edges of the city with Siddique on your heels.

"You are as good as your word, Pathfinders," Siddique says. "Would that I could repay you for all you have done today."

The buildings start to become fewer and farther between, and before you know it, you stand at the base of the Stonespine Mountains. Soon you shall be free of the Yellow City's depredations.



4-1D: TROUBLE FOLLOWING DIRECTIONS

Read the Following Aloud:

Having reached the shelter of the foothills, you finally catch your breath. The Stonespine Mountains loom above you, imposing yet beautiful. When discussing the escape plan, your Eagle Knight ally Aviera Sacero directed you to a stream at the base of the mountain that would lead to the rendezvous point. While Stonespine Island's natural harbors provide convenient cover for the illicit activities of the coast, you would not want to stumble upon the wrong folks in the wrong cove. Now, far from the prying eyes of the city, you take out your wayfinder to get your bearings. You find a stream, though the water runs at barely more than a trickle. Luckily, you spot a weathered sign bearing a black eagle that confirms you are going the right way.

Following the stream—or rather, the bed where the stream used to be—you meander through a valley in the mountains. Satyar Siddique—the man you rescued from slavers in Okeno—is holding up well enough, though he is still tired and weak.

After hours of walking in the heat, you reach the flat scrublands on the other side of the mountains. You look from the cracked streambed to your panting and weary companion, and detour to a lush copse of trees just visible in the distance. Siddique perks up at the thought of water, and your spirits lift as you make your way toward it.

However, as you stray further from your designated path, you notice that patch of green is not getting any closer.

You have been duped by a mirage. Sacero told you to use the path trusted by the undercover Eagle Knights, and you suddenly feel foolish for abandoning it. Not only do unsavory types prowl the wilds looking for easy targets, but the land itself holds hidden dangers. Your best hope is to find your way back to the trail before someone—or something—finds you first.

DURING THIS SCENARIO

Locations may not be temporarily closed.

After closing a location, you may recharge 1d4+1 random cards from your discard pile.

At the start of your turn, if you are at an open location, discard the top or bottom card of your deck.



VILLAIN:

MIRAGE

HENCHMEN:



SAND SCORPION



DAUGHTER OF THE DESERT



SAND THIEF



BEHEADED



ACID POOLS

PLAYERS

LOCATIONS

1	SHIFTING DUNES
1	THORNSCRUB
1	VOLCANIC VENTS
2	HOWLING SANDS
3	SULFUR PITS
4	RUINED TEMPLE
5	OASIS
6	TOWERING OBELISK

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the item Compass and 1 character may temporarily replace 1 ally in his deck with the ally Camel.

At the end of each scenario, return the cards to the game box.

Development:

Despite tangling with hostile creatures and equally hostile landforms, you've made it back to the streambed.

Your unlikely ally Siddique has had the worst of it, though. The ministrations of the slavers have rendered him unfit for the harsh environs. If you don't reach safety soon, he'll die without divulging the whereabouts of the traitor Pasha Muhlia al-Jakri.

There's no more room for mistakes, so you backtrack to the most recent landmark and are careful to follow the course without further detours. The correct path eventually leaves you standing at the edge of the promised cove. You must find a ship to get passage from this benighted land, or all your efforts will be to no avail.



4-1E: SEAWARD!

Read the Following Aloud:

The last rays of sunshine fade to blue dusk as you head down the slope toward the beach. The ship dubbed the *Bonaventure* is anchored in deep water, where crew members hoist black sails in preparation for a stealthy getaway under cover of night.

You see the contact that your Eagle Knight ally Aviera Sacero described rowing toward the shore in a small dinghy. Even at this distance, the thick scar across the bridge of his nose is unmistakable, and though you can't see it from where you stand, you mentally picture the man's famous wooden leg propping him up in the rowboat as his arms propel him toward the shore. You give a wave to Merrill Pegsworth as he draws near. He gives a curt nod in acknowledgement, then his eyes widen as he shouts something. You can't make out what he's saying, but when he starts waving his arms and gesturing to the air behind you, his intent is clear enough.

Whirling around to face the slope, you see the slaver Heran Halfwhip's cronies bursting forth with weapons drawn. You did not escape as undetected as you thought! Your prisoner Satyar Siddique moans as he considers the likelihood of returning to Halfwhip's slave pens. Pushing concerns for Sacero and her followers to the back of your mind, you prepare for one last battle to escape this wretched island of slavery.

PLAYERS	LOCATIONS
1	EARTHWORKS
1	HOT SPRINGS
1	TOWERING OBELISK
2	SULFUR PITS
3	SCORCHED RUINS
4	HOWLING SANDS
5	SHIFTING DUNES
6	VOLCANIC VENTS



VILLAIN:



HERAN HALFWHIP (PROXY WITH IMANISH)

HENCHMEN:



GNOLL SLAVER (PROXY WITH PARACLETUS)



THE VILLAIN THUVIAN ALCHEMIST



ALCHEMICAL GOLEM



SCORCHED HAND



BONECRUSHER AMBUSHERS (PROXY WITH FIRE SPIRITS)

DURING THIS SCENARIO

Treat the villain Thuvian Alchemist as a henchman.

Before you attempt to temporarily or permanently close a location, discard a random card.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in her deck with the weapon Scorpion Whip and 1 character may temporarily replace 1 armor in his deck with the loot Akhentepi's Armor.

At the end of each scenario, return the cards to the game box.

Development:

Escape! Though you can hear more footsteps cracking through the underbrush, the enemies nearby have all been dispatched. You sprint across the sand and leap into Pegsworth's rowboat. Once safe aboard the *Bonaventure*, Siddique claps you on the backs and gives you his genuine thanks for saving his life. As per your agreement, he tells you all he knows about the traitor Pasha Muhlia al-Jakri, though what he says does anything but calm your nerves.

Al-Jakri has been busy making powerful friends since her escape from Absalom. According to Siddique, she has the ear of High

Strategos Maxillar Pythareous, fueling his dreams of bringing glory to Taldor through conquest of its southern neighbor, Qadira. Not satisfied with instability in eastern Avistan, she's been working with a Gebbite Blood Lord who provides her with thralls to do her bidding in Thuvia and Nex. Though Siddique confesses he does not know the ends to which these thralls are put, he believes that many are unwilling participants who would, should their mind control be disrupted, cease their actions and potentially help the Pathfinder Society.

This, it seems, is what hope feels like.

Season of Factions' Favor
FAVOR 1

LIBERTY'S EDGE FAVOR



POWERS

When you discard this card from the blessings deck, draw an ally from the box.

While this card is on top of the blessings discard pile, you may add 1d4 to checks against barriers and allies.

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Season of Factions' Favor
HENCHMAN 1

LURKING SPY

TRIGGER
HUMAN
SPY
VETERAN

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
11

OR
STEALTH
PERCEPTION
8



POWERS

When you examine this card, encounter it and ignore its power that happens before you act.

Before you act, suffer the scourge Curse of Poisoning.

The difficulty of the combat check to defeat is increased by twice the scenario's adventure deck number. The difficulty of the Stealth or Perception check to defeat is increased by the scenario's adventure deck number.

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Season of Factions' Favor
HENCHMAN 1

GNOLL SLAVER

TRIGGER
GNOLL

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
10



POWERS

When you examine this card, encounter it; the difficulty of the check to defeat is increased by 3.

Before you act, recharge an ally.

If undefeated, search your deck for an ally and bury it.

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

Illustration by Vincent Dutrait © 2017 Paizo Inc.

Season of Factions' Favor
VILLAIN 1

HERAN HALFWHIP

TRIGGER
HALFLING
ROGUE

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
10



POWERS

When you examine this card, discard a random card.

Before you act, discard a random card.

If the difficulty of the check to defeat is exceeded by 7 or more, Heran Halfwhip is evaded.

Illustration by Geraud Soulié © 2017 Paizo Inc.

Season of Factions' Favor
HENCHMAN 1

BONECRUSHER AMBUSER

TRIGGER
GNOLL

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
10



POWERS

When you examine this card, encounter it; the difficulty to defeat is increased by 3.

Before you act, succeed at a Wisdom or Perception 5 check or you are dealt 1d4-1 Ranged Combat damage.

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

Illustration by Ben Wootten © 2017 Paizo Inc.



Season of Factions' Favor

Adventure 1: Chasing Yellow Sails

 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	
<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	
<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	
<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	
<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	
<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"/>	
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Notes:				
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:				
<input type="checkbox"/> Die Bump Gained <input type="checkbox"/> Die Bump Used <input type="checkbox"/> Completed Adventure				