

PATHFINDER SOCIETY®

ADVENTURE CARD GUILD



Season of Factions' Favor
Ye!eth of the First Blood



ADVENTURE 4-7: Yeleth of the First Blood

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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.



YELETH OF THE FIRST BLOOD

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**, **6**, or **7**.

Read the Following Aloud:

The parlor of Stavros Nightcrescent, a vampire Blood Lord whose ambitions would have swallowed all of Mechitar and beyond, is empty. The finest ashes float through the stagnant air, past luxuriant crimson drapes, brocade valances, and gothic stonework on a grand scale—the only vestiges of Sellortia's master, whom you have destroyed.

As Nightcrescent's final earthly remains fall like snow, you realize that the room's imagery is far more sinister than you had previously noticed. Carved into the stonework are the snarling visages of horned devils, pit fiends, and other diabolic horrors, alongside depictions of what you presume are the remains of their victims. You realize that, before you accosted him, Nightcrescent had been chanting before an altar ringed with unnervingly realistic statues of skeletons. Encompassing the entire top of the dais, drawn in dark, sludgy ink—it is ink, isn't it?—is a pentagram, gently pulsing with an unknowable light.

And, of course, there's the gasping, seething portal behind it that you believe is a hellmouth straight to the Pit. The hairs on the back of your neck stand as you slink toward the altar. The open book atop it provides some clues.

It takes you some time to parse the written Infernal, but the tome contains diabolic devotions to hellish forces. Specifically, Nightcrescent paid obeisance to Moloch, the Ashen Bull and archdevil of Malebolge, the sixth layer of Hell. Through Moloch, Nightcrescent had sought ties to something called the Revenant Court—ancient catacombs beneath a bolgia in Malebolge that are home to the eldest of vampirekind. Most of these vampires slumber, except when roused by powerful and unholy faithful who offer proper fealty. The unholy tome lists a contingent of the Court's elder Hell-vampires, and one name catches your eye.

Yeletth of the First Blood. The name the woman who emerged from the hellmouth claimed before she chuckled at your destruction of Nightcrescent and sauntered back to the Pit.

That hellmouth is still open, and Nightcrescent's unholy devotions suggest that it leads straight to Yeletth's lair.

It's time to confront the vampire who pulled a Blood Lord's strings once and for all. But do you choose to face her in battle, or seek a deal—one that might place the power of Hell itself into your hands?

Yeletth of the First Blood presents a choice to the party. The decision you make will affect the villain and henchmen you face, the rules for the scenario, the reward, and the story development text. Read *During This Scenario* on the two scenario cards before setting up, then choose to duel or deal. If you choose duel, use the scenario card *Yeletth of the First Blood—Duel*. If you choose deal, use the scenario card *Yeletth of the First Blood—Deal*. (When replaying, you may earn the reward for each card once, but must choose a different character for each reward.)

DURING THIS ADVENTURE

To play this scenario, characters must have gained the reward from the Season of Plundered Tombs Adventure Path.

Treat the adventure deck number as 7.

The scourge die is 1d6+4.

Display the scourge *Curse of Daybane* next to the scenario; all characters with a scourge next to their character deck also suffer *Curse of Daybane*.

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



REWARD

Each player grants 1 of her Pathfinder Society Roleplaying Guild characters a ranger's favored enemy (+2) benefits against undead for the duration of one adventure. This bonus increases to +3 against vampires, and it does not stack with other favored enemy bonuses. Note this reward on your Chronicle sheet, and cross it off when used.



4-7: YELETH OF THE FIRST BLOOD—DUEL



Read the Following Aloud:

You have chosen to duel Yeletth of the First Blood. You have had smarter ideas. This is a Hell-vampire of the highest order, and you... well, you are not. As her Revenant Court swirls around her, Yeletth cackles and intones, “You should have sold me your soul. Now you lose everything.”

VILLAIN:



YELETH THE RAVAGER (PROXY WITH ESHEN THEBA)

HENCHMEN:



ERINYES DEVIL (PROXY WITH SAND SCORPION)

REVENANT COURT VAMPIRES (PROXY WITH FIRE SPIRITS)

PLAYERS

LOCATIONS

1	GHOUL SQUARE
1	GUARDIAN VAULT
1	SEPULCHER OF THE SERVANT
1	VOLCANIC VENTS
2	RUINED TEMPLE
3	PLEASURE BARGE
4	PEASANT TOMBS
5	GARDEN OF OSSUMENTALS
6	MUMIA LAB

DURING THIS SCENARIO

All monsters gain the Undead and Vampire traits and are immune to the Mental and Poison traits.

While you act against a monster other than Yeletth the Ravager or a Revenant Court Vampire, before any character plays a card, that character recharges a card. If the monster is undefeated, bury your discard pile.

If the result of your check to defeat a card that has the Undead trait does not exceed the difficulty by 13 or more, suffer a scourge.

REWARD

Each player chooses 1 of her Pathfinder Society Adventure Card Guild characters. That character gains a card feat in both allies and blessings.

Development:

You're broken, bleeding, and have likely made enemies of an entire contingent of hellish vampires, but you managed what you thought was impossible. You knew facing Yeletth in combat was risky, but what other choice did you have? The mistress of the Revenant Court had set her sights on the Material Plane, and you could never in good conscience leave such a horrific threat looming. You didn't kill Yeletth—far from it—but you managed to

drive her back into the catacombs of the Revenant Court where she will no doubt slumber for another thousand years. You hope.

As you pull yourself back through Nightcrescent's blasted parlor, you hear the clash of the hellmouth finally closing for good. A few more minutes of searching the manor turns up the missing artifacts the Pathfinder Society seeks, and you flee.

You can't wait to leave Geb.



4-7: YELETH OF THE FIRST BLOOD—DEAL



Read the Following Aloud:

You have chosen to deal with Yeleth of the First Blood. You have had smarter ideas. This is a Hell-vampire of the highest order, and you... well, you are not. As her army of devils proffers tempting contracts before you, Yeleth cackles and intones, "You should never have sold me your soul. Now you lose everything."

VILLAIN:



YELETH THE SOULBINDER (PROXY WITH ESHEN THEBA)

HENCHMEN:



CONTRACT DEVIL (PROXY WITH SAND SCORPION)

INFERNAL CONTRACTS (PROXY WITH FIRE SPIRITS)

PLAYERS

LOCATIONS

1	GUARDIAN VAULT
1	PLEASURE BARGE
1	SEPULCHER OF THE SERVANT
1	VOLCANIC VENTS
2	RUINED TEMPLE
3	VAULT OF HIDDEN WISDOM
4	PEASANT TOMBS
5	ALTAR OF RIDDLES
6	MUMIA LAB

DURING THIS SCENARIO

After creating the blessings deck, put the villain Canopic Soul on top of it.

When you discard Canopic Soul from the blessings deck, a random character summons and encounters it; then advance the blessings deck and shuffle Canopic Soul into the blessings deck. If there are no blessings in the blessings deck, you lose the scenario.

When closing a location, before closing, search the location for any henchmen and shuffle them into another open location deck.

You win only if the henchman Infernal Contract is displayed next to the decks of all living characters when Yeleth the Soulbinder is defeated and cornered.

REWARD

Each player chooses 1 of her Pathfinder Society Adventure Card Guild characters. That character may add a boon that has the Corrupted trait from each *Hell's Vengeance Character Deck* to her deck box and gains the power "Once per turn, you may ignore the Corrupted trait on a card."

Development:

You never quite expected Yeleth to negotiate with you in good faith—certainly not after how she manipulated the powerful Blood Lord Stavros Nightcrescent—but it seems you underestimated the lengths she would go to bind you into a subordinate contract. After communing with the truly vile creatures of the Revenant Court, however, you managed to avoid becoming Yeleth's puppet on the Material Plane.

Instead, you promised the vampire elder nothing more than you could deliver, and in exchange she infused you with the power of Hell itself. You suspect you even earned her admiration for your fearlessness and your commitment to diabolic subterfuge. When you leave Mechitar heading back toward first Katapesh, then the Grand Lodge, you view life through a fiery lens you never knew existed.

You're a force to be reckoned with. And you serve only yourself.

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.

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Season of Factions' Favor **VILLAIN 7**

YELETH THE RAVAGER

UNDEAD VAMPIRE ARISTOCRAT MYTHIC

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
30

THEN
COMBAT
36



POWERS

Yeleth the Ravager is immune to the Mental and Poison traits.

Before you act, either banish an ally or a blessing, or discard your hand. Then draw an equal number of cards.

While you act, before any character plays a card, that character buries a card.

If undefeated, each character must banish an ally or a blessing from their hand, discard pile, or the top of the blessings deck.

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Season of Factions' Favor **HENCHMAN 6**

REVENANT COURT VAMPIRE

UNDEAD VAMPIRE ARISTOCRAT

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
27

OR
DIVINE
17



POWERS

The Revenant Court Vampire is immune to the Mental and Poison traits.

While you act, before any character plays a card, that character discards a card.

If undefeated, bury an ally or a blessing from your hand, discard pile, or the top of the blessings deck.

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

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Season of Factions' Favor **VILLAIN 7**

YELETH THE SOULBINDER

UNDEAD VAMPIRE ARISTOCRAT MYTHIC

TYPE
MONSTER

CHECK TO DEFEAT
FORTITUDE
ARCANE
KNOWLEDGE
DIVINE
PERCEPTION
DIPLOMACY
33



POWERS

Yeleth the Soulbinder is immune to the Mental and Poison traits.

Before you act, you may bury 3 allies and/or blessings; if you do, add 3d6 to your check to defeat.

While you act, before any character plays a card that does not have the Corrupted trait, that character buries a card.

All damage dealt by Yeleth the Soulbinder is Mental damage that may not be reduced.

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Season of Factions' Favor **HENCHMAN 6**

CONTRACT DEVIL

OUTSIDER DEVIL

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
28

OR
BANISH AN ALLY OR A BLESSING



POWERS

The Contract Devil is immune to the Fire and Poison traits.

Before you act, succeed at an Intelligence, Knowledge, Wisdom, or Divine 13 check or draw 4 cards then recharge 3 cards then bury 2 cards then discard 1 card and the difficulty to defeat is increased by 10.

If defeated, shuffle the Contract Devil into a random open location, then you may move any displayed Internal Contract next to a different character's deck.

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Season of Factions' Favor **HENCHMAN 6**

INFERNAL CONTRACT

TASK

TYPE
BARRIER

CHECK TO DEFEAT
INTELLIGENCE
ARCANE
KNOWLEDGE
WISDOM
PERCEPTION
CHARISMA
DIPLOMACY
17



POWERS

If undefeated, discard a card from the blessing deck, then each character discards a blessing.

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

While displayed next to a character's deck, that character adds 3d6 to her checks against Yeleth the Soulbinder and blessings that character plays gain the Corrupted trait.

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Season of Factions' Favor **HENCHMAN 5**

ERINYES DEVIL

OUTSIDER DEVIL

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
19



POWERS

The Erinyes Devil is immune to the Fire and Poison traits.

If you play a boon that has the Divine trait, banish it.

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

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Season of Factions' Favor

Adventure 7: Yeletth of the First Blood

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"/>	
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Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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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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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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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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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"/>	
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Notes:				

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