

PATHFINDER SOCIETY®

ADVENTURE CARD GUILD



Season of Factions' Favor

FAVORS AND FOES



ADVENTURE 4-3: Favors and Foes

Mechanical Design • Keith Richmond

Story Text • Diego Valdez

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 • David Alvarez, Daniel Lopez,
Roberto Pitturru, Aaron J. Riley, Bryan Sola, and Florian Stitz

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

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Director of Licensing • Michael Kenway

Director of Technology • Dean Ludwig

Web Production Manager • Chris Lambertz

Webstore Coordinator • Rick Kunz

Project Manager • Gabriel Waluconis

Franchise Manager • Mark Moreland

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,
Adrian Ng, Stephen Radney-MacFarland, Joe Pasini, Lacy Pellazar,
Mark Seifter, Owen K.C. Stephens, and Linda Zayas-Palmer

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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

Special Thanks • The Pathfinder Society venture-officers,
the Pathfinder Society, and the paizo.com community
for their constant feedback.

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 into 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.



FAVORS AND FOES

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck*, *the Empty Graves Adventure Deck*, and *Shifting Sands Adventure Deck*.
- If you have 5 or 6 characters, 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**, **2**, or **3**.

Read the Following Aloud:

Pasha Muhlia al-Jakri has lost much of her standing and many of her holdings in Qadira, but some of her connections remain intact. Your ifrit colleague Malik Qadim passes you freshly brewed coffee as he explains the situation. "I believe a particular man in Katheer can help you: the much respected Tallah al-Hamar. To the casual observer, he is a distributor of goods from local artisans to the world beyond. To the practiced eye, though, he is the core of an extensive network of business contacts that can accomplish nearly anything if properly managed."

Qadim waves a hand dramatically as he explains, "Qadira operates on patronage, a complex system of who knows whom. Al-Hamar is a powerful patron in that economy of favors. No doubt he commands the ear of any legitimate business contacts—and illegitimate ones—on which al-Jakri has relied recently. I can supply you a letter of recommendation, but even my word carries only so much weight. If you are to secure Tallah al-Hamar's patronage, you must earn it." The ifrit stands and stretches before adding, "One of my own caravans is bound for Katheer tomorrow. The Qadiran satrapy maintains some of the safest roads, yet there is always a little more safety in numbers. I know a local fixer by the name of Sahmia, and she can guide you from there."

The journey from Omash to Katheer is a short and uneventful one. Katheer is a wonder to behold! Beautiful buildings, each looking more extravagant than the last, rise up into the sky. Crowds of people fill the streets, and ships of every kind from every corner of Avistan, Garund, and Casmaron traverse the harbor.

You track down Sahmia with little difficulty, and after you introduce yourself to the Kelish woman, she cheerfully motions to her surroundings. "Welcome to Katheer! Have your eyes ever beheld such wonders? No other city commands such sights, sounds, and treasures, which is why all caravans come to Katheer eventually." She grins. "Come, let us log your arrival. Only fools and Taldans try to court patrons without registering. Afterward, we can secure lodging for you and discuss how to get the esteemed

al-Hamar's attention." It's clear that Sahmia has assisted travelers like you before, as with her help, you quickly secure official travel and business papers.

Paperwork in hand, you head to the Mirage, the caravanseraï that Sahmia selected for you. She stops you as you approach the door. "Haggling is very important here. It's simply how business works, and I'll give you a lesson. Listen, and try to learn." Her interaction with the innkeeper is as much a dance as any you'd see in a ballroom, and their words eventually arrive at a price that leaves them both smiling. Sahmia tosses and catches the key as she leads you upstairs to help plan your next move.

"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:

- 4-3A: Supply and Demand
- 4-3B: Breaking and Entering
- 4-3C: Friends, Foes, and the Future
- 4-3D: A Few Good Punches
- 4-3E: We've Got You Now!

DURING THIS ADVENTURE

When creating the blessings deck, replace 1 blessing with the favor *The Exchange's Favor* (proxy with *Tablet of Languages Lost*).

If the result of your check to acquire a boon from a location deck exceeds the difficulty by 6 or more, you may banish that boon to summon and encounter a random boon of the same type that has a higher adventure deck number.



REWARD

Each character gains a skill feat.

Each player unlocks the ability to play Enora from the *Wrath of the Righteous Base Set* using the *Pathfinder Tales Character Deck*.



4-3A: SUPPLY AND DEMAND

Read the Following Aloud:

The fixer Sahmia pours some wine from the bottle she acquired from the bar downstairs and pushes the glass to you. “An artist named Payiir ibn Saruh has captured the attention of your would-be patron Tallah al-Hamar. Payiir creates wonderful figurines in the likeness of the great heroes of history, myth, and legend. Selling them here in the Great Market has earned her praise and profits, yet to her frustration, she increasingly spends her time managing her stall rather than practicing her craft. Might not she be happier carving than haggling? Would not she benefit from al-Hamar’s guiding hand in managing and growing her business? His network could handle sales for her, yet thus far she has been reluctant. Now al-Hamar’s time and resources are valuable, so imagine how grateful he would be if someone convinced Payiir to accept his services without his expending further capital?”

Sahmia’s dark eyes grow wide with dawning realization. “Oh! Al-Hamar’s business is a very legitimate one! His clients work with him because it benefits them, not because they’re scared. I realize my words might be considered criminal innuendo elsewhere, so let me be clear: no threats or strong-arming.

“Now, Payiir ibn Saruh has several concerns about joining Tallah’s network. Most of these originate with another artist, Ahkair, who used to work with al-Hamar and has only ill to say about the experience. In fact, Ahkair has steered most of his colleagues from the man, so if you are to win ibn Saruh’s trust, you will need to set the record straight for the community. You might even need to confront Ahkair verbally, though beware how quickly he can turn bystanders’ perceptions against his enemies.”

You set out to undo Ahkair’s damage, yet the man seems to be everywhere. As he spreads increasingly foul accusations, it’s time to delve into his claims. You must see whether any of them are true, and set the record straight.

VILLAIN: NONE

HENCHMEN: NONE



DURING THIS SCENARIO

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

On your check to acquire an ally, you may bury any number of boons to add 1 for each boon buried.

After you acquire an ally, summon and encounter the henchman Ahkair’s Slander; if defeated, you may immediately attempt to close your location.

To win the scenario, close all locations.

PLAYERS	LOCATIONS
1	CANNY JACKAL
1	CARAVANSERAI
1	PLEASURE BARGE
1	TOOTH & HOOKAH
2	GLASS PAVILION
3	SMOKING DEN
4	WAREHOUSE
5	DYE MARKET
6	THE SHINY BAUBLE

REWARD

Traders: Agymah, Shardizhad, Udjebet

Development:

Sahmia shakes her head as she summarizes your progress. “Ah, so despite Ahkair’s tales, it turns out al-Hamar treated him well. But Ahkair simply demanded more and threatened to leave, and al-Hamar called his bluff. Ahkair was likely too prideful to apologize, so instead chose the venomous path of vengeance.”

She chuckles and bows to you. “Not only have you managed to get Payiir to work with al-Hamar, removing a thorn from

al-Hamar’s side, but you’ve also convinced that thorn to beg his old patron’s forgiveness? That will certainly get al-Hamar’s attention! No doubt we will hear from him soon.

“Let us make the most of the time we have before your inevitable summons comes. We must find you something appropriate to wear.”

Wait. Something to wear?



4-3B: BREAKING AND ENTERING

Read the Following Aloud:

The al-Hamar estate is an expanse of fig trees, gardens, and bubbling fountains surrounding a large home that seems to glisten in the sunlight. You have arrived to meet Tallah al-Hamar, who proves no less impressive than his home as he stands to greet you in his fine silks and glittering jewels. “The light of dawn to you,” he intones with a shallow bow. “I understand I have you to thank for an old associate asking to renew our relationship, for a new associate hoping to start a relationship, and for an annoyance resolved. My shade to you tomorrow. Please, join me for a meal.” He leads you to a large dining room whose table bears a tremendous feast. As you enter, your contact Sahmia whispers to you, “No business at the table.”

The food is delicious and the conversation pleasant. Al-Hamar—“Tallah, please,” he says—is extremely courteous, unfailingly polite, and thoroughly interested in your history and your exploits, but he doesn’t ask about your business in Katheer until the meal concludes and you have retired to the sitting room to relax.

“I know of Soon-To-Be-Pasha-No-More Muhlia al-Jakri,” he says. “We have worked with similar business contacts, some of whom have since disowned her. I suspect others still support her, despite her increasingly toxic reputation and the shame it could bring. One of these contacts is the half-orc Tautrak the Salt, who operates a warehouse just east of the port. Tautrak has likewise made many enemies through blackmail, yet one virtue is his infallible preservation of business documents—even those of his and others’ illicit dealings. Secure those discreetly, and you can convince al-Jakri’s remaining supporters to abandon her. I can assist in handling the guards if your approach is... *louder*, but wouldn’t our new relationship be warmer if that could be avoided?”

Al-Hamar’s directions to the warehouse are clear, but the site is heavily guarded. You even see Tautrak himself patrolling the building. You should be able to avoid the worst resistance if you make a stealthy approach, only cracking heads together once you have evidence of Tautrak’s—and Muhlia al-Jakri’s—criminal activities.



VILLAIN:



TAUTRAK THE SALT (PROXY WITH IMANISH)

HENCHMEN:



EVIDENCE (PROXY WITH FIRE SPIRIT)

PLAYERS

LOCATIONS

1	VAULT OF HIDDEN WISDOM
1	VIZIER’S HILL
1	WAREHOUSE
2	MUMIA LAB
3	PRECINCT OF LEFT EYES
4	GREAT LIBRARY OF TEPHU
5	SMOKING DEN
6	ALCHEMICAL LABORATORY

DURING THIS SCENARIO

At the end of your turn, examine the top card of your location deck; if it is a boon, you may banish it.

When you defeat the henchman Evidence, you may immediately attempt to close your location.

When you would close a location, if the number of Evidence henchmen displayed next to the scenario is not equal to the number of characters, instead search the location deck and banish any number of boons from it.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Sun Falcon Pectoral and 1 character may temporarily replace 1 item in his deck with the loot Scarab Brooch. At the end of each scenario, return the loot to the game box.

Development:

From shipping manifests to contracts to plans for future heists, the documents Tautrak kept represent everything you’d need to indict Muhlia al-Jakri! His journal suggests he often worried his associates would turn on him, so he likely kept this all for blackmail if he ever needed it.

Even with this evidence, you’ll still need to work to break al-Jakri’s remaining alliances before you can be sure she won’t escape justice. Tallah has offered to host a party and invite al-Jakri’s persisting allies, providing you an opportunity to meet and convince each one of them so that al-Jakri has nowhere left to run.



4-3C: FRIENDS, FOES, AND THE FUTURE

Read the Following Aloud:

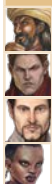
Even with his connections, your new patron Tallah al-Hamar requires at least a week to plan the event at which you intend to flip the allegiance of Muhlia al-Jakri's remaining allies. That gives you time to listen to Sahmia's lectures on Qadiran etiquette, strategize how best to leverage the information you discovered, and enjoy Tallah's considerable hospitality.

Reviewing the guest list is a priority. Ikar Raham manages a profitable shipping consortium that worked regularly with the compromised half-orc Tautrak; Raham has continued to support al-Jakri despite her recent falling out of favor. Metasee, a Garundi woman, owns several smithies that supply arms and armor to Qadira's Satrapian Guards, yet Tautrak's documents show that she's quietly and illegally directed some of these shipments to al-Jakri. The Chelish entrepreneur Ecclezio Uticus has largely ignored any nasty rumors, preferring instead to profit from al-Jakri's considerable wealth and need for resources. And Behroud al-Ibrah, a powerful merchant, once considered al-Jakri a close friend; although they've become distant over the years, he continues to doubt any rumors regarding her criminal misdeeds and provides her shelter and aid to honor their old friendship. There are others coming that could further support your work against al-Jakri, yet these four are the most important.

Tallah has outdone himself in throwing a lavish event with grand displays of wealth to distract attendees from your ulterior goals. Now that you're garbed in expensive new clothing, it's time to get to work.

VILLAIN: NONE

HENCHMEN:

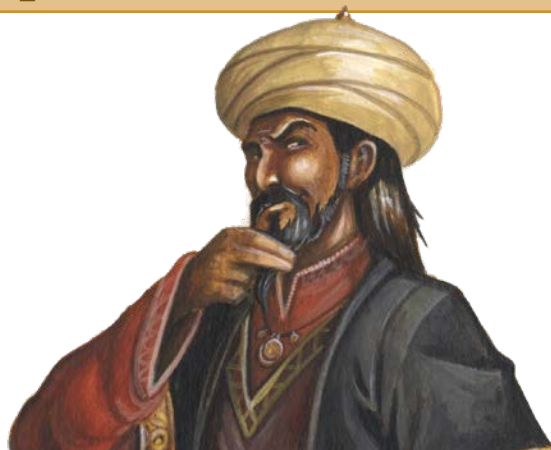


BEHROUD AL-IBRAH (PROXY WITH ALCHEMICAL GOLEM)

ECCLEZIO UTICUS (PROXY WITH GIANT SAND EEL)

IKAR RAHAM (PROXY WITH MINING CONSTRUCT)

METASEE (PROXY WITH PARACLETUS)



DURING THIS SCENARIO

After building the location decks, shuffle the henchman Favorable Reception (proxy with Fire Spirits) into each.

The difficulty to acquire boons is increased by the number of characters plus 1d6.

When you acquire a boon, you may display a boon from your hand or discard pile next to the scenario.

On your check to defeat a henchman or check to acquire, you may reveal any number of cards that have the Accessory or Clothing trait to add 1 for each card revealed plus the highest adventure deck number of the revealed cards.

To win the scenario, 4 henchmen and a number of boons equal to twice the number of characters must be displayed next to the scenario.

PLAYERS

LOCATIONS

1-6	GLASS PAVILION
1-6	GOLDEN LAKE
1-6	PLEASURE BARGE
1-6	TOOTH & HOOKAH

REWARD

For the rest of the Adventure Path, when you trade 2 or more boons to a trader, you may ignore the adventure deck number requirement for all but 1 of those cards.

Each character chooses a type of boon other than loot and adds a card of that type from the game box to the cards acquired during this scenario.

Development:

By the time the event concludes and the last guests trickle out, you're socially and emotionally drained. However, you're also triumphant! Raham now understands the damage al-Jakri's latest exploits could inflict on his business's reputation, and he agrees not only to break all ties with her but also to support you in seeking her arrest. Metasee is stubborn, yet she quickly severs her ties once she learns of Tautrak's damning records of her sales. Uticus remains indifferent, though he agrees not to consort with al-Jakri until this whole situation

gets sorted out; for now, she is too great a liability. Al-Ibrah is the most difficult to convince, but in the end he admits that any fond memories he has of his friend do not excuse her recent crimes. He even provides her current whereabouts in Katheer, where she is lying low while plotting her next move.

You have everything you need. Muhlia al-Jakri has nowhere left to run, no allies to support her, and you have enough evidence to make sure she never sees the sun again. It is time to end this.



4-3D: A FEW GOOD PUNCHES

Read the Following Aloud:

Pasha Muhlia al-Jakri has consolidated the last of her available resources in a compound near the harbor, having dedicated a large sum to securing mercenaries to protect her equipment. Your new allies Tallah al-Hamar and Behroud al-Ibrah have used their influence to minimize her ability to acquire personnel and gear, but it is still going to be difficult to get to her. Your contact Sahmia has alerted the authorities and the local Pathfinder lodge, supplying each with the evidence you've collected. As a result, the city guard is now surrounding the compound to prevent her escape and to arrest everyone inside. Several fellow Pathfinders have also arrived to assist, muttering that al-Jakri has a lot to answer for. You make it clear to everyone that she is to be brought in alive—not only to face justice, but also to learn what other catastrophes she may have set in motion.

The compound's high wall blocks your view of just about everything except a few buildings and the hired guards who nervously patrol its top. No doubt there are at least as many more guards out of sight, and knowing al-Jakri, she has probably even smuggled in one or more ferocious beasts to keep watch. The disgraced pasha could be inside any of those buildings, so you will need to move swiftly to search them before she makes a break for any escape route you haven't spotted.

A roar echoes from the compound as if daring anyone to approach. Now that you've changed out of your formal evening wear, you're more than ready to oblige.

DURING THIS SCENARIO

When you choose not to attempt to acquire a boon, or when the result of your check to acquire a boon is 1, search the blessings deck until you find a blessing and shuffle it into your location deck.

When a henchman is undefeated, discard the top card of the blessings deck.



VILLAIN:



MUHLIA AL-JAKRI (PROXY WITH IMANISH)

HENCHMEN:



AKITAR



LAMIA SISTERS



SILVER CHAIN SMUGGLER



FORGOTTEN PHARAOH CULTISTS

PLAYERS

LOCATIONS

1	EMBALMING PARLOR
1	GOLDEN LAKE
1	VIZIER'S HILL
2	TOWERING OBELISK
3	SHIFTING DUNES
4	ALCHEMICAL LABORATORY
5	HOT SPRINGS
6	VAULT OF HIDDEN WISDOM

REWARD

For the rest of the Adventure Path, each character may temporarily replace 1 blessing in her deck with a blessing of her choice from the box. At the end of each scenario, return those blessings to the game box.

Development:

You've fought your way through the compound, defeating the guards and monsters you encountered. As if sensing defeat, the remaining mercenaries either surrendered or fled. However, Muhlia al-Jakri is nowhere to be found. If her goons even know where she went, none of them are in a rush to tell you about it.

As you interview one of the mercenaries, movement catches your eye. You look up just in time to see a woman burst from one building—it's al-Jakri! That you hadn't identified her hiding place earlier is a testament to her sneakiness, and as she

quickly slips into another building in the compound, you must compliment her speed, too. You had searched that structure before, but when you burst into the building with weapons ready, you notice the telltale signs of a well-hidden trapdoor. It's so finely crafted that you hadn't noticed it in your first sweep, yet in her haste, al-Jakri wasn't able to cover her tracks this time. You throw open the hatch and begin climbing the stairs that descend deep into a tunnel winding beneath the compound.

Footfalls echo through the passageway, confirming that your target lies just ahead.



4-3E: WE'VE GOT YOU NOW!

Read the Following Aloud:

You've made your way into the escape tunnel beneath Muhlia al-Jakri's office and are following the sound of her footsteps. That's when you notice the sound has changed, and you pause to ascertain that there are more sets of footfalls, and the additional sets seem heavier than the fleeing assassin's light feet. Clearly something—or several somethings—have joined the pursuit. Whose side are they on?

You don't have much time to consider the matter as the tunnel exits into a large room with several new passageways branching different directions. Muhlia al-Jakri is busily tinkering with several large, humanoid constructs that look as though they're made of sand, but as you enter, she glances back at you with a panicked expression. She hurls a glass vial toward your feet, and as it shatters, it fills the room with a blinding flash of light. When your vision clears, all that remains are the torch al-Jakri carried and an empty potion bottle where she stood. Trails of sand lead down each of the tunnels, confounding anything but an expert tracker. You might just have to rush after her and select a passage at random, each one no doubt brimming with traps and more of these sand creatures.

PLAYERS	LOCATIONS
1	PRECIOUS MINE
1	QUARRY
1	STONWORK PASSAGES
2	PEASANT TOMBS
3	MAUSOLEUM
4	RUINED TEMPLE
5	CATACOMBS
6	CRYPT



VILLAIN:



MUHLIA AL-JAKRI (PROXY WITH IMANISH)

HENCHMEN:



SAND THIEF



WARRIOR DOLLS



COLLAPSING HALLWAYS (PROXY WITH FIRE SPIRITS)

DURING THIS SCENARIO

After building the location decks, shuffle the henchman Conflagration into each.

When creating the blessings deck, replace 5 blessings with Sandstorm villains.

If your check to defeat a non-villain monster has the Melee or Ranged trait, the difficulty is increased by 1d6.

REWARD

For the rest of the Adventure Path, your trade cost for Agymah, Shardizhad, and Udjebet is reduced by 1 card (to a minimum of 1).

Development:

Neither the traps nor the sand creatures slowed you down enough for al-Jakri to escape. Outmatched, out of tricks, and out of places to run, she surrendered and is now in the custody of Venture-Captain Esmayl ibn Qaradi. It's only a matter of time before she's shipped back to Absalom to face justice, and it's satisfying to see her led away in chains. Even a statement from the Satrap arrived, declaring that al-Jakri's title would be stripped. As your patron Tallah predicted, she's a pasha no more.

Al-Jakri had attempted to escape with some damning written evidence, including a journal in which she detailed her plans to incite chaos in Absalom and instigate war between Taldor and Qadira. Her co-conspirators' names appear all over her plans: both the vampire Stavros Nightcrescent as well as someone

named Koth'Vault. From her notes, it sounds like Koth'Vault is a fiend of some form, though al-Jakri doesn't go into specifics—in fact, it seems the two weren't even terribly fond of each other. As you continue perusing the journal you come across an especially alarming name: that of the information broker Grandmaster Torch!

The journal solves one other mystery. Some time ago, an artifact disappeared from the Society's vaults, yet there wasn't enough evidence to trace where it had gone. Al-Jakri's notes suggest it's currently hidden in the foreboding Mana Wastes, where you should be able to piece together the clues needed to find the artifact. Whatever its exact nature, this device seems to figure into her—and Koth'Vault's—bigger plans.

Season of Factions' Favor **FAVOR 3**

THE EXCHANGE'S FAVOR



POWERS

When you discard this card from the blessings deck, choose a type of boon other than loot and summon and encounter a random boon of that type that has the scenario's adventure deck number.

While this card is on top of the blessings discard pile, after the roll, you may bury a boon to add 1d12 to your check to acquire.

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Season of Factions' Favor **HENCHMAN 3**

AHKAIR'S SLANDER

TASK



TYPE
BARRIER

CHECK TO DEFEAT
WISDOM
KNOWLEDGE
PERCEPTION
DIPLOMACY

7

POWERS

The difficulty to defeat is increased by the number of closed locations.

On the check to defeat, you may recharge any number of allies; for each ally recharged, add 1.

If undefeated, shuffle a barrier into your location deck.

Illustration by David Alvarez © 2017 Paizo Inc.

Season of Factions' Favor **VILLAIN 3**

TAUTRAK THE SALT

TRIGGER
HALF-ORC
ROGUE



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT

18

OR
STRENGTH
MELEE

12

POWERS

When you examine this card, you may bury the top 2 cards of your deck. If you do not, this card is evaded; shuffle it and a number of barriers from the box equal to the number of other open locations into a stack, then shuffle a card from that stack into each open location.


Before you act, a character at your location summons and encounters the henchman Silver Chain Smuggler.

Illustration by Daniel Lopez © 2017 Paizo Inc.

Season of Factions' Favor **HENCHMAN 3**

EVIDENCE

TRIGGER
TASK
VETERAN



TYPE
BARRIER

CHECK TO DEFEAT
INTELLIGENCE
STEALTH
KNOWLEDGE
PERCEPTION
DIPLOMACY

9

POWERS

When you examine this card, you may display it next to the scenario.

The difficulty to defeat is increased by the scenario's adventure deck number.

On the check to defeat, you may recharge any number of allies; for each ally recharged, add 1d4.

If defeated, display this card next to the scenario.

Illustration by Bryan Syme © 2017 Paizo Inc.

Season of Factions' Favor **HENCHMAN 3**

IKAR RAHAM

CACHE
ARISTOCRAT



TYPE
BARRIER

CHECK TO DEFEAT
ARCANE
SURVIVAL

12

POWERS

On the check to defeat, you may bury any number of items and spells; for each card buried, add 1d8.

After you act, shuffle a spell and an item from the box into your location deck.

If defeated, display this card next to the scenario.

Illustration by Glen Osterberger © 2017 Paizo Inc.

Season of Factions' Favor **HENCHMAN 3**

METASEE

CACHE
ARISTOCRAT



TYPE
BARRIER

CHECK TO DEFEAT
MELEE
RANGED
FORTITUDE

12

POWERS

On the check to defeat, you may bury any number of armors and weapons; for each card buried, add 1d8.

After you act, shuffle a weapon and an armor from the box into your location deck.

If defeated, display this card next to the scenario.

Illustration by Alexandre Chaudret © 2017 Paizo Inc.

Season of Factions' Favor **HENCHMAN 3**

BEHROUD AL-IBRAH

CACHE
ARISTOCRAT



TYPE
BARRIER

CHECK TO DEFEAT
DIVINE
DIPLOMACY

12

POWERS

On the check to defeat, you may bury any number of allies and blessings; for each card buried, add 1d8.

After you act, shuffle an ally and a blessing from the box into your location deck.

If defeated, display this card next to the scenario.

Illustration by Florian Stitz © 2017 Paizo Inc.

Season of Factions' Favor **HENCHMAN 3**

ECCLEZIO UTICUS

CACHE
ARISTOCRAT



TYPE
BARRIER

CHECK TO DEFEAT
DISABLE
STEALTH

12

POWERS

On the check to defeat, you may bury any number of boons; for each boon buried, add 1d4.

After you act, choose a type of boon other than loot and shuffle a boon of that type from the box into your location deck.

If defeated, display this card next to the scenario.

Illustration by Glen Osterberger © 2017 Paizo Inc.

Season of Factions' Favor **HENCHMAN 3**

FAVORABLE RECEPTION

TASK
VETERAN



TYPE
BARRIER

CHECK TO DEFEAT
CHARISMA
ACROBATICS
DIPLOMACY

6

POWERS

The difficulty to defeat is increased by the scenario's adventure deck number.

If undefeated, bury a card.

If defeated, display this card next to the location it came from. While displayed, characters at this location add 1d6 to their checks to acquire.

Illustration by Mariusz Gandel © 2017 Paizo Inc.

Season of Factions' Favor

VILLAIN
3

MUHLIA AL-JAKRI

TRIGGER

HUMAN ASSASSIN

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

16

POWERS

When examined or before you act, succeed at a Wisdom or Perception 9 check or you are dealt 1d4+1 Poison damage.

The difficulty to defeat is increased by the number of characters at other locations.

On the check to defeat, if you do not have the Perception or Stealth skill, subtract 2 from each die.

If undefeated, bury a random card from your discard pile, then shuffle a monster and a barrier from the box into your location deck.

Illustration by Roberto Pitturu

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Season of Factions' Favor

HENCHMAN
3

COLLAPSING HALLWAYS

OBSTACLE TRAP

TYPE

BARRIER

CHECK TO DEFEAT

DEXTERITY ACROBATICS

9

OR

WISDOM PERCEPTION

11

POWERS

If undefeated, each character at your location is dealt 1d4-1 Combat damage.

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

Illustration by Forrest Imel

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Season of Factions' Favor

Adventure 3: Favors and Foes

_____ A.K.A. _____
 Player Name 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:				

☐ Die Bump Gained ☐ Die Bump Used ☐ Completed Adventure