

PATHFINDER SOCIETY®

ADVENTURE CARD GUILD



Season of Factions' Favor

MURDER in the Marketplace



ADVENTURE 4-P1: Murder in the Marketplace

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MURDER IN THE MARKETPLACE

This Adventure Requires:

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

DURING THIS ADVENTURE

The adventure deck number is 2. The scourge die is 1d6.

When creating the blessings deck, replace 1 blessing with the favor Silver Crusade Favor (proxy with Defensive Stance).

Murder in the Marketplace presents a choice to the party: You may face Lazzero, cleric of Asmodeus; Linxia, Hellknight; or Ugraz, antipaladin. The decision you make will affect the story, the villain and henchmen you face, the rules for the scenario, and the reward. Use the scenario card corresponding to the character you choose.

When replaying, you may earn the reward for each card once, but only count the scenario once for tier advancement.





4-P1: MURDER IN THE MARKETPLACE LAZZERO

Read the Following Aloud:

The sun blazes overhead as thousands gather outside a market square in the Thuvian capital Merab. The arrival of merchants from all over the continent and beyond brings the promise of wondrous treasures. On the other side of a closed gate, merchants place the finishing touches on their stalls. A stall exhibiting rows of fine Qadiran carpets commands the most prominent location, next to a colorful display of alchemical tinctures. Palpable excitement fills the air, but you can't shake a feeling of unease. According to your contact Satiyar Siddique, the Pasha Muhlia al-Jakri plans to create a calamitous disruption in Thuvia soon, and Merab is her most likely target. Could one of the Pasha's mind-controlled servants be lurking nearby? You scan the crowds for anyone who seems out of place.

A uniformed guard announces the opening of the market. As the crowd surges forward, the rows of Qadiran carpets suddenly fall to the ground. The crowd's excited chatter transforms into screams of terror. Where the carpets once hung dangle the corpses of three people clad in the holy garb of Sarenrae's clergy. Their white vestments are spotless, but an inverted pentagram—a symbol of Asmodeus—is drawn in blood on their foreheads.

Some of the guards try to manage the panicked crowds while others rush to the grisly scene. Before you can devise a way to convince them to let you investigate, you catch a glimpse of a cloaked figure on a nearby rooftop, an unflinching spectator of the horror below. Fighting against the crush of the crowd, you search for a way up. The side of a market stall will have to suffice. As you clamber onto the roof, the figure notices you. His pale skin glistens with sweat, and his expression is vacant. He turns to face you, uttering the opening words of some dark incantation.

DURING THIS SCENARIO

At the start of the first turn of the scenario, each character must succeed at a Strength or Acrobatics 5 check or discard 1 card and move to a random location.

When you would fail a check against a non-villain card, you may draw a card then bury your hand to succeed instead.

When you encounter a villain or henchman and do not defeat it, bury the top card of your deck.

If you succeed at a check to defeat a villain by less than 6, you may draw an ally and a blessing from the box.

VILLAIN:



LAZZERO (PROXY WITH IMANISH)

HENCHMEN:



BEHEADED



BLIGHTWING



AJIN RA BAQA



FORGOTTEN PHARAOH CULTISTS

PLAYERS

LOCATIONS

1	SEPULCHER OF THE SERVANT
1	THE SHINY BAUBLE
1	VIZIER'S HILL
2	GHOUL SQUARE
3	MUMIA LAB
4	GLASS PAVILION
5	DILAPIDATED PLAZA
6	DYE MARKET

REWARD

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

Each player may, for each future scenario, choose to exchange his character that completed this scenario with Lazzero from *Hell's Vengeance Character Deck 1*. Lazzero gets the same number of skill, power, and card feats as the exchanged character, as well as all other applicable rewards that character has earned (including any valid deck upgrades and a role card if appropriate). Build Lazzero's deck from the *Hell's Vengeance Character Deck 1* box using the Hierarchy from the *Pathfinder Society Adventure Card Guild Guide*. The exchanged character receives any rewards and upgrades from the scenario. Report the character as Unlocked Cleric Lazzero.

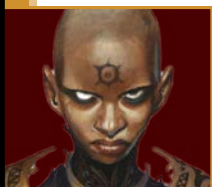
Development:

The mysterious man shudders. "Most distasteful," the cleric says. "I assure you that the actions I have taken today were not of my own will. I was under the control of a vampire. Perhaps you have heard of the vampire's ally, Pasha Muhlia al-Jakri? She does not care for your Society. This is an opportune time to ally against a mutual enemy, is it not?"

You recall the murdered clergy of Sarenrae as he speaks his honey-tinged words.

"Oh, but where are my manners? My name is Lazzero, faithful of the light-bringer Asmodeus. It is my pleasure to meet you."

Away from the sight of the guards, the choice of whether or not to accept his offer falls squarely in your hands.



4-P1: MURDER IN THE MARKETPLACE LINXIA

Read the Following Aloud:

The sun blazes overhead as thousands gather outside a market square in the Thuvian capital Merab. The arrival of merchants from all over the continent and beyond brings the promise of wondrous treasures. On the other side of a closed gate, merchants place the finishing touches on their stalls. A stall exhibiting rows of fine Qadiran carpets commands the most prominent location, next to a colorful display of alchemical tinctures. Palpable excitement fills the air, but you can't shake a feeling of unease. According to your contact Satiyar Siddique, the Pasha Muhlia al-Jakri plans to create a calamitous disruption in Thuvia soon, and Merab is her most likely target. Could one of the Pasha's mind-controlled servants be lurking nearby? You scan the crowds for anyone who seems out of place.

A uniformed guard announces the opening of the market. As the crowd surges forward, the rows of Qadiran carpets suddenly fall to the ground. The crowd's excited chatter transforms into screams of terror. Where the carpets once hung dangle the corpses of three people clad in the holy garb of Sarenrae's clergy. A single, precise slash cuts across each of their chests.

Some of the guards try to manage the panicked crowds while others rush to the grisly scene. Before you can devise a way to convince them to let you investigate, you catch a glimpse of a cloaked figure on a nearby rooftop, an unflinching spectator of the horror below. Fighting against the crush of the crowd, you search for a way up. The side of a market stall will have to suffice. As you clamber onto the roof, the figure notices you. Her skin glistens with sweat, and her expression is vacant. She turns to face you, and a wickedly sharp longsword appears in her hand.

DURING THIS SCENARIO

At the start of the first turn of the scenario, each character must succeed at a Strength or Acrobatics 5 check or discard 1 card and move to a random location.

When you discard an ally to explore your location, during that exploration, the difficulty of all checks is increased by 1d6.

When you defeat the henchman Crawling Hands, Dark Slayer, Gaunt Cadaver, or Natron Zombie, you may attempt to close the location it came from.

If you succeed at a check to defeat a villain by less than 6, you may draw an ally and a blessing from the box.

VILLAIN:



LINXIA (PROXY WITH IMANISH)

HENCHMEN:



GAUNT CADAVER



CRAWLING HANDS



NATRON ZOMBIE



DARK SLAYERS

PLAYERS

LOCATIONS

1	SEPULCHER OF THE SERVANT
1	THE SHINY BAUBLE
1	VIZIER'S HILL
2	GHOUL SQUARE
3	MUMIA LAB
4	GLASS PAVILION
5	DILAPIDATED PLAZA
6	DYE MARKET

REWARD

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

Each player may, for each future scenario, choose to exchange his character that completed this scenario with Linxia from *Hell's Vengeance Character Deck 1*. Linxia gets the same number of skill, power, and card feats as the exchanged character, as well as all other applicable rewards that character has earned (including any valid deck upgrades and a role card if appropriate). Build Linxia's deck from the *Hell's Vengeance Character Deck 1* box using the Hierarchy from the *Pathfinder Society Adventure Card Guild Guide*. The exchanged character receives any rewards and upgrades from the scenario. Report the character as Unlocked Hellknight Linxia.

Development:

The woman's eyes snap into focus.

"I am Linxia, Hellknight of the Order of the Rack. I am grateful to you for releasing the compulsion cast upon me. I must face a reckoning for my actions here today; there will be much pain in my future. However, Pasha Muhlia al-Jakri must also face the rightful consequences of coercing a vampire to use me as a tool

of destruction. If you also seek to exact the righteous force of the law, follow me."

You recall the mutilated clergy of Sarenrae as she coolly dissects your strengths and vulnerabilities.

"If not," she says, "this is where we part ways."

Away from the sight of the guards, the choice of whether or not to accept her offer falls squarely in your hands.



4-P1: MURDER IN THE MARKETPLACE

URGRAZ

Read the Following Aloud:

The sun blazes overhead as thousands gather outside a market square in the Thuvian capital Merab. The arrival of merchants from all over the continent and beyond brings the promise of wondrous treasures. On the other side of a closed gate, merchants place the finishing touches on their stalls. A stall exhibiting rows of fine Qadiran carpets commands the most prominent location, next to a colorful display of alchemical tinctures. Palpable excitement fills the air, but you can't shake a feeling of unease. According to your contact Satiyar Siddique, the Pasha Muhlia al-Jakri plans to create a calamitous disruption in Thuvia soon, and Merab is her most likely target. Could one of the Pasha's mind-controlled servants be lurking nearby? You scan the crowds for anyone who seems out of place.

A uniformed guard announces the opening of the market. As the crowd surges forward, the rows of Qadiran carpets suddenly fall to the ground. The crowd's excited chatter transforms into screams of terror. Where the carpets once hung dangle the corpses of three people clad in the holy garb of Sarenrae's clergy. Their faces are mutilated beyond recognition, and their limbs are crushed and broken.

Some of the guards try to manage the panicked crowds while others rush to the grisly scene. Before you can devise a way to convince them to let you investigate, you catch a glimpse of a cloaked figure on a nearby rooftop, an unflinching spectator of the horror below. Fighting against the crush of the crowd, you search for a way up. The side of a market stall will have to suffice. As you clamber onto the roof, the figure notices you. His gray skin glistens with sweat, and his expression is vacant. He draws a bloody warhammer from his cloak as he turns to face you.

DURING THIS SCENARIO

At the start of the first turn of the scenario, each character must succeed at a Strength or Acrobatics 5 check or discard 1 card and move to a random location.

When you discard a blessing to add a single die to check, discard the top card of your deck.

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

If you succeed at a check to defeat a villain by less than 6, you may draw an ally and a blessing from the box.

VILLAIN:



URGRAZ (PROXY WITH IMANISH)

HENCHMEN:



BHÉG



BLIGHTWING



AGHASH



SILVER CHAIN SMUGGLERS

PLAYERS

LOCATIONS

1	SEPULCHER OF THE SERVANT
1	THE SHINY BAUBLE
1	VIZIER'S HILL
2	GHOUL SQUARE
3	MUMIA LAB
4	GLASS PAVILION
5	DILAPIDATED PLAZA
6	DYE MARKET

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in his deck with the weapon **Ooze Falchion +1**. At the end of each scenario, return the card to the game box.

Each player may, for each future scenario, choose to exchange his character that completed this scenario with **Urgraz** from *Hell's Vengeance Character Deck 1*. Urgraz gets the same number of skill, power, and card feats as the exchanged character, as well as all other applicable rewards that character has earned (including any valid deck upgrades and a role card if appropriate). Build Urgraz's deck from the *Hell's Vengeance Character Deck 1* box using the Hierarchy from the *Pathfinder Society Adventure Card Guild Guide*. The exchanged character receives any rewards and upgrades from the scenario. Report the character as Unlocked Antipaladin Urgraz.

Development:

The dwarf screams at the sky, his face twisting with rage. "How *dare* she use me like this? I'll *kill* her!" He startles as if noticing you for the first time. "Hey, cool your fireballs. Muhlia al-Jakri's vampire pal made me do all this. If you're going after al-Jakri, I'm in. I know she hates you Pathfinders, and I want to teach her what happens when you mess with Urgraz!"

You recall the mutilated clergy of Sarenrae as he rages at your foe from afar.

A bloodthirsty grin spreads across his face. "C'mon, you know you wanna."

Away from the sight of the guards, the choice of whether or not to accept his offer falls squarely in your hands.

Season of Factions' Favor

VILLAIN 2

LAZZERO

HUMAN
CLERIC

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

18

OR

DIVINE

13

POWERS

Before you act, either bury a card or discard 1d4+1 cards from the top of your deck.

While you act, blessings that do not have the Asmodeus, Baalzebul, Barbatos, Belial, Dispater, Geryon, Mammon, Mephistopheles, or Moloch trait add d4 instead of the normal die.

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Season of Factions' Favor

VILLAIN 2

LINXIA

HUMAN
HELLKNIGHT

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

18

POWERS

Before you act, the difficulty to defeat is increased by the number of allies in your hand.

After you act, bury all allies in your discard pile.

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Season of Factions' Favor

VILLAIN 2

URGRAZ

DWARF
ANTIPALADIN

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

16

POWERS

The difficulty to defeat is increased by 1d6.

Before you act, each character at your location discards the top card of her deck.

Damage dealt by Urgraz is increased by 2.

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Season of Factions' Favor

FAVOR 2

SILVER CRUSADE FAVOR

POWERS

When you discard this card from the blessings deck, each character may recharge a card from his discard pile or a random card from his buried cards.

While this card is on top of the blessings discard pile, you may add 1d4 to your check against a card that has the Divine or Healing trait.

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Season of Factions' Favor

P1: Murder in the Marketplace

 Player Name A.K.A. _____
 Character Name Pathfinder Society # Character Class

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				
<input type="checkbox"/> Die Bump Gained <input type="checkbox"/> Die Bump Used <input type="checkbox"/> Completed Adventure				