



OUR LADY OF SILVER™



A PATHFINDER
SOCIETY SCENARIO

By James F. MacKenzie

OUR LADY OF SILVER™

PATHFINDER SOCIETY SCENARIO 27

Design: James F. MacKenzie
Development: Joshua J. Frost
Editing: Christopher Carey
Senior Art Director: James Davis
Layout: Crystal Frasier
Interior Artist: Tyler Walpole
Cartographer: Corey Macourek, Mike Schley
Vice President of Operations: Jeff Alvarez
Events Manager: Joshua J. Frost

Paizo CEO: Lisa Stevens
Corporate Accountant: Dave Erickson
Sales Manager: Chris Self
Technical Director: Vic Wertz
Publisher: Erik Mona

Pathfinder Society Scenario 27: Our Lady of Silver is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tiers: 5–6 and 8–9). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's oldest fantasy roleplaying game.

The OGL can be found on page 15 of this product.

Paizo Publishing, LLC
7120 185th Ave NE Ste 120
Redmond, WA 98052-0577
paizo.com/pathfindersociety

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Society Scenarios are published by Paizo Publishing, LLC under the Open Game License v 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Society, Pathfinder Chronicles, Pathfinder Modules, and Pathfinder Companion are trademarks of Paizo Publishing, LLC. © 2009 Paizo Publishing, All Rights Reserved.



OUR LADY OF SILVER

BY JAMES F. MACKENZIE

Home of a thousand exotic wonders, golden Katheer is renowned throughout the Inner Sea. The capital of Qadira, thousands of merchant dhows shelter in her broad harbor, legions of scholars attend her prestigious universities, and innumerable caravans carry her trade to the far corners of the world.

Upon the city's highest hill, a golden-domed palace holds the court of Qadira's Satrap, Xerbystes II. This headstrong youth dreams of glorious battle, cravings forbidden by his distant Emperor. "Only in peace do the treasures of distant lands fill our coffers," decrees the Padishah Emperor. Instead of martial glory, the Satrap must content himself with mercantile scheming.

Within this city of squabbling traders, few are as honored as Bashir al-Mударis, elderly leader of the House of Silver, Bayt Al Fadda. A dealer in rare jewels and alchemical silver, the aged merchant's collection of antiquities is among the finest in all Qadira.

Despite his wealth, Master Bashir's greatest treasure is his daughter Lujine, the "Lady of Silver." Famed for her beauty and scholarship, merchants and nobles eagerly sought Lujine's hand in marriage. They offered extravagant gifts and lucrative contracts as her bride-price, but Lujine's father spurned their rich offers. He instead chose a foreign scholar for his daughter, a Pathfinder known as Farendir Faireven. Master Bashir enthusiastically promoted his future son-in-law's status among the Pathfinders, contributing ancient texts and funding.

Sadly, not all the frustrated suitors chose to accept defeat. Taking Master Bashir's rejection as a personal insult, a merchant-sorcerer named Raamiz Ibn-Chadli sought revenge. With the aid of unscrupulous allies, Ibn-Chadli schemed to shatter the marriage and humiliate the Pathfinder Society.

SUMMARY

Ordered to escort relics back to Absalom, the PCs represent the Pathfinder Society at a wedding in Katheer. Unfortunately, chaos breaks out at the wedding feast as ferocious animals attack the crowd—a distraction planned by unscrupulous thieves who make off with

the artifacts the PCs are tasked with bringing back to Absalom.

Clues at the feast site lead the PCs to the training hall of the Fraternity of the Unforgiving Fire, allies of the sorcerer-merchant Raamiz Ibn-Chadli, and within the PCs find additional evidence pointing toward Ibn-Chadli as the source of the thievery.

Investigation into the sorcerer-merchant leads to Ibn-Chadli's villa where a sinister erinyes awaits: the vizier Qutirh. This sadistic creature ambushes the Pathfinders, lest their discoveries unravel Ibn-Chadli's schemes.

Unexpectedly ordered before the court of the Satrap, the Pathfinders are then forced to defend themselves and the Pathfinder Society from libelous accusations. The true plot against them takes shape as the Society is accused of treachery and theft.

Once free of the Satrap's court, the PCs must race to protect the Pathfinder Society's tarnished honor, lest they be framed when Ibn-Chadli loots the tomb of an honored high priest. They arrive at the tomb in time to stop the jealous sorcerer and only their actions against him will determine the fate of the Society in Qadira.

GETTING STARTED

Read the following to get the adventure underway:

A brisk breeze carries the scent of the sea up to the Pathfinder Society's lodge in Katheer, the capital of Qadira. The lodge's shaded balcony gives a panoramic view of Katheer's harbor, revealing hundreds of ships moored in the busy port, lateen-rigged merchant dhows and the bright-sailed warships that protect Qadira's shipping.

"Thank you for getting here so soon," the nasal voice of Venture-Captain Osretia Cassomiran calls from within. She is a tall, gray-haired woman of Azlanti lineage, and she rifles through papers as she speaks from inside her office. "Have you met the groom, Farendir Faireven? He's quite bright, especially for someone from the River Kingdoms."

Venture-Captain Cassomiran's quest continues fruitlessly as she searches a sagging bookshelf. "The bride's quite a

catch, too; called the Lady of Silver for her father's wealth. It's certainly a coup for young Faireven."

Clambering beneath her desk, Osretia's voice is muffled by stacked texts. "Anyway, during the wedding feast, the girl's father, Master Bashir Al-Mudaris, plans to donate several valuable relics to the Pathfinder Society. Clearly, Master Bashir wants to promote his new son-in-law's status in the Society. That's where you come in: we need you to escort these antiques to Absalom."

Suddenly, the Venture-Captain's shouts, "By Irori! I found them!" She places several elegantly scripted invitations on the disheveled desk. "You do have something decent to wear for the wedding, do you not? You're going to represent the Society, and we certainly can't afford any embarrassments."

The wedding is scheduled for the early afternoon of the following day. Find out what the PCs plan to do that evening and the next morning. Some may seek out NPCs mentioned in their faction handouts: Hanimethiris the Sage, the Satrap's advisor Kemir Ben-Radaw, the missing priest Camplin Penstowe, clergy of Sarenrae, or Master Bashir and other members of the wedding party.

Hanimethiris the Sage proves to be a long-winded Osirian scholar, clad in filthy, coffee-stained robes. An expert in Kelishite history, the slovenly sage tends to ramble for hours about his historical theories.

When the scenario begins, the Satrap's advisor Kemir Ben-Radaw is out of the city, inspecting fortifications. His household servants expect his return after the wedding.

Inquiries about Camplin Penstowe require a DC 20 Knowledge (local) or Gather Information check to bear fruit. Success determines he was last seen near the Avenue of the Phoenix, speaking to a distinguished-looking man wearing bulky desert robes and an intricately embroidered aba.

Those seeking the clergy of Sarenrae or the bride's family find them frantically busy with wedding preparations. The scholarly groom, young Faremdir Faireven, labors on a surprise present for his bride: he's translating a set of risqué elvish poems. He drives off any visitors, but first pesters elves and bards for poetic advice.

Master Bashir is too busy with wedding preparation to see the PCs, though he'll be more amenable to their questions once the events of act 1 are in motion.

When the PCs are ready to attend the wedding, move to act 1. The PCs will not be turned away from the wedding so long as they possess the invitation given to them by the Katheer venture-captain. If they arrive wearing anything less than clothing fit for a wedding, however, they suffer a -2 penalty to all Charisma-based checks made during act 1. The PCs are allowed to wear weapons to the wedding,

GUESTS AT THE CELEBRATION

Several important contacts are introduced at the reception. These people may aid or provide information during the adventure.

Master Bashir al-Mudaris, the father of the bride: The wizened master trader leans on a gnarled cane, rapping it on the ground to emphasize his points. Although he thoroughly enjoys the celebration, Bashir has little patience for the grasping ways of his fellow merchants. He plans to retire to a monastery once he finds a worthy heir for his business.

Halman, High Priest of Sarenrae: Still hearty and energetic, this pious elder proudly claims descent from the famous High Priest Ubaidah Abd-Hikmah. An avid collector, he possesses several of his ancestor's relics. Halman retires early from the party, missing the later mayhem.

Pathfinder Faremdir Faireven and his bride, **Lujine**: Giddy with love, the newlyweds constantly talk about each other. Generally a level-headed young woman, Lujine can be a bit naïve. Faremdir is normally bright, but tends to get distracted, lost in his bride's dark eyes.

Al'Jahar abu-Targos: A tall, dark-skinned merchant, Al'Jahar is the nephew of deceased Venture-Captain Targos Min-Katheer. He joyfully seeks out any PCs who helped return his uncle's remains (in Pathfinder Society Scenario #3: *Murder on the Silken Caravan*).

as most of the male guests will be doing the same, though largely in a ceremonial fashion.

ACT 1: THE WEDDING RECEPTION (EL 8)

Hundreds of guests crowded the temple of Sarenrae this morning while prosperous merchants and courtiers strutted in silken finery and scholars and clergy nodded gravely, clad in sober robes. Scores of servants and grooms waited outside as the High Priest of Sarenrae intoned the couple's vows.

Afterward, the newlyweds led their guests to the splendidly decorated courtyard of Master Bashir's estate for the wedding feast. Young men whirled through an ancient sword-dance to the frenzied pounding of doumbeks, their blades clashing louder as the song's tempo increased. Servant girls brought forth a dazzling array of dishes and iced sekanjabin drinks, as daring snake charmers mesmerized a dozen lethal asps.

After the feast, challenges rang out across the courtyard. Warriors swaggered forth, clad only in loincloths and swinging cudgels, to battle atop a bed of red-hot coals.

Give the PCs ample time to explore the wedding reception, to feast, and to perhaps join in the festivities. PCs wishing to fight among the warriors can do so, but must strip to a loin cloth, wield a club, and dance on a bed of hot coals. To simplify this encounter, any PCs fighting on the hot coals with the warriors, must succeed on a DC 12 Fortitude check each turn or become sickened by the heat and smoke. Two failed saves in a row and the PCs must leave the coals and forfeit their right to battle. Anyone struck once while dancing on the coals is eliminated and the glorious victor is the last warrior standing. The warriors have the following stats: AC 12, +5 club (1d6+1). There are five warriors.

As the warriors battle on their bed of hot coals, extravagant gifts and displays amaze the crowd. A pair of white elephants from distant Vudra, two dozen silken-haired dromedaries, robes of precious silk, and other treasures appear, each more exotic than the last. Cloth-draped wagons promise additional wonders.

Careful PCs may want to guard the items meant for the Pathfinder Society. At this point, the relics remain in side rooms, not yet on display. Four members of the Fraternity of the Unforgiving Flame loiter nearby, dressed as merchants' guards. The dervishes avoid any PCs, hoping their plan draws them away.

Several shrouded wagons sit near the courtyards' entrances, carrying creatures intended as gifts for various notables. Most of these exotic beasts are harmless: Keleshite peacocks, massive speckled turtles from the Mwangi Expanse, and the like. One wagon's inhabitants are anything but harmless: a trio of Thuvian lions, intended for the Satrap's menagerie.

During the battle on the bed of hot coals, allow any PCs not participating to make a DC 15 Sense Motive or Spot check. Successful PCs notice a guard standing near the wagon of lions sweating profusely in the heat and staring nervously at any passing guests. This man is a dervish of the Unforgiving Fire, a servant of the sorcerer Raamiz Ibn-Chadli, a man driven to revenge-filled madness at the news that his desired bride would be married off to a non-Qadiran Pathfinder

infidel. If confronted, the dervish signals an accomplice to unleash lions from one of the wagons by pulling the pin holding its gate closed. If ignored, he pulls the pin as soon as the battle in the coals is over and both dervishes flee for the closest exit.

A terrifying roar echoes across the courtyard as enraged lions rush forth from an opened wagon. Cries of distress and alarm arise from every corner of the wedding reception as terrified guests flee before the onslaught of the lions.

Bedlam breaks out in the courtyard as the angry beasts panic the camels and elephants tethered there. A handful of panicky guards desperately fend off the lions as hundreds flee, jamming the exits.

Seizing their chance, four disguised dervishes move to snatch any unguarded relics. Dressed as merchant guards, they'll claim that they're protecting the items. They avoid combat with PCs, fleeing through side doors or forcing their way among panicked merchants.

Some PCs may manage to confront the thieving "guards." If the PCs corner any escaping thieves, use the dervish stats from act 2.

Creatures: A trio of ferocious lions attack, panicking an elephant in the courtyard.



All Tiers (EL 8)

FRENZIED LIONS (3)

CR 3

hp 32 (MM 274)

TACTICS

During Combat Hungry and frustrated, the lions attack anything in the area. If damaged, they turn their aggression on their tormentors.

Morale The beasts attempt to flee if reduced below 10 hit points.

PANICKED ELEPHANT

CR 7

hp 104 (MM 272)

TACTICS

During Combat The elephant breaks free of its handler and tramples randomly about the wedding reception. Use the “missing with a thrown weapon” rules in the PH (page 158) to determine a random direction for the elephant each turn and have it charge its full movement in that direction as far as it can, bull-rushing and trampling guests, PCs, and lions alike. The elephant does this for the entirety of the encounter (regardless of whether or not it’s attacked) unless successfully calmed down magically or by Handle Animal checks. PCs must roll a successful DC 25 Handle Animal check to “push” the elephant to perform a “down” or “stay” trick. The elephant cannot be commanded to do any other tricks besides these two.

Development: After the lions are dealt with, Farendir and his bride beg the PCs to find the stolen items. The relics were included in the marriage contract; without them, their marriage could be invalidated by Master Bashir and the Pathfinder Society will be denied dozens of important Qadiran artifacts for the collection in the Grand Lodge in Absalom.

If the PCs ask around about the suspicious guards, one of the drovers recognizes the man who released the lions: Hakir Half-Ear, a pox-addled caravan guard believed to belong to an unsavory brotherhood of dervishes called the Fraternity of the Unforgiving Fire. This grim band meets at a location known as the Hall of Purifying Flame (see act 2). A DC 20 Knowledge (local) or Gather Information check uncovers the same information.

Some PCs may also inquire about business rivals or spurned suitors, leading Master Bashir to describe Raamiz Ibn-Chadli. Lujine was once fond of the merchant-sorcerer, but eventually turned against him, repelled by his growing cruelty and avarice. Master Bashir can also describe Ibn-Chadli’s gaudily painted villa on the Avenue of the Phoenix (see act 3) next door to a mysteriously burned-out villa of a former rival of the sorcerers. A DC 12 Knowledge (local) check quickly gains the PCs a set of instructions to travel to the villa.

THE LION ATTACK

During the rampage, feel free to describe the following incidents to add additional flavor to the encounter. These bits of flavor are not intended to make the encounter harder.

1. Fleeing merchants, nobles, and servants jam the exits; trapped victims shriek for help.
2. A child is knocked to the ground in front of a snake charmer’s angry asp (small viper), escaped from its basket.
3. Breaking their lead ropes, dromedaries gallop wildly around the courtyard, overrunning those in their path and knocking over tables and benches.
4. A cloth pavilion collapses and catches fire.
5. A wagon filled with peacocks bursts open, releasing dozens of shrieking birds into the courtyard.

Master Bashir also provides the PCs with a complete list of the items bound for the vaults beneath the Grand Lodge in Absalom (see Player Handout 1).

Mission Notes: Give Cheliox faction PCs and Qadira faction PCs plenty of time to roleplay their faction missions. The Cheliox faction PCs should try to strike up a friendship with Halman, the high priest of Sarenrae who is attending the wedding reception. Halman starts the encounter as indifferent and if he can be made friendly with Diplomacy checks and roleplay, the Cheliox faction PCs will have completed one of their missions. Qadira faction PCs need to introduce Al’Jahar abu-Targos, son of the deceased venture-captain from Pathfinder Society Scenario #3: *Murder on the Silken Caravan*, to Master Bashir al-Mudaris and recommend him as a suitable successor for Master Bashir after his impending retirement. Master Bashir starts the encounter as indifferent and if he can be made friendly with Diplomacy checks and roleplay, he’ll consider the PCs advice (thus fulfilling the mission). If he can be made helpful, he’ll declare right there on the spot that abu-Targos is his successor.

Rewards: There are no rewards for this act.

ACT 2: THE HALL OF PURIFYING FLAME (EL 7 OR EL 10)

The Hall of Purifying Flame is found on the outskirts of Katheer, among the stench of slaughterhouses and tanneries. Nothing about the Hall of Purifying Flame suggests purity. Poorly patched cracks meander among the decaying brickwork, running up from the structure’s uneven foundation. The hall’s many windows have been bricked up or boarded over. Above the hall’s iron-shod

door sags an illegible, weather-beaten sign. Ruthless mercenaries and slavers, the Fraternity of the Unforgiving Fire make their headquarters in this decayed structure. They have no one posted to watch the exterior.

Area 2a: The Hall of Discipleship

Scattered debris and empty barrels clutter the structure's main hall. Dim light filters from a curtain-shrouded balcony above, illuminating the silhouettes of dozens of wooden training dummies. To either side, stone stairs lead up to the balcony. The stench of rancid oil and stale sweat fills the hall's smoky air.

Trap: Given any warning of the PCs approach, the fraternity prepares an ambush, pouring slippery crimson oil across the filthy floor (marked **P** on the map). If the PCs sneak in, a dervish can smash this oil container during combat in any 10-foot section of floor.

Creatures: Vicious dervishes lurk throughout the hall.

Tier 5–6 (EL 7)

POOL OF BURNING BLOOD CR 2

Type mechanical; Search DC 7; Disable Device n/a

EFFECTS

Trigger touch; **Reset** manual

Effect Oil forms a 10-foot-radius puddle (marked **P** on the map), forcing those crossing it to move at half speed and make DC 12 Balance checks. Anyone failing the Balance check is knocked prone. If the pool is ignited, anyone standing in or crossing through the area takes 1d6 fire damage (Reflex DC 15 for half). The pool burns for 5 rounds, but the fire does not spread further in the fraternity's stone hall.

DERVISHES OF THE UNFORGIVING FIRE (3) CR 4

Male human rogue 3/warrior 2

LE Medium humanoid

Init +6; **Senses** Listen +4, Spot +2

DEFENSE

AC 16, touch 12, flat-footed 14

(+4 armor, +2 Dex)

hp 22 (3d6+2d8)

Fort +4 **Ref** +3 **Will** +0

Defensive Abilities dodge, evasion, mobility

OFFENSE

Spd 20 ft.

Melee scimitar +5 (1d6+1/18–20) or punching dagger +5 (1d4+1/x3)

Ranged javelin +6 (1d6+1)

Special Attacks sneak attack +2d6

TACTICS

Before Combat If the dervishes hear a break-in from the front, one of them spreads oil in the area marked **P** on the map. If the PCs enter through other means, the dervishes spread the oil wherever it tactically benefits them most.

During Combat The dervishes work together to surround and flank opponents, preferring to take them down one at a time.

Morale So long as more than one dervish fights, they fight to the death. If one dervish remains, he attempts to flee.

STATISTICS

Str 12, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +4; **Grp** +5

Feats Dodge, Improved Initiative, Mobility

Skills Balance +3, Bluff +5, Climb +2, Disguise +4, Hide +6, Knowledge (local) +1, Listen +4, Move Silently +6, Spot +2, Survival +1, Tumble +3

Languages Common, Kelish

SQ trapfinding, trap sense +1

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork scale mail, scimitar, punching dagger, 3 javelins, tindertwig, 15 gp



Tier 8–9 (EL 10)

For Tier 8–9, increase the number of dervishes to 8.

Area 2b: Chamber of Fiery Meditation

Two stairways lead up to a curtain-shrouded balcony, where a massive brazier burns below a smashed skylight. The ruddy light illuminates an ominous bronze idol with the head of a bull.

A DC 20 Knowledge (religion) check identifies the idol as a guise of the arch-devil Moloch. Fragments of jewelry and human bone lie buried in the brazier's ashes, including an iron holy symbol of Iomedae with the initials "C.P." engraved on the back (a DC 20 Search check finds the remains). Although such diabolical worship is technically permitted in Qadira, human sacrifices are illegal.

Area 2c: Chambers of Order

The northern chamber contains a slave pen with bloodied manacles inside while the southern room is an office with a desk and two chairs.

Development: Heaped notes and letters lie atop the office desk in area 2c. One parchment mentions that an Andoren meddler had been dealt with while another names Ibn-Chadli and states that the sorcerer hired the dervishes as guards (see Player Handout 2).

Treasure: A bloodstained box in the office holds the stolen portrait of Prince Khasine and bags of Chelish gold. Tier 5–6: 1,900 gp; Tier 8–9: 6,300 gp.

Mission Notes: Andoran faction PCs complete one of their faction missions if they find the remains of Camplin Penstowe in the brazier. They can also find some of the information needed to crush Ibn-Chadli's slavers (though it's incomplete as far as their faction mission is concerned until they find the paperwork in act 3. Cheliox faction PCs complete one of their missions if they remove any documents mentioning Cheliox. Careful selection among the papers can eliminate references to Cheliox while still leaving proof of the dervishes' sinister activity.

Rewards: If the PCs defeat the dervishes, reward each tier thusly:

Tier 5–6:

Give each player 397 gp.

Tier 8–9:

Give each player 1,252 gp.

ACT 3: AVENUE OF THE

GAMEMASTERY MAP PACK: SLUMS

Though everything you need to run this encounter is included in this scenario, GMs wishing to use the actual maps for act three can find them in *GameMastery Map Pack: Slums*, available at your local game store or online at paizo.com.

PHOENIX (EL 8 OR EL 10)

Small villas line the Avenue of the Phoenix, the local residences of traveling merchants and officials. Intricate designs cover the homes' finely carved doors, subtle reminders of their residents' wealth and taste. Midway down the street, the gaudily painted walls of one home contrast sharply with the burnt-out remains of an unfortunate neighbor: this must be Raamiz Ibn-Chadli's villa.

Few people travel the secluded avenue, and although watchmen regularly patrol its length, they follow their rounds with easily predicted routine. Few lights burn here after dark, as few of the merchants and slavers living here care to know their neighbors. Behind the elegant villas, a walled neighborhood holds the hovels of slaves and indentured servants.

A stout, locked door and twelve-foot walls guard Raamiz Ibn-Chadli's home. The lock can be picked with a successful DC 20 Open Lock check, or the door can be forced with a DC 23 Strength check. A DC 15 Climb check successfully ascends the structure's wall, but those exploring the charcoal-reeking ruin next door discover a damaged corner they can easily traverse (Spot DC 14).

The villa has several comfortable bedchambers, a bath chamber, a dining room, and a study upstairs. Downstairs holds two storerooms, a kitchen, a cramped servants' room, and disheveled guards' quarters (currently empty).

The study holds several items of interest. A box atop Ibn-Chadli's desk holds neatly-organized correspondence. These papers include a sheaf of love letters written to Lujine, returned after she rejected his suit. Another bundle details Ibn-Chadli's dealings with a band of slavers. While slaving isn't illegal, the papers suggest these men abduct Qadirans for sale in Cheliox. One slaver captain's note agrees to rendezvous with Ibn-Chadli at sunset on the day after the wedding.

A DC 26 Search check finds a loose floor tile, beneath which lies the Jewels of Xalmer, wrapped in greasy black parchment. Under them sits a battered journal, a volume once stolen from Pathfinder Venture-Captain Targos Min-Katheer. Its notes describe sites near Katheer, but the text readily falls open to a section describing the Tomb of the Upright High Priest Ubaidah Abd-Hikmah,

several hours' ride up the coast. It details the isolated site's importance to the local church of Sarenrae.

It's entirely possible that the PCs will encounter the erinyes first before exploring the house.

Creatures: Ibn-Chadli's apartment is normally guarded by ogre eunuchs, but they went with him on his journey to the High Priest's Tomb (see act 4). In their absence, he expected his diabolical vizier Qutirh to watch over the place; alas, Qutirh prefers to spend his time tormenting the slaves housed behind the residence.

A pale pair of servants, Hroth and Gerdit, periodically emerge from their room downstairs. Years of systematic torment have reduced this elderly Ulfen couple to cringing subservience. The very thought of failing their master terrifies them. The pair has been ordered to lure any intruders behind the residence, where Qutirh amuses himself among the slaves' dismal huts. Disguised by a bulky dolman robe and an elaborately embroidered aba, the vizier is actually an erinyes devil. His wings concealed, Qutirh appears as a stocky Keleshite man with amethyst-tinted spectacles.

Tier 5–6 (EL 8)

QUTIRH THE PRUDENT

CR 8

Erinyes (MM 54)

hp 85

TACTICS

Before Combat If Qutirh hears the servants approaching (Listen DC 10) or the PCs approaching (Listen opposed by the PCs worst Move Silently check, he waits just inside the slave hut, hoping to ensnare intruders with *charm monster*.

During Combat Qutirh first uses his rope to entangle a spellcaster, concentrating subsequent attacks on spellcasters and healers. If confronted by multiple strong warriors, the erinyes teleports clear, repeatedly casting *charm monster* and turning to his bow. Summoning bearded devils places Qutirh in debt to others of his kind, so he prefers to conjure lemurs instead.

Morale If knocked below 20 hp, Qutirh teleports away to find and warn Ibn-Chadli.

Tier 8–9 (EL 10)

For Tier 8–9, increase the number of erinyes to 2.

Development: The papers in Ibn-Hadil's library may lead the PCs to investigate the High Priest Ubaidah's Tomb. Information about Ibn-Hadil's whereabouts can be gained through magical questioning or successful intimidation of Ibn-Chadli's slaves.

Treasure: When Qutirh is defeated, his +1 *flaming composite longbow* (+5 Str) remains as well as his longsword,

clothing, and a necklace worth 450 gp. For Tier 8–9, both erinyes are carrying the exact same gear.

Mission Notes: Andoran faction PCs who turn Ibn-Chadli's documents in to the authorities fulfill one mission objective: the slavers will be arrested when they next return to Qadira.

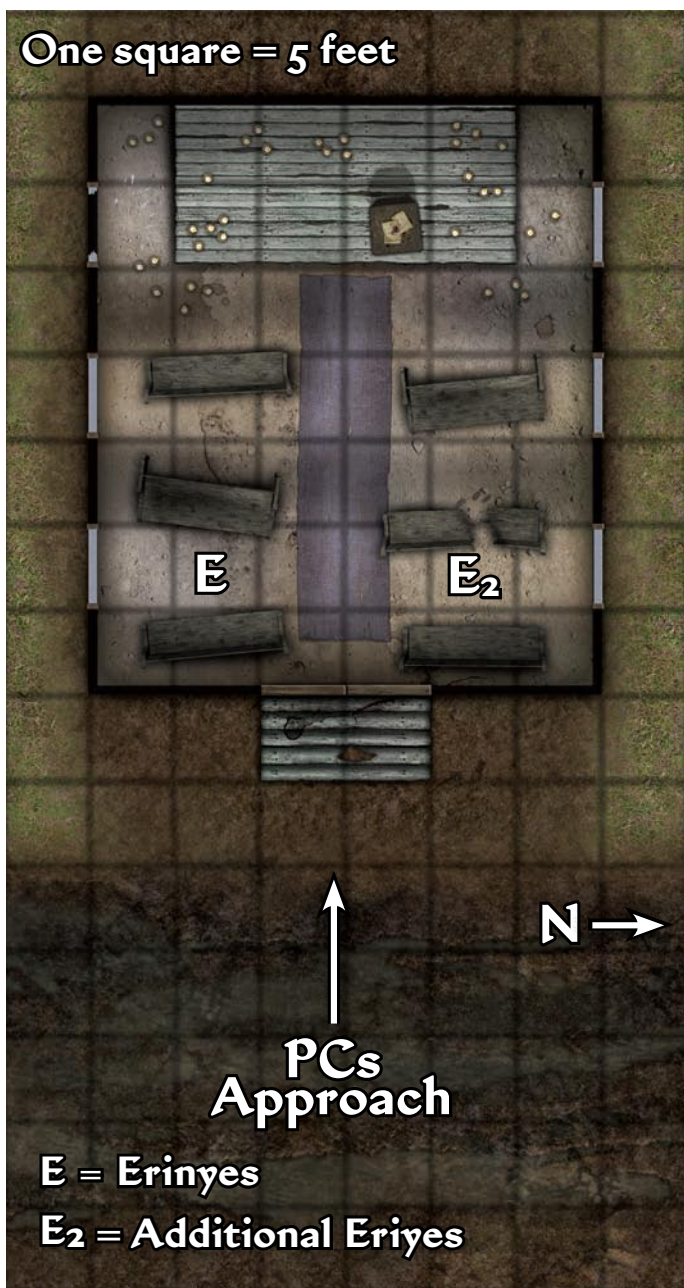
Rewards: If the PCs defeat the devil(s), reward each tier thusly:

Tier 5–6:

Give each player 818 gp.

Tier 8–9:

Give each player 1,561 gp.



ACT 4: FRAMED BY A SORCERER

Ibn-Chadli's plans were more complex than anyone else realized. Even as he planned the theft at the wedding party, the merchant-sorcerer also planted rumors and false accusations among prominent members of the Satrap's court. These slanders accuse the Pathfinders of plotting to betray the House of Silver and seize its assets for the Society. Other rumors call the Pathfinders little better than grave robbers, looters hiding behind false pretensions of scholarship.

While the PC have been exploring Katheer, these accusations came to the Satrap's advisors, who ordered the PCs arrested. Sometime after the PCs have completed the first three acts, read the following:

A company of three dozen heavily-armored horsemen and a handful of robed and veiled sorcerers approach, their splendid equipment gleaming mirror-bright. From their midst, a massively built man rides forward, his face obscured by a golden helm. "Pathfinders!" he shouts. "You are hereby arrested and ordered to appear before the Court of His Exalted Eminence, Xerbystes II, Defender of the Zho and Satrap of Glorious Katheer, praise be upon him. Lay down your arms and come with us to hear your accusers, lest you arouse the terrible displeasure of His Eminence!"

The rider is Garahn Min-Omash, one of the Satrap's Peerless, master warriors and noble advisors. He has come to fetch the Pathfinders and manifestly means business as he scrutinizes the area for signs of wrongdoing. If the PCs attempt to flee or fight Min-Omash's men, it will hurt them during their hearing (see below). If the PCs choose to fight, use the stats for the dervish's in act 2 to represent Min-Omash's 36 soldiers and the stats for Ibn-Chadli from Tier 5–6 in act 5 to represent Min-Omash's five sorcerers. Min-Omash's soldiers will not kill the PCs, but they will subdue them as quickly as possible. This should obviously appear to the PCs to be a losing battle.

If the PCs go with Min-Omash, they will find themselves housed in the land's most opulent prison. Their chambers are elegantly appointed, yet their solid iron doors lock from the outside. The PCs are warned that any spellcasting within their rooms will arm a lethal magical trap (an otherwise-inert *symbol of death* on the ceiling). Their weapons and obvious magic items are removed, but they are otherwise treated with grave courtesy. They aren't even searched.

Mission Notes: If any PCs from the Taldor faction are brought here, Kemir Ben-Radaw soon arrives to mock them and threaten that their "Taldan treacheries" will soon be punished. Taldor faction PCs may wish to discuss his family history with him. Have Taldor faction PCs describe their approach and attempt a DC 16 Diplomacy or Intimidation check. Failure means he defies them to do their worst, but success indicates that he agrees to moderate his rhetoric in the future.

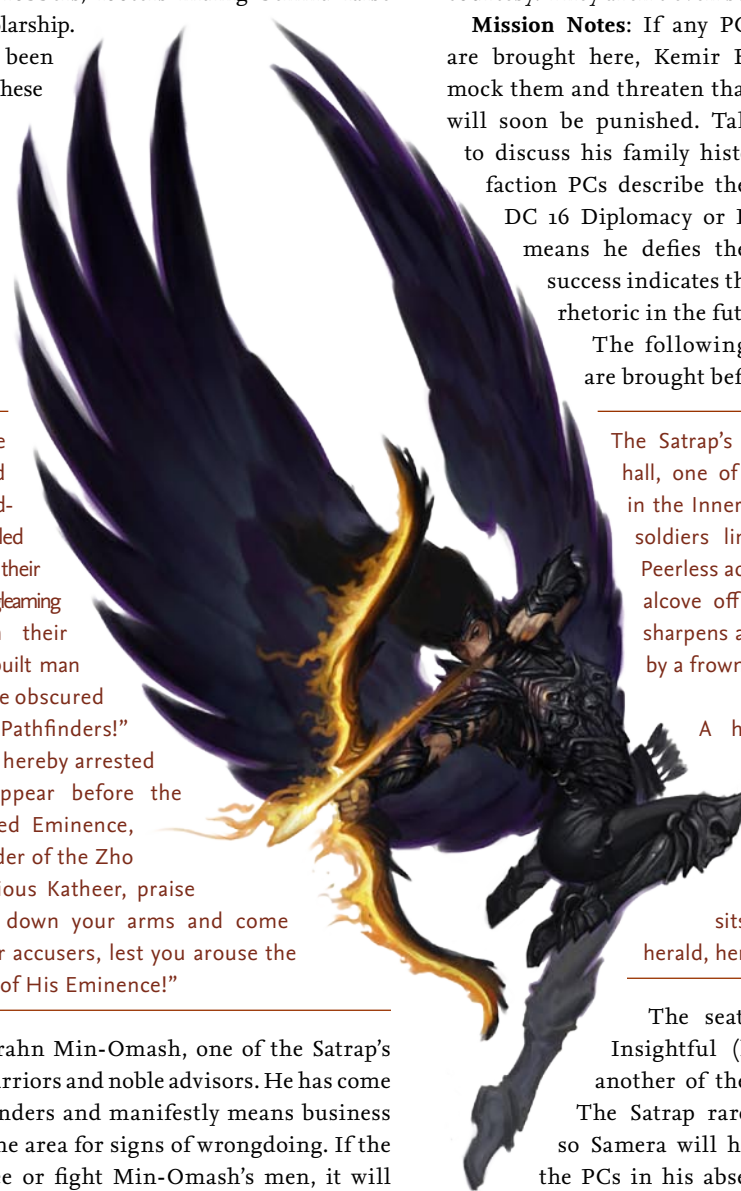
The following morning, the Pathfinders are brought before the Satrap's court:

The Satrap's court stands within a grand hall, one of the most opulent structures in the Inner Sea. Dozens of courtiers and soldiers line the magnificent hall, the Peerless advisors of the Satrap. In a small alcove off to one side, an executioner sharpens a massive axe, his face covered by a frowning golden mask.

A herald's voice booms forth, "Pathfinders! You stand accused of murder, theft, and the looting of graves! Come forward and answer for these crimes!" A woman sits on a folding chair beside the herald, her features veiled.

The seated woman is Samera the Insightful (human female expert 11), another of the Satrap's Peerless advisors. The Satrap rarely attends these hearings, so Samera will hear the accusations against the PCs in his absence. Attempts at deception must overcome her formidable +21 Sense Motive skill. Once the PCs have responded to the herald, she speaks:

"You stand accused of plotting the theft of ancient relics, and of the planned murder of Master Bashir al-Mudaris so that your masters among the Pathfinder Society might claim the



resources of the House of Silver. What do you say to these accusations?”

Samera will listen to the Pathfinders’ declarations, carefully recording any inconsistencies in their stories. While they speak, opinionated bystanders in the hall attempt to interrupt the Pathfinders with cynical comments and baseless accusations. After listening for a while, Samera pulls out a sheaf of letters, instructions allegedly written to the PCs by their faction leaders (essentially forged faction handouts). These documents supposedly outline their conspiracy to betray the House of Silver, using Farendir as the Society’s pawn. Close examination of the letters by any Pathfinder instantly reveals them to be shoddy forgeries, riddled with misspelled names, mistaken titles, and unlikely phrases.

This scene can be resolved in several ways: if the players wish to roleplay it thoroughly, Samera releases them after they truthfully address the accusations against them. In order to resolve the scene through use of the Diplomacy skill, PCs must succeed on a DC 26 Diplomacy check (with a –4 penalty for every lie they are caught in and a +8 bonus if all accusations are satisfactorily addressed).

Desperate or resourceful characters may think of other ways to tilt the odds in their favor, such as hiring someone to deliver an impassioned plea before the court or bringing along widows and orphans to speak of their generosity. These sorts of creative solutions could result in the court delaying the proceedings for another day as these witnesses are gathered. The intent here is for the PCs to be released and cleared of wrong-doing—only poor choices on their part can prevent that from happening.

An Offer of Aid

After the Pathfinders are released, Al’Jahar Abu-Targos seeks them out, hoping to help them. He brings a *wand of cure light wounds* and offers to heal any injured PCs, but the information he’s found may be even more valuable. He witnessed a group of Pathfinders headed north of Katheer, toward the ancient cemetery where the Chapel of Ubaidah Abd-Hikmah can be found. Abu-Targos explains that the Pathfinders looked exactly like the PCs and it wasn’t until he heard that the PCs had been arrested in Katheer that he thought to seek them out and inform them that imposters were traveling up the Inner Sea coast disguised as them.

Rewards: There are no rewards for act 4.

ACT 5: THE CHAPEL OF THE HIGH PRIEST (EL 7 OR EL 10)

It takes the PCs less than a day’s travel to reach the chapel north of Katheer.

On a lonely promontory overlooking the sea, the memorial chapel of Ubaidah Abd-Hikmah presides over the gravestones of Sarenrae’s faithful. Scoured clean by the restless winds near the sea, many of the stones’ inscriptions are as forgotten as their inhabitants. The forlorn cries of gulls drift on the breeze. The ancient chapel’s iron doors stand closed, but fresh scrapes mar their rusted metal.

A *scroll of veil* allowed Ibn-Chadli to disguise his brutish bodyguards as the PCs and additional uses of additional scrolls maintained the illusion. The merchant-sorcerer didn’t post a watch, but his owl familiar hides in a nearby palm, observing the path toward the chapel.

From outside the chapel, stealthy characters may hear the sounds of pry-bars and hammers. Busily desecrating the isolated chapel of the honored high priest, Ibn-Chadli and his ogre servants have manufactured ample “proof” that the Pathfinders are to blame. A broken *wayfinder* lies buried among upended stonework (Search DC 15) and empty bottles of Farendir’s favorite wine litter the floor. Tools lie scattered about, each bearing the mark of an Absalom smithy. Spare crates stand in one corner, marked for delivery to “Faireven” at the Pathfinder Society in Absalom.

Even more damning, the cemetery’s nearsighted caretaker was bribed to let “the Pathfinders look around for a little while,” followed by a *suggestion* that he should lie down and sleep.

Creatures: Raamiz Ibn-Chadli commands several dust-covered ogre eunuchs who look exactly like larger versions of several of the PCs.

Tier 5–6 (EL 7)

RAAMIZ IBN-CHADLI

CR 6

Male human sorcerer 6

LE Medium Humanoid

Init +1; **Senses** Listen +3, Spot –1

DEFENSE

AC 19, touch 11, flat-footed 18

(+1 Dex, +4 mage armor, +4 shield)

hp 40 (6d4+24)

Fort +4 **Ref** +3 **Will** +4

OFFENSE

Spd 30 ft.

Melee sickle +3 (1d6) or whip +3 (1d3 nonlethal) or +4 melee touch (by spell)

Ranged mwk light crossbow +5 (1d8/19–20) or +4 ranged touch (by spell)

Spells Known (CL 6th)

3rd (3/day)—*suggestion* (DC 16)

2nd (6/day)—*bear’s endurance*, *scorching ray*

1st (7/day)—*charm person* (DC 14), *mage armor*, *magic missile*,

Pathfinder Society Scenario

true strike

o (6/day)—acid splash, daze (DC 13), detect magic, light, message, prestidigitation, ray of frost

TACTICS

Before Combat At the start of each day, Ibn-Chadli casts *mage armor* on himself. If he or any of his minions hear the PCs coming, Ibn-Chadli also casts *bear's endurance* and *shield* (included in his stats). He is currently disguised as the Pathfinder Farendir.

During Combat Ibn-Chadli orders the ogres to attack while he blasts away with *scorching ray*. Once the ogres threaten archers or spellcasters, he blocks further movement with *web* from his wand. Particularly effective opponents face the *suggestion* that they surrender.

Morale Ibn-Chadli fights to the death.

Base Statistics AC 11, touch 11, flat-footed 10; hp 28; Con 14

STATISTICS

Str 10, Dex 12, Con 18, Int 14, Wis 8, Cha 15

Base Atk +3; Grp +3

Feats Exotic Weapon Proficiency (whip), Silent Spell, Spell Focus (enchantment), Still Spell

Skills Bluff +10, Concentration +9, Listen +3, Profession (merchant) +7, Spellcraft +9, Spot -1

Languages Common, Giant, Kelesh

Combat Gear *potion of invisibility*, *potion of barkskin* +2, *wand of web*; **Other Gear** masterwork light crossbow with 20 bolts, sickle, whip, two 50-foot lengths of silken rope

ACHMITI, IBN-CHADLI'S OWL FAMILIAR

CR —

hp 14 (MM 277)

OGRE (2)

CR 3

hp 29 (MM 199)

TACTICS

Before Combat The ogres currently resembled several of the PCs, albeit slightly larger, thanks to the *veil* spell.

During Combat The ogres go after the least armed and armored PCs first.

Morale The ogres fight to the death.

Tier 8–9 (EL 10)

RAAMIZ IBN-CHADLI

CR 9

Male human sorcerer 9

LE Medium humanoid

Init +1; Senses Listen +3, Spot -1

DEFENSE

AC 19, touch 11, flat-footed 18

(+1 Dex, +4 mage armor, +4 shield)

hp 60 (9d4+36)

Fort +5 Ref +4 Will +5

OFFENSE

Spd 30 ft.

Melee sickle +4 (1d6) or whip +4 (1d3 nonlethal) or +4 melee touch (by spell)

Ranged mwk light crossbow +6 (1d8) or +5 ranged touch (by spell)

Spells Known (CL 9th)

4th (4/day)—*confusion* (DC 18), *wall of ice* (DC 17)

3rd (7/day)—*fireball* (DC 16), *haste*, *suggestion* (DC 17)

2nd (7/day)—*bear's endurance*, *protection from arrows*, *rope trick*, *scorching ray*

1st (7/day)—*charm person* (DC 15), *mage armor*, *magic missile*, *shield*, *true strike*

o (6/day)—*acid splash*, *daze* (DC 14), *detect magic*, *detect poison*,



light, message, prestidigitation, ray of frost

TACTICS

Before Combat At the start of each day, Ibn-Chadli casts *mage armor* and *protection from arrows* on himself. If he or any of his minions hear the PCs coming, Ibn-Chadli also casts *bear's endurance* and *shield* (included in his stats). He is currently disguised as the Pathfinder Farendir.

During Combat Ibn-Chadli bolsters his ogre minions with *haste*, then inflicts *confusion* on his foes. He enjoys using *suggestion* to send opponents running from the battlefield. *Wall of ice* is used to divide enemy groups.

Morale Ibn-Chadli fights to the death.

Base Statistics AC 11, touch 11, flat-footed 10; hp 42; Con 14

STATISTICS

Str 10, **Dex** 12, **Con** 18, **Int** 14, **Wis** 8, **Cha** 16

Base Atk +4; **Grp** +4

Feats Exotic Weapon Proficiency (whip), Silent Spell, Skill Focus (bluff), Spell Focus (enchantment), Still Spell

Skills Bluff +20, Concentration +14, Listen +3, Profession (merchant) +10, Spellcraft +9, Spot -1

Languages Common, Giant, Kelesh

Combat Gear *potion of invisibility*, *potion of barkskin* +2, *scroll of invisibility*, *wand of web*; **Other Gear** *circlet of persuasion*, masterwork light crossbow with 20 bolts, sickle, whip, two 50-foot lengths of silken rope

ACHMITI, IBN-CHADLI'S OWL FAMILIAR CR —
hp 21 (MM 277)

OGRE (5) CR 3
hp 29 (MM 199)

TACTICS

Use the tactics from Tier 5–6.

Development: Along with the remaining items stolen from the wedding, victory at the tomb leaves the PCs with ample proof of Ibn-Chadli's schemes.

Treasure: One of the shattered sarcophagi held the remains of a hero of the invasion of Taldor, his defeated foes' ashes sealed in chain-wrapped urns at the hero's feet. Inscriptions upon the urns proclaim their names and sad fates, such as "Polonus Talavertes, Champion of Cassomir: Bound to forever serve the soul of mighty Raakin."

Mission Notes: The urns should interest Taldor faction PCs, who fulfill their mission by freeing the Taldan heroes' ashes. Osirion faction PCs fulfill their mission if they try to restore the damaged chapel.

Rewards: If the PCs emerge victorious, reward each tier thusly:

Tier 5–6:

Give each player 462 gp.

Tier 8–9:

GAMEMASTERY MAP PACK: GRAVEYARD

Though everything you need to run this encounter is included in this scenario, GMs wishing to use the actual map can find it in *GameMastery Map Pack: Graveyard*, available at your local game store or online at paizo.com.

Give each player 860 gp.

CONCLUSION

If Ibn-Chadli was captured, rather than slain, he faces a terrible fate: The Satrap orders the sorcerer to be enslaved and sent to the hellish salt mines of Zho. If the *Locasi Carpet* is offered to Halman, the High Priest of Sarenrae, he quickly agrees to grant his collection to the Pathfinder Society in his will. Very pleased, the priest heaps praise on the PCs when he next speaks publicly. Given the chance to examine the items, Hanimethiris the Sage acts quickly, frantically taking measurements and sketching. He has the relics carefully repacked within hours.

Their marriage saved, the newlyweds see the Pathfinders off on their way to Absalom. They ensure that the PCs' fame spreads wherever they go. Rumor also spreads among the slavers of the region, word that the Pathfinder Society is not a group to trifle with. The PCs travel with the thanks of Master Bashir, who continues to provide the Pathfinder Society with intriguing relics and assistance in Qadira.

Mission Notes: PCs from the Osirion faction who arrange to have Hanimethiris the Sage inspect the artifacts recovered from Raamiz Ibn-Chadli will fulfill one of their faction missions. PCs from the Qadira faction can fulfill one of their missions by bringing the *Locasi Carpet* to High Priest Halman of Sarenrae.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who discover Camplin Penstowe's fate in act 2 and bring his killers to justice earn 1 Prestige Award. If the evidence against Raamiz Ibn-Chadli's slaver allies is turned over to authorities (from act 2 or act 3), PCs from the Andoran faction earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who build ties with the priesthood of Sarenrae at the wedding reception in act 1, setting them up for later moral compromise, earn 1 Prestige Award. If PCs from the Cheliox faction conceal Cheliox's links to the villains of the scenario (in act 2), they earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who arrange for Hanimethiris the Sage to inspect some of

the artifacts at the scenario's conclusion earn 1 Prestige Award. PCs from the Osirion faction who aid in the restoration of the chapel in act 5 earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who bring the *Locasi Carpet* to the High Priest of Sarenrae at the scenario's conclusion earn 1 Prestige Award. PCs from the Qadira faction who introduce Al'Jahar abu-Targos as a suitable successor for Bashir al-Mudaris

during the wedding reception in act 1 earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who reach an understanding with Kemir Ben-Radaw in act 4 earn 1 Prestige Award. If the Taldan heroes' ashes from act 5 are freed from their bondage, PCs from the Taldor faction earn 1 bonus Prestige Award.

Player Handout 1

Bashir al-Mudaris' Gifts to the Pathfinder Society

The Bylaws of the Zhonari Order: A set of 17 papyrus sheets purportedly from the fallen city of Shadun, these crumbling manuscripts rest in a case of lacquered cedar. (Weight: 8 lbs.)

Portrait of Prince Khasine: Approximately 900 years old, this funerary portrait depicts the Qadiran Prince Khasine who fell in battle during his nation's invasion of Taldor. (Weight: 3 lbs.)

The Locasi Carpet: In ancient times, wandering kelishite priests of Sarenrae carried colorful mats depicting scenes from their scriptures. Their followers knelt around the mats, absorbing the colorful messages during the priests' sermons. This time-faded carpet was supposedly woven by the revered High Priest Ubaidah Abd-Hikmah. (Weight: 21 lbs.)

Font of Irori: Over 400 years ago, the warlike Pasha Muan produced this vessel, supposedly a gift from Irori himself. The font appears as a smooth, perfectly even silver bowl, but in rare instances viewers claim to see complex, ever-shifting patterns within the metal. (Weight: 2 lbs.)

The Jewels of Xalmer: A collection of cloisonné clasps and buckles, these gleaming trinkets once belonged to the infamous blood-sorcerer Xalmer. Legend claims that the thirst-spirit Ragathiel reduced Xalmer to dust in their final battle, leaving behind only these bejeweled ornaments. (Weight: .5 lbs.)

The Lamp of Machila: Once an heirloom of the House of Machila, this hanging lamp looks uneven and pitted. Lit in a large chamber, the lamp's light projects a wondrous image: the magnificent throne room of an ancient emperor. Even more amazing, it generates this projection without detectable magic. (Weight: 5 lbs.)

Player Handout 2

Dearest Brother,

Although Raamiz Ibn-Chadli has paid us well, I fear that his gold may cost us in the end. Those Chelish slavers he deals with are little better than pirates. Rather than load the *Incubus* in the harbor, as any legitimate vessel would, he had us bring the slaves to an isolated stretch of coastline miles from town. I'm not a fearful man, but the *Incubus* is bound to be caught eventually—you can be sure they'll turn on us when the Satrap's questioners talk to them.

Worse yet, Ibn-Chadli's vizier is not what he appears. He's forced us to build a monstrous shrine in our hall, making each of us participate in his rituals. I was forced to swear I wouldn't reveal what he is, but that unholy thing is binding us all into some sor. . .

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your

Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

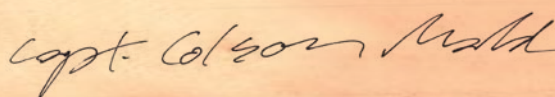
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder Society Scenario 27: Our Lady of Silver. Copyright 2009, Paizo Publishing, LLC; Author: James F. MacKenzie.

Andoran Faction Handout

Friend of Liberty,

Pathfinder Faireven's marriage to the Lady of Silver promises to bring great prestige to the Pathfinder Society. The bride's father has already offered valuable support and donations. Be warned: our allies have heard suggestions that the House of Silver's rivals hope to embarrass them by slandering our Society's reputation.

While in Katheer keep an eye out for one of our countrymen who recently vanished there. A courageous priest of Iomedae known as Camplin Penstowe was investigating reports of Andoran subjects forced into slavery. While in the area, discreetly check on the fellow's fate. Additionally, if one of those slavers harmed him, do your best to uncover proof of any crimes they may have committed against Qadira, turn them over to the authorities, and see that justice is done.



Sincerely,

Captain Colson Maldris



Chelixa Faction Handout

Favored Servant of Her Majesty,

The news I relate fills me with passionate envy that I cannot spare the time to join your voyage. Sadly, many do not trust Chelixa, failing to see the rewards we bestow on our loyal allies.

While you are in Katheer, I require that you direct your utmost energy toward overcoming such untrustworthy impressions. In particular, the church of Sarenrae is powerful in Qadira: forge relationships with Cult of the Dawnflower's faithful and clerics in such a way that they will remember you fondly. Receptive clergy will later be shown the many advantages to friendship with Chelixa—a significant advantage for us in the region. Of course, I have also heard ramblings that a certain jealous madman in the region with ties to your wedding reception may have falsified some connections with our great faction. If you happen to find said connections, do your best to ensure no one else sees them.



Paracountess Zarta Draldeen

Osirion Faction Handout

Emissary of the Ruby Prince,

May the blessings of our land's ancient spirits guard you on your journey!

The merchant Bashir al-Mudaris, father of the bride, plans to donate several items to the Society on his son-in-law's behalf. Several of these relics have never been properly studied by a scholar trained in the disciplines of Osirian lore-mastery. To rectify this misfortune, arrange for those items of greatest arcane significance to be brought to the noted Osirian sage Hanimethiris, currently dwelling on the Street of Eyes in Katheer. He will require but a few hours of study to wrest any secrets from the relics. Hanimethiris is also expert at the preservation and restoration of antiquities and can help prepare the items for transport. For the sake of propriety, wait until the wedding is concluded before you ask him to perform this task.

Additionally, some within the Court of the Satrap have accused the Pathfinder Society of dishonoring the dead by calling them looters or tomb robbers. If you see any such evidence, do your best to restore the location in question to its former glory in order to show that at least Osirians within the Society are not grave robbers.



In Service to Lore,



Amenopheus, The Sapphire Sage

Qadira Faction Handout

Loyal Subject of the Satrap,

As reward for your faithful service, you have been entrusted with a great responsibility! You shall represent the Pathfinder Society at the marriage of Farendir Faireven. He weds the daughter of a renowned merchant, Bashir al-Mударis. Such alliance with one of Qadira's great merchant families will greatly improve our nation's prestige.

Bashir al-Mударis will donate several valuable items to the Society as part of his daughter's celebration, including the famous Locasi Carpet, a relic of the righteous High Priest Ubaidah Abd-Nikmah. This carpet would best be restored to the set it came from. Deliver it to the high priest of Sarenrae, and encourage the priest to contribute all of the carpets to the Society in his will. Additionally, we have word that Master Bashir intends to retire as soon as he finds a suitable replacement. The son of deceased Venture-Captain Targos will be in attendance at the wedding—see to it that Master Bashir decides young abu-Targos would be his perfect heir.

*With Great Respect,
Pasha Muhlia Al-Jakri*



Taldor Faction Handout

Agent of the Empire,

Your presence in Katheer for Farendir Faireven's wedding provides an excellent chance for you to serve Taldor's needs. For several years, our agents have sought a way to discourage the ambitions of a Qadiran Peerless, Kemir Ben-Radaw. A bellicose firebrand, he has long supported his feckless Satrap's craving for war with Taldor. A set of diaries once belonging to Ben-Radaw's great-grandfather is included with this missive. These diaries prove that his line's history is considerably less illustrious than he would have others believe. Give this copy to Ben-Radaw and remind him that we have others. That should cool his abrasive heels. Additionally, Katheer is home to many odd monuments to the unlawful invasion of Taldor during the Grand Campaign by Qadira. Corpses and ashes of Taldor's great warriors are on display for all to see—if you find any such monuments, we'd like to see our heroes freed from their embarrassment.



With Every Confidence,

BARON JACQUO
Baron Jacquo Dalsine



SCENARIO 27: OUR LADY OF SILVER

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
-------------	--------	----------------	----------------------	---------

_____ Has Completed This Scenario.

Scenario Chronicle # _____

TIER	5-6	▶	1,677	MAX GOLD
TIER	8-9	▶	3,673	
TIER				
TIER				

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 80%;"></td> <td style="width: 20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 80%; text-align: center;">+</td> <td style="width: 20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>	+	GM's Initial
+	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Sub Total		
- _____		
Items Bought		
= _____		
Sub Total		
- _____		
Gold Spent		
= _____		
Sub Total		

Items Found During This Scenario

TIER
5-6

Defender of Katheer: PCs who successfully defeat the sorcerer Raamiz Ibn-Chadli earn a small amount of renown with the people of Katheer. Whenever the PCs deal with humanoids from Katheer in the future, they receive a +1 circumstance bonus to all Diplomacy checks.

- +1 *flaming composite longbow* (+5 Str) (Cost: 8,900 gp)
- Potion of invisibility* (Cost: 300 gp)
- Potion of barkskin* +2 (Cost: 300 gp)
- Wand of web* (Cost: 4,500 gp)

TIER
8-9

- Circlet of persuasion* (Cost: 4,500 gp)
- Scroll of invisibility* (Cost: 150 gp)

TIER

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
-------	------------	------	-------------------------	-------------------------