



Season of Factions' Favor

FANNING the FLAMES



ADVENTURE 4-2: Fanning the Flames

Mechanical Design • Keith Richmond
Story Text • Mark Moreland
Story Design • John Compton, Amanda Hamon Kunz,
Mark Seifter, Tonya Woldridge, and Linda Zayas-Palmer.
Editors • Mike Selinker and Vic Wertz
Season Coordinator • Tonya Woldridge
Contributing Artists • Concept Art House, Diana Martinez,
Wayne Reynolds, and Tyler Walpole

Pathfinder Adventure Card Game
Development Team • Mike Selinker, Chad Brown,
Tanis O'Connor, Paul Peterson, Keith Richmond, Liz Spain,
and Gaby Weidling, based on a game concept by Rian Sand.

Creative Design Director • Sarah E. Robinson
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick

Organized Play Manager • Tonya Woldridge
Organized Play Lead Developer • John Compton

Chief Executive Officer • Lisa Stevens
Publisher • Erik Mona
Chief Operations Officer • Jeffrey Alvarez
Chief Technical Officer • Vic Wertz
Chief Financial Officer • John Parrish

Vice-President of Marketing • Jim Butler
Marketing Director • Jenny Bendel
Outreach Coordinator • Dan Tharp
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele

Director of Licensing • Michael Kenway
Community & Digital Content Director • Chris Lambert
Webstore Coordinator • Rick Kunz
Project Manager • Gabriel Waluconis

Roleplaying Game Team • Judy Bauer, Logan Bonner,
Jason Bulmahn, Christopher Carey, John Compton, Adam Daigle,
Crystal Frasier, Thurston Hillman, James Jacobs, Jason Keeley,
Amanda Hamon Kunz, Lyz Liddell, Robert G. McCreary,
Mark Moreland, Adrian Ng, Stephen Radney-MacFarland,
Joe Pasini, Lacy Pellazar, Mark Seifter, Owen K.C. Stephens,
James L. Sutter, and Linda Zayas-Palmer

Customer Service Team • Sharaya Copas, Katina Davis,
Sara Marie, and Diego Valdez

Finance Team • Christopher Caldwell and B. Scott Keim
Warehouse Team • Laura Carey, Will Chase, Mika Hawkins,
Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Robert Brandenburg, Lissa Guillet, Erik Keith,
Eric Miller, and Gary Teter

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Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety



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.



FANNING THE FLAMES

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck*, and the *Empty Graves Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Mummy's Mask Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators of **B**, **C**, **P**, **1**, or **2**.

Read the Following Aloud:

The fortress city of Zimar buzzes with a palpable tension as you disembark your ship. The mix of Qadiran and Taldan influences in the architecture stand as testament to the ever-shifting borders between the two nations. For now, at least, Zimar is part of Taldor.

You make your way to meet Venture-Captain Cordelia Perseis. The young Taldan marquess smiles and beckons you to approach. You know she is a Shelynite wizard specializing in information gathering. Her appointment to venture-captain is recent; she has no lodge of her own, and has taken to serving as a point of contact for “at-large” Taldor missions while Venture-Captains Muesello and Themis handle their respective lodges. She is a noted supporter of Princess Eutropia, the child heiress of the Grand Prince of Taldor.

“Ah, welcome! Right on time!” The venture-captain gives a small, knowing smile before gesturing to places at a table stocked with just-cooked plates of your favorite foods. “I can’t tell you how helpful you’ve been in uncovering the details of Pasha Muhlia al-Jakri’s conspiracy to foment war between Taldor and Qadira. I’ve called you here because two recent incidents have stoked the flames of war. I suspect al-Jakri may be behind either or both, so I would like you to investigate them with me.

“First, a number of people have gone missing lately, including the daughter of this prefecture’s most prestigious senator. Senator Karthis is a Qadira hawk who makes High Strategos Pythareus look like a peacemaker by comparison. My divinations were unable to locate his daughter, so we presumed the worst. Karthis has publicly blamed the Qadirans for the kidnappings, but rumblings from Zimar’s undercity suggest otherwise.

“Then, one of the schools of war in Omash, Qadira’s counterpart to Zimar, burned down. The Qadirans have been blaming Taldor for the arson, but it mirrored a chemical explosion instigated by the late Baron Jacquo Dalsine, a man who died to the pasha’s blades when she left the Society. I do not think that’s a coincidence.

“I realized that the two may be connected after a Pathfinder agent in Omash reported seeing Sabina there. Hearing this, I invoked more powerful magics and confirmed that Sabina is alive,

resisting my scrying. The fact that she shares her father’s fiery passions may explain this apparent deception.

“You did better than I could have ever hoped retrieving information on al-Jakri, so I’ll leave it to you to decide which of the two crimes we investigate first: the disappearance or the arson. Let me be your eyes and ears for the investigation— you have my spells at your disposal at all times. Good luck, my friends!”

COMPLETE THESE SCENARIOS IN ANY ORDER:

4-2A: Missing Persons

4-2B: Mirror, Mirror

4-2C: Rumbles in Omash

4-2D: Cinders’ Truth

4-2E: Dark Nuptials

DURING THIS ADVENTURE

The scourge die is 1d6.

If the result of your check to acquire a boon equals the difficulty, you may draw a boon of the same type from the box.

When creating the blessings deck, replace 1 blessing with the favor Sovereign Court Favor (proxy with Tablet of Languages Lost).



REWARD

Each character gains a card feat.



4-2A: MISSING PERSONS

Read the Following Aloud:

Venture-Captain Cordelia Perseis smiles. “Thank you for your diligence, my friends. We need to find evidence that the kidnapping of Senator Karthis’s daughter was not perpetrated by Qadira, and if we can prove that Pasha Muhlia al-Jakri, was behind it, all the better. While it seems likely that we will eventually end up in Omash, where Sabina was last seen, I’d like us first to head to Zimar’s undercity and parlay with the self-proclaimed Otyugh King Gulreesh. Bizarre as it may seem, he tends to have the best information in the city.”

You head into the undercity, making your way past sewers and structures forgotten when new conquerors built over the old. You eventually reach the enormous cistern where the Otyugh King holds court. Gulreesh is a hideous creature, basically a giant stinking mouth with three tentacles writhing around his body in a grand gesture. “Greetings!” the filthy creature says in startlingly perfect Taldane, “I’ve heard good things about the Pathfinder Society, at least inasmuch as you’re great troubleshooters. You’re here about the kidnappings, no?”

You quickly agree while attempting to wrestle your breakfast back into the pit of your stomach.

“Good!” he exclaims, still befuddling you with his conversational skills. “I have the information you want, but it’s not free. A group of smugglers has been encroaching on my territory. Drive away the smugglers, and the information is yours.”

Reluctantly, you trudge through the undercity again, through foul and pungent sewers. Finally, you reach the smugglers’ hideout, where you are predictably ambushed. It’s going to be one of those days.

DURING THIS SCENARIO

Cohort: Cordelia Perseis (proxy with the trader Hadden Hoppert)

At the start of the first turn of the scenario, each character summons and encounters the henchman Silver Chain Smugglers.

When you defeat the henchman Dark Slayer, Ekram Iffek, or Raid Leader, you may attempt to close the location it came from.

To win the scenario, close all locations.



VILLAIN: NONE

HENCHMEN:



RAID LEADER (PROXY WITH FIRE SPIRIT)



EKRAM IFFEK



DARK SLAYER



SILVER CHAIN SMUGGLERS

PLAYERS	LOCATIONS
1	CATACOMBS
1	PRECINCT OF LEFT EYES
1	SMOKING DEN
2	ALCHEMICAL LABORATORY
3	VIZIER’S HILL
4	MUMIA LAB
5	CARAVANSERAI
6	WAREHOUSE

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in her deck with the loot Natron Fang and 1 character may temporarily replace 1 item in his deck with the loot Hand of the Honest Man.

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

Development:

Gulreesh chortles with delight when you tell him that you have dealt with the smugglers.

“You Pathfinders are my kind of folks.” With one of his tentacles, he pulls a map from Sarenrae-knows-where and presents it to you. “There’s a warehouse covered in illusions where some shady-looking Qadirans have been moving the missing people—mostly women, I think, though you humans are so difficult to tell apart sometimes. This map will lead you to a

secret back entrance from the undercity that bypasses most of the defenses. Enjoy!”

Of course, the back entrance is on the opposite side of the undercity from here, so that means even more trudging through sewers. Given that Venture-Captain Perseis is a noble and a Shelynite, you didn’t expect her to be willing to put up with the filth, but then again, she flies above the main flow and seems to have some magic that keeps her clothes pristine.



4-2B: MIRROR, MIRROR

Read the Following Aloud:

Thanks to the map provided by your disgusting new ally, Gulreesh the Otyugh King, you find the secret entrance to the warehouse that supposedly houses the kidnappers. “The Otyugh King wasn’t kidding when he said this place is blanketed in illusions,” Venture-Captain Cordelia Perseis says. The noblewoman has surprised you by agreeing to get her hands dirty and assist your investigation. “I wouldn’t be too sure that the kidnappers are even Qadirans—they could have just been disguised with simple illusions themselves.”

Even coming in through the back entrance, you find yourself bedeviled by the illusory countermeasures. While the building has the facade of a warehouse, it’s nothing resembling a big room full of boxes. Instead, it’s a twisting maze of passages filled with unusual mirrors that distort the dimensions of things reflected within. It isn’t long before you realize you’ve been led in a circle somehow, likely the mirrors’ fault. Presumably, the kidnappers hope to confuse you long enough to prepare a trap.

It’s time to stop playing by their rules. You choose a mirror that you hope is on an inside wall, and smash through both it and the wall behind. You’re rewarded with the sight of a sputtering group of what appear to be Qadirans, halfway through their ambush preparations and completely blindsided by your solution. Perseis grins at your ingenuity as the fight breaks out.

VILLAIN:



MASTER ILLUSIONIST (PROXY WITH IMANISH)

HENCHMEN:



KIDNAPPERS (PROXY WITH FIRE SPIRITS)

DURING THIS SCENARIO

Cohort: Cordelia Perseis (proxy with the trader Hadden Hoppert)

At the start of your turn, you may examine the top card of another location deck.

When you move, succeed at an Intelligence, Arcane, Wisdom, or Perception 5 check or move to a random open location.



PLAYERS	LOCATIONS
1	DYE MARKET
1	MUMIA LAB
1	WAREHOUSE
2	DILAPIDATED PLAZA
3	GLASS PAVILION
4	VIZIER’S HILL
5	PRECINCT OF LEFT EYES
6	SMOKING DEN

REWARD

Trader: Auction House

For the rest of the Adventure Path, your trade cost for Falsin Deek is reduced by 1 card (to a minimum of 1).

Development:

You have the illusionist on the ropes, but he shows no sign of backing down. “Curse you, Taldan scum! I would die a thousand deaths to destroy you and yours, for the satrap and glory!”

Just as you are about to strike the final blow, his eyes roll back and his expression changes completely. “Wait!” he pleads, “I’m not

responsible for what I’ve done! A vampire has been controlling me—he forced me to kidnap the Taldans. I don’t want a war! I’ll tell you everything I know about the vampire and the place in Omash where I took the people. Please spare me!”

After you wring him for information, Perseis declares that your work in Zimar is done. “Time to go to Omash.”



4-2C: RUMBLES IN OMASH

Read the Following Aloud:

You arrive in Omash, on the northeast edge of Qadira. The ruined war college is an unsightly blemish on an otherwise elegant fortress city, though there are already signs of the industrious Qadirans beginning to rebuild it. You meet Venture-Captain Cordelia Perseis's contact, a sorcerer and fellow Pathfinder named Irizati Qadim, at his stall in the marketplace. An ifrit, Qadim counts fire genies as his ancestors, and it shows from his red skin. As a member of Aaqir al'Hakam's Exchange, he works as a merchant to assist in his missions.

"Adirah," he greets you in traditional Kelish, offering you coffee before continuing. "I trust the border crossing treated you well? Things haven't escalated over here yet, but unrest is brewing, and prayers to the Dawnflower to blind the Taldans are on the lips of even the gentler sorts. As Cordelia probably told you, I saw Senator Karthis's daughter Sabina near the college shortly after the fire, a fact I've otherwise kept to myself."

He pulls out a map of the city and points to the location of the war college. "As you can see, the college abuts the city walls, so the destruction allowed ogres and other monsters to leak into the ruined building from outside. Worse, the magical defenses of the building are treating the repair teams as intruders, since they have to pull down the damaged sections before they can rebuild."

"I've taken the liberty of offering my significant mercantile expertise to the rebuilding efforts in exchange for a few bonds, and General Zarathus has agreed. I've listed you as members of a merchant crew, which should give you free rein to investigate while assisting with the rebuilding."

You agree and head over to the ruined war college.

VILLAIN: NONE

HENCHMEN:



GRAVEN GUARDIAN OF NETHYS



ESOBOK



WARRIOR DOLLS



PLAYERS

LOCATIONS

1	BRICKWORKS
1	SCORCHED RUINS
1	SURGERY
2	QUARRY
3	EARTHWORKS
4	TARWORKS
5	VOLCANIC VENTS
6	STONework PASSAGES

DURING THIS SCENARIO

Cohort: Cordelia Perseis (proxy with the trader Hadden Hoppert)

When building the location decks, set aside the henchmen, monsters, and barriers, then shuffle them into a siege deck. Display the support card Defensive Stance next to this card.

When you defeat a bane on your turn, encounter the top card of your location deck; you may recharge a card of the same type as the encountered card to evade it and put it on the bottom of your location deck.

To win the scenario, a location must be open while the siege deck is empty.

REWARD

The party gets all boons remaining in location decks.

For the rest of the Adventure Path, 1 character may temporarily replace 1 spell in her deck with the spell Disable Mechanism. At the end of each scenario, return that spell to the game box.

Development:

After fighting off encroaching monsters and malfunctioning defenses, you manage not only to gather some useful clues but also to contribute significantly to the college's repair. None of the other crews noticed your clandestine attempts to investigate, or if they did, they didn't care.

As it is, under the auspices of Qadim's mercantile group, you receive a commendation from General Zarathus for going above

and beyond in Omash's time of need. This should prove useful when you have to convince them the truth of this conspiracy.

"For valor shown in the wake of the destruction of the War College of Omash, these Pathfinders merit the highest praise," reads the commendation. "So mote it be."

Venture-Captain Perseis seems pleased at your success thus far. Perhaps by the end, she will tell the Society of your deeds.



4-2D: CINDERS' TRUTH

Read the Following Aloud:

You set the things you recovered from the ruined war college on a table in the back tent of Irizati Qadim's merchant stall. The ifrit sorcerer puzzles over them at your side. Venture-Captain Cordelia Perseis has already confirmed that one of the items you found belonged to Senator Karthis's missing daughter Sabina. That doesn't guarantee that she was the arsonist; she could have been left to die with the explosion, though if so, you weren't able to turn up her body. And if she committed the crime, she could have been mentally influenced by a spellcaster fanning her hatred of Qadirans into a raging bonfire. Of course, that would be hard to prove, so it's time to find more damning evidence.

Several other clues you found don't make sense separately: a brightly colored piece of cloth, a replica Osirion scarab brooch, and a blunted Taldan rondelero-style rapier to name a few. Considered together, though, the items lead you to the Dawnflower's Wink, a popular theater that soldiers visit to enjoy a bit of culture mixed with lurid innuendo and satire poking fun of Taldans, Osirians, and other such easy targets.

You infiltrate the theater disguised as a prop delivery crew working for Qadim's mercantile group. Before you can find out anything new, a Kelishite woman in a ridiculous golden-bearded pharaoh mask accosts you. "Not so fast, Pathfinders. This is the end of the line for your pathetic excuse for an investigation!" Without warning, various actors, extras, and trained stage monsters burst out to attack you. You realize that several of the "props" on display here are actually devilish traps! What a day at the theater!

DURING THIS SCENARIO

Cohort: Cordelia Perseis (proxy with the trader Hadden Hoppert)

After building the location decks, shuffle an ally from the box into each location.

When you fail a check to acquire an ally, suffer a scourge.

When you defeat the henchman Lurking Spy, you may attempt to close the location it came from.

To win the scenario, close all locations.



VILLAIN: NONE

HENCHMEN:



FORGOTTEN PHARAOH CULTIST



VOICES OF THE SPIRE



LURKING SPIES (PROXY WITH FIRE SPIRITS)

PLAYERS LOCATIONS

1	HALL OF BLESSED REBIRTH
1	THE SHINY BAUBLE
1	TOOTH & HOOKAH
2	SMOKING DEN
3	ALCHEMICAL LABORATORY
4	DILAPIDATED PLAZA
5	PRECINCT OF LEFT EYES
6	DYE MARKET

REWARD

Traders: Hadden Hoppert, Smiths of Wati

Development:

You're surprised that a troupe of actors could put up such a fight. You're less surprised by the bevy of mean-spirited taunts about your heritage, your parents' personal lives, and your competence in general. You thought about questioning one of them, but their insults were sufficiently annoying that you knocked them all out just to shut them up. You don't regret that decision.

After you tie them all up and finish your search, you come across some damning evidence that implies the actors were cat's-paws in a greater scheme. You discover a trail to a ghost town between Qadira and Taldor, which must be where the Senator's daughter can be found. Combined with further evidence, this could be exactly the lead you need to put an end to this case once and for all!



4-2E: DARK NUPTIALS

Read the Following Aloud:

It's dark, your head is throbbing, and you're incredibly thirsty. What happened!? You were just in Zimar—or was it Omash? You're not sure. You had pieced together the clues from the theater and the warehouse, leading you to a ghost town on the border between Taldor and Qadira, abandoned by both sides after the last battles. The air feels stale. You're in a box of some kind. You shove off the stone lid and find yourself in an underground sepulcher of some sort.

"Sabina Karthis!" Venture-Captain Cordelia Perseis points to one person in a group of Taldans, presumably the people kidnapped from Zamir. Sabina is a bit paler than you expected... and for that matter, all of them are. They smile at you wickedly as a bearded man with dark hair and pale skin steps forward.

"I do have to say I'm impressed," the man explains, flashing long fangs in a grin. The man—the *vampire*, rather—looks like he's about to keep monologuing, so you decide to rush forward and kill him instead... but you can't lift a hand against him.

"Now, that wouldn't do," he smirks. "You impressed me, so now you're to become my newest spouses. I am Stavros Nightcrescent, and I am your new master." You notice a pair of fresh puncture marks on your wrist, gently oozing blood. "Soon, I will finish the job."

This must be what happened to Sabina and the others. You notice a flash of something from Sabina, as if she hates the other vampire on some level but cannot act. Perhaps there is hope for you yet. With all of your willpower, you manage to push yourself to flee away from Nightcrescent and deeper into the catacombs where you hope it won't be so easy for him to command you. As you run, you hear the sound of mocking laughter.

"You surprise me again, my dears, but you can't run from me!"

You can, though. You can, and you will. Stavros may be able to track you through his hold over you, but you will make as difficult as possible.

VILLAIN:



STAVROS NIGHTCRESCENT (PROXY WITH IMANISH)

HENCHMEN:



SABINA KARTHIS (PROXY WITH FIRE SPIRIT)



THE VILLAIN VELRIANA UNBORN



THE VILLAIN AMADJAWET



SENMEREK



BHEG



GAUNT CADAVER



BEHEADED

PLAYERS

LOCATIONS

1

CATACOMBS

1

EMBALMING PARLOR

1

SEPULCHER OF THE SERVANT

2

STONEWORK PASSAGES

3

CRYPT

4

PEASANT TOMBS

5

GHOUL SQUARE

6

MAUSOLEUM

DURING THIS SCENARIO

Cohort: Cordelia Perseis (proxy with the trader Hadden Hoppert)

Treat the villains Amadjawet and Velriana Unborn as henchmen.

At the start of your turn, if the top card of the blessings discard pile has the Basic trait, you may bury the top card of your deck; if you do not, you may not explore during your explore step without playing a card or using a power that allows you to explore.

When you defeat the henchman Amadjawet, Bheg, Gaunt Cadaver, or Velriana Unborn, you may attempt to close the location it came from.

REWARD

For the rest of the Adventure Path, your trade cost for Ghouls Market is reduced by 1 card (to a minimum of 1).

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in his deck with the loot Neferekhu and 1 character may temporarily replace 1 item in her deck with the loot Ushabti of the Willing Servant. At the end of each scenario, return the loot to the game box.

Development:

You defeated Stavros Nightcrescent, who turned into a cloud of mist and escaped. And while you lost some blood, you'll be fine. Nightcrescent's coffin is nowhere to be found, but you do find evidence of his guilt in both the kidnappings and the arson. Senator Karthis and High Strategos Pythareus can no longer blame Qadira directly for the kidnappings; instead, they shift blame to Qadiran border sorties for lowering troop levels in Zimar enough to allow the kidnappings to happen. But that change is at least sufficient to broker a truce at the border.

For Sabina Karthis, though, this situation has the gravest consequence. After giving testimony against Stavros, she pled for a quick destruction, and it was solemnly granted.

And though you are convinced that Pasha Muhlia al-Jakri was working with Nightcrescent to set the two nations against each other, you didn't turn up any solid evidence linking the pair. The ifrit Irizati Qadim suggests that you need to find a patron before indicting someone as powerful as the pasha, and he promises to help you seek one out.

Season of Factions' Favor **FAVOR 2**

SOVEREIGN COURT FAVOR



POWERS

While this card is on top of the blessings discard pile, you may add 1d12 to your check to acquire. If you acquire a boon, you may draw a boon of the same type from the box.

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Season of Factions' Favor **HENCHMAN 2**

RAID LEADER

HUMAN ROGUE

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
9

THEN
COMBAT
11



POWERS

Before you act, succeed at a Stealth, Perception, or Diplomacy 7 check or the difficulty of checks to defeat is increased by 4.


If undefeated, shuffle a card from your hand or discard pile into your location deck.

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Season of Factions' Favor **COHORT 2**

CORDELIA PERSEIS

COHORT HUMAN WIZARD ARISTOCRAT



POWERS

At the end of your turn, reveal this card to examine the top card of your location deck. You may then shuffle the location deck.

On your check, after the roll, recharge this card to reroll any number of dice. Take the new result.

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Season of Factions' Favor **VILLAIN 2**

MASTER ILLUSIONIST

TRIGGER
HUMAN WIZARD

TYPE
MONSTER

CHECK TO DEFEAT
INTELLIGENCE
ARCANE
WISDOM
PERCEPTION
5

THEN
COMBAT
15



POWERS

When you examine this card, recharge a random card.

Before you act, each other character must succeed at an Intelligence, Arcane, Wisdom, or Perception 5 check or she cannot play cards during this encounter.

All damage dealt by the Master Illusionist is Mental damage that may not be reduced.

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Season of Factions' Favor **HENCHMAN 2**

KIDNAPPER

TRIGGER
HUMAN ROGUE

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
13

OR
DIPLOMACY
PERCEPTION
9



POWERS

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

Before you act, you may discard an ally or a blessing; if you do not, suffer the scourge Curse of Poisoning.

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

Illustration by Lane Brown © 2017 Paizo Inc.

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.

Illustration by Eric Belisle © 2017 Paizo Inc.

Season of Factions' Favor **VILLAIN 2**

STAVROS NIGHTCRESCENT

UNDEAD VAMPIRE ARISTOCRAT

TYPE
MONSTER

CHECK TO DEFEAT
WISDOM
CHARISMA
6

THEN
COMBAT
16



POWERS

Stavros Nightcrescent is immune to the Mental and Poison traits.

While you act, before any character plays a card, he must discard a card.

If undefeated, bury your discard pile.

Illustration by Denman Rooke © 2017 Paizo Inc.

Season of Factions' Favor **HENCHMAN 2**

SABINA KARTHIS

UNDEAD VAMPIRE ARISTOCRAT

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
15

OR
DIPLOMACY
11



POWERS

Sabina Karthis is immune to the Mental and Poison traits.

While you act, before any character plays a card, he must recharge a card.

If undefeated, bury your discard pile.

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

Illustration by Denman Rooke © 2017 Paizo Inc.



Season of Factions' Favor

Adventure 2: Fanning the Flames

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