

Season of Factions' Favor

The Pactmaster's Bargain



ADVENTURE 4-5: The Pactmaster's Bargain

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

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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 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.



THE PACTMASTER'S BARGAIN

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck*, and the *Empty Graves*, *Shifting Sands*, *Secrets of the Sphinx*, and *The Slave-Trenches of Hakotep* Adventure Decks.
- 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**, **3**, **4**, or **5**.

Read the Following Aloud:

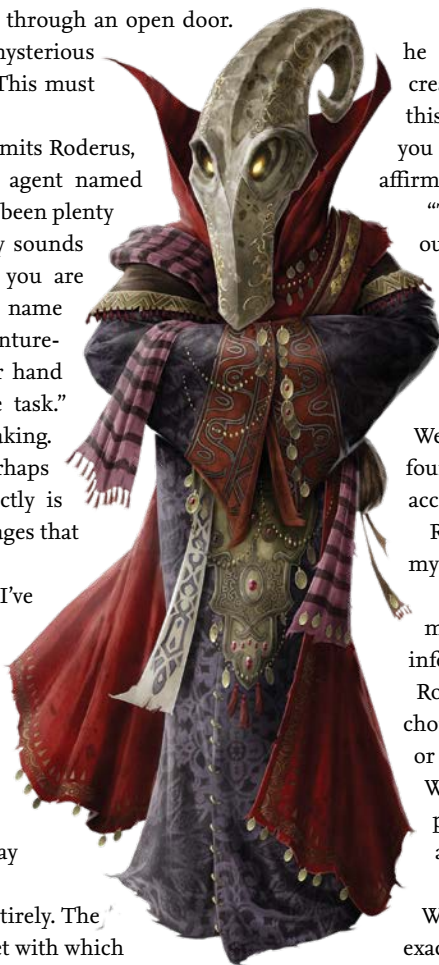
The last few weeks have been a blur. After wilting in the hot streets of Katapesh, you're relieved to at last reach the Winding Road, an inn outside the city, also secretly a Pathfinder lodge. As you descend into the basement, you overhear Venture-Captain Roderus through an open door. Just inside is a Pactmaster, one of the mysterious masked plutocrats that rule Katapesh. This must be important!

"I'm sorry, Pactmaster Krimiltuk," admits Roderus, "but I don't know of any Pathfinder agent named Panven Wikar. Desna knows that there's been plenty of stolen wayfinders, and this honestly sounds like someone setting us up. Perhaps you are wasting your time." Recognizing the name Panven Wikar, you step into the venture-captain's view and flash the Pathfinder hand signals for "important" and "continue task." He raises an eyebrow but continues speaking. "On the other hand, Pactmaster, perhaps it would be useful to know who exactly is framing us. What exactly are those damages that he caused?"

A low, buzzing voice issues forth. "I've itemized the total known damages here," the Pactmaster says as a piece of parchment flies out from inside one of its sleeves and lands on the table.

Roderus glances briefly at the parchment before staring back at Krimiltuk. "We are both aware that you did not come here expecting us to pay that amount."

Krimiltuk bows its head slightly. "Entirely. The culprit is in our custody, as is the amulet with which



COMPLETE THESE SCENARIOS IN ANY ORDER:

- 4-5A: Zarta's Assessment
- 4-5B: Money Stalks
- 4-5C: The Stars Align
- 4-5D: Temple of Light and Metal
- 4-5E: Dusk's Domain

DURING THIS ADVENTURE

The scourge die is 1d8+1.

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

If the result of your check to defeat a barrier exceeds the difficulty by 6 or more, suffer a scourge. If the result of your check to acquire an item exceeds the difficulty by 6 or more, draw an item from the box and banish a displayed card that has the Curse trait.

he caused such havoc. Your recovering a different creature and different relic is a fair trade to overlook this incident, and Wikar shall be yours to discipline as you like. Is this agreeable?" Roderus glances at you for affirmation, then nods to Krimiltuk.

"That locket broke our control over one of our aluum constructs. Recover that aluum in working condition. I'm acquainted with your organization's reputation, so I must emphasize that the aluum only has value if it returns in one piece. Second, in the desert south of here lie three small pyramids known as the Three Stars. We believe a fourth exists nearby, and within that fourth pyramid exists something that should grant us access to the other three structures."

Roderus quizzically asks, "You would have us go to a mythical location and acquire a mythical item?"

Krimiltuk replies, "We believe that it is not as mythical as it seems. We would provide enough information to you before your team headed out."

Roderus thinks before answering. "Well, if the choice is between paying a large sum we don't have or exploring, that choice is easy. We'll take that deal." With a nod, Krimiltuk teleports away, and the parchment on the table incinerates itself. There is an awkward silence.

Roderus turns toward you. "Welcome to the Winding Road, Pathfinders. Mind explaining how exactly we got here?"

REWARD

Each player unlocks the ability to play Darago from the *Wizard Class Deck* using the *Hell's Vengeance 2 Character Deck*.
Each character gains a power feat.



4-5A: ZARTA'S ASSESSMENT

Read the Following Aloud:

You explain your recent adventures to Venture-Captain Roderus, including your voyage to the Mana Wastes to recover the Atramentous Eye, a life-draining orb in possession of a riddling sphinx.

"Given its dangerous nature," you begin, "we traveled to Absalom to meet with Zarta Dralneen, head of the Pathfinder Society's Dark Archive.

"What delights have you brought back today?' Zarta asked us as she pored over the items we retrieved. She cast a spell and her eyes flashed a bright blue. 'Well, has someone been playing in the Mana Wastes? These items' auras are patchy, and their power is inconsistent. The Atramentous Eye is a dangerous exception, but there's also this one...' Zarta frowned as she pulled a monocle from the pile. 'I've seen this lens before. It can identify areas of primal magic in the Mana Wastes. But this used to be in our archives, and I don't remember anyone checking this out. If you have a moment, let's inspect the stacks nearby to make sure that nothing else is missing.'

"Zarta led us down deeper into the vaults beneath the Grand Lodge until she stopped at a door that looked no different than the other fifty we passed walking down here. 'Be careful when you go in,' she said. 'The items here are quite dangerous, and someone stealing from here without properly managing the wards can trigger a chain reaction that impacts the other objects. After all, we wouldn't want anything to happen to your adorable faces.'

"Zarta's prediction was too accurate, and too late. Inside, the remains of boxes were scattered on the ground as hundreds of items buzzed all around the series of rooms. Zarta cast some protective spells on us while saying, 'I hope you came prepared for danger.' With that, she rolled up her sleeves and walked in."

VILLAIN: NONE

HENCHMEN: NONE



PLAYERS	LOCATIONS
1	ALCHEMICAL LABORATORY
1	GUARDIAN VAULT
1	SCULPTORS' LAIR
1	WAREHOUSE
2	STONEWORK PASSAGES
3	VAULT OF HIDDEN WISDOM
4	GREAT LIBRARY OF TEPHU
5	SILVER FORGE
6	ALTAR OF RIDDLES

DURING THIS SCENARIO

After building the location decks, shuffle an item into each location deck and display Paracountess Zarta Dralneen (proxy with the villain Imanish) next to the scenario.

When you fail to acquire an item, you are dealt 1d4 Combat damage; shuffled the item into its location deck. When you acquire an item, you may display it next to its location then you may immediately attempt to close that location.

When you would close a location, you may bury 3 items from your hand and/or displayed next to that location; if you do not, the location does not close.

To win, close all but 1 location.

REWARD

Trader: Trove of Tef-Naju

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in his deck with the item Chest of Keeping. At the end of each scenario, return that card to the game box.

Development:

You continue with your story for Venture-Captain Roderus.

"Gathering all the items and wrestling them back into their containers proved exhausting. Zarta reviewed a nearby ledger with irritation while taking inventory. 'Not only was the monocle missing,' she said, 'but there were several additional objects absent, including a locket that I was pretty sure was possessed. None of these items are marked as missing on here, which means we need to talk to the archivist responsible for this area...' She peered at

her records before pointing to a name. 'Panven Wikar. He's worked here for several years, so if he's been helping smuggle artifacts from the Grand Lodge, we have a bigger problem. I'd say we both have many questions, and I doubt we'll have many answers unless you track down this man.'

"Our investigation led us to Katapesh, where Wikar was hoping to sell some of the stolen relics in the marketplace."

Roderus thoughtfully considers your words. "That is indeed an interesting story."



4-5B: MONEY STALKS

Read the Following Aloud:

Roderus listens as you finish your tale. “Well, it would seem that you’re on the right track. Panven Wikar has made a right mess of the Lower City Bazaar, so our deal with the Pactmasters seems quite generous. I recommend you track down that aluum construct, and I’ll gather the supplies for a trek down the coast.”

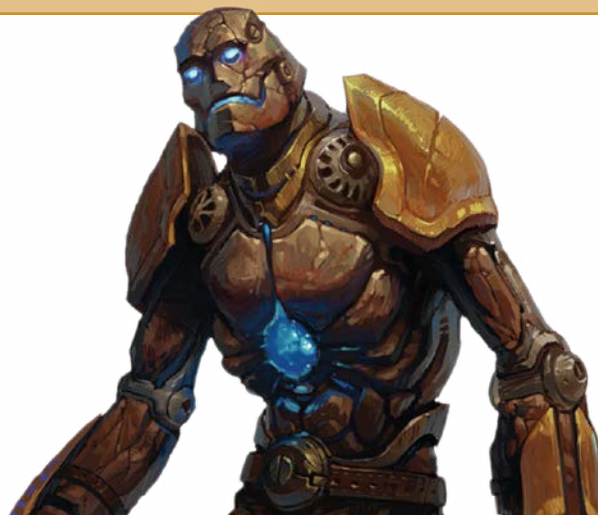
You have heard of these aluum constructs before. They are powerful golems created to maintain order in Katapesh when other forms of populace control fail. No matter where one goes in Katapesh, an aluum is close at hand.

Leaving the Pathfinder lodge, you make your way to the Lower City Bazaar to ask questions and grease palms. From what you’ve heard, the aluum was completely calm before a terrifying howl emerged from somewhere in the crowd and a cloud of ghostly faces entered the aluum’s body. The construct immediately lashed out and sprinted away, throwing aside bystanders as it went. Following the trail of witnesses and devastation leads to the Azure Star, a popular cantina in the Lower City’s heart.

The Azure Star has seen far better days. Some of the giant tent’s poles have been knocked out, tearing free several massive spikes that kept the structure taut. Inside you find a mess of smashed tables, torn pillows, scattered coins, and fallen patrons. You check one of the bodies, determining he died by blunt force trauma to the head, but there are also a lot of tiny bruises and gashes on his legs and torso, as if he were attacked by many small objects.

The larger damage is clearly the aluum’s work, but the smaller wounds are unexpected. You think back to what you know of aluums: they’re giant metal golems built to maintain order in Katapesh. Whereas most golems contain an elemental spirit, though, a host of prisoners’ souls powers each aluum—proof that the Pactmasters are efficient but hardly forgiving. Wait, didn’t Zarta say that the locket was possessed? How might that have interacted with the aluum’s captive souls?

As if answering your question, the scattered coins begin rattling and floating with wordless malice. Shrieks from outside draw your attention, and the looming silhouette of some giant appears through the tent’s fabric. It seems whatever was in that locket found a new home, and it’s about to go on another rampage!



VILLAIN: NONE

HENCHMEN:



ALUUM (PROXY WITH ALCHEMICAL GOLEM)



COIN SWARMS (PROXY WITH FIRE SPIRITS)

PLAYERS

LOCATIONS

1	CANNY JACKAL
1	DYE MARKET
1	PRECINCT OF LEFT EYES
2	SMOKING DEN
3	VIZIER'S HILL
4	GLASS PAVILION
5	TOOTH & HOOKAH
6	CARAVANSERAI

DURING THIS SCENARIO

When you defeat and display a Coin Swarm henchman, you may immediately attempt to close the location it came from.

When you close a location, before closing, search the location deck; you may choose 1 card and shuffle it into a random other open location deck.

When you defeat the henchman Aluum, shuffle the villain Canopic Soul into your location deck. To win, defeat and corner the Canopic Soul.

REWARD

For the rest of the Adventure Path, your trade cost for Trove of Tef-Naju is reduced by 1 card (to a minimum of 1).

For the rest of the Adventure Path, when you would fail a check to acquire, you may bury a card to add 2.

Development:

You certainly didn’t leave the Azure Star in better shape than you found it, but you didn’t let the aluum get away, either. The nonchalance with which the Zephyr Guards regarded the battered golem you left on the Pactmasters’ doorstep suggests that they really do see everything in Katapesh.

Roderus is far more upbeat. “Excellent work! But the job is only half done. I’ve gathered your supplies, and the desert awaits.”

You steel yourself for a trip that will not be as comfortable as your urban setting is now. The desert is hot in eastern Katapesh, and quite unforgiving.



4-5C: THE STARS ALIGN

Read the Following Aloud:

Roderus lays out a map of eastern Katapesh on the table. “The Three Stars are a trio of low pyramids to the southwest.” He taps the map. “A century ago, a team of Pathfinders much like you tried to explore the site, but they made little progress. Assuming that the Pactmasters’ new information is accurate, this could unlock a very old mystery. There are numerous obelisks surrounding the pyramids, and the documents say there is a process by which one could activate these obelisks, causing their crystalline tips to glow and trace lines between each other in the order they’re triggered. If activated in the proper order, the intersecting beams will trace an eldritch symbol that calls a fourth pyramid onto the Material Plane.

“That all sounds simple, but how you actually activate the obelisks and in what order is a conundrum. The Pactmasters’ agents couldn’t figure it out, but from their incomplete notes, I think there’s enough to piece together the proper sequence and technique. Expect to do some experimentation. I’ve packed some magical supplies for you that should help.”

After thanking the venture-captain and finishing last-minute preparations, you set out towards the Three Stars. The voyage is an excellent opportunity to look through the venture-captain’s supplies. He wasn’t kidding about leaving some magical help. There are scrolls galore in this pack, doing everything from calculating complex math in the blink of an eye to translating old and forgotten languages flawlessly. This is quite impressive.

Fortunately your precautions against danger on the trip were not needed, and you arrive at the Three Stars with little trouble. From up close, the pyramids looked majestic, although perhaps a bit smaller than you expected. It was said that each of the Stars housed a being from another world, and this was meant to be their resting place. The fact that they seemed untouched by erosion lends credence to this theory of otherworldly construction.

It’s not long before you find the obelisks right where the map indicates. Each is covered with scores of different symbols you’ve never seen before. You sigh. Time to experiment!



PLAYERS LOCATIONS

1	GARDEN OF OSSUMENTALS
1	SCORCHED OBELISK
1	TOWERING OBELISK
2	ELEMENTAL TRENCHES
3	THORNSCRUB
4	SCORCHED RUINS
5	WINDSWEPT CHASM
6	SULFUR PITS

VILLAIN: NONE

HENCHMEN:



SEKREPHERES

DURING THIS SCENARIO

All characters start at the Garden of Ossumentals. If your location does not have the henchman Sekrephere displayed next to it, you may not move. You may move only to the first open location on the location list that does not have a Sekrephere displayed next to it.

The difficulty of checks to defeat a Sekrephere is increased by the number of displayed Sekrepheres.

At the end of your turn, if there are fewer than 3 Sekrepheres displayed, recharge an ally or blessing.

To win, close all locations.

REWARD

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.

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

Development:

The calculations became much clearer when you realized that math underlying it changed depending on the phases of the moon. You didn’t recognize the symbol created by the beams of light, but once you created it, a fourth pyramid appeared seemingly out of thin air, its spire glowing a brilliant

blue. It seems that you have succeeded where others have failed—you’ve found the Fourth Star!

The Pactmaster should be pleased. You wish you knew whether that was a good thing. Just once, you’d like to see behind Krimiltuk’s mask to gauge his true intentions as easily as he knows yours.



4-5D: TEMPLE OF LIGHT AND METAL

Read the Following Aloud:

After circling the Fourth Star several times, you uncover an entrance and make your way inside. The giant glowing spire channels the obelisks' light, directing it deep into the pyramid's interior and illuminating the main chamber in an azure glow. Where it shines, runes and doorways appear, disappearing as soon as the light in that area dims. This is no language you've ever seen, much less translated. Fortunately that's where the venture-captain's supplies come in handy. One magical scroll later, you're reading the runes fluently.

"We are very sorry," the runes read. "We meant no harm. When we arrived, we found a city that was fractured, chaotic, and wild—so unlike the beings we worshipped. We tried to correct the city to remake it in our image, but our process became more destructive than we had imagined. We struggled to make it right but concluded that our efforts would only hurt more. Instead we left behind a measure of our power. Our hope is that when you have the capacity to understand it, unlock it, and wield it, you can direct this power to healing this land in a way that fits the inhabitants' needs rather than fitting the designs of trespassers ignorant of your ways."

You were not expecting the runes to yield an apology. Certainly, these ancient beings must have had at least a little time to rue their achievements before the end came.

These powerful beings may have destroyed a portion of Katapesh long ago, but they reference a latent power that no doubt interests the Pactmasters. How is it, though, that Krimiltuk knew of this place? No matter; you have a bargain to uphold, and you know that something in this pyramid should grant access to the other three "stars." Each hallway extends for hundreds of feet, though from the size of the pyramid's exterior, you're sure that the inside shouldn't be this large.

As you explore one hall, you find a pedestal from which a strange figurine has toppled. As you place it back on the pedestal, the entire hall begins to hum and glow. Is this the start of some puzzle? You remove the tiny statue, and the humming stops. But in its place, you can hear the ominous footsteps of something wandering the pyramid. The doesn't seem to be much time to solve this particular riddle!

VILLAIN: NONE

HENCHMEN:



WARRIOR DOLLS



ELEGIAC COMPASS



TEPHU LIBRARIAN



KEFERUZAGRA



SKY PHARAOH GUARDIANS

PLAYERS

LOCATIONS

1	ALTAR OF RIDDLES
1	RUINED TEMPLE
1	STONWORK PASSAGES
2	SILVER FORGE
3	GREAT LIBRARY OF TEPHU
4	SCULPTORS' LAIR
5	VAULT OF HIDDEN WISDOM
6	GUARDIAN VAULT

DURING THIS SCENARIO

After building the location decks, make a stack of the loots Bronze Sentinel and Life Lantern and a number of Elusive Knowledge henchmen (proxy with Fire Spirits) equal to the number of players. Shuffle 1 card from this stack into each location deck.

At the start of your turn, examine the top card of your location deck; if it does not have the Trigger trait, put it on the bottom of an open location deck.

When you acquire a boon or defeat a bane, you may shuffle it into a location deck.

When closing a location, before closing, search the location deck and choose 1 card; shuffle it into another location deck.

At the end of your turn, if the number of Elusive Knowledges displayed is equal to the number of characters, you may search an open location deck. If the deck has exactly 5 cards, 1 each of adventure deck numbers 1, 2, 3, 4, and 5, you win the scenario; if it does not, discard 1d4 cards from the top of your deck.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Life Lantern and 1 character may temporarily replace 1 item in his deck with the loot Pharaoh's Key. At the end of each scenario, return the loot to the game box.

Development:

Each hall held its own pedestal and a variety of artifacts, but figuring out the right relics to place on each one took some work. As you place the last, a beam of light shoots from each doorway to the pyramid's central room, forming a pedestal of light atop which rests a trio of lanterns.

Three lanterns, three pyramids? You grab the set, hoping these are what the Pactmasters seek. There is a booming of thunder outside the pyramid, suggesting you must have done something right. Or something very wrong.

It is time to find out which.



4-5E: DUSK'S DOMAIN

Read the Following Aloud:

You gather together the lanterns and the other treasures you acquired inside the Fourth Star before heading outside. When you had entered, the sky was cloudless and calm. As you emerge, though, a gathering storm rumbles with displeasure overhead. All the while, the obelisks pulse and shudder with each thunderclap, and the other three pyramids' peaks glow faintly with the inclement weather. Intriguing as the sight is, it's past time for you to leave.

Dust whips at your face as you cross the rocky terrain toward the perimeter of obelisks. An immense bird hurtles from the clouds, its body arcing with green lightning as it alights atop one of the pyramids. Its glowing eyes take in its surroundings before honing in on you. "TRESPASSERS! THIEVES! I AM DUSK-TAKER, LORD OF ALL I SURVEY!" The storm above crackles angrily as if feeding on this creature's words. "THESE PYRAMIDS ARE MINE, AND THEIR CONTENTS BELONG TO ME. NOW A NEW PYRAMID APPEARS, AND WITH IT BURGLARS WHO WOULD STEAL MY TREASURES!"

This is the first you've heard of Dusk-Taker, so its claim seems somewhat dubious. However, such a massive bird would easily pick you off if you tried to flee across the open desert. No, you'll need to find some way to scare off Dusk-Taker for good. Hoping to get closer, you circle around a pyramid for cover. As you approach, though, the monument's spire glows more brightly, and one of your lanterns begins radiating a similar light. Could this be the power referenced inside the Fourth Star? As you reach the other side and can see Dusk-Taker again, you can see that it's flapping excitedly and apparently drinking in its own pyramid's energy. Screeching with delight, it spits a bolt of green energy toward you, narrowly missing. Worse, where the ground is still sizzling from the attack, a towering beast of sand and stone is pulling itself from the earth.

Escape is no longer an option; it's time to fight. The bird is so massive, he could easily carry you across the desert, never to be found again. Better to slay him on the spot, if you can. You can't risk Dusk-Taker stealing the secret of the Three Stars!



VILLAIN:



DUSK-TAKER

HENCHMEN:



OSSUMENTAL SWARMS

PLAYERS

LOCATIONS

1	FIVE-POINTED SUN
1	SULFUR PITS
1	VOLCANIC VENTS
2	WINDSWEPT CHASM
3	GARDEN OF SYMMETRY
4	SHIFTING DUNES
5	SCORCHED RUINS
6	ELEMENTAL TRENCHES

DURING THIS SCENARIO

The location Five-Pointed Sun cannot be temporarily closed.

At the end of each turn, if the Five-Pointed Sun is unoccupied, add a monster from the box to the top of that location deck.

After you defeat and banish the henchman Ossumental Swarm, if the location deck it came from has 6 or fewer cards, you may immediately attempt to close that location.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in his deck with the ally Freed Soul and 1 character may temporarily replace 1 ally in her deck with the ally Sand Elemental. At the end of each scenario, return those allies to the game box.

Development:

With Dusk-Taker defeated, you're free to return to Katapesh and finish the deal. The Pactmasters quickly deliver Panven Wikar and the locket back to the Pathfinder lodge. Wikar doesn't look like he's enjoyed his time with the Pactmasters, and you barely need to press him before he starts talking.

"Look, I don't have any of the other items! They were all delivered to a Gebbite Blood Lord named Stavros. I just gave them

to Nyctessa so she could deliver them. Her eyes were all glassy, though—she wasn't in control of her actions. Stavros has got enough artifacts to knock out a couple other Blood Lords, so watch out!"

Stavros? This isn't the first time that vampire has crossed you. But with Wikar's information, you're ready for a final confrontation.

Let's see if Stavros is ready for you.

Season of Factions' Favor
FAVOR 5

DARK ARCHIVE'S FAVOR



POWERS

When this card is discarded from the blessings deck, draw a number of items from the box equal to the number of open locations. Banish any number of them, then shuffle each remaining item into different open locations.

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

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Season of Factions' Favor
COHORT 5

PARACOUNTRESS ZARTA DRALNEEN



**HUMAN
ARISTOCRAT
BARD**

POWERS

While displayed, any character may recharge a card to add 1d6 to his check.

While displayed, at the end of a character's turn, she may bury a card from her discard pile to recharge a card from her discard pile.

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Season of Factions' Favor
HENCHMAN 5

ALUUM



**CONSTRUCT
GOLEM**

TYPE
MONSTER

CHECK TO DEFEAT
FORTITUDE
WISDOM
6

THEN
COMBAT
14

POWERS

The Aluum is immune to the Attack, Mental, and Poison traits.

The difficulty of the combat check to defeat is increased by 1d10.

If undefeated, end your turn.

Illustration by Eva Widemann © 2018 Paizo Inc.

Season of Factions' Favor
HENCHMAN 5

COIN SWARM



**CONSTRUCT
SWARM
VETERAN**

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
6

POWERS

The Coin Swarm is immune to the Mental and Poison traits.

The difficulty to defeat is increased by twice the scenario's adventure deck number. If the check to defeat does not have the Attack trait, the difficulty to defeat is additionally increased by 4.

If you do not defeat the Coin Swarm by at least 4, shuffle it into the deck it came from; it is still defeated.

If defeated by 4 or more, but by less than 10, you may display this card next to the scenario. While displayed, any character may banish this card to add 1d12 to any check to acquire.

Illustration by Jeff Carlisle © 2018 Paizo Inc.

Season of Factions' Favor
HENCHMAN 5

ELUSIVE KNOWLEDGE



**TRIGGER
CACHE**

TYPE
BARRIER

CHECK TO DEFEAT
KNOWLEDGE
PERCEPTION
10

POWERS

When you examine or defeat this card, display it next to the scenario, and you may draw a spell from the box.

When you encounter this card, evade it.

Illustration by Chris Seaman © 2018 Paizo Inc.



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#
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Taking Reward?	Tier		<input type="checkbox"/>	
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