



THE MERCHANT'S WAKE

BY JUSTIN JUAN



THE MERCHANT'S WAKE

PATHFINDER SOCIETY SCENARIO #5-21

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Pathfinder Society Scenario #5-21: The Merchant's Wake is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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By JUSTIN JUAN



In the glorious trade city of Katheer, City of a Thousand Caravans, one can attain wealth and power if one is cunning and fortunate. Keleshite men and women of all stations do business there, seeking opportunities to gain the attention of the nobles that make up the court of the satrap. Those who prove their acumen and wit are elevated from to the status of trade prince. This is no small accomplishment, for it often requires influence within the court before one can even be noticed. Zarmina Bahjari was a noble princess who carefully watched Katheer's citizens for such candidates. It was she who first took notice of a merchant named Aaqir al'Hakam, a young man working in his uncle's caravansary company. Aaqir demonstrated a talent for haggling and negotiation far greater than his peers, and so Zarmina fashioned a test for him.

She offered Aaqir the chance to manage his own caravan and tasked him to undertake a dangerous journey across the waters of the Inner Sea to Absalom. There he met with Zarmina's trade associates to negotiate an exchange of spices for silks. Aaqir took to this with relish, and upon his return to Katheer, he delivered a good deal more than the silks originally requested, including a number of new business partners who had found the young man charming and sought further business with him and his patron.

Zarmina was pleased with her protege's performance and took him on as a student. After Aaqir spent several years in her service, his name finally came to the satrap's attention. Within 2 years, Aaqir al'Hakam had earned the title of trade prince, spearheaded a growing faction in the Pathfinder Society, and departed for Absalom. All of this he owed to Zarmina.

Zarmina Bahjari lived to a grand old age, during which she spent many years expanding her influence in the east, among the courts of the Padishah Empire proper, while Aaqir looked west to the Inner Sea region. He always insisted that despite setbacks, the west was where Qadira would find vast, lucrative trade routes. Many—including his husband and Zarmina's nephew, Emir Thalzar Gaatan—

WHERE ON GOLARION?

The Merchant's Wake takes place on the outskirts of Katheer, the rich, metropolitan capital of Qadira. For more information regarding Katheer and Qadira, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Qadira, Gateway to the East*, available at bookstores and game stores everywhere, and online at paizo.com.



have questioned both his notions as well as his ties to the Pathfinder Society.

Zarmina recently passed away, leaving much to her student but also leaving a considerable power vacuum that other enterprising entrepreneurs are sure to exploit. As his mentor's executor, Aaqir has organized Zarmina's wake and burial—an event he knows will attract powerful friends and enemies alike. With a little luck, this might just prove to be the beginning of an exciting new venture. Irreverent as that may sound to others, the deceased businesswoman would have had it no other way.

Although close friends initially insisted on the funeral being officiated by a representative of Sarenrae, Zarmina's will specified that her old friend Umut Tepemkau, a cleric of Pharasma in Osirion, should be the one to oversee her burial. The aging priestess set out for Qadira

GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary* (B1), the *Pathfinder RPG Gamemastery Guide* (GMG), the *Pathfinder RPG Ultimate Combat* (UC), and the *Pathfinder RPG Ultimate Equipment* (UE). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

upon hearing of Zarmina's death, but her journey was soon met with doom. Shirin Nuray, a cleric of Urgathoa, intercepted Umut and murdered her, leaving her buried in a shallow grave hundreds of miles away. Shirin has come to the funeral masquerading as Umut, co-opting it with the intent of corruption—she has plotted a sufficiently daring act of necromancy to earn her favor with the Pallid Princess. Unfortunately, many decades have passed since any of the Bahjari family met Umut, and no one is likely to see through the disguise.

SUMMARY

Sent with instructions from their venture-captain, the PCs arrive at the Bahjari manor in Katheer, where Aaqir al'Hakam and his family are preparing the home for the wake. He greets them and briefs them on their duties, which include presenting the Pathfinder Society in a positive light, impressing a select group of merchants who might work with the Society in the future, and respectfully attending the wake of his mentor. As guests arrive, al'Hakam takes special care to point out important individuals worth impressing.

The PCs have an opportunity to mingle and interact with five noteworthy merchants who have attended the wake: Temel Passad of Druma, Doritannia Raffella of Taldor, Metella Rauger of the Five Kings Mountains, Pellius Melkior of Andoran, and the Kelishite noble Jakti al'Awar.

The false Umut Tepemkau greets the guests and directs them to place any gifts for the deceased near Zarmina's partially preserved corpse. This is an opportunity for the PCs to earn further influence with their mercantile contacts as they eulogize or otherwise commemorate the occasion with a gift. Before departing, Shirin surreptitiously animates Zarmina's corpse and slips away to prepare the late merchant's crypt for burial. There she begins animating more undead, though she accidentally exceeds the number that she can command and loses control of Zarmina. The mummified trade princess rises and begins attacking the crowd of shocked mourners, and the PCs must—to al'Hakam's dismay—destroy the undead horror.

The PCs have a few moments to recover and speak with the honored guests, several of who seek the PCs'

counsel and reassurances. Jakti in particular expressed his reason for suspecting that assassins are targeting the guests. As this danger comes to light, a horde of zombies animated by Shirin assaults the house. The PCs can race to the aid of their favored merchant, defeating obstacles along the way, though they are likely only able to get to one: Temel Passad or Metella Rauger. The merchant they rush to isn't only harried by the walking dead but also by an assassin. Clues point to the rival merchant having hired the killer, and the PCs find themselves caught in the middle of a seething battle of accusations.

Once the PCs have calmed the guests, Aaqir observes that the undead approached from the direction of the graveyard, voices concerns about what might have befallen Umut, and requests the PCs investigate. They find the false Umut in poor condition outside the crypt. If they fall for her ruse, she will ambush them once they enter the crypt.

GETTING STARTED

The PCs begin the adventure in Katheer at the Pathfinder lodge operated by Venture-Captain Esmayl ibn Qaradi, who is abroad but has left written instructions to the PCs. Give the players **Player Handout #1**. The letter prompts the PCs to select a single gift to take to a wake, which the players should select before departing for the Bahjari manor. Their options include a silver-chased scimitar (+1 *scimitar*, or +1 *keen scimitar* in Subtier 4–5), a gold ring bearing three sapphires (a *ring of protection* +1, whose enhancement bonus increases to +2 in Subtier 4–5), or a steel shield bearing an image of Sarenrae painted in gold and studded with garnets (+1 *light fortification light steel shield*, whose enhancement bonus increases to +2 in Subtier 4–5).

Once the PCs arrive, servants of Zarmina's family see to their immediate needs and direct them to a study, where they meet Trade Prince Aaqir al'Hakam. Read or paraphrase the following.

Dressed in a white linen robe tied with a silk sash, Trade Prince Aaqir al'Hakam stands behind a desk in this small study. He spreads his arms wide in welcome, though his face speaks to his fatigue and grief. "You are a welcome sight, Pathfinders, and I trust you are here at the behest of the esteemed Esmayl ibn Qaradi. As you can tell, this is not a day to uncover fresh secrets. Rather, it is one of mourning for Zarmina Bahjari—a noble trade princess, my mentor, and the reason I ever became a trade prince. I am here to see to her estate, act as executor of her will, and carry on her commercial interests.

"It may seem strange to engage in business during so somber an occasion, but trade happens quickly in Qadira; my late aunt by marriage would actually be disappointed were I not to wrangle her vulture-like competitors into submission. Even so, it would

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be unseemly for a member of Zarmina's family to conduct business at her wake.

"Though I have inherited much from my mentor, I do not intend to sit idly and live off her successes. It is still my intention to strengthen trade routes with throughout the Inner Sea while making the Pathfinder Society my chief ally. I want you to stand as an example of what we have to gain by continuing to work with the western nations.

"For that reason, I requested the Society's aid because we have only a brief window of opportunity to speak with our rivals and convince them instead to become our allies. There are five in particular that I would benefit from your attention, and I understand several of them maintain their own rivalries with one another. Win over as many as you can, and I shall speak with them afterward to negotiate any details. Is that agreeable?"

The PCs may have questions for the trade prince about the wake those attending it. These are a few likely questions and Aaqir's answers.

Is there anything special we should wear? "The local custom is to wear at least some white. However, Zarmina had many foreign contacts who are likely to attend in many styles of dress, so as long as you are clean and presentable, you are welcome to wear what you wish.

Who are these five merchants?

"I or one of my assistants shall point them out as they arrive. Their names are Pellius Melkior from Andoran, Doritannia Raffella from Taldor, Temel Passad from Druma, Jakti al'Awar from Qadira, and Metella Rauger from the Five Kings Mountains. I understand that Passad, al'Awar, and Rauger are particularly influential."

What will you be doing during the wake? "I shall do my duty as a host and member of the family, as shall my husband Emir and our daughters. I would appreciate your taking care not to draw them into your business today, as my dear spouse in particular does not approve of my affiliations with the Society.

Once the PCs have prepared for the wake, Aaqir al'Hakam leads them into the manor's grand hall to greet guests and mourners. In addition to identifying the five people of interest to the PCs, Aaqir relays some information to the PCs about who these individuals are and what he knows of them; this information is provided in the NPCs' descriptions below under their respective Introduction headers.

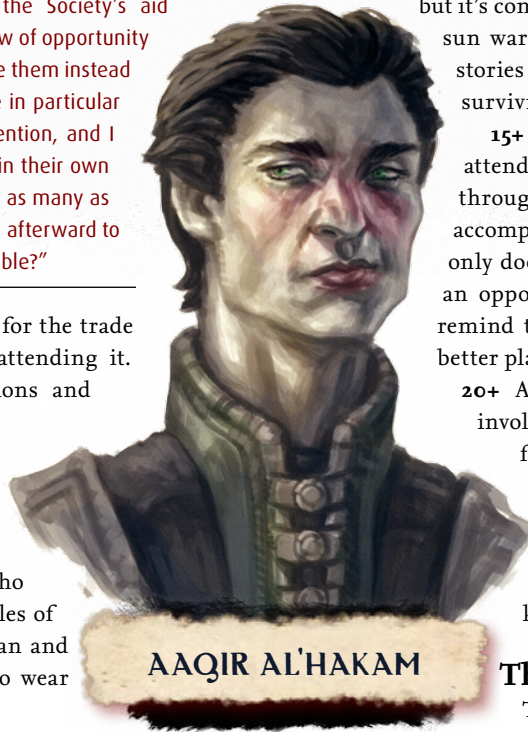
Knowledge (local) or Knowledge (religion)

As a diverse and bustling city, Katheer has no uniform burial tradition, there are some common funerary customs tied to the local worship of Sarenrae. Aaqir al'Hakam provides details representing a successful DC 15 Knowledge check if asked directly, but allow the PCs to attempt this check first.

10+ A typical wake begins as a somber affair, but it's common for the mood to lighten as the sun warms the room and the living share stories about the deceased and comfort the surviving family members.

15+ As dusk approaches, those in attendance wish the deceased peace through speeches and gifts that might accompany the deceased to the grave. Not only does this honor the dead, but it's also an opportunity to comfort the living and remind those present to make the world a better place.

20+ A less common funerary practice involves exposing the corpse to the sun for a week or more in conjunction with simple magic to prevent the corpse from decomposing. During this time, family and friends watch over the body to keep scavengers away.



AAQIR AL'HAKAM

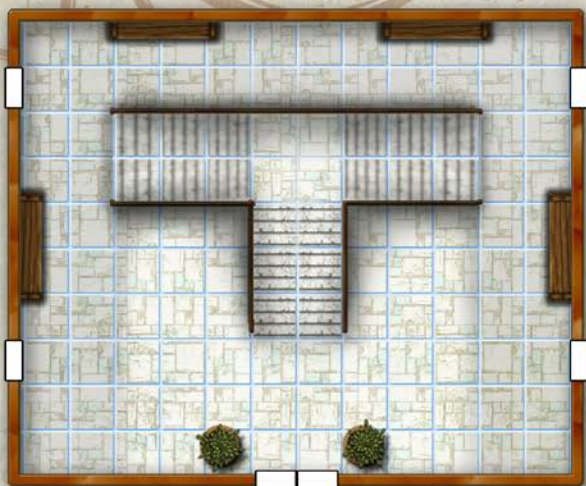
The Bahjari Estate

The Bahjari estate is located on the outskirts of Katheer, where its half-dozen buildings have ample space to sprawl across the family's land. The largest building is the manor house, a two-story structure made of whitewashed stucco over stone. The home has several wings that fan out through well-maintained gardens to accommodate visiting merchants and other businesspeople. Most of its ceilings are 10 feet high, and the doors are made of strong wood. The entire manor is furnished, though the spacious rooms sometimes make the interior seem rather empty compared to that of a typical Absalom townhouse.

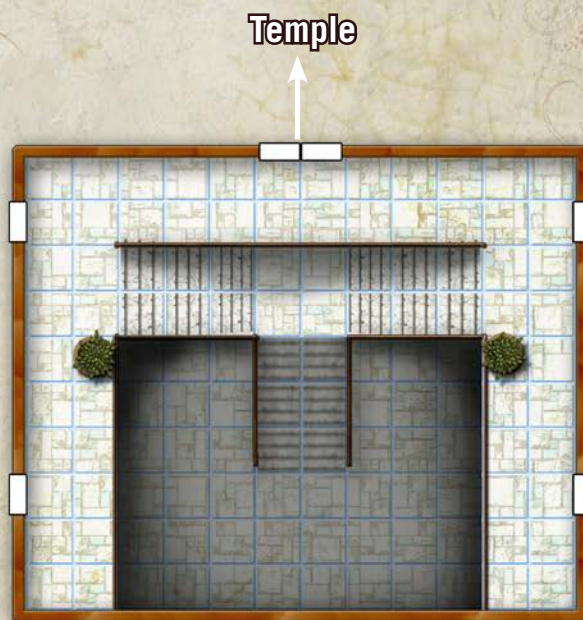
Only key locations in the manor are mapped. Other sections of the manor contain additional apartments, storage space, baths, and dining areas. The manor's outbuildings contain the estate's kitchens, servants' quarters, and stables. The following are several important locations the PCs might visit during the scenario.

A1. Entry Hall: The two-story hall stands at the center of the manor. Its ground floor is comprised of an elegant mosaic of blue and white tiles laid out in intricate geometric patterns. Central stairs lead to the upper level and additional doors that lead to the family's

A. The Bahjari Estate

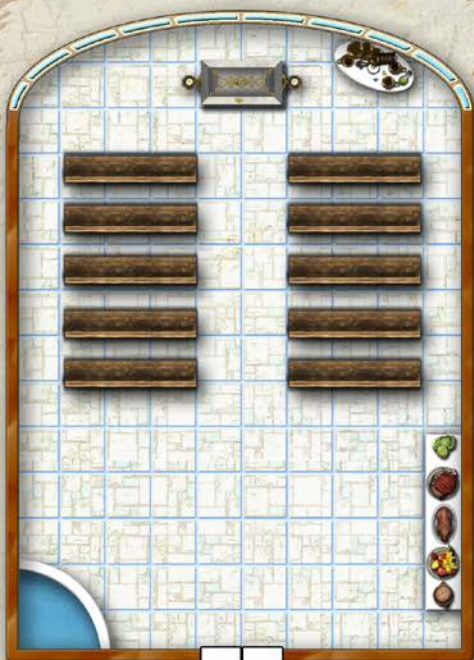


A1a. Entry Hall First Floor



A1b. Entry Hall Second Floor

A2. Temple



Second Floor

A3. Guest Apartment



1 square = 5 feet

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apartments. The double doors to the north open into the temple (area A2).

A2. Temple of Sarenrae: The Bahjaris maintain their own sizeable temple to Sarenrae, which they open to traveling clergy, neighbors, and—on particular holy days—to the public at large. The north-facing wall bears numerous windows filled with clear glass, and a 20-foot-diameter glass-paned dome catches additional light. Fifteen mirrors hanging on the warmly painted walls reflect this light throughout the room, and metal sconces support candelabras to illuminate the area during darker hours. A fountain of water burbles in the southwest corner. For the wake, there are several additional tables set up in the temple, notably one for food for the wake and reception, and another stands near the gilded altar for receiving any gifts that are to be buried with the deceased. Zarmina's body only arrives in the temple later in the afternoon.

A3. Guest Apartment: The estate's guest apartments are spacious and well lit, providing a place for visitors to relax and do business. Each has several chairs, bookshelves, a desk, soft rugs, and storage space for a traveler's luggage. A set of double doors leads to a smaller bedroom.

GAINING INFLUENCE

The Pathfinder Society's primary goal during this adventure is to gain influence among the major guests in attendance at the wake. Throughout the adventure, the PCs have several opportunities to garner influence, impress their fellow guests, and earn the respect of several powerful merchants of the Inner Sea region. Early in the scenario, the PCs can use their knowledge and natural charm to win friends; however, later in the adventure the PCs' can earn more influence only through their actions.

Whenever the scenario allows the PCs to attempt an Influence check, the character may select one NPC in attendance to try to influence. Each PC can attempt a Bluff check (to pretend to be friendly), a Diplomacy check (to be genuine), or a different skill check mentioned in the NPC's social stat block to appeal to that character's other interests. The PCs can focus their efforts by using aid another actions to assist each other on a target, or split up to cover more guests. The GM might grant up to a +4 circumstance bonus on a PC's check for particularly good roleplaying.

Each NPC's social stat block below indicates two different values for the character's Influence check DC, which indicate the DCs that must be met or exceeded for the party to accrue an Influence Point with the target of the check in Subtiers 1–2 and 4–5 respectively. The PCs earn 1 additional Influence Point per successful check for every 5 points by which the check exceeds the listed

DC. Once an NPC has been successfully influenced four times, he or she is considered friendly toward the party. Note that these rules override the standard rules for using skills to influence an NPC.

In addition, several NPCs have a favor they might request when a PC is trying to earn Influence Points. A PC can attempt to perform this task before attempting a check to influence the NPC. If he performs the task successfully, all of the PCs gain a +5 bonus on checks made to influence that NPC for the rest of the scenario.

TEMEL PASSAD

LN male human expert/prophet of Kalistrade

Affiliation Druma

Background Temel Passad is a prophet of Kalistrade, one of Druma's mercantile elite who follow strict philosophical tenets in their pursuit of wealth and prosperity. He finds his rivalry with Metella Rauger quite amusing. It is difficult for him not to bait her temper when they are at the same event. In fact, he only decided to attend the funeral after learning that Metella would be doing the same.

DESCRIPTION

Appearance Temel Passad is a tall man with carefully groomed hair and an oiled beard. He wears pristine white clothing heavy with gold embroidery and gems. In following the tenets of the Prophets of Kalistrade, he avoids physical contact with others and partakes in only a small number of the refreshments available.

Introduction "Temel Passad is a prophet of Kalistrade, an adherent to a strict set of personal codes that supposedly aid in one's earning wealth. He is a clever man that the Society has dealt with before—typically under pleasant circumstances. His business ventures sometimes compete with those of the Five Kings Mountains, which has led to a rivalry with Metella Rauger."

Personality amused, calm, focused

INFLUENCE

Influence DC 15 (DC 19 in Subtier 4–5); **Additional Skill** Appraise

Favor Temel hopes to embarrass Metella Rauger by disrupting her funeral oration, which he suspects she has written out and keeps either on her person or in her quarters. Temel Passad considers this task fulfilled if a PC steals this speech from Metella and delivers it to him. A PC can accomplish this either by succeeding at a DC 20 Sleight of Hand check to lift the paper from Metella, or he can break into her room quietly by succeeding at a DC 20 Disable Device check to open the door followed by a successful DC 15 Stealth check to recover the speech without attracting the attention of the household staff. Failing either the Sleight of Hand or Stealth check alerts Metella to the PCs' thievery; the PCs lose 1 Influence Point with Metella in such an event. Whether a PC pursues deception or stealth, Metella's one copy of the speech is wherever he searches first.

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Special: Temel Passad has dealt with Pathfinders in the past—though ultimately they favored his rival Metella Rauger—and is pleasantly surprised to meet an agent he has worked with before. If a PC has a Chronicle sheet for *Pathfinder Society Scenario #5-01: The Glass River Rescue*, she gains a +2 bonus on checks made to influence Temel Passad.

In addition, whenever the PCs earn enough Influence Points with Metella Rauger to increase his total to 4 or higher, they lose 1 Influence Point with Temel.

DORITANNIA RAFFELLA

N female human expert

Affiliation Taldor

Background Doritannia deals in wines, ales, and entertainment from Taldor. Bad fortune would have bankrupted her had it not been for Temel Passad's timely intervention. Her debt to him has only grown since then—a fact he leverages against both her personally and her business assets.

DESCRIPTION

Appearance Doritannia is an attractive Taldan woman in her 30s with long brown hair. She is dressed finely but moves with none of the grace and bearing that might suggest a noble upbringing. With a successful DC 20 Sense Motive check, a PC speaking with her notices she often looks to Temel Passad for approval before answering a question.

Introduction "Doritannia Raffella buys and sells alcohol and spirits. She comes from a common household yet elevated her status through her own acumen and hard work, though she recently fell on hard times. No doubt her experience would be a valuable asset to any business venture."

Personality cautious, knowledgeable, skittish

INFLUENCE

Influence DC 14 (DC 18 in Subtier 4–5); **Additional Skill** Intimidate

Special Until someone helps relieve her of her debt, Doritannia's fate is intertwined with that of Temel Passad. Each time the PCs earn 1 or more Influence Points with Temel Passad, they also earn 1 Influence Point with Doritannia. If the PCs convince Aaqir al'Hakam to purchase her debt, they can no longer earn Influence with her in this manner.

METELLA RAUGER

LG female dwarf expert/fighter

Affiliation Five Kings Mountains

Background Metella Rauger is a traveling representative of several Highhelm mercantile consortia. She recently signed a minor trade agreement with Aaqir al'Hakam, and thus far the arrangement has benefited her and the merchants she represents. She's attending the funeral partly to take another opportunity to analyze al'Hakam and his subordinates and decide if a longer-term deal would be wise. Over the past year, her rivalry with Temel Passad has grown, and she suspects that behind his cheerful veneer is a terrible scheme to ruin her.

DESCRIPTION

Appearance Metella is a redheaded dwarf who wears a tabard emblazoned with the Five Kings Mountains heraldry. She's unarmed for this event, though she often touches her belt with her right hand as a habit. When dealing with strangers, she faces the person squarely while watching for signs of trickery. She relaxes visibly around those she knows.

Introduction "Metella Rauger represents several trading houses from the Five Kings Mountains, and she has worked with the Society and its allies before. She's stubborn but fair. No doubt she will be on edge here thanks to Temel Passad's having decided to attend and honor Zarmina's memory."

Personality gruff, pragmatic, suspicious

INFLUENCE

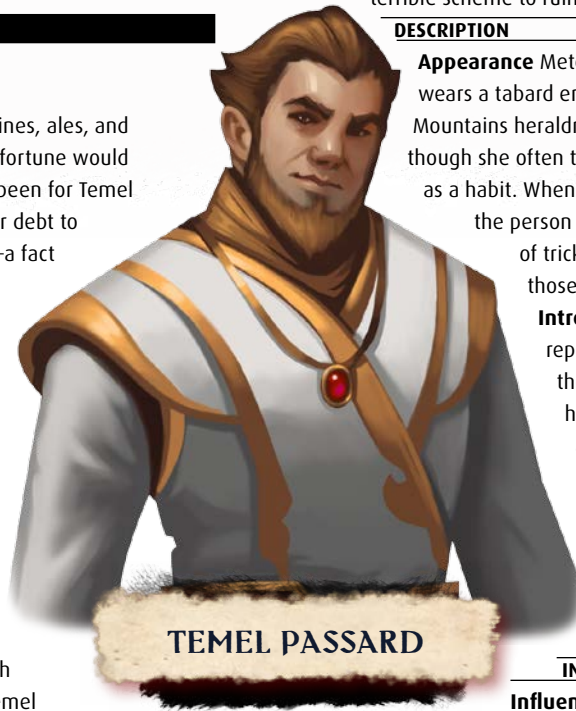
Influence DC 15 (DC 19 in Subtier 4–5);

Additional Skill Profession

Favor Metella hopes to embarrass Temel Passad by causing him to sneeze uncontrollably at an inopportune time—ideally during his funeral oration—by replacing his snuff with itching powder. A PC can accomplish this either by succeeding at a DC 20 Sleight of Hand check to empty Temel's snuffbox surreptitiously, refill it and replace it without his noticing. Alternatively, she can break into his room quietly by succeeding at a DC 20 Disable Device check to open the door followed by a successful DC 15 Stealth check to replace his supply of snuff with the itching powder without attracting the attention of the household staff; Temel Passad is likely to exhaust the small supply he carries on his person and send a servant for more. Failing either the Sleight of Hand or Stealth check alerts Temel to the PCs' trickery and causes them lose 1 Influence Point with Temel.

Special Metella Rauger thinks highly of Pathfinders—especially those proud enough to wear their affiliation openly.

A PC who wears a *wayfinder* in plain sight gains a +2 circumstance bonus on checks made to influence Metella. In addition, she's glad to see a familiar face; if a PC has a



TEMEL PASSAD

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Chronicle sheet for *Pathfinder Society Scenario #5-01: The Glass River Rescue*, the circumstance bonuses increases to +5.

In addition, if the PCs earn a total of 4 or more Influence Points with Temel Passad, they then lose 1 Influence Point with Metella.

PELLIUS MELKIOR

CG male human rogue

Affiliation Andoran

Background Pellius is an Andoren dealer in spices and textiles who has built his business on steady business with the Five Kings Mountains. He recently signed a contract with that nation to provide arms and armor to Andoran's Eagle Knights (selling the surplus to Taldor) though even that isn't enough to sate his dreams of fame and fortune.

DESCRIPTION

Appearance Pellius is a clean-shaven man of average height with sandy-brown hair. He is quick to laugh and makes a point of being especially friendly in the hope of winning key allies, though he begins to lose interest in a conversation if he senses the PCs are neither influential nor have the ear of someone who might help him get ahead. It is possible to regain his attention with the promise of business leads or professional tips. For all his ambition, Pellius is well mannered and tries to behave with the best of intentions.

Introduction "Pellius Melkior is from Andoran and has established himself as a reliable trader of durable goods in his country. Rumor has it that he has also looked into expanding his business into the River Kingdoms and Taldor."

Personality ambitious, gregarious, resourceful

INFLUENCE

Influence DC 14 (DC 18 in Subtier 4–5); **Additional Skill** Knowledge (local)

Special Until the PCs can secure him a more lucrative and exciting trade deal with al'Hakam, Pellius's interests align closely with those of Metella Rauger. Each time the PCs earn 1 or more Influence Points with Metella Rauger, they also earn 1 Influence Point with Pellius. If the PCs convince Aaqir al'Hakam to draw up a trade agreement with Pellius, the PCs can no longer earn Influence for the Andoren in this way.

JAKTI AL'AWAR

N male human inquisitor of Sarenrae

Affiliation Qadira

Background Although he hails from Qadira, Jakti al'Awat has spent much of his life in Osirion and Katapesh. There he received training in deadly arts by the Cult of the Dawnflower, an often ruthless, militant sect that is not afraid to act aggressively for the greater good. Over the years, Jakti has hunted criminal elements and recruited new members, sometimes setting up elaborate ruses to test prospective allies' mettle. Zarmina's wake is an opportunity to seek new talent and undermine enemies of the church. Beyond those responsibilities, he maintains a small, prosperous business as a purveyor of magic scrolls.

DESCRIPTION

Appearance Jakti is large and somewhat physically imposing figures. He prefers to encourage others to speak their minds, patiently listening with a polite smile and an intense stare as he listens for admissions of past indiscretions. His holy symbol rests in a fold of his cloth belt, and Jakti prefers to keep his affiliation quiet.

Nonetheless, he finds religious discourse fascinating and cannot help but inquire about obviously religious individuals' beliefs—especially if those people adhere to a schism's or cult's variation on a common faith. He keeps his distance from the cleric Umut, whom he respectfully leaves to perform her duties without distractions. He is

accompanied by two bodyguards, Hakim and Amalia.

Introduction "Jakti al'Awat has spent much time abroad and only recently returned to Qadira. He maintains a small business in magic items, and some speculate that his travels and business are primarily for scholarly purposes. What is known is mostly speculation; he is something of an unknown here."

Personality calculating, focused, patient

INFLUENCE

Influence DC 16 (DC 20 in Subtier 4–5); **Additional Skill** Knowledge (religion)

Favor Based on recent intelligence, Jakti has identified both Temel Passad and Metella Rauger as possible enemies of the Cult of the Dawnflower, and he's using this event as an opportunity to fluster, threaten, or even attack the two to reveal them as the villains he suspects they are. He has planned to attack them once Zarmina has been buried and the two merchants retire to their respective rooms. Although his assassins are capable of breaking into the rooms unaided, they're much more likely to succeed if someone were to leave the windows open or unlocked.



Feigning weariness from the heat, he shares with any PCs who speak with him that the sun's heat has made the manor stuffy, yet the servants seem less than willing to open additional windows to let in more air. If the PCs convince the household staff to open more windows, they fulfill this favor's condition. Doing so also grants a cult assassin a slight advantage in encounter **A3**.

MINGLING

In addition to its honoring the deceased, Zarmina's wake is an occasion for extended family and friends to reunite, reminisce, and renew their bonds. Several of these guests are only now arriving from abroad, though the Bahjari family has provided rooms for many out-of-town visitors who are already mingling in the manor's entry hall. Aaqir al'Hakam accompanies the PCs for several minutes to make the appropriate introductions to his family, including his spouse Emir Thalzar Gaatan and their three daughters. He also points out Umut Tepemkau, a visiting cleric of Pharasma and friend from Zarmina's younger days whom her will specified should oversee her interment; al'Hakam notes that she is busy with preparations and might be available to chat later. Once he is sure the PCs are at home, Aaqir excuses himself to speak with other guests and ensure that the funerary arrangements are taken care of.

Most of the guests are already present and chatting with one another, and they are scattered throughout the entry hall (area **A1**) and the southern half of the temple (area **A2**). The PCs are also welcome to explore the rest of the manor, though there are few people elsewhere on the estate at this time. Furthermore, the doors to most of the apartments are kept locked for the guests' privacy.

Influence (2 checks): The wake begins in the afternoon with a reception and refreshments, providing guests time to arrive and everyone an opportunity to chat and renew old friendships. During this time, the PCs are free to explore the estate, though virtually all of the action takes place at this gathering. Allow each PC to make two Influence checks, taking time to roleplay their interactions with the NPCs they wish to meet. Be careful to watch the clock for this part of the adventure, as the roleplay is intended to last as long as a typical combat encounter but can easily last much longer.

THE WAKE

As the shadows lengthen, the cleric Umut emerges from the temple, calls for the guests' attention, and requests they honor the deceased. With that, Aaqir al'Hakam and several other members of the Bahjari household carry a wooden bier bearing the shrouded body of Zarmina through the front door, up the stairs, and into the temple, where the guests file in afterward. Aaqir al'Hakam and the others lay the bier atop the altar of Sarenrae, and then join the other guests in the pews.

Umut's impostor opens the service by recognizing the goddess to whom the temple is consecrated as a sign of respect before transitioning to an invocation to "our lady of eternity, who shepherds the deceased to an everlasting afterlife." Although this title and the rest of Shirin's service are outwardly dedicated to Pharasma, they might also be interpreted as paeans to Urgathoa. As a woman raised in Osirion and trained to oppose Pharasma's disciples, Shirin is familiar with Pharasman funerary rites, though she performs them somewhat clumsily and inexpertly. With a successful DC 20 Knowledge (religion) check (DC 23 in Subtier 4–5), a PC can identify that her execution of the funeral is less polished than one would expect of a

priestess of her stature. Most of her prayers are in her native Osirian language, though her bidding the soul safe voyage down the River of Souls is delivered in Common.

With that, she invites the guests to come forward, place any gift to be interred with Zarmina on the table near the altar, and address the guests and the deceased. The merchants who have come to honor Zarmina all give splendid gifts. Doritannia Raffella speaks highly of Zarmina, and she further cites Temel Passad as a similarly upstanding member of the mercantile community who will certainly carry Zarmina's torch of fair business practices into the future; Temel seems to expect this praise and nods in recognition of her kind words. Pellius Melkior likens memories of Zarmina to finely crafted dwarven stone—enduring, beautiful, and formed gradually over many years of virtuous work. Metella Rauger is somewhat embarrassed by this reference, but by the end of the Andoren's speech, she is smiling in appreciation. Jakti al'Awar's gift is a gold- and jewel-embellished ledger, and his speech praises



JAKTI AL'AWAR

Zarmina for having lived a virtuous and charitable life yet suffering neither the kowtowing of sycophants nor the underhandedness of villains.

When it comes time for the PCs to bring forward their gift and give a speech, Jakti, Metella, and Temel all watch them closely. With a successful DC 20 Sense Motive check, a PC can determine that each is more interested in whom the PCs reference with their speech than what their gift is. Allow one or more of the PCs to make a short speech and attempt a DC 15 Perform (oratory) check or DC 17 Bluff or Diplomacy check (DC 17; DC 19 in Subtier 4–5) to earn additional Influence Points with the guests; details appear in the Influence section below.

The speeches conclude as the sun approaches the horizon, its red light illuminating the room in crimson hues. Umut orates a closing prayer, finishing by brushing her lips against Zarmina's forehead, whispers an inaudible message, and then brushing her hands gently down the body's face as if closing Zarmina's eyes forever. She then has several servants gather the gifts and then informs Aaqir al'Hakam that she is leaving to prepare the mausoleum for the interment. Aaqir requests that the guests remain in the area for several minutes before they carry the body to the graveyard (in order to give the PCs a little more time to speak with the guests).

Influence: Depending on the subject of the PCs' speech, they can earn 1 Influence Point with either Jakti, Metella, or Temel. If the speech praised Metella or dwarven culture, succeeding at the skill check earns 1 Influence Point with Metella Rauger. If the speech praised Temel, Druma, or the Prophecies of Kalistrade, succeeding at the check earns 1 Influence Point with Temel Passad. If the PCs either promoted faith in Sarenrae or at least didn't praise either of the two competing merchants, succeeding at the skill check earns 1 Influence Point with Jakti al'Awar. The PCs can only earn 1 Influence Point with the speech, awarded to whichever merchant the speech most appealed (at the GM's discretion).

The Guest of Honor Rises (CR 3 or CR 6)

After a few minutes, Jakti al'Awar proposes everyone raise a glass and toast Aaqir al'Hakam and Emir Thalzar Gaatan (regardless of is disposition toward the PCs and the Society at this point). The guests each take a moment to praise the two, granting each PC an opportunity to make a DC 15 Sense Motive check to sense whether a guest's toast is sincere, merely respectful, or forced. This is an opportunity for the PCs to assess how well they are doing at earning the support of the five key NPCs. If the PCs have already earned the necessary Influence Points with an NPC, his toast is sincere and glowing. If the PCs have earned 1 or more Influence Points with an NPC but have not yet reached the threshold, the NPC's

toast is polite but not particularly heartfelt. If the PCs have earned no Influence Points with a given NPC, the toast is curt and forced. Those NPCs with whom the PCs have at least 4 Influence Points give a generous toast. Jakti al'Awar is the last to toast the hosts, concluding his remarks by saying, "And may our hosts carry on the legacy of the departed, may Sarenrae see her safely to Nirvana and its city of High Ninshabur." As he says this, Zarmina's body twitches to life.

Creatures: Shirin, the cleric Umut's impostor, didn't simply masquerade as a priestess of Pharasma—she also committed an act of necromancy in a temple of Sarenrae. Before calling the guests to enter the temple, Shirin had cast *animate dead* out of sight of the congregants and held onto the magic throughout the ceremony. When her lips brushed Zarmina's corpse, it animated and then heard Shirin's whispered command to remain still. Shirin intends to use Zarmina in an imminent attack dedicated to her patron Urgathoa; as a sign of the Pallid Princess's approval, the spell created a far more potent undead creature than Shirin had expected.

Upon reaching the graveyard, Shirin directs the servants carrying the grave goods to enter the crypt, where several zombies she had animated earlier tore the living to pieces. Then, using her animated minions to dig up more corpses, she uses several more scrolls to create even more zombies to execute Urgathoa's will; however, even with her goddess's blessing, Shirin is only barely able to control the zombies she has created—at the cost of losing control of the Zarmina's mummy. Once free of Shirin's power, the undead Zarmina tears herself out of the shroud with a pained moan and begins attacking the guests. As she does so, she points toward the door—in the same direction as Jakti, Metella, Temel, and Aaqir—and rasps "You have failed me! Betrayer!" Most of those in attendance flee, and Aaqir al'Hakam hurriedly signals for the PCs to intervene while he tries to keep the crowd under control.

Subtier 1–2 (CR 3)

LESSER DESICCATED MUMMY

CR 3

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +13

Aura desert wind (30 ft., DC 14, 10 rounds)

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 37 (5d8+15)

Fort +3, **Ref** +1, **Will** +6

DR 2/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +8 (1d6+6)

SCALING 'THE GUEST OF HONOR RISES'

If there are only four PCs in the party, Zarmina's corpse is particularly fragile from being baked in the sun. The desiccated mummy loses its damage reduction and takes a -2 penalty on all damage rolls.

TACTICS

During Combat When Shirin loses control of the mummy, it lurches upright, effortlessly tears its way out of its shroud, and activated its desert wind ability. The desiccated mummy isn't very intelligent, but it tries to prioritize attacking targets fatigued by its aura. It otherwise attacks a nearby target.

Morale The desiccated mummy fights until destroyed.

STATISTICS

Str 18, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +3; **CMB** +7; **CMD** 17

Feats Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Perception +13, Stealth +8

Languages Common, Kelish

SPECIAL ABILITIES

Desert Wind (Su) All creatures within a 30-foot radius must attempt a DC 14 Fortitude save once per round, and each round the DC of this saving throw increases by 1. A creature that fails its saving throw takes 1d4 nonlethal damage and is fatigued, as if affected by heat stroke (*Pathfinder RPG Core Rulebook* 444). A creature that succeeds on the saving throw is immune to that desiccated mummy's desert wind aura for 24 hours. The save DC is Charisma-based.

Subtier 4–5 (CR 6)

DESICCATED MUMMY

CR 6

Variant advanced mummy (*Pathfinder RPG Bestiary* 210)

Aura desert wind (30 ft., DC 18, 10 rounds)

TACTICS

Use the tactics from Subtier 1–2.

SPECIAL ABILITIES

Desert Wind (Su) All creatures within a 30-foot radius must attempt a DC 18 Fortitude save once per round, and each round the DC of this saving throw increases by 1. A creature that fails its saving throw takes 2d6 nonlethal damage and is fatigued, as if affected by heat stroke (*Pathfinder RPG Core Rulebook* 444). A creature already fatigued by this ability instead becomes exhausted if it takes additional damage from this aura. A creature that succeeds on the saving throw is immune to that desiccated mummy's desert wind aura for 24 hours. The save DC is Charisma-based.

Treasure: As a token of thanks, Aaqir al'Hakam gives the PCs several scrolls. In Subtier 1–2, these include a *scroll of cure moderate wounds*, a *scroll of endure elements*,

and a *scroll of see invisibility*. In Subtier 4–5, he also gives them a *bead of force*. If the PCs inspect the torn shroud, they find a small bag containing a single handful of *dust of dryness*.

Development: Zarmina's animation as a mummy leaves many questions for the PCs and guests alike. The PCs are free to question the guests, but no one knows what is going on, much less to whom the undead Zarmina's accusation was directed. Aaqir al'Hakam requests the guests return to their rooms while the household staff cleans up the temple. He pulls the PCs aside and requests that they assist him in checking the manor for any other suspicious activity.

By and large, there is little evidence for the PCs to find at this time, though the GM might encourage the players to attempt a Perception check or two as they look around. As they patrol the manor, several of the visiting merchants contact the PCs through delivered messages. If the PCs have more Influence Points with Metella Rauger than with Temel Passad, they receive a note from Doritannia Raffella; give the players **Player Handout #2**. If the PCs have more Influence Points with Temel Passad, they instead receive a note from Pellius Melkior; give the players **Player Handout #3**. In the case of a tie, the PCs receive Doritannia's letter. In addition, the PCs receive a missive from Jakti al'Awat regardless of how many Influence Points they have earned; give the players **Player Handout #4**.

Each letter makes a request of the PCs. Jakti's message simply invites the PCs to meet him in his apartments, which is detailed in the following encounter. Even if the PCs visit Jakti first, they can still resolve the other merchant's request any time during the rest of the adventure. Doritannia and Pellius both request that the PCs persuade Aaqir al'Hakam to perform a financial service for them. A PC can convince the faction leader to invest in either merchant with a successful DC 26 Bluff or Diplomacy check (DC 29 in Subtier 4–5), though he is more willing to accept the offer if the PCs have done particularly well in their assignment thus far; any such check receives a circumstance bonus equal to the total number of Influence Points the PCs have earned with him.

Influence: If the PCs accuse any of those in attendance of causing this disturbance, the Pathfinders lose 1 Influence Point with that NPC. Arresting or physically restraining an NPC on these false charges instead doubles this loss. If the PCs convince Aaqir al'Hakam to assist Doritannia or Pellius, they receive 2 Influence Points with that NPC.

Rewards: If the PCs fail to defeat the desiccated mummy, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 114 gp.

Out of Subtier: Reduce each PC's gold earned by 273 gp.

Subtier 4–5: Reduce each PC's gold earned by 318 gp.

Zombies at the Door, Assassins at the Window (CR 2 or CR 5)

When the PCs return to the temple, Jakti and his two bodyguards are waiting for them. The servants have since cleaned up the worst of the mess from the earlier combat, and Jakti is now wearing a scimitar at his side. He regards the PCs with a smile and waves for his guards to stand outside the door to ensure a measure of privacy.

"I was uncertain if you were trustworthy enough to share this information with, but now I see that you are most competent individuals and I believe you can help.

"Some days ago I received information from... a trusted source... that someone has hired several assassins in Katheer for a job this very night. This manor has one of the greatest gatherings of powerful people in the entire city, so I can only conclude that these assassins are meant to strike here. With that knowledge, I hired a few bodyguards for myself, but it would allay my fears if I to have your protection as well. Of course, you may seek to protect everyone in the manor, and I would applaud you for such commitment to righteousness! I will be satisfied if no harm comes to my person before this night is over, whatever the circumstances. Do this for me, and I would greatly consider dealing with such competent individuals in the near future."

Jakti's real purpose in calling the PCs here is to keep them from stopping one of his fellow cultists from attacking Metella Rauger or Temel Passad. A PC who succeeds at a DC 25 Sense Motive check determines that Jakti appears to have other interests beyond his own protection, and he seems to know more than he lets on. Just as he finishes speaking, a series of loud crashes echoes through the house, followed by screaming. Jakti's eyes widen in alarm as he rushes to the temple's doors only to discover that the entry hall teeming with the walking dead!

No matter his intentions of punishing one of the visiting merchants, destroying undead abominations is a much higher priority. Those who succeeded at the earlier Sense Motive check are able to determine that whatever Jakti had been planning has changed in light of this development, and he and his guards begin fending off the zombies. Aaqir al'Hakam emerges from one of the upstairs hallways and calls to the PCs to "protect the guests," though he stresses the last word as if to imply one of the other critical guests. The breaking of glass elsewhere in the manor suggests there are far more zombies than just those in the entry hall. Unfortunately, Temel's and Metella's animosity toward each other led them to take rooms at opposite ends of the manor's ground floor, and Aaqir tries to discourage the PCs from splitting up; it's very unlikely that the PCs could save an NPC if they don't go in full force.

There are four major obstacles that the PCs must overcome to reach the apartments of one of the merchants. First, the PCs must fight their way down the stairs to the ground floor. Then they must push through the zombies on the ground floor to reach the hallway to the apartments. Near the merchant's room, the Dawnflower assassin set up a rudimentary tanglefoot bag trap to ensnare his target should the merchant try to flee. Finally, the PCs must get through the door, which the merchant barricaded earlier in the evening.

Rather than have the PCs fight the dozens of zombies that Shirin has sent to attack the manor, getting to the apartments of one of the key merchants uses rules akin to those used in a chase (*Pathfinder RPG Gamemastery Guide* 232). Unlike a typical chase, the PCs are not chasing a target so much as they are tracking how long it takes for them to reach the NPC in danger. What's more, the PCs overcome obstacles as a group and not individually. Each PC rolls one of the two checks to overcome the obstacle, taking the highest result. Any other PCs' checks that result in a 10 or higher are treated as having used the aid another action for the higher result. The exception is the assassin's trap obstacle, which only one PC may attempt. In place of attempting an aid another action, a PC may cast a spell or use a class ability that deals damage to multiple targets to destroy some of the zombies. Every 2 points of damage dealt by the spell or ability reduces that obstacle's check DCs by 1 (to a minimum of 10).

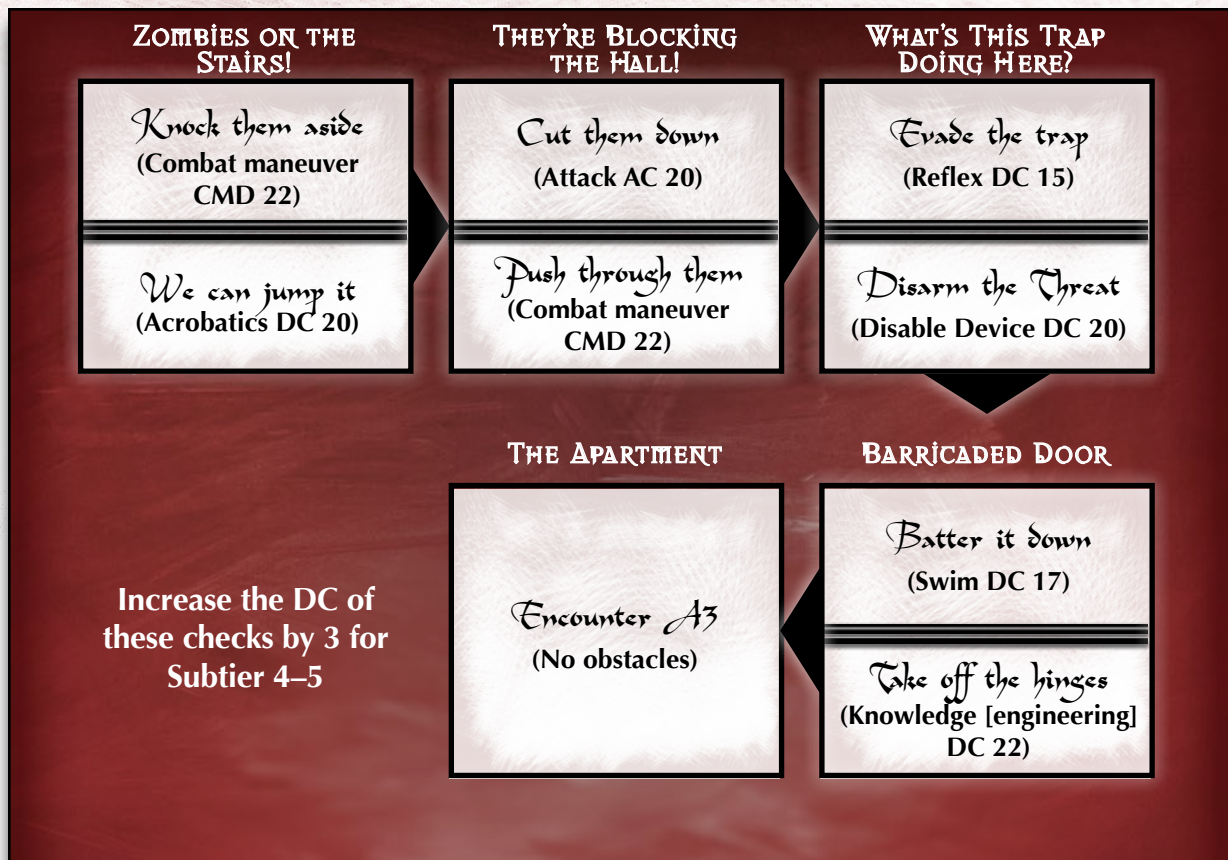
If the PCs fail the check to overcome an obstacle, they take additional time to overcome the challenge but do not need to attempt the check again; move on to the next obstacle but track how many checks the PCs fail. Each failure grants the Dawnflower assassin in area A3 more time to attack his target. In addition, if the PCs fail their check to overcome either of the first two obstacles, the zombie horde deals 1d6+1 points of damage to each of them (2d6+6 in Subtier 4–5). Once the PCs enter area A3, proceed to the next encounter.

A3. Attack on the Apartments (CR 3 or CR 6)

As the PCs reach this room, they find the windows smashed open, glass scattered across the floor, and several pieces of furniture overturned. Depending on how the PCs got through the door into the room, the chair that had been propping the door shut may have been smashed to pieces. Whether the PCs decided to aid Temel Passad or Metella Rauger, the room's layout and condition are the same.

Creatures: The PCs arrive only a moment after a member of the Cult of the Dawnflower—wearing no outward signs of his faith—clambered through a window to attack the merchant in the room. As the PCs open the door, several zombies crash into the room through

PATHFINDER SOCIETY SCENARIO



the windows. This leads to a chaotic melee in which the assassin is trying to kill the merchant, the merchant is trying to escape and survive, and the zombies are trying to kill everyone.

If the PCs failed none of the checks to overcome obstacles on the way to encounter, the merchant is unharmed. If the PCs failed one or two of the checks, the merchant has been hit by one of the assassin's darts, taking 4 points of damage (10 points of damage in Subtier 4–5) but resisting the poison on the weapon. If the PCs failed three or more checks, the assassin has already struck the merchant with his poisoned weapon, dealing 4 points of damage (10 points of damage in Subtier 4–5) and successfully poisoning the merchant. If the PCs performed Jakti's favor by opening the windows in the apartment, treat the PCs as though they had failed one additional check.

Both Temel Passad and Metella Rauger use the same statistics with minor differences. As a dwarf, Metella has an additional +2 racial bonus on saving throws against poison and has a 20-foot speed. Thanks to his considerable wealth, Temel has magic items that grant him a +1 deflection bonus to AC and a +1 resistance bonus on all saving throws. Neither has a weapon or any alchemical objects.

DAWNFLOWER ASSASSIN

CR 2

Human fighter 1/ninja 2 (*Pathfinder RPG Ultimate Combat* 13)

N Medium humanoid (human)

Init +6; **Senses** Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 19 (3 HD; 1d10+2d8+5)

Fort +2, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk scimitar +5 (1d6+2/18–20)

Ranged dart +4 (1d4+2)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Depending on the PCs' efforts in the earlier encounter, the assassin may have already injured the merchant with the poisoned scimitar.

During Combat The assassin focuses on killing the merchant. He turns invisible or flanks as necessary to avoid enemy attacks and to deal sneak attack damage. If he's unable to complete his mission due to the PCs' efforts, he attacks them until he again has an opportunity to assassinate his target.

Morale Unless he believes he is just about to finish off the merchant, the assassin flees if reduced to 3 or fewer hit points. If he kills the merchant, he begins striking down

THE MERCHANT'S WAKE

the zombies (as they are an affront to Sarenrae), fleeing if reduced to 7 or fewer hit points.

STATISTICS

Str 15, **Dex** 14, **Con** 10, **Int** 12, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 17

Feats Acrobatic, Dodge, Improved Initiative, Toughness

Skills Acrobatics +10, Bluff +5, Climb +6, Craft (alchemy) +7, Disable Device +8, Disguise +6, Intimidate +6, Knowledge (local) +5, Knowledge (religion) +2, Perception +6, Stealth +8, Swim +6

Languages Common, Kelish, Osiriani

SQ ninja tricks (bleeding attack +1), ki pool (2), poison use

Combat Gear *potion of cure light wounds*, *potion of invisibility*, smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, masterwork scimitar, darts (2), antitoxin, black adder venom (3), caltrops, dried sunflower, grappling hook, silk rope (50 ft.), silver holy symbol of Sarenrae, 51 gp

HUMAN ZOMBIES (2)

CR 1/3

hp 12 each (*Pathfinder RPG Bestiary* 288, 294)

TACTICS

Before Combat As the PCs enter the room, the zombies break in through the windows.

During Combat The zombies attack the nearest living target, be it a PC, the merchant, or the assassin.

Morale The zombies fight until destroyed.

TEMEL PASSAD OR METELLA RAUGER

CR 1

Shopkeep (*Pathfinder RPG Gamemastery Guide* 284)

hp 13

TACTICS

During Combat The merchant uses the total defense action to avoid enemy attacks.

Morale Having heard the ruckus elsewhere in the manor, the merchant tries to seek refuge elsewhere in the room rather than fleeing entirely.

Subtier 4–5 (CR 6)

DAWNFLOWER ASSASSIN

CR 5

Human fighter 1/ninja 5 (*Pathfinder RPG Ultimate Combat* 13)

N Medium humanoid (human)

Init +8; **Senses** Perception +9

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 natural)

hp 38 (1d10+5d8+11)

Fort +4, **Ref** +9, **Will** +2

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *scimitar* +9 (1d6+4/18–20 plus poison)

Ranged mwk dart +9 (1d4+3 plus poison)

SCALING ENCOUNTER A3

Make the following adjustments to accommodate a party of four PCs.

Subtier 1–2: Increase the merchant's starting hit points by 5. Increase the hit point threshold at which the dawnflower assassin attempts to flee by 3.

Subtier 4–5: Increase the merchant's starting hit points by 10. Increase the hit point threshold at which the dawnflower assassin attempts to flee by 6.

Special Attacks sneak attack +3d6

TACTICS

Before Combat Before breaking into the merchant's room, the assassin has consumed his *potions of barkskin* and *cat's grace*, applied his *oil of magic weapon* and burnt othur oil to his scimitar, and dipped his darts in giant wasp venom.

During Combat The assassin focuses on killing the merchant. He turns invisible or flanks as necessary to avoid enemy attacks and to deal sneak attack damage. If he's unable to complete his mission due to the PCs' efforts, he attacks them until he again has an opportunity to assassinate his target.

Morale Unless he believes he is just about to finish off the merchant, the assassin flees if reduced to 5 or fewer hit points. If he kills the merchant, he begins striking down the zombies (as they are an affront to Sarenrae), fleeing if reduced to 11 or fewer hit points.

Base Statistics When not benefiting from *barkskin*, *cat's grace*, and *magic weapon*, the Dawnflower assassin's statistics are **AC** 17, touch 13, flat-footed 14; **Ref** +7; **Melee** mwk scimitar +9 (1d6+3/1–20 plus poison); **Ranged** mwk dart +7 (1d4+3 plus poison); **Dex** 14; **CMD** 20; **Skills** Acrobatics +13, Disable Device +11, Stealth +11

STATISTICS

Str 16, **Dex** 18, **Con** 10, **Int** 12, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +7; **CMD** 22

Feats Acrobatic, Dodge, Improved Initiative, Toughness, Weapon Focus (scimitar)

Skills Acrobatics +15, Bluff +7, Climb +9, Craft (alchemy) +8, Disable Device +13, Disguise +10, Intimidate +8, Knowledge (local) +7, Knowledge (nobility) +7, Knowledge (religion) +4, Perception +9, Stealth +13, Swim +7

Languages Common, Kelish, Osiriani

SQ ninja tricks (bleeding attack +3, vanishing trick), ki pool (3), no trace +1, poison use

Combat Gear *potion of cure moderate wounds*, *potion of cat's grace*, *potion of barkskin*, *oil of magic weapon*, smokestick, tanglefoot bag; **Other Gear** +1 *studded leather*, masterwork scimitar, masterwork darts (2), *cloak of resistance* +1, antitoxin, burnt othur oil, caltrops, dried sunflower, giant wasp poison (2), grappling hook, silk rope (50 ft.), silver holy symbol of Sarenrae, 115 gp

B1. Confronting the Impostor

S = Shirin Nuray



To Area B2

S

1 square = 5 feet

Pathfinder Flip-Mat: Necropolis

THE MERCHANT'S WAKE

SPECIAL ABILITIES

Burnt Othur Oil (Ex) This Dawnflower assassin has a dose of burnt othur fumes distilled into a liquid form. This poison functions as burnt othur fumes, except that its type is changed to injury.

ADVANCED HUMAN ZOMBIES (2)

CR 1/2

hp 16 each (*Pathfinder RPG Bestiary* 288, 294)

TACTICS

Use the human zombie tactics from Subtier 1–2.

TEMEL PASSAD OR METELLA RAUGER

CR 5

Traveling merchant (*Pathfinder RPG Gamemastery Guide* 285)

hp 31

TACTICS

During Combat The merchant uses the total defense action to avoid enemy attacks.

Morale Having heard the ruckus elsewhere in the manor, the merchant tries to seek refuge elsewhere in the room rather than fleeing entirely.

Development: By the time the PCs defeat their foes, the sounds of the attacks elsewhere in the manor have died down. If the PCs successfully interrogate the assassin using Intimidate, he admits that his mission is in the service of his goddess, who cleanses the land of evil. Only by exceeding the DC required to intimidate him by 10 or more does he explicitly admit his affiliation with the Cult of the Dawnflower. Although the assassin knows of Jakti, he received his mission through a different member of the cult and doesn't implicate al'Awar. If the PCs search his belongings, they find coins minted in Druma (if the PCs went to Metella's rescue) or the Five Kings Mountains (if the PCs went to Temel's rescue). With a successful DC 20 Perception check, the PCs can also find a holy symbol of Sarenrae sew into a fold in the assassin's clothing, though with a successful DC 18 Knowledge (religion) check, a PC identifies variations in the symbol sometimes used by the Cult of the Dawnflower.

If the PCs manage to save the merchant he or she thanks the PCs; Metella's thanks are more heartfelt than Temel's (who tries to maintain his composure so as not to seem too indebted). Upon seeing the foreign coins, the merchant storms out of the room to confront his or her rival, whom Jakti aided. The two loudly accuse one another of being responsible for the recent attack. Aaqir al'Hakam—perhaps with the PCs' help—is able to calm the two. If the PCs failed to save the merchant, the other expresses a moment of remorse but sheds no tears for the deceased rival.

Aaqir takes the PCs aside to speak with them in private, expressing his bewilderment at the recent events but reaffirming his desire to put an end to this disruption.

He observes that the zombies appear to have come from the east—in the direction of the graveyard—and he's concerned for Umut's safety, as she has yet to return despite the graveyard only being ten minutes' walk from the manor. He requests the PCs investigate and ensure that she is safe while he tends to the guests and helps to defend against any further attacks.

Influence: If the PCs save Metella or Temel Passad, they earn 2 Influence Points with that NPC. (This causes no loss of Influence Points with the other.)

Rewards: If the PCs fail to defeat assassin and zombies, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 119 gp.

Out of Subtier: Reduce each PC's gold earned by 323 gp.

Subtier 4–5: Reduce each PC's gold earned by 527 gp.

B. The Graveyard

The graveyard used by the Bahjari family is one they share with several other wealthy families in Katheer. Small crypts and mausoleums containing the matriarchs and patriarchs dot the fenced-in burial ground, and freestanding gravestones mark where less influential family members are interred.

B1. Confronting the Impostor (CR 2 or CR 5)

Many graves have been disturbed, and the doors of several mausoleums hang open. To the south lies the Bahjari family mausoleum. A woman clad in black robes lies prone near its door.

The damage to the graves is a result of Shirin's necromancy. She animated numerous corpses and used them to exhume more bodies. The Bahjari family crypt's door is closed, though it opens easily.

Creatures: Umut's impostor appears to be in bad shape, having spent several minutes giving herself bruises, torn the lower half of her robes, and used her symptom kit (*Pathfinder RPG Ultimate Equipment* 79) to appear as though she has been mauled by undead and infected with a debilitating disease. In fact, her appearance is as much a disguise as a tribute to her patron Urgathoa, goddess of undeath, gluttony, and disease. In addition, she has cast *desecrate* at the entrance of the crypt, making the undead in the marked area more powerful. Shirin has left her scythe just inside the entrance of the Bahjari crypt, lest it spoil her deception, though in Subtier 4–5 she uses her *bladed belt* to create a masterwork scythe.

Shirin reports that when she placed the gifts in the Bahjari crypt, one of them released a powerful wave of necromantic energy that animated the bodies of the buried nobles. She battled them as best she could but was only able to fend off the creatures that tried to shamble

PATHFINDER SOCIETY SCENARIO

out of the crypt, not the ones that rose from the graves outside. She requests the PCs' aid in facing the creatures that are still sealed inside.

There are several ways in which the PCs might become suspicious of Umut's behavior and story. With a successful DC 23 Perception check (DC 26 in Subtier 4–5), a PC can identify that some of the injuries are faked. Her story about a wave of necromantic energy also fails to explain why Zarmina's body animated thousands of feet away. One or more of the PCs might also recall Shirin's inexperienced funeral rituals (if they succeeded at that earlier check)—though not sufficient to identify her as a fraud, that does make her claims more suspicious.

If the PCs agree to aid her, she directs them toward the Bahjari family crypt. There she hopes to strike the PCs from two sides with the help of her undead allies. If the PCs identify her as a fraud or otherwise balk, she screeches at them and calls for her servants to attack. The undead from area **B2** throw open the crypt and join the encounter at the beginning of the second round.

Subtier 1–2 (CR 2)

CR 2

Female middle-aged human cleric of Urgathoa 3
CE Medium humanoid (human)

Init –1; **Senses** Perception +3

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

hp 20 (3d8+3)

Fort +3, **Ref** +0, **Will** +6

OFFENSE

Speed 20 ft.

Melee scythe +3 (2d4+1/×4) or
mwk dagger +4 (1d4+1/19–20)

Ranged mwk dagger +2
(1d4+1/19–20)

Special Attacks channel
negative energy 5/day
(DC 13, 2d6),

Domain Spell-Like Abilities
(CL 3rd; concentration +6)
6/day—bleeding touch
(1 round)
6/day—battle rage (+1)

Cleric Spells Prepared
(CL 3rd; concentration +6)
2nd—*desecrate*, *spiritual
weapon*[®], *undetectable
alignment*



SHIRIN NURAY

1st—*bane* (DC 14), *cause fear*[®] (DC 14), *command* (DC 14),
cure light wounds

0 (at will)—*bleed* (DC 13), *create water*, *detect magic*,
guidance

D domain spell; **Domains** Death, War

TACTICS

During Combat Shirin endeavors to keep her distance from the PCs in order to attack them with spells from afar. She uses her channel energy class feature to harm her enemies or heal her minions, depending on what she feels would be most effective.

Morale If reduced to 5 or fewer hit points, Shirin cries out to Urgathoa for more power, but receives no response. She tries to avoid being captured, even going so far as to include herself in her channel energy effect to die in her goddess's service.

STATISTICS

Str 12, **Dex** 9, **Con** 11, **Int** 11, **Wis** 16, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 12

Feats Channel Smite, Command Undead, Deceitful

Skills Bluff +7, Disguise +7, Knowledge (religion) +5,
Sense Motive +7

Languages Common, Osiriani

Combat Gear *potion of cure light wounds*,
potion of darkvision, *scrolls of
animate dead* (2); **Other Gear**
mwk chainmail, scythe, mwk
dagger, silver unholy symbol of
Pharasma, silver unholy symbol
of Urgathoa, silver dust worth 25 gp,
spell component pouch, symptom kit^{UE}

Subtier 4–5 (CR 5)

SHIRIN NURAY

CR 5

Female middle-aged human cleric of
Urgathoa 6

CE Medium humanoid (human)

Init –1; **Senses** Perception +3

DEFENSE

AC 16, touch 9, flat-footed 16 (+7
armor, –1 Dex)

hp 48 (6d8+18)

Fort +7, **Ref** +2, **Will** +9

OFFENSE

Speed 20 ft.

Melee mwk scythe +6
(2d4+1/×4) or
mwk dagger +6
(1d4+1/19–20)

Ranged dagger +3
(1d4+1/19–20)

Special Attacks channel

B2. Desecrated Crypt

B = Bahjari Scion
S = Human Skeleton



S

B

S

S

1 square = 5 feet

Pathfinder Map Pack: Crypt

negative energy 5/day (DC 15, 3d6)
Domain Spell-Like Abilities (CL 6th; concentration +9)
 6/day—bleeding touch (3 rounds)
 6/day—battle rage (+3)
Cleric Spells Prepared (CL 6th; concentration +9)
 3rd—*animate dead*^o, *blindness/deafness* (DC 16), *invisibility*, *purge*, *wind wall*
 2nd—*bull's strength*, *cure moderate wounds*, *desecrate*, *spiritual weapon*^o, *undetectable alignment*
 1st—*bane* (DC 14), *cause fear*^o (DC 14), *command* (DC 14), *divine favor*, *shield of faith*
 0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *guidance*
D domain spell; **Domains** Death, War

TACTICS

Use the tactics in Subtier 1–2.

STATISTICS

Str 12, **Dex** 9, **Con** 12, **Int** 11, **Wis** 16, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 14

Feats Channel Smite, Command Undead, Deceitful, Toughness

Skills Bluff +10, Disguise +10, Knowledge (religion) +5, Sense Motive +8, Spellcraft +5

Languages Common, Osiriani

Combat Gear *potion of cure light wounds*, *potion of darkvision*, *scrolls of animate dead* (2; CL 12th); **Other Gear** +1 chainmail, dagger, *bladed belt*^{UE}, *cloak of resistance* +1, silver unholy symbol of Pharasma, silver unholy symbol of Urgathoa, spell component pouch, symptom kit^{UE}, onyx gems worth 500 gp, silver dust worth 50 gp

Development: In the event that the PCs capture Shirin and keep her alive, she avoids answering questions unless forced to comply through magic or intimidation. Even then she can only explain her own motives, for she knows nothing of the assassin that attacked the manor.

Rewards: If the PCs fail to defeat Shirin Nuray, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 148 gp.

Out of Subtier: Reduce each PC's gold earned by 341 gp.

Subtier 4–5: Reduce each PC's gold earned by 535 gp.

B2. Desecrated Crypt (CR 2 or CR 5)

The walls of this crypt are lined with the interred bodies of many generations of the Bahjari family, tracing back all the way to era of the first Qadiran satraps. A dying torch dimly illuminates the room.

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER B2

To accommodate a party of four PCs, remove all human skeletons and advanced human skeletons from the encounter. The skeletal champion in Subtier 4–5 wears a chain shirt instead of a breastplate, reducing its AC to 19 and its flat-footed AC to 17.

Creatures: The skeletons of the Bahjari servants and one of the family's long-dead patriarchs hide among the bodies laid to rest in this chamber. They are quick to rush to Shirin's aid if they hear her calling.

Subtier 1–2 (CR 2)

BAHJARI SCION

CR 1/2

Bloody human skeleton (*Pathfinder RPG Bestiary* 250)

hp 9

TACTICS

Before Combat The bloody skeleton is armed with the item that was chosen by the PCs to be their gift to the Bahjari family. This grants it a +3 bonus on attack and damage rolls (scimitar), a +1 deflection bonus to AC (ring), or a +2 shield bonus to AC with a 25% chance to negate additional damage dealt by a critical hit or sneak attack (shield).

During Combat The skeleton mindlessly charges into battle, but Shirin can command it to attack specific targets. It otherwise attacks the nearest living creature.

HUMAN SKELETONS (3)

CR 1/3

hp 4 each (*Pathfinder RPG Bestiary* 250)

TACTICS

During Combat Unless they receive other orders from Shirin, the skeletons attack any other nearby living creatures.

Morale The skeletons fight until destroyed.

Subtier 4–5 (CR 5)

BAHJARI SCION

CR 3

Advanced skeletal champion (*Pathfinder RPG Bestiary* 252, 294)

hp 23

TACTICS

Before Combat The skeletal champion is armed with the item that was chosen by the PCs to be their gift to the Bahjari family. This grants it a +1 bonus on damage rolls with a critical threat range of 15–20 (scimitar); a +2 deflection bonus to AC (ring), or a +1 bonus to AC with a 25% chance to negate additional damage dealt by a critical hit or sneak attack (shield).

During Combat The skeleton mindlessly charges into battle, but Shirin can command it to attack specific targets. It otherwise attacks the nearest living creature.

STATISTICS

Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (scimitar)

ADVANCED HUMAN SKELETONS (3) CR 1/2

hp 4 each (*Pathfinder RPG Bestiary* 250, 294)

TACTICS

Use the human skeleton tactics in Subtier 1–2.

Treasure: Aaqir al'Hakam allows the PCs to keep the item that they brought to the wake, saying that it is better off in the hands of the living.

Rewards: If the PCs fail to defeat the skeletons, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 133 gp.

Out of Subtier: Reduce each PC's gold earned by 308 gp.

Subtier 4–5: Reduce each PC's gold earned by 483 gp.

CONCLUSION

Defeating Shirin effectively ends the threat to the Bahjari household, allowing Aaqir al'Hakam and his family to conclude Zarmina's burial without further interruptions. Everyone involved is more than happy to lay the blame for the recent troubles—including the assassin—on Shirin, unless the PCs provide another interpretation. Jakti, interpreting the undead attack as an omen, drops his grudge against Metella Rauger and Temel Passad, and the two rival merchants continue to regard each other warily as they prepare to depart. Aaqir is grateful for the PCs' help, debriefs them on what they were able to accomplish regarding the merchants, and thanks them again for their contributions. He promises to write a report containing his account of the recent events to send to the PCs' venture-captain and the Grand Lodge so that the PCs might be recognized for their efforts.

Reporting Notes

If the PC concluded the adventure with 4 or more Influence Points with Temel Passad, check box A on the reporting sheet. If the PCs concluded the adventure with 4 or more Influence Points with Metella Rauger, check box B. If the PCs concluded the adventure with 4 or more Influence Points with Jakti al'Awar, check box C. If either Metella or Temel died in encounter A3, check box D.

Primary Success Conditions

The PCs successfully complete their main mission so long as they defeat Shirin Nuray, putting a stop to her attack on the Bahjari estate. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs successfully complete their secondary success condition if they conclude the adventure having had

THE MERCHANT'S WAKE

successful dealings with at least three key merchants, by gaining 4 or more Influence Points from each of them. Any merchant the PCs have at least 6 Influence Points with count twice for this purpose (for example, the PCs could have 4 Influence Points with one merchant and 6 for another to meet the conditions). If a merchant died during the scenario, his or her Influence Points do not contribute to this goal. Succeeding at this task earns each PC 1 additional Prestige Point.

Faction Notes

This mission's secondary success conditions are particularly important to members of the Qadira

faction, who need to win over as many of the merchants as possible. They accomplish this if they conclude the adventure having had successful dealings with at least three key merchants, by gaining 4 or more Influence Points from each of them. Any merchant the PCs have at least 6 Influence Points with count twice for this purpose. If a merchant died during the scenario, his or her Influence Points do not contribute to this goal. Doing so earns Qadira faction PCs the Kelishite Patron boon on their Chronicle sheets.

PLAYER HANDOUT #1

Pathfinders,

As the seasons change and the fickle winds alter their course to bring rain to a parched land, so too do the Ten once again turn their eyes toward Qadira and its riches. Sadly, the circumstances are tragic, not celebratory. Trade Princess Zarmina Bahjari, mentor and aunt-by-marriage to the esteemed Trade Prince Aqir al'Hakam, passed away recently, and the family is holding a wake for her at their estate in Katheer. The trade prince has asked a handful of agents to join him for this event, and I request that you do just that both as a show of solidarity for an important ally of the Society. I understand he also has other work for you that might prove quite lucrative, so as long he does not ask for anything too bizarre, I trust you will honor his requests as you would my own.

I am away on business, but I had another agent retrieve several worthy items from my personal vault. Please take one to offer to the family in the name of the Society and me during the wake.

Be civil,

Venture-Captain Esmayl ibn Qaradi

PLAYER HANDOUT #2

Noble Pathfinders,

Your preference for Passad's dwarven rival has not gone unnoticed, and whether you realize it or not, it threatens any alliance you may have with Jemel Passad. In a way, that makes us allies.

Eleven months ago, a caravan of expensive wine and spices I sent to Druma vanished along the Sellen River, likely poached by pirates or bandits. The loss ruined me, and only Passad's timely intervention spared me from bankruptcy. However, he is utterly businesslike in his generosity, and I have become little more than an indentured servant to him. He has forced me to sell off my most lucrative businesses to meet his rigid piety, and every day he gains more power over me.

I am a talented accountant and businesswoman, and I wish to ally with a more reasonable patron so that I might rebuild my businesses. I can only do this if one were to purchase my debt from the Kalistocrat. Were you to speak to your patron Aqir al'Hakam and convince him to buy my freedom, I would happily work with him in all future endeavors.

With all sincerity,

Dorlannia Raffella

PLAYER HANDOUT #3

My prospective partners,

I see you have taken to Temel Passad's charm and wealth as much as I. It is true that I have a contract with the Five Kings Mountains—a very successful one, at that—but my network of contacts would go to waste were I not to pursue other ventures. With additional capital, I could expand my business threefold, selling quality arms from Lake Encarthan all the way to Katapesh!

It's clear that you're close to Aaqir al'Hakam, and he's hardly the sort who would want to miss out on an opportunity to invest in such a promising business. He's been too busy to speak with me during my visit, but perhaps you might convince him to extend an audience and discuss terms.

A pleasure,
Pellius Melkior

PLAYER HANDOUT #4

I would appreciate your meeting me in the temple at your convenience, though try not to delay too long. Something strange is afoot.

– Jakti

THE MERCHANT'S WAKE

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Pathfinder Society Scenario #5-21: The Merchant's Wake

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade
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Character Name		
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Character Name		
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		<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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		<input type="checkbox"/> Osirion
		<input type="checkbox"/> Taldor

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Pathfinder Society Scenario #5–21: The Merchant's Wake

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Kelishite Patron (Qadira Faction): Trade Prince Aaqir al'Hakam recognizes in you the same ambition and skill that earned him the title of trade prince, and he both endorses you for promotion and contributes gold to help you start your own business. You treat the Trade Prince vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 19) as though it had no Fame requirement. In addition, you treat the Prestige Point cost of business vanities (*Pathfinder Society Field Guide* 60, *Pathfinder Player Companion: Pathfinder Society Primer* 29) as though they were 1 less (minimum cost 2).

All Subtiers

+1 light fortification light steel shield (4,159 gp)
Black adder poison (90 gp, limit 2)
Ring of protection +1 (2,000 gp)
Scroll of animate dead (1,050 gp)

Subtier 4–5

+1 keen scimitar (8,315 gp)
+2 light fortification light steel shield (9,159 gp)
Bladed belt (2,000 gp; *Pathfinder RPG Ultimate Equipment* 211)
Burnt othur oil (2,100 gp, limit 1; as burnt othur fumes with the injury type)
Ring of protection +2 (8,000 gp)
Scroll of animate dead (CL 12th; 1,800 gp, limit 2)

Notes

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1–2	257	514
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of subtier	594	1,188
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4–5	931	1,863
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
FAME	Initial Prestige	Initial Fame	
	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	—		
	Prestige Spent		
GOLD	Current Prestige	Final Fame	
	Starting GP		
	+	GM's Initials	
	GP Gained (GM ONLY)		
	+	GM's Initials	
Day Job (GM ONLY)			
Gold Spent			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #