

# PATHFINDER SOCIETY

ADVENTURE CARD GUILD



## Season of Factions' Favor

### DAINGEROUS CARGO



## ADVENTURE 4-P2: Dangerous Cargo

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# DANGEROUS CARGO

### **This Adventure Requires:**

- The *Pathfinder Adventure Card Game: Mummy's Mask Base Set*, including *The Half-Dead City Adventure Deck*, *Empty Graves Adventure Deck*, and the *Shifting Sands Adventure Decks*.
- 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**, **2**, or **3**.

### **DURING THIS ADVENTURE**

The adventure deck number is 3. The scourge die is 1d6+1.

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

**D**angerous Cargo presents a choice to the party: You may face Emil, pitborn assassin; Nyctessa, dhampir wizard; or Zelhara, inquisitor of Zon-Kuthon. The decision you make will affect the story, the 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-P2: DANGEROUS CARGO

## EMIL

### Read the Following Aloud:

**H**ere in Quantum, a center for arcane study, magical flourishes are everywhere, so the dizzying array of magical runes lining the sides of the tightly guarded prison wagon ahead of you seems almost commonplace. As it disappears into a narrow alleyway, you quicken your pace. The wagon holds the notorious alchemist Dalsig Kholoran, infamous for stealing troves of lore about fleshwarping and using them to conduct gruesome experiments. Kholoran has been sentenced to spend the rest of his life in the inescapable prison at Valkas Isle, but Society contacts have warned that Pasha Muhlia al-Jakri might seek an alliance with this brilliant and depraved man. Time is running short before Kholoran meets his fate, yet there are still no signs of the pasha's agents. After witnessing the devastation that her other agents could inflict, you hope that your venture-captain's fears will prove no more than justified caution.

You'll have no such luck.

You enter the alleyway in time to see a guard turn and slit the throat of another as an explosion detonates beneath the wagon. The murderer points at you and cries out, "They're trying to free the prisoner!" The tone of his voice rings hollow and flat.

You'd better resolve this situation quickly and carefully.

### DURING THIS SCENARIO

When building the location decks, set aside the henchmen, monsters, and barriers; shuffle them into a siege deck, then display the support card Defensive Stance next to this card.

When you are dealt Poison damage, if it is not reduced to 0, suffer the scourge Curse of Poisoning.

When a bane from the siege deck is undefeated, banish a card from a random open location deck.

If you succeed at a check to defeat Emil by less than 6, you may draw an ally and a blessing from the box. When Emil is defeated, if there are more than 5 cards in the siege deck, banish the bottom card of that deck and shuffle Emil into it.

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

#### VILLAIN: NONE

#### HENCHMEN:

	EMIL (PROXY WITH FIRE SPIRIT)
	LAMIA SISTERS
	THRIAE SOLDIER
	THRIAE DANCER
	BHEG
	DARK SLAYER
	RANDOM BARRIERS

PLAYERS	LOCATIONS
1	EMBALMING PARLOR
1	GOLDEN LAKE
1	SURGERY
1	THE SHINY BAUBLE
2	TOWERING OBELISK
3	CARAVANSERAI
4	GREAT LIBRARY OF TEPHU
5	ALCHEMICAL LABORATORY
6	CATACOMBS

## REWARD

The party gets all boons remaining in location decks.

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

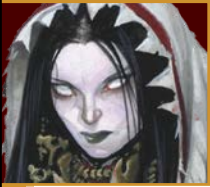
Each player may, for each future scenario, choose to exchange her character that completed this scenario with Emil from *Hell's Vengeance Character Deck 2*. Emil gets the same number of skill, power, and card feats as the exchanged character, as well as all other applicable rewards that character has earned (including any valid deck upgrades and a role card if appropriate). Build Emil's deck from the *Hell's Vengeance Character Deck 2* 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 Assassin Emil.

### Development:

**W**hen the dust settles, one of the guards thanks you. "Without your help, Kholoran might have gotten away. As for *this* miscreant," she gestures toward the slumped form of the pasha's agent, ripping off his guard helmet, "he seemed to be under mind-controlling magic."

The pasha's unwitting agent speaks, "My name is Emil. I would not have launched such a brazen assault on authority if I'd had my wits about me. How about I atone for the trouble I caused you here by helping you track down and stake this vampire?"

If you agree to his proposal, you'd best keep an eye on him.



# 4-P2: DANGEROUS CARGO

## NYCTESSA

**Read the Following Aloud:**

**H**ere in Quantum, a center for arcane study, magical flourishes are everywhere, so the dizzying array of magical runes lining the sides of the tightly guarded prison wagon ahead of you seems almost commonplace. As it disappears into a narrow alleyway, you quicken your pace. The wagon holds the notorious alchemist Dalsig Kholoran, infamous for stealing troves of lore about fleshwarping and using them to conduct gruesome experiments. Kholoran has been sentenced to spend the rest of his life in the inescapable prison at Valkas Isle, but Society contacts have warned that Pasha Muhlia al-Jakri might seek an alliance with this brilliant and depraved man. Time is running short before Kholoran meets his fate, yet there are still no signs of the pasha's agents. After witnessing the devastation that her other agents could inflict, you hope that your venture-captain's fears will prove no more than justified caution.

You'll have no such luck.

You enter the alleyway in time to see a horde of undead monstrosities rise from the ground to menace the guards. Meanwhile, a pale woman with vacant white eyes points a staff

crafted from a human spine at the wagon. Dark energy arcs forward, making the wagon's protective runes shudder. Before you can rush forward to contain the prisoner, a guard points a finger at you, shouting, "Watch out; she's got backup!"

You'd better resolve this situation quickly and carefully.

**DURING THIS SCENARIO**

When building the location decks, set aside the henchmen, monsters, and barriers; shuffle them into a siege deck, then display the support card Defensive Stance next to this card.

Monsters you encounter have the Undead trait and are immune to the Mental and Poison traits.

When a bane from the siege deck is undefeated, banish a card from a random open location deck.

If you succeed at a check to defeat Nyctessa by less than 6, you may draw an ally and a blessing from the box. When Nyctessa is defeated, if there are more than 5 cards in the siege deck, banish the bottom card of that deck and shuffle Nyctessa into it.

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

<b>VILLAIN: NONE</b>	
<b>HENCHMEN:</b>	
	NYCTESSA (PROXY WITH FIRE SPIRIT)
	BEHEADED
	OLD EYE-TAKER
	GAUNT CADAVER
	CRAWLING HANDS

PLAYERS	LOCATIONS
1	EMBALMING PARLOR
1	GOLDEN LAKE
1	SURGERY
1	THE SHINY BAUBLE
2	TOWERING OBELISK
3	CARAVANSERAI
4	GREAT LIBRARY OF TEPHU
5	ALCHEMICAL LABORATORY
6	CATACOMBS

**REWARD**

The party gets all boons remaining in location decks.

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

Each player may, for each future scenario, choose to exchange her character that completed this scenario with Nyctessa from *Hell's Vengeance Character Deck 2*. Nyctessa 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 Nyctessa's deck from the *Hell's Vengeance Character Deck 2* 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 Wizard Nyctessa.

**Development:**

**W**hen the dust settles, one of the guards thanks you. "Without your help, Kholoran might have gotten away. As for *this* undead-loving miscreant," she gestures toward the slumped form of the pasha's agent, "she seemed to be under mind-controlling magic."

The pasha's unwitting agent speaks quietly, "A vampire ordering dangerous prisoners to be freed from Nex? He is likely from Geb. You won't find a better guide to that realm than Nyctessa. Please, let us strike together against our mutual enemy."

If you agree to her proposal, you'd best keep an eye on her.



# 4-P2: DANGEROUS CARGO ZELHARA

### Read the Following Aloud:

**H**ere in Quantum, a center for arcane study, magical flourishes are everywhere, so the dizzying array of magical runes lining the sides of the tightly guarded prison wagon ahead of you seems almost commonplace. As it disappears into a narrow alleyway, you quicken your pace. The wagon holds the notorious alchemist Dalsig Kholoran, infamous for stealing troves of lore about fleshwarping and using them to conduct gruesome experiments. Kholoran has been sentenced to spend the rest of his life in the inescapable prison at Valkas Isle, but Society contacts have warned that Pasha Muhlia al-Jakri might seek an alliance with this brilliant and depraved man. Time is running short before Kholoran meets his fate, yet there are still no signs of the pasha's agents. After witnessing the devastation that her other agents could inflict, you hope that your venture-captain's fears will prove no more than justified caution.

You'll have no such luck.

You enter the alleyway in time to see the guards drop to their knees, crying out in agony. A lithe woman covered in piercings emerges from the shadows. Her vacant gaze turns toward you.

She draws a length of barbed chain into her hand, slicing it through the air in practiced circles. Before you can rush forward to help contain the prisoner, one of the guards points a finger at you, shouting "Watch out; she's got backup!"

You'd better resolve this situation quickly and carefully.

### DURING THIS SCENARIO

When building the location decks, set aside the henchmen, monsters, and barriers; shuffle them into a siege deck, then display the support card Defensive Stance next to this card.

Damage dealt to you is increased by 1; if you discard any cards as damage, you may draw a card.

When a bane from the siege deck is undefeated, banish a card from a random open location deck.

If you succeed at a check to defeat Zelhara by less than 6, you may draw an ally and a blessing from the box. When Zelhara is defeated, if there are more than 5 cards in the siege deck, banish the bottom card of that deck and shuffle Zelhara into it.

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

#### VILLAIN: NONE

#### HENCHMEN:

	ZELHARA (PROXY WITH FIRE SPIRIT)
	AGHASH
	AKITAR
	BLIGHTWING
	RANDOM MONSTERS

PLAYERS	LOCATIONS
1	EMBALMING PARLOR
1	GOLDEN LAKE
1	SURGERY
1	THE SHINY BAUBLE
2	TOWERING OBELISK
3	CARAVANSERAI
4	GREAT LIBRARY OF TEPHU
5	ALCHEMICAL LABORATORY
6	CATACOMBS

## REWARD

The party gets all boons remaining in location decks.

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

Each player may, for each future scenario, choose to exchange her character that completed this scenario with Zelhara from *Hell's Vengeance Character Deck 2*. Zelhara 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 Zelhara's deck from the *Hell's Vengeance Character Deck 2* 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 Inquisitor Zelhara.

### Development:

**W**hen the dust settles, one of the guards thanks you. "Without your help, Kholoran might have gotten away. As for *this* miscreant," she gestures toward the slumped form of the pasha's agent, "she seemed to be under mind-controlling magic."

The pasha's unwitting agent speaks, "I am Zelhara. Should you wish to know what I have seen, you must accept my assistance against the one that has used me. What I have done here as a mere puppet is a pale shadow of the ruin I can bring to that one."

If you agree to her proposal, you'd best keep an eye on her.

Season of Factions' Favor **VILLAIN 3**

## NYCTESSA

**DHAMPIR WIZARD**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**16**

**OR**  
DIVINE  
**12**



**POWERS**

Before you act, a character at your location summons and encounters the henchman Natron Zombie; if it is not defeated, the difficulty to defeat is increased by 1d4. Then, you may bury an ally; if you do not, the difficulty to defeat is increased by another 1d4. If Nyctessa would be defeated, reroll the dice. Nyctessa is defeated or undefeated based solely on the result of the new roll.

Illustration by Wayne Reynolds © 2017 Paizo Inc.

Season of Factions' Favor **VILLAIN 3**

## EMIL

**PITBORN ASSASSIN POISON**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**17**



**POWERS**

All damage dealt by Emil is Poison damage.

Before and after you act, succeed at a Constitution, Fortitude, Wisdom, or Perception 7 check or you are dealt 1d4 damage.

If another character plays a card while you act, after you act, that character is dealt 1d4 damage.

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Season of Factions' Favor **VILLAIN 3**

## ZELHARA

**HUMAN INQUISITOR**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**16**



**POWERS**

Before you act, you are dealt 1d4 Combat damage. The difficulty to defeat is increased by the number of cards you discard as damage.

After you act, bury an ally from your discard pile.

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Season of Factions' Favor **FAVOR 3**

## 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.

Illustration by Taylor Fischer © 2017 Paizo Inc.



# Season of Factions' Favor

## P2: Dangerous Cargo

\_\_\_\_\_ 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		
<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"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Die Bump Gained       Die Bump Used       Completed Adventure