



Season of Factions' Favor

Relic in the Wastes



ADVENTURE 4-4: Relic in the Wastes

Mechanical Design • Keith Richmond

Story Text • John Compton

Story Design • John Compton, Amanda Hamon Kunz,
Mark Seifter, Tonya Woldridge, and Linda Zayas-Palmer.

Editors • Mike Selinker and Vic Wertz

Project Manager • Gabriel Waluconis

Season Coordinator • Tonya Woldridge

Contributing Artists • Filip Burburan, Aaron J. Riley, Ryan Portillo,
Tyler Walpole, Eva Widemann, Ben Wooten

Pathfinder Adventure Card Game

Development Team • Mike Selinker, Chad Brown,
Tanis O'Connor, Paul Peterson, Keith Richmond, Liz Spain,
and Gaby Weidling, based on a game concept by Rian Sand

Creative Design Director • Sarah E. Robinson

Art Director • Sonja Morris

Senior Graphic Designers • Emily Crowell and Adam Vick

Organized Play Manager • Tonya Woldridge

Organized Play Lead Developer • John Compton

Chief Executive Officer • Lisa Stevens

Publisher • Erik Mona

Chief Operations Officer • Jeffrey Alvarez

Chief Technical Officer • Vic Wertz

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Marketing Coordinator • Dan Tharp

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Franchise Manager • Mark Moreland

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Director of Technology • Dean Ludwig

Web Production Manager • Chris Lambertz

Webstore Coordinator • Rick Kunz

Roleplaying Game Team • Judy Bauer, Logan Bonner,
Jason Bulmahn, Christopher Carey, James Case, John Compton,
Adam Daigle, Eleanor Ferron, Crystal Frasier, Leo Glass,
Thurston Hillman, James Jacobs, Jason Keeley,
Amanda Hamon Kunz, Lyz Liddell, Luis Loza, Ron Lundeen,
Robert G. McCreary, Adrian Ng, Stephen Radney-MacFarland,
Joe Pasini, Lacy Pellazar, Mark Seifter, Chris Sims,
Owen K.C. Stephens, and Linda Zayas-Palmer

Customer Service Team • Sharaya Copas, Katina Davis,
Sara Marie, and Diego Valdez

Finance Team • Christopher Caldwell and B. Scott Keim

Warehouse Team • Laura Carey, Will Chase, Mika Hawkins,
Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Brian Bauman, Robert Brandenburg,
Lissa Guillet, Erik Keith, and Gary Teter

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Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety



SEASON OF FACTIONS' FAVOR

Since its creation, the Pathfinder Society has trained and sponsored archaeologists, scholars, and adventurers of all stripes to uncover the world's historical secrets. More than 400 years later, the Society practically spans the globe, from its Grand Lodge headquarters in Absalom to more humble lodges continents away. With this reach comes influence, not only through the Pathfinder Chronicles that make famous the Society's greatest agents, but also through the organization's growing power wherever it creates a new base of operations.

This fame and power has attracted the envious, the ambitious, and the downright villainous. Although Pathfinders have clashed with avaricious rivals like the Aspis Consortium, power-hungry tyrants like the runelords, and catastrophic threats like the abyssal Worldwound, the Society's influence has also attracted factions that sought to recruit Pathfinder agents, control the organization, or usurp its resources. After nearly a decade of factions clashing with each other and then being brought in line, these groups have at last reached a fairly peaceful equilibrium. Each now contributes its own expertise to the Society's greater goals.

That transition has been anything but bloodless. Two of the greatest faction rivals were Baron Jacquo Dalsine (representing Taldor's failed ploy to seize control of Absalom politically) and Pasha Muhlia al-Jakri (representing Qadira's desire to usurp Absalom through economic dominance). The two clashed regularly, and their conflict came to a head when Dalsine's cousin killed al-Jakri's sister. The pasha had come to expect casualties in their shadow war, but this act drove her to kill the baron and abandon the Pathfinder Society entirely for having entertained such internecine squabbles in the first place.

Pasha Muhlia al-Jakri has since tried to rebuild her career with other organizations, yet each time her increasingly criminal ambitions led her into conflict with the Society. For more than six years her anger toward the Pathfinders has grown. Other villains thwarted by the Society have sought her out, and together they recently launched an attack on Absalom using her intelligence to gain a critical advantage. Although the Society helped the city fend off this invasion, it's only a matter of time before al-Jakri gathers new allies and strikes again.

The Society's reformed factions have taken it upon themselves to help track down this renegade, recognizing that their past infighting contributed to al-Jakri's downward spiral into treachery. With their guidance, it's up to you to track down the pasha, thwart her schemes, and unravel the conspiracies she has woven across the Inner Sea.

COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Chasing Yellow Sails
2	Fanning the Flames
3	Favors and Foes
4	Relic in the Wastes
5	The Pactmaster's Bargain
6	Blood Lord's Lament

DURING THIS ADVENTURE PATH

After you begin Favors and Foes, when you would banish a bane that has the Basic trait, remove it from the game; when you banish a boon that has the Basic trait, you may remove it from the game. After you begin The Pactmaster's Bargain, do the same for cards that have the Elite trait.

NEW RULE: FAVORS

Season of Factions' Favor introduces a new type of support card: favors. Certain scenarios place favors into the blessings deck. When that card is discarded from the blessings deck, do what it says. If a favor would be encountered or removed from the blessings deck discard pile, banish it instead.

RULES: TRADERS

In Season of Factions' Favor, traders work differently than in Mummy's Mask, in the following ways.

- When you are rewarded with a trader, instead of checking it off on the Bazaar card, record it on your Chronicle sheet.
- You do not visit traders after winning a scenario. Instead, at the start of each scenario in this Adventure Path, before setting out the locations, you may visit 1 trader you have recorded on your Chronicle sheet.
- Pay the trade cost with the usual number and type of cards from your deck, but instead of putting those cards in the box, put 1 into your deck box and bury any others.
- At the end of the scenario, return the card you traded for to the game box, and put the card you returned to your deck box back into your deck.

For example, to pay the trade cost to a trader offering spells at a cost of 2 boons, put 1 of those boons into your deck box, bury the other boon, then add the spell to your deck. At the end of the scenario, return the spell to the game box and put the first boon back in your deck.

REWARD

Each player chooses 1 of her Pathfinder Society Adventure Card Guild characters. That character may treat the loot Shining Wayfinder as if it is in her Class Deck box.



ADVENTURE 4-4: RELIC IN THE WASTES

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, and Secrets of the Sphinx 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, or 4**.

Read the Following Aloud:

Thanks to you, the world seems a safer place, with Muhlia al-Jakri captured and bound for Absalom to answer for her crimes. However, each night is less restful than the last. You have ongoing nightmares from your time controlled by the vampire Stavros Nightcrescent, and you have become increasingly concerned about a dangerous artifact mentioned in the notes you recovered from al-Jakri. Known as the Atramentous Eye, the orb is said to feed off the life energy of those nearby, granting its wielder enhanced magical power. Hoping to keep others from tracking the orb magically, al-Jakri stowed it deep in the Spellscar Desert, a desolate wilderness in the magically scoured Mana Wastes across the sea. With al-Jakri defeated, it's only a matter of time before one of her old allies—either Nightcrescent or the fiend Koth'Vaul—decides to take the orb for himself.

Few are willing to brave the Mana Wastes, where the ancient archmages Geb and Nex once battled so ferociously that they left the land devastated. Arcane storms ravage the landscape, and even magic is known to function unpredictably, sometimes manifesting with greater power and other times escaping its user's control entirely. For all this, the Pathfinder Society has one friend who's not only willing to travel to the Mana Wastes; he's eager for the opportunity. The geniekin Ashasar awaits you in the metropolis of Quantum far to the southwest, ready to guide you into the forbidding wasteland.

Millennia ago, the phenomenally powerful archmage Nex founded the kingdom that still bears his name. In its capital Quantum, magical innovation is the most popular industry. As you disembark after a pleasant voyage south along the Garundi coast, you marvel at the sights. Conjurers run errands with bound genies in tow. Transmuters coax lumps of metal into intricate works of art. Impossibly delicate architecture towers above the plazas. Multi-tiered fountains dance with playful water elementals. And over the roofs of one district, you can see the hulking form of an immense golem patrolling the city's perimeter.

"You would not wish to pick a fight with that one," comments a geniekin as he approaches, his eyes roiling with energy like thunderclouds. He floats atop a small cushion of mist and descends to stand near you, patting a tiny air elemental that alights nearby. "Welcome to Quantum, Pathfinders. I am Ashasar, Liaison to the Seat of Balance and corrector of elemental irregularities. I understand that you seek a vile artifact within the Spellscar Desert, and I wish to see that realm with my own eyes to determine if my allies and I might quell its curse. When shall we depart?"

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 4-4A: Wasteland Diplomacy
- 4-3B: It's Looking Like Rain
- 4-3C: Riddles of Ruin
- 4-3D: A Killer Conundrum
- 4-3E: The Spellscar Showdown

DURING THIS ADVENTURE

The scourge die is 1d8.

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

If the result of your check to acquire or defeat a card that has the Acid, Cold, Electricity, Elemental, or Fire trait exceeds the difficulty by 6 or more, suffer a scourge; otherwise, if you succeed at the check, you may banish a displayed card that has the Curse trait.



REWARD

Each player unlocks the ability to play all characters that have the Ranger trait using the *Hunter Character Deck*. For the rest of the Adventure Path, your trade cost for Efni Raan and Naheeba is reduced by 1 card (to a minimum of 1).



4-4A: WASTELAND DIPLOMACY

Read the Following Aloud:

Traveling with the geniekin Ashasar is pleasant. The flora and fauna of the Garundi continent endlessly fascinate him. You learn that he has spent much of his life on the elemental planes, which he describes with awe while admitting that this world's blend of air, earth, fire, and water is astounding. Yet for all his playful conversation, you can tell that he harbors an utterly serious devotion to understanding and quelling any natural phenomena that would grow too destructive or wild.

The trade road you're on passes through the border fortress of Cloudreaver Keep, where you stop for a bit. The path then veers to the west toward the city-state of Alkenstar, famed for its deadly firearms and steam-powered marvels. However, your destination lies to the southeast over the trackless wastes of the Spellscar Desert. The keep's guards warn you that the unforgiving terrain is the least of your worries. Primal weather phenomena have been especially brutal over the past few weeks, with shrieking ghost-winds savaging anyone caught in the open, and caustic rain showers whose droplets turn into tiny spiders that skitter for cover. Magic is already unpredictable enough in the Mana Wastes, and these powerful storms only make it even more dangerous.

What's more, dozens of the wasteland tribes who eke out a living in the Spellscar Desert govern by a policy of "might makes right." The guards warn that most of these tribes will prey on anyone they think can't put up a fight, but others might be willing to offer safe passage in exchange for a chance to trade. That doesn't seem so bad, at least until they mention these tribes are mostly bloodthirsty gnolls, mutant humans, skittish ratfolk, opportunistic goblins, and even six-armed giants known as calikangs. Looking over the keep's visitor log, you note that of the few convoys that left for the southeast, almost none of them have returned.

Ashasar grins at you with determination, as though he's welcoming the challenge. As you set out together, you wish you shared his confidence.

VILLAIN: NONE

HENCHMEN:



THMEI



CALIKANG (PROXY WITH ALCHEMICAL GOLEM)



RATFOLK PLAGUEBRINGER (PROXY WITH FIRE SPIRIT)



CALIKANG



RATFOLK PLAGUEBRINGER



RANDOM MONSTERS

DURING THIS SCENARIO

When you encounter a monster that does not have the Basic trait from a location deck, roll 1d6:

1-2: Before you act, recharge a random card or suffer the scourge Curse of Poisoning.

3-4: After you act, if the result of your lowest check to defeat exceeded the difficulty by 10 or more, you may immediately attempt to close the location the monster came from.

5-6: Before you act, you may attempt a Wisdom, Survival, Charisma, or Diplomacy 11 check; after the roll, you may banish any number of boons to add 1 for each banished boon. If you succeed at the check, you may banish the monster; it is defeated, and you may immediately attempt to close the location it came from.

To win, close all but 2 locations.

PLAYERS

LOCATIONS

1	HOT SPRINGS
1	OASIS
1	SCORCHED OBELISK
1	SULFUR PITS
1	WINDSWEPT CHASM
2	VOLCANIC VENTS
3	SHIFTING DUNES
4	HOWLING SANDS
5	EARTHWORKS
6	THORNSCRUB

REWARD

Traders: Efni Raan, Naheeba

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Golden Serpent Armband. At the end of each scenario, return the card to the game box.

Development:

Your journey has been as harrowing as Cloudreaver Keep's guards predicted. Fortunately, for every couple of tribes that sought to beat you senseless and take your gear, another tribe offered you hospitality and a welcome respite before urging you to keep moving.

Your current hosts are a tight-knit clan of ratfolk led by the matriarch Saka Naht. Deep in their underground warren, she

warns you of a terrible storm that struck to the east weeks ago and has not abated. What's more, foes far stronger than those you've faced before live to the north and the south of that region, so skirting around the storm would be very difficult. Saka continues to describe the storm's danger, but each warning only increases the intensity in Ashasar's eager expression.

The forecast for tomorrow looks grim.



4-4B: IT'S LOOKING LIKE RAIN

Read the Following Aloud:

You depart the ratfolk burrow with Saka Naht's blessing and guidance, offering her the last of your trade goods in thanks for her clan's hospitality. From there you set out to the east, straight toward a looming storm of faintly glowing clouds and whipping winds. Ashasar marvels at the sight as you scramble over the uneven terrain. After an hour, he calls for a quick break and pulls out a bag of metal disks.

"I am part of an organization called the Concordance of Elements. We operate across the planes, searching for anomalies and restoring cosmic balance. You and I alone cannot heal the Mana Wastes, but we can do something about that," he states, motioning to the storm as it begins swirling into a tornado. "You might think the best way to heal an area of unpredictable magic would be with magic, but that would be unpredictable, right? That's where these come in." He clacks a pile of the disks together. "The Concordance uses these to contain an uncontrolled elemental outburst, even when local conditions make spellcasting dangerous. If we can secure these in an even perimeter around the storm, I can perform a ritual to disperse it."

If Ashasar's plan works, it could be a significant step toward undoing the damage inflicted by Geb's internecine war with Nex so many millennia ago. Ashasar quickly tries to manage your expectations. "Keep in mind that the Mana Wastes are far larger than anything I have handled before. For now, let us just convince this tenacious storm to scatter and make observations. Here, take a few of these." He hands you some disks and begins pointing to points visible across the wastes, identifying ideal locations for you to anchor the ritual focuses.

The terrain is difficult to navigate, Ashasar's targets aren't easy to reach, and the weather grows more punishing with each step. Just when you think it can't get any worse, the sky crackles with green lightning, and a light drizzle of acid begins to fall.

VILLAIN: NONE

HENCHMEN:



SAND KRAKEN



THELETOS



ACID POOLS



PLAYERS

LOCATIONS

1	SCORCHED OBELISK
1	TOWERING OBELISK
2	WINDSWEPT CHASM
3	HOWLING SANDS
4	SULFUR PITS
5	VOLCANIC VENTS
6	HOT SPRINGS

DURING THIS SCENARIO

Before building the location decks, set aside the barrier Lightning Storm. After placing token cards, display that Lightning Storm next to a random occupied location. When that Lightning Storm would be banished, display it next to a random open location instead.

Before drawing starting hands, shuffle the henchman Conflagration and a spell from the box into each location deck.

When you would discard or recharge a spell for its power, roll 1d8:

1: Either suffer a scourge or bury the spell instead of discarding or recharging it.

2: Shuffle the villain Sandstorm into the blessings deck and shuffle a spell from the box into your location deck.

3-7: No effect.

8: Either banish a displayed card that has the Curse trait or shuffle the spell into your deck instead of discarding or recharging it.

At the end of your turn, if you are at an open location, you are dealt 1 Acid damage.

To win, close all of the locations.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 spell in his deck with the spell Elemental Skin and 1 character may temporarily replace 1 spell in her deck with the spell Eruption. At the end of each scenario, return these spells to the game box.

Development:

That's the last of them," shouts Ashasar as you reunite under a shower of glowing hail. He turns toward the storm's heart, plants one hand on the ground, and holds one toward the sky. Across the miles-wide area, the disks begin to glow, and the storm begins to slowly dissipate.

You run over to congratulate Ashasar, only to find him shaking. His veins stand out with sickly purple energy and he coughs teal smoke as he stands with some difficulty. Then he points toward the east. On the horizon, you can see winged figures flying your direction.

Your efforts have not gone unnoticed.



4-4C: RIDDLES OF RUIN

Read the Following Aloud:

Your attention is split between assessing Ashasar's dire condition and watching a quartet of winged humanoids swoop down to alight nearby. Each one's upper body resembles a tattooed human with feathered wings sprouting from his shoulders. Their powerful feline legs land softly in the sand, and their tufted tails twitch anxiously as they look first at you and then at each other. You have heard of these desert natives before: maftets, dwellers in Garund's lost cities.

One approaches confidently and speaks. "Your friend has calmed the storm. That is no easy feat." The other maftets look at the wheezing Ashasar with respect. The geniekin tries to respond, only to expel a series of floating bubbles that pop and release his words in a disjointed chorus. The lead maftet scowls. "Whatever he did came at a cost, and he now suffers a powerful spellblight. I am Erayu. Come. We can provide some treatment."

The maftets help you carry Ashasar east, explaining that their tribe has lived among the ruins of an ancient Nexian fortress for generations. A month ago, a sphinx arrived, promising enlightenment to any who could help her solve the Riddle of Koth'Vault. The tribe fractured. Some offered their service; others wished nothing of her puzzle. The more the maftets helped solve the sphinx's conundrum, the more her appearance changed, and each breakthrough left her more feral, ferocious, and driven. Likewise, her disciples became more combative as they mapped out impossibly complex patterns in the land to unravel the riddle. At last, the other maftets fled, fearing what their kin had become.

Koth'Vault? You recognize the name of the fiend that was working with Muhlia al-Jakri. You suspect that whatever riddle Koth'Vault provided the sphinx, it's responsible for her transformation and the maftets' distress. What's worse, you think the maftets' home is worryingly close to where al-Jakri hid the Atramentous Eye. Hoping to learn more, you leave Ashasar in your new friends' care and set out to study these ruins.



VILLAIN:



USERIB

HENCHMEN:



LAMIA SISTERS



CULTISTS OF ARESHKAGAL

DURING THIS SCENARIO

When building the location decks, using the deck list from the Garden of Symmetry, build a number of Garden of Symmetry locations equal to the number of characters.

Treat the henchman Userib as a villain. The difficulty of checks to defeat Userib are increased by 1d4 plus the number of characters.

At the end of your turn, choose a type of boon, then examine the top card of your location deck. If it is the chosen type, you may draw or banish it; if it is not the chosen type and is a boon, either put it on the bottom of the location deck or shuffle it into the location deck.

PLAYERS

LOCATIONS

1-6

ALTAR OF RIDDLES

1-6

WALLED OASIS

1-6

GARDEN OF SYMMETRY

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in her deck with the loot Erayu and 1 character may temporarily replace 1 ally in his deck with the ally Maftet Hunter.

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

Development:

Several maftet cultists lie dead, and the others have scattered, crying out for their sphinx patron to help as they flee toward the ruined fortress. You take a moment to study the expanse of bizarre patterns they created by carefully arraying stones atop the rocky soil. The patterns align with the partly healed tattoos incised on the fallen cultists' skin, and you can't help but be reminded of the ritual foci you helped arrange for Ashasar.

The fleeing maftets have almost reached the citadel but thankfully have received no sign of reinforcements. Could the sphinx be preparing an even more powerful ritual for the fiend Koth'Vault without knowing it? Worse, how might the Mana Wastes' unpredictable magic affect this rite?

If you are to intervene, you need to hurry. You set off after the fleeing maftets, hoping to catch them before they bring the wrath of the sphinx down upon you.



4-4D: A KILLER CONUNDRUM

Read the Following Aloud:

The fleeing maffets easily outpace you and call out to their sphinx patron as you rush to the ruined fortress. Suddenly, a deafening roar echoes out of the citadel, followed by a visible ripple that emanates from the structure. The maffets at first cheer on hearing the sphinx's response, but when the wave of energy touches them, they plummet screaming to the ground. By the time this wave reaches you, it has weakened. Nonetheless, you feel it sucking at your life, drawing it forcefully toward the ruins. It may not have killed you, but it certainly hurt! Could this be the Atramentous Eye in action?

You approach cautiously, peering over a section of toppled wall into the fortress's courtyard. There, a sphinx sits on her haunches, cradling a multifaceted black sphere in one paw as she mutters insistent questions to it.

"What are the last words of a dying mute?" she purrs. "How many grains of sand comprise the desert?"

You lean in to hear better; in the process, you dislodge a few cobbles that clatter down the wall. The sphinx wheels about in alarm, her eyes glowing with fiendish malice. She roars, and the orb seems to drink in the surrounding light before releasing another wave of energy. You take cover behind the broken wall. When you look back, the sphinx is gone.

It's difficult to tell quite where she went. However, her words echo throughout the fortress, voicing other quandaries. "How many trespassers must die to fuel my spells? How many spells to solve the Riddle of Koth'Vault?"

Her chanted riddles seem to have her distracted. Now if only you could find her before she uses that orb again!

DURING THIS SCENARIO

After drawing starting hands, each character discards the top 1d4 cards of his deck.

After you encounter the villain Half-Fiend Sphinx, each character discards the top 1d4 cards of her deck.



VILLAIN:



HALF-FIEND SPHINX

HENCHMEN:



BEHEADED



BLIGHTWING



WARRIOR DOLLS

PLAYERS

LOCATIONS

1	ALTAR OF RIDDLES
1	CRYPT
1	SCORCHED RUINS
2	CHISISEK'S TOMB
3	RUINED TEMPLE
4	PEASANT TOMBS
5	WALLED OASIS
6	SCORCHED OBELISK

REWARD

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

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Mythopoeic Sphinx. At the end of each scenario, return the loot to the game box.

Development:

At last you knock the orb out of the sphinx's grip, sending it rolling down a dusty hall. She flails about, screaming in pain as her fiendish features begin to fade. Within moments, she has recovered and looks to you with fatigue and relief.

"Koth'Vault. He approached me in the guise of a djinni on the pretense of trading riddles. When I bested him, he offered me a single wish. I asked for a riddle that would reveal a truth I had

never fathomed. He granted it along with that orb, telling me it was a clue." She grits her teeth in shame. "The more I pondered it, the more relentless I became. I began to change, hunger, then transform. He returned only days ago to mock me and show his true form: an immense, scaled demon. Even knowing him for a fiend could not stop my curiosity. I have hurt too many.

"Let me pose a riddle to you: How can I atone?"



4-4E: THE SPELLSCAR SHOWDOWN

Read the Following Aloud:

The ruined fortress contains countless clues that paint a dark picture of the clash between Nex and Geb. Famously, Nex commanded impressive golems and an army of summoned creatures from across all the planes of existence. Geb, on the other hand, favored necromancy, raising impossibly large legions of undead soldiers and choking the life from the land. Though Nex has disappeared and Geb has become a vengeful ghost-king since their war ground to a stalemate, the fallout of their conflict still haunts the Mana Wastes. You collect several other potent items al-Jakri had hidden here and document the ruins as best you can—perhaps you can publish your report in the Pathfinder Chronicles.

The sun has set by the time you emerge from the fortress with the sphinx. Although the sky is clear, the land surrounding the site is crawling with new arrivals. From the south clamber scores of undead, whereas from the north strides a huge, scaled demon with a canine face and massive pincers. The sphinx hunches down and mouths the name “Koth’Vaul” to you.

The fiend calls out, “Your time is up! I would retrieve the artifact I loaned you. Be a good pet and bring it to me.”

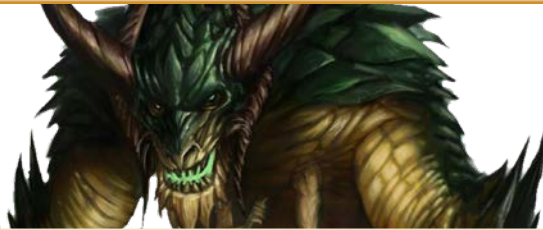
“Stand down, Koth’Vaul,” shouts a zombified cleric at the head of the undead force. “My lord, Stavros Nightcrescent, lays claim to the Atramentous Eye! Sphinx, deliver the artifact to us, and I shall grant you life eternal with the blessing of undeath.”

Koth’Vaul bellows with laughter as more fiends appear around him. “The artifact belongs to Muhlia al-Jakri, zombie, and I am merely taking it to deliver to her.”

The zombie lord snaps back, “She is as good as dead, and you know it, demon! Our alliance is over, and now we claim our prize!”

This can’t end well. It’s time to escape with the artifact. Hopefully your enemies are willing to weaken each other enough for you to break through to safety!

If not, at least you’ll have lots of company in the afterlife.



VILLAIN: NONE

FIEND HENCHMEN:



BLIGHTWING



AGHASH



ULKRETHS (PROXY WITH FIRE SPIRITS)

UNDEAD HENCHMEN:



BEHEADED



CRAWLING HANDS

PLAYERS

LOCATIONS

1	GHOUL SQUARE
1	WALLED OASIS
2	SCORCHED OBELISK
3	SCORCHED RUINS
4	CRYPT
5	PEASANT TOMBS
6	RUINED TEMPLE

DURING THIS SCENARIO

When building the location decks, set aside the monsters and barriers, plus 1 Fiend henchman for each location and 1 Undead henchman for each location, then shuffle them into a siege deck.

Shuffle into the siege deck a number of barriers and a number of monsters from the box equal to the number of characters. Display the support card Defensive Stance next to this card.

The first time the siege deck would be empty, shuffle the henchmen Koth’Vaul (proxy with Mining Construct) and Heqet into the siege deck.

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

REWARD

The party gets all boons remaining in location decks.

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in his deck with the weapon Mace of Ruin and 1 character may temporarily replace 1 item in her deck with the item Necklace of Fireballs. At the end of each scenario, return these cards to the game box.

Development:

Most of the undead and fiends lie destroyed, and Koth’Vaul vanished just as you cornered him between a hard wall and a pack of ghouls. With your remaining foes scattered, you set off for the maffets’ temporary camp. There, the worst of Ashasar’s conditions have faded thanks to Erayu’s ministrations. Even so, the geniekin admits that the Mana Wastes is a far more extraordinary and difficult challenge than he was ready to admit.


You aren’t too eager to stick around, either. After all, it’s only a matter of time before another storm hits, and every day you carry the Atramentous Eye increases the chance it begins feeding again.

If there’s anyone who can suppress its magic and keep it safe, it’s Zarta Dralneen of the Pathfinder Society’s Dark Archive. It’s time to return to Absalom.

There are bargains to be made and promises to be kept.

Season of Factions' Favor
FAVOR 4

CONCORDANCE'S FAVOR



POWERS

When this card is discarded from the blessings deck, draw an ally or blessing that has the Acid, Cold, Electricity, Elemental, or Fire trait from the box.

While this card is on top of the blessings discard pile, on your check that invokes the Acid, Cold, Electricity, Elemental, or Fire trait, after the roll, you may add or subtract a die.

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Season of Factions' Favor
HENCHMAN B

RATFOLK PLAGUEBRINGER

RATFOLK
POISON
VETERAN



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
10

POWERS

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

All damage dealt by the Ratfolk Plaguebringer is Poison damage.

Before you act, succeed at a Fortitude or Perception 5 check or suffer a scourge.

After you act, you are dealt 1d4-1 damage.

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Season of Factions' Favor
HENCHMAN 4

CALIKANG

GIANT



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
19

POWERS

The Calikang is immune to the Electricity and Mental traits. The difficulty to defeat is increased by 1d6.

Before you act, each character at your location must attempt a Dexterity or Acrobatics 10 check. Characters who succeed are dealt 1 Electricity damage; characters who fail are dealt 1d4+1 Electricity damage.

If undefeated and the check to defeat had the Acid, Cold, Fire, or Force trait, you are dealt 1d4 Electricity damage.

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Season of Factions' Favor
HENCHMAN 4

KOTH'VAUL

OUTSIDER
DEMON



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
24

POWERS

Koth'Vaul may not be evaded and is immune to the Electricity and Poison traits.

Before the encounter, succeed at a Wisdom 12 check or a random character at your location is dealt an amount of Combat damage equal to the number of spells that have the Attack trait and weapons in your hand.

If undefeated, discard 2 cards from the top of your deck. If defeated, draw 2 cards.

Illustration by Tyler Walpole © 2018 Paizo Inc.

Season of Factions' Favor
HENCHMAN B

ULKRETH

OUTSIDER
DEMON



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
16

OR
ACROBATICS
12

POWERS

The Ulkreth may not be evaded; it is immune to the Electricity and Poison traits. If you succeed at a Knowledge 8 check, or if your check has the Acid, Cold, or Fire trait, add 5 to your check to defeat.

If you fail the check to defeat, when you would be dealt damage, each character at your location is instead dealt Combat damage equal to the scenario's adventure deck number plus the number of cards in your location deck.

Illustration by Helge C. Balzer © 2018 Paizo Inc.



Season of Factions' Favor

Adventure 4: Relic in the Wastes

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

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