



# Season of Factions' Favor

## Blood Lord's Lament



# ADVENTURE 4-6: Blood Lord's Lament

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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.



# BLOOD LORD'S LAMENT

## This Adventure Requires:

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set* including *The Half-Dead City*, *Empty Graves*, *Shifting Sands*, *Secrets of the Sphinx*, *The Slave-Trenches of Hakotep*, and *Pyramid of the Sky Pharaoh 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, 5, or 6**.

## Read the Following Aloud:

**L**ike an heirloom jigsaw puzzle, each new revelation about the Pathfinder Society's betrayal at the hands of Muhlia al-Jakri reveals pieces of the predicament you never knew existed. Your heroic efforts in Qadira, the Mana Wastes, and Katapesh have uncovered the former faction leader's theft of numerous artifacts from the Society's Grand Lodge in Absalom. You've even managed to recover some of these priceless relics before they could fall into dastardly hands. But, deep in the howling desert, you learned a sickening truth: The Society's most powerful stolen artifacts are still at large and en route to Geb, land of undead overlords. Worse, the artifacts' buyer is none other than the vampire Stavros Nightcrescent, one of the powerful Blood Lord leaders of the Gebbite capital Mechitar.

The few details you gleaned from this discovery paint a sobering portrait. The relics bound for the Blood Lord harbor immense necromantic powers, including the ability to transform creatures into vampire spawn under the user's control. Another leaches the power of Hell into individuals, greatly empowering them but forging a tendril between victims and the infernal realm. You can't know what Nightcrescent plans to do with these artifacts, but considering the possibilities fills you with dread. This is power whose misuse could reverberate across the Garundi continent, not to mention the entire Inner Sea region. Your stomach drops like a rock as you realize that, somehow, you must reclaim these relics from Stavros before the unthinkable happens.

Straight away, you set up a meeting with Pactmaster Krimiltuk in Katapesh, where your journeys have led so far. Amid plush carpeting, wafting incense, and gleaming sandstone walls, you relate a to-the-point version of your predicament. You must get into Geb to thwart a powerful vampire's plans. You must do it now, but surviving in the undead capital with such sole aims is surely a suicide mission.

The Pactmaster presses a long, bony finger to their masked mouth in thought. Their voice crawls from their throat like the hiss of chafing husks.



## COMPLETE THESE SCENARIOS IN ANY ORDER:

- 4-6A: The Bellator Mortus Gamble
- 4-6B: In Death's Shadow
- 4-6C: Hunted in the Undead City
- 4-6D: Face of Fatality
- 4-6E: Revenant Court Revealed

## DURING THIS ADVENTURE

The scourge die is 1d10.

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

When you examine a non-villain card that has the Undead trait from a location deck, recharge a card, then encounter the card you examined.

If the result of your check to defeat a card that has the Undead trait does not exceed the difficulty by 6 or more, suffer a scourge.

"I can offer you no aid in this scheme," they admit. "But perhaps we can strike a deal. At this moment, the Pactmasters prepare a trade delegation to Mechitar. The wizard-king's laws protect our delegates to an extent, but we are in need of more visible security. Not all who meet living merchants in that undead land respect the power of our gold."

Through their domed mask, the Pactmaster's gaze is shrewd and inquisitive. Without ever asking the question, they clearly expect an answer.

It's brilliant, really. Serving as hired swords would allow you to traverse Mechitar without arousing suspicion. It'll take stealth and subterfuge, but you just may be able to thwart Nightcrescent without alerting any of Mechitar's voracious undead.

Without hesitation, you answer Krimiltuk. They nod and begin drawing up an employment contract.

You leave at dawn.

## REWARD

Each player unlocks the ability to play Meligaster from the *Occult Adventures 1 Character Deck* using the *Bard Class Deck*, and Lem from any set or deck using the *Occult Adventures 1 Character Deck*.



# 4-6A: THE BELLATOR MORTUS GAMBLE

## Read the Following Aloud:

**T**he journey south to Mechitar begins quietly enough, as the Katapeshi merchants turn out to be as taciturn as their Pactmaster benefactors. The exception is Tirah Dolreshi, a human diplomat who has thrown quips your way from the moment you left the City of Trade. Through drips of allusion from the merchants, you learn that Dolreshi is an expert in Katapeshi-Gebbite relations, and that she is especially skilled in the distasteful task of parlaying with the undead nation's powerful leaders.

The surrounding landscape shifts from languid deserts to the arid plains of southern Katapesh, and you begin to form a friendship with Dolreshi. Soon, the bizarre dust storms of the Mana Wastes come into view, and you realize that she might be the only one who can help. When you entrust her with the details of your mission, she nods and uses her headscarf to wick away the sweat beaded on her face.

"You can't try this alone, my brave friend," she says, adopting a pensive stance.

"Nightcrescent does have a list of enemies that includes some Blood Lords. And each member of the Bellator Mortus—Mechitar's city guard—is in the pocket of a specific lord. If you could convince the right guards that ol' Stavros Nightcrescent is rising against their masters, I bet they would help you infiltrate the vampire's manor. When a fight inevitably breaks out, that's your chance to steal the relics back and leave."

You remind Dolreshi that the Pathfinder Society must ensure that *none* of Mechitar's Blood Lords get hold of those artifacts.

"Of course!" the diplomat says, chuckling. "Don't tell the guards that artifacts are involved at all!"

Dolreshi uses a charcoal nub to scribble the names of three guards on a scrap of parchment.

"Varanthe the Paralyzer, an undead assassin. Morteveia Strassel, a ghost. And Xandhul Bloodsbane III—a rather nasty

**VILLAIN: NONE**

**HENCHMEN:**

? RANDOM ALLIES

## PLAYERS LOCATIONS

1	CHISEK'S TOMB
1	HALL OF BLESSED REBIRTH
1	PEASANT TOMBS
2	MAUSOLEUM
3	EMBALMING PARLOR
4	SEPULCHER OF THE SERVANT
5	GARDEN OF SYMMETRY
6	GREAT LIBRARY OF TEPHU

## DURING THIS SCENARIO

When you acquire an ally, you may summon and encounter the henchman Varanthe the Paralyzer, Morteveia Strassel, or Xandhul Bloodsbane III, then you may attempt to close your location. (If the henchman is defeated, you may display it per its power.)

To win the scenario, all locations must be closed while Varanthe the Paralyzer, Morteveia Strassel, and Xandhul Bloodsbane III are displayed.

man, but the one scheduled to meet our delegation, and the thrall of a Blood Lord who particularly hates Nightcrescent."

Your friend's grave expression makes the next part clear.

These are the monsters you must convince, and you must do it all without them learning the truth. Or letting them rip your entrails out through your eyes. But mostly without them learning the truth.

As the onyx pyramids of Mechitar peek over the horizon, you fight the feeling that you might be walking into your own grave.

## REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in his deck with the ally Sehela and 1 character may temporarily replace 1 ally in her deck with the ally Tomb Artisan.

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

## Development:

**P**erhaps Dolreshi whispered into the right rotting ears, or perhaps your tongue is simply more silver than you thought. Either way, you invented elaborate schemes to attribute to Nightcrescent, and you convinced three high-ranking members of the Bellator Mortus to gather evidence about the vampire's alleged plots against their masters. The guards are waiting for your signal at their posts, practically salivating at the thought of subduing a Blood Lord and reaping their benefactors' generous rewards.

Now comes the hard part.

You, two voracious undead women, and one viciously evil man must break into the certainly well-fortified manor home of Stavros Nightcrescent in the heart of Mechitar. Then, you must spark a battle between all parties, slip through the chaos, and steal back the Pathfinder Society's missing artifacts.

Then you must escape with no one, including the vampire or the guards, aware of your real schemes. Somehow, you must make it out of the undead kingdom alive.

It's going to be a long day.





# 4-6B: IN DEATH'S SHADOW

## Read the Following Aloud:

In the undead capital, the sun blazes just as crimson when it rises—but crawling beneath your skin are the hisses of the unliving. The city's ghouls, zombie lords, mummies, and other horrors retire from their predatory night prowls. As a living being, you're a marked minority in Mechitar. Even though law here protects international traders, you know that not all the city's inhabitants mind the law. Besides, your forays with the Bellator Mortus are most certainly not protected, since you've taken pains to hide your affiliations with Katapesh. Morning makes you feel a bit safer, since you know that fewer undead are roaming the streets.

This morning, however, you feel a distinct lack of comfort. You're standing in front of Sellortia, a looming manor in the heart of Mechitar that's built in an Ancient Osiriani style. With fanged gargoyles hanging off the parapets, the manor stands in the shadow of a thousand-foot-tall onyx pyramid—an alcazar of one of the city's most powerful Blood Lords. Sellortia is the home of Stavros Nightcrescent, himself a powerful figure in Mechitar's government.

Circling behind you are the undead assassin Varanthe the Paralyzer, the ghast Mortevia Strassel, and the wicked human Xandhul Bloodsbane III. They're each members of the city's ruthless Bellator Mortus guard, and they believe you're about to infiltrate the vampire's home to gather proof that he plots against their respective masters.

The sickly-sweet smell of bloated meat wafts to your nose, and you know that Varanthe is behind you before you even hear the undead assassin's rasping voice. "This is it," she says, her meat shank of a tongue lolling from her desiccated mouth. "That flea Stavros's home. I hunger for the evidence you promise."

The ghast slinks up beside you. "Yes," Strassel sneers. "We'll crack his ribs and drain every drop of stolen blood from his rosy cheeks. Right?" She turns to Bloodsbane, whose vicious growls expose his teeth filed to points.

You swallow your fear and fix the guards with what you hope is a stern glance. Stick to the plan, you tell them:

**VILLAIN: NONE**

**HENCHMEN: NONE**

PLAYERS	LOCATIONS
1	FIVE-POINTED SUN
1	FORGERY OF RA
1	HALL OF WINGED CHAOS
2	HALL OF THE CROCODILE KINGS
3	ETERNAL ARENA
4	RUINED TEMPLE
5	GUARDIAN VAULT
6	SCULPTORS' LAIR

## DURING THIS SCENARIO

After building the location decks, shuffle the following henchmen into these location decks: Aiveria into Five-Pointed Sun, Mockery of Ra into Forgery of Ra, Thundercloud of Set into Hall of Winged Chaos, Brass Golem into Eternal Arena, Shendakut into Hall of Crocodile Kings, Usij Ghul (proxy with Fire Spirit) into Ruined Temple, Sky Pharaoh Guardian into Guardian Vault, and Kixexa into Sculptors' Lair. Display the henchmen Varanthe the Paralyzer, Mortevia Strassel, and Xandhul Bloodsbane III next to characters.

Characters cannot start at the location Five-Pointed Sun.

If your location is open, you may not move.

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

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

To win, close all locations.

infiltrate Sellortia, get evidence of Nightcrescent's plots, and get out. You'll all share the profits afterward. Little do they know that you have absolutely no intention of slipping past Nightcrescent unnoticed.

In fact, you're counting on the vampire to start a fight.

## REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Cartouche of Protection and 1 character may temporarily replace 1 armor in his deck with the loot Kheprish of Refuge. At the end of each scenario, return the loot to the game box.

## Development:

It was never foolproof, but you're shocked at exactly how overambitious your scheme really was. Nightcrescent's manor was far better protected than you imagined, and you and your unlikely compatriots fought all manner of ordeals where you least expected them. You obtained none of the false proof you promised the guards, nor were you able to create the distraction needed to find what you truly sought: the Pathfinder Society's stolen relics.

But you survived, and the guards are looking to you now for a new plan. That, or perhaps they're considering destroying you. These, you realize, are not mutually exclusive options. But they do suggest they'll let the first happen before the second.

You can salvage this, you insist. You just need some time. The guards nod suspiciously and disperse, and just like that, you're left to your own devices on Mechitar's streets.



# 4-6C: HUNTED IN THE UNDEAD CITY

## Read the Following Aloud:

Your nerves thoroughly shaken after your close call in Sellortia, you slink back onto the relatively safe daytime streets of Mechitar. Despite your exhaustion, you fix your features with what you hope is an intimidating scowl. A few hooded ghouls pass by you, taunting you with hisses and jeers of “*fresh meat!*” but none move to attack. A few blocks from Stavros Nightcrescent’s manor, you toss back your cloak, revealing the badge that marks you as a protected trader in the city of the undead. You hope it’s enough to keep the voracious undead from your throat while you travel back to the Katapeshi embassy where you’re staying.

Today, it’ll suffice, it seems.

The next fortnight passes relatively peacefully. You accompany Tirah Dolreshi and the other Katapeshi delegates to their meetings with the Gebbiters, some inside a few alcazars belonging to particularly powerful Blood Lords. You even venture across the tainted River of Rot, the putrid canal’s waters a bubbling morass, to attend a sit-down with the undead nation’s treasurer. All the while, you watch your intractable companions forge economic deals and diplomatic relations with some shockingly evil beings. This is a shockingly dull routine, given that you’re a living being in a city of undead who’d rather eat you than parley.

All seems well until a zombie courier arrives in the embassy, a bloody sack clutched in its hand. Grimacing only slightly, Dolreshi accepts the delivery on behalf of Katapesh. When she looks inside the bag, however, she’s baffled.

But you’re not.

The bag is filled with about a half-dozen bloodied teeth, their ends ground to a fine point—the carefully filed fangs of Xandhul Bloodsbane III. This human guard with the Bellator Mortus was assisting you against the vampire Blood Lord Nightcrescent on false pretenses. The note inside the bag reads: “You infiltrated my

## PLAYERS LOCATIONS

1-6	CHISEK’S TOMB
1-6	CRYPT
1-6	MUMIA LAB
1-6	SEPULCHER OF THE SERVANT

## VILLAIN: NONE

## HENCHMEN: NONE

## DURING THIS SCENARIO

When building the location decks, set aside the monsters and barriers, then shuffle them into a siege deck. Shuffle into the siege deck the villain Devourer Assassin (proxy with Imanish) and a number of barriers, monsters, and Ossumental Swarm henchmen from the box each equal to the number of characters. Shuffle an additional ally from the box into each location deck, then put the henchmen Morteveia Strassel (proxy with Alchemical Golem), Varanthe the Paralyzer (proxy with Mining Construct), and Xandhul Bloodsbane III (proxy with Paracletus) on the bottom of different location decks. Display the support card Defensive Stance next to this card.

When you would encounter the Devourer Assassin, if there are 5 or more other cards left in the siege deck, banish the top card of your location deck, then shuffle the Devourer Assassin into the siege deck.

When a card would be banished from your location deck, you may instead banish an ally or a blessing.

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

life. Now, I’m infiltrating yours. Consider your allies forfeit. You, however, I ruin last.” The message is signed with only an initial: S.

It seems Stavros Nightcrescent was not blind to your identity or your failed plan. Now he’s after you and all your allies in Mechitar. You’re going to need all the help you can muster if you’re going to fend off his attacks!

## REWARD

The party gets all boons remaining in location decks. Each character chooses ally or blessing and adds a card of that type from the game box to the cards acquired during this scenario.

Record on your chronicle sheet which of the henchmen Varanthe the Paralyzer, Morteveia Strassel, and Xandhul Bloodsbane III were in location decks at the end of the scenario. For the rest of the Adventure Path, before drawing starting hands, each character may display 1 of the recorded cards.

## Development:

You couldn’t save all your allies in Mechitar, but you at least secured some of your Katapeshi friends’ safety. For now, it seems like many traders whose names and prestige have protected you in this wretched city are out of danger.

Perhaps just as important, you now know the truth. It wasn’t Nightcrescent who hunted your contacts, but a devourer assassin who works at the vampire’s behest. You came across hints of the assassin’s identity as you rushed to protect your allies, but the

glimpse you saw just now of a walking, dry, heaving corpse with jagged ribs left no question.

The bad news, however, is that you know the devourer will return to attack you at any moment.

Unless, of course, you bring the fight to the assassin. To do that, you’re going to need even more help.

And you’re going to have to ask for that help from the captain of the guards you just got killed.





# 4-6D: FACE OF FATALITY

## Read the Following Aloud:

Just a few months ago, the idea of calmly presenting facts to one of the most bloodthirsty men in a city full of vicious undead would have turned your stomach in fear and disgust.

Now, however, you're a veritable ambassador of reason. You sit face to face with Guard Captain Marden Gilpher in the Cinerarium, the enormous pyramid of polished jet at the center of Mechitar. Gilpher is the leader of the Bellator Mortus and the muscle behind the Blood Lords' power in Mechitar. The stories about Gilpher's gleeful ruthlessness are practically legendary in most corners of Garund. They say he publicly executes a dozen traitors to Geb each week, wielding his own machete and only the loosest interpretation of Mechitar's laws.

You're not exactly innocent when it comes to flouting the Blood Lords, given your plot to recover the Pathfinder Society's artifacts from the home of the vampire Stavros Nightcrescent. However, despite your nervousness, you calmly lay out the facts of the situation to the guard captain.

A devourer assassin in the employ of Nightcrescent has murdered some of the Bellator Mortus. The devourer has also targeted Katapeshi traders—actions that, by any measure, are illegal under the city's laws protecting approved agents of international commerce. Your voice is as clear as the Cinerarium guard's is stagnant. You need Gilpher's help to confront the devourer. And you want Nightcrescent arrested for his crimes against the Katapeshi.

Gilpher brings a long-nailed hand up to his brow in thought before he responds. "If you expect me to arrest a Blood Lord for the indiscretion of targeting living visitors," Gilpher says, snarling cruelly, "the only crime here is that you've wasted my time. But the devourer attacking my guards is another matter."

Gilpher rises abruptly, knocking severed zombie heads and dusty bones off his desk. "That *will not* stand," he declares. The guard captain stalks out of his office and motions for you to follow. "Come on, blushing fools. I'll have the devourer in chains within the hour."

### VILLAIN:



DEVOURER ASSASSIN (PROXY WITH IMANISH)

### HENCHMEN:



KOR-AHN TUK



THE VILLAIN SKY PHARAOH'S FANG



THE VILLAIN SENSURET THE TRIBE-EATER



OSSUMENTAL SWARMS

### PLAYERS

### LOCATIONS

1	ETERNAL ARENA
1	GHOUL SQUARE
1	RUINED TEMPLE
2	MUMIA LAB
3	VAULT OF HIDDEN WISDOM
4	SCORCHED OBELISK
5	MAUSOLEUM
6	PEASANT TOMBS

### DURING THIS SCENARIO

Cohort: Guard Captain Marden Gilpher (proxy with Fire Spirit)

Treat the villains Sky Pharaoh's Fang and Sensuret the Tribe-Eater as henchmen. When you defeat Sky Pharaoh's Fang, Sensuret the Tribe Eater, or an Ossumental Swarm, you may immediately attempt to close the location that it came from.

When a bane that has the Undead trait is undefeated or you fail to acquire an ally or blessing, display the top card of the blessings deck next to the scenario. The combat difficulty to defeat the Devourer Assassin is increased by the number of displayed blessings.

## REWARD

Each character chooses a type of boon other than loot and adds a card of that type that has an adventure deck number of 6 from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

## Development:

Although the guard captain had no compunction marching straight to Sellortia, neither did Nightcrescent's devourer and its lackeys shy from meeting you in the city's streets. What ensued were predictable but vicious battles, and ones you barely escaped alive, thanks in no small part to the merciless Guard Captain Marden Gilpher.

With the devourer dispatched, however, the guard captain has exacted his revenge for his murdered guards. As soon as the

shriveled undead creature's body sloughs apart, Gilpher sneers in wicked delight. Without another word, he strides away, leaving you yet again alone in front of Blood Lord Stavros Nightcrescent's home.

You could leave, too. But, with his assassin vanquished and his defensive resources likely weakened, you figure that the best time to strike against the vampire—and finally retrieve the Pathfinder Society's relics—is now.





# 4-6E: REVENANT COURT REVEALED

## Read the Following Aloud:

You've been here before, you whisper over and over, like a mantra to convince yourself that no monster lurks in the darkness ahead. You've infiltrated Sellortia's looming halls before, crawling over its gargoyle-clad parapets to avoid searing traps, ducking in and out of alcoves past monstrous guardians made of flesh and stitches. This time you know the manor's defensive secrets, and you're determined to outwit them.

But this time, you don't have the backing of powerful Bellator Mortus guards. And this time, you're keen to avoid the manor's master, a vampire Blood Lord. Stavros Nightcrescent is an evil of practically mythic proportions, yet he is a tiny speck of wickedness in the sea of depravity that is Mechitar. You're simply here to sneak into Sellortia's catacombs, find artifacts that belong to the Pathfinder Society, and escape this wretched nation once and for all.

At first, the mission seems almost easy. You encounter virtually none of the minions you fought the last time you intruded upon Stavros's home. You even manage to swipe a few powerful baubles, though you have yet to come upon the missing artifacts you seek.

Then, you take a wrong turn, and you find yourself creeping into a darkened parlor. By the dim light of your flickering torch, you see shadowed stonework interspersed with swathes of crimson curtains. At the back of the grand room, his back turned to you, is an ephemeral man draped in onyx velveteen robes, his silky black hair cascading down broad shoulders toward a narrow waist.

Your feet are not your own as your shuffle forward, ever silent and yet drawn by the magnetic presence of this beautiful and terrible being. He must be Stavros Nightcrescent, and his chanting is low and rhythmic. Your knowledge of the Infernal language is not great, but you can tell that Nightcrescent beseeches some powerful force. He's offering it gifts he calls precious—fit to make his patroness a thousand newborn children. Nightcrescent stops chanting and a blast of impossibly hot, sulfuric air tears assaults you. Behind him opens a searing rift radiating unholy light, hatred, and fear.

The time to contemplate what's happening is gone, because Nightcrescent has turned, and his fangs are bared for your neck!

### VILLAIN:



STAVROS NIGHTCRESCENT (PROXY WITH IMANISH)

### HENCHMEN:



QUEEN NEFERUSET



AIN-MEKH



NAILAH



PICASI



HANDMAIDENS OF NAILAH

### PLAYERS

### LOCATIONS

1

CHISISEK'S TOMB

1

CRYPT

1

SEPULCHER OF THE SERVANT

1

HALL OF THE CROCODILE KINGS

2

FORGERY OF RA

3

HALL OF WINGED CHAOS

4

ETERNAL ARENA

5

RUINED TEMPLE

6

GHOUL SQUARE

### DURING THIS SCENARIO

The difficulty to defeat banes that have the Undead trait is increased by 1d12.

When you encounter the villain Stavros Nightcrescent, before you act, each character other than Nyctessa rolls 1d4+1 and removes that number of cards by burying them from his discard pile and/or discarding them from his hand or deck.

The first time you would defeat Stavros Nightcrescent, he is undefeated; instead of checking to see whether he escapes, shuffle him into a stack with a number of monsters from the box equal to the number of other open locations, then shuffle 1 card from that stack into each open location.

## REWARD

When you play scenario 4-P7, your trade cost for Trove of Tef-Naju is reduced by 2 cards (to a minimum of 1) and you may choose a power feat and treat it as checked off during the scenario.

Each player can grant 1 of her Pathfinder Society Roleplaying Guild characters a +2 bonus on Bluff, Diplomacy, and Intimidate checks against anyone in or from the nation of Geb.

## Development:

You managed to best the vampire Stavros Nightcrescent. Gripped by a terrifying sense of dread, you creep toward the searing portal that Nightcrescent opened. Is it possible this is an actual hellmouth—a rift to the Pit itself?

Your question is answered when a woman, pale as the winter moon with eyes like a starless night, blinks into existence just in front of the rift. She floats above the ground, black curls billowing

and a smirk on her blood-red lips. "Stavros always was weak," she says, chuckling ominously. "Why else would he wake me, Yeletth of the First Blood, and expect my help with his petty schemes? But you are strong. I respect this. Take the toys you came for, and rest assured that Hell shall not follow you—if you are wise."

And with that, the woman disappears. The hellmouth, though, remains.

Season of Factions' Favor FAVOR 6

## GRAND LODGE'S FAVOR



**POWERS**

When this card is discarded from the blessings deck, you may examine the top card of any number of locations, then each character at your location may recharge a random ally from their discard pile.

While this card is on top of the blessings discard pile, you may recharge any cards you would discard or bury as damage.

Illustration by Taylor Fischer © 2018 Paizo Inc.

Season of Factions' Favor HENCHMAN 6

## VARANTHE THE PARALYZER

UNDEAD ARISTOCRAT



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
INTELLIGENCE  
KNOWLEDGE  
WISDOM  
DIVINE  
**13**

**POWERS**

Varanthe the Paralyzer is immune to the Mental and Poison traits.

Before you act, you may bury an ally or a blessing; if you do not, recharge all of your allies and blessings.

If defeated, display this card. While displayed, you may bury an ally or a blessing to evade your encounter. If you are at the location Ruined Temple, you may recharge the ally or blessing instead.

Illustration by Kieran Yanner © 2018 Paizo Inc.

Season of Factions' Favor HENCHMAN 6

## MORTEVIA STRASSEL

UNDEAD GHAST SOLDIER



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
CONSTITUTION  
FORTITUDE  
CHARISMA  
ARCANE  
**13**

**POWERS**

Mortevia Strassel is immune to the Mental and Poison traits.

Before you act, recharge a random card.

If defeated, display this card. While displayed, you may recharge a random card to reduce all damage dealt to you by 2. If you are at the location Ghoul Square, you may choose the card.

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Season of Factions' Favor HENCHMAN 6

## XANDHUL BLOODSBANE III

HUMAN ROGUE



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
STRENGTH  
MELEE  
STEALTH  
DIPLOMACY  
**13**

**POWERS**

Before you act, summon and encounter a monster. If it is not defeated, the difficulty of the check to defeat Xandhul Bloodsbane III is increased by 1d8+1.

If defeated, display this card. While displayed, when you would fail a combat check and be dealt damage, add 1d8+1 to the result. Unless you are at the location Eternal Arena, you are dealt damage as if you had not used this power.

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Season of Factions' Favor HENCHMAN 6

## USIJ GHUL

OUTSIDER UNDEAD CULTIST



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**25**

**POWERS**

The Usij Ghul is immune to the Mental and Poison traits. Roll 1d6. All damage dealt by the Usij Ghul is the following type:

1-2. Acid	3-4. Electricity	5-6. Fire
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Before you act, if you are the only character at your location, you are dealt 1d4 damage.

After you act, each character at your location is dealt 1d4 damage.

If undefeated, discard a card from the blessings deck.

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Season of Factions' Favor VILLAIN 6

## DEVOURER ASSASSIN

UNDEAD ROGUE



**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
DIVINE  
PERCEPTION  
**6**

**THEN COMBAT**  
**28**

**POWERS**

The Devourer Assassin is immune to the Mental and Poison traits.

Before you act, all characters must attempt a Constitution or Fortitude 13 check. Characters who fail bury all allies and may not play cards during this encounter.

If undefeated, bury the top 1d4 cards of your deck.

Illustration by Damien Mammoliti © 2017 Paizo Inc.

Season of Factions' Favor COHORT 6

## GUARD CAPTAIN MARDEN GILPHER

HUMAN ANTIPALADIN



**POWERS**

Reveal this card and recharge a card to add 1d8 to your combat or Fortitude check.

Recharge this card to reduce damage dealt to you to 0.

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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.

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Season of Factions' Favor LOOT P

## SHINING WAYFINDER

OBJECT MAGIC



**TYPE**  
ITEM

**POWERS**

Recharge this card to move, then you may examine the top 2 cards of your location deck. If you examine a non-villain, non-henchman monster, you may immediately encounter it. You may not use this power during an encounter.

Discard this card to examine the top card of your location deck, then you may shuffle the location deck, then you may explore your location. During this exploration, add 1d6 to your checks against monsters.

Illustration by Kieran Yanner © 2018 Paizo Inc.





# Season of Factions' Favor

## Adventure 6: Blood Lord's Lament

\_\_\_\_\_  
 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	
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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	
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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	
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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	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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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	
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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				