



MURDER ON THE SILKEN CARAVAN™

BY GREG A. VAUGHAN

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PATHFINDER SOCIETY SCENARIO 03

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Pathfinder Society Scenario 03: Murder on the Silken Caravan is a Pathfinder Society Scenario designed for Tiers 1–2 (1st and 2nd level characters) and 4–5 (4th and 5th level characters.) 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 most popular fantasy roleplaying game.

The OGL can be found on page 14 of this product.

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MURDER ON THE SILKEN CARAVAN

BY GREG A. VAUGHN

Qadira, on the verge of the known lands, marks the near end of the fabled Silken Way, the ancient conduit of trade connecting the West across the mysterious expanse of the Kelesh Empire to the almost-mythical, exotic lands and markets of distant Vudra. Despite wars, famines, and natural disasters, the Silken Way remained open to those far realms, bringing gold into the coffers of merchant-lords from Varisia to Katapesh. It is said that eventually anything traded will find itself crossing the paths trod by the silken caravans.

The famous Venture-Captain Targos Min-Katheer has at last succumbed to the rigors of his long and adventurous life. Much experienced in the intrigues and discoveries found along the Silken Way, Targos has personally written more than two dozen entries of the *Pathfinder Chronicles*—annually released by the Decemvirate of the Grand Lodge to record his own exploits—and his name is something of a legend in the Pathfinder Society. His passing has caused a ripple of shock and sorrow to pass throughout the entire Society. Of mixed Keleshite and Taldan descent, Targos originally hailed from the city of Katheer, and the Ten have issued an edict to honor the last wishes of this vaunted venture-captain and have him interred with full honors in his family vaults in his home city. This call has been answered by a group of Pathfinders, new to the region, who have traveled to the caravan-city of Lopul, on the Silken Way at the eastern edge of Qadira, to gather the mortal remains of Venture-Captain Min-Katheer from his adopted home and bring him with dignity to lie with the bones of his ancestors.

SUMMARY

The PCs venture to Lopul, the oasis city, to pick up Targos Min-Katheer's remains. There they find his hated enemies, members of a cult of Lamashtu, about to steal

the body and defile it. After throwing down with the cultists and claiming the dead venture-captain's corpse, the PCs join a silken caravan led by a mysterious Qadiran woman (actually a janni, and the former lover of Targos). A trio of other travelers have also signed on, one of whom is a Taldan knight named Gaspar Du Mar, a dangerous double-dealing snake of a man who is masterminding ambushes of local caravans and robbing them for his own personal gain.

As they brave the desert, the PCs run afoul of a sandstorm and a band of goblinoid raiders under Gaspar's command attacks under the cover of the swirling sands. Separated from the rest of the caravan, the PCs must catch up after repelling the bandits, and they discover the corpse of one of their travel-mates lying in the wake of the silken caravan—a merchant murdered by Gaspar and left behind in the chaos of the sandstorm.

Next the party enters a canyon and discovers a shrine to Irori carved into one of its walls. Deadly harpies, waiting in the shrine's cave on orders from Gaspar, attack the party as soon as they approach the ancient monument. Finally, after braving harpies, goblins, and desert winds, the party catches up with the caravan just in time to see a large band of goblins in the service of Gaspar lay siege. They battle the goblins and Gaspar, learn a little bit about their Lady of the Caravan, and finally bring the venture-captain's bones to their final resting place in Katheer.

GETTING STARTED

To get this adventure underway, read or paraphrase the following:

"One of our number has fallen." Venture-Captain Adril Hestram lets the grave words hang in the air before continuing. It's difficult to imagine a large man like Adril defeated, but in light of

this grim news his shoulders slump; he is a man who suffered a loss. “Targos Min-Katheer, esteemed venture-captain, is dead. His last wishes are simple: he wants his mortal remains to take one last trip along the Silken Way to his home city of Katheer, there to rest with his ancestors. He was one of our finest and we aim to honor his request. It is for this reason I’ve called you all together.” Adril points one sausage-thick finger at the map on the table, tracing a line from Absalom to the mouth of the Pashman River, then snaking up the river to the oasis city of Lopul. “Here is where you can gather up his remains and join the silken caravan, one of the only caravans daring the harsh journey across the desert from Lopul to Katheer. This mission is simple, joyride really, but we insist you give it the attention it deserves. A few weeks in the sun, seeing the sights of the desert. A dream assignment.”

Adril has a way of making every assignment sound like a sweet deal, but the last few weeks traveling by boat up the Pashman River and then hiking the short distance to the oasis city have been grueling to the extreme. A poisonous river snake claimed one of your guides; you remember his last gasps well, and how his face bloated to twice its usual size within seconds of the bite.

Before you now lies Lopul, the great caravan city, erected around the crystal life-giving waters of the Pool of Sihbon, the largest oasis for over one hundred miles. Mud brick houses baking in the sun and great canvas tents crowd the central copse of palm and date trees.

Lopul is a caravan-city ruled by the Sheikh Samraf Al-Hadari, humble servant to the padishah emperor of Kelesh. The settlement’s population fluctuates wildly with the comings and goings of trade caravans, but usually has at least a thousand locals and travelers in residence at any one time. Most of the city is comprised of tents and temporary dwellings erected by merchants and caravan masters, with only about a quarter of the city’s structures being permanently built around the Pool of Sihbon itself. Among these permanent structures are a half-dozen caravanserai, the fortress of the sheikh, and twoscore domed dwellings constructed of mud brick. One such dwelling is the former residence of Targos Min-Katheer. All that remains is to collect his body and join the silken caravan.

It should be noted for any members of the Andoran Faction wanting to complete their faction mission (see the faction handouts at the end of this scenario) that the most prominent places to hang a subversive decree are the gates to the fortress of the sheikh, one of the plinth stones that mark the boundary of the Pool of Sihbon, the gates of one of the prominent caravanserai, or above the lintel of Venture-Captain Targos Min-Katheer’s house. Other locations are simply too out of the way or busy to be noticed in all the hustle and bustle of the oasis town. Attempting to nail the decree to the gates of the sheikh’s fortress require DC 25 Hide and Move Silently checks

day or night. Attaching it to a plinth or caravanserai gate requires a DC 15 Sleight of Hand check during the day or a DC 15 Hide check at night. Attaching it to the lintel of Min-Katheer’s dwelling requires no skill check but is only possible after Act 1 has been completed. A failed attempt results in capture by a large patrol of the sheikh’s mameluk guards (male human warrior 2) and 10 lashes dealing 1d6 points of damage (ending if the damage knocks the PC unconscious) before being released with a warning against seditious vandalism.

ACT 1: DISPUTED PROBATE (EL 5 OR 6)

After arriving in Lopul, the PCs can locate the former residence of the well-known Pathfinder with a DC 10 Gather Information or Knowledge (local) check. When they arrive, read or paraphrase the following:

A small mud-brick, domed dwelling lies at the end of a humble, sandy street here in the heart of the caravan city. The scent of the nearby oasis still reaches you, and a hive of bees, attracted by the nearby water, hangs from a date palm next to the house. The wails of mourners and cries of women and children reach your ears, and you can see a small crowd gathered outside the house’s single door, its members crying and tearing their garments. Whether professionally hired mourners or sorrow-filled residents outpouring legitimate grief for the loss of a local hero is unclear, but the emotion seems genuine enough.

Knocking at the front door brings an answer in the form of a man in sackcloth with ashes poured over his freshly shaved head. His face is sickly pale under the coating of ashes, and part of one ear is missing. His hands are wrapped in dirty bandages. A DC 5 Heal check or DC 8 Intelligence check is sufficient to determine that this man is a leper. However, Targos was known for his generosity to the poor and afflicted, so his appearance here is not that surprising. He allows the PCs to enter without a word after respectfully moving out of their way to avoid any accidental contact. The front room of the house holds more leper mourners, and a curtained doorway blocks access to the house’s lone bedroom. Shortly after the PCs enter, a man wearing priestly robes and a black jackal death mask emerges from behind the curtain. A DC 15 Spot check notices ashen patches on his hands and a couple missing fingers, indicating that this man also suffers from leprosy, and a DC 15 Knowledge (religion) check identifies the mask as being associated with a cult of the deity Lamashtu, demon goddess of madness and monsters. His voice muffled by the mask, the man introduces himself as Ben-Garri and explains that the honored venture-captain’s body is receiving its funeral preparations and that the PCs will need to return

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at nightfall to claim it. A successful Sense Motive check opposed to his Bluff check reveals deception in his words.

The PCs have arrived at Targos's dwelling just as a sect of Lamashtu disguised as mourners prepares to steal the venture-captain's body in order to exact revenge against their life-long enemy. The cultists are led by Ben-Garri the Scarred, a leper whose face is a pallid mask of scar tissue with few discernable features. With him are a number of fellow cultists culled from the dregs of society who are likewise afflicted with leprosy. If the PCs leave and come back at nightfall, they find Targos's body already gone and must make appropriate Spot or Gather Information checks to track down the body-snatchers before they leave the city. If they enter before then, they find additional lepers wrapping the body in winding cloth for immediate transport. Unfortunately once the PCs enter, Ben-Garri assumes the jig is up and orders his cultists to attack. All the mourners and lepers outside the bedroom flee at the sound of combat; only those inside are members of Ben-Garri's group.

TIER 1-2

BEN-GARRI THE SCARRED

CR 3

Male human cleric 3 (Lamashtu)

NE Medium humanoid (human)

Init +3; **Senses** Listen +2, Spot +2

DEFENSE

AC 12, touch 9, flat-footed 13

(-1 Dex, +2 shield)

hp 23 (3d8+6)

Fort +7, **Ref** +0, **Will** +5

OFFENSE

Spd 30 ft.

Melee mwk kukri +4 (1d4+1/18-20) or

unarmed strike +3 (1d3+1/nonlethal plus disease)

Special Attacks feat of strength 1/day (free action, +3 bonus to Strength for 1 round), disease, rebuke undead

Spells Prepared (CL 3rd):

2nd—*bull's strength*^D (2), *gentle repose* (already cast)

1st—*command*, *endure elements*, *protection from good*^{D*}, *sanctuary* (DC 13)

o—*create water*, *detect poison*, *light*, *virtue*

D domain spell; **Domains** evil, strength

* Evil spell, +1 caster level

TACTICS

Before Combat Once Ben-Garri is aware of hostile intent, he moves behind his cultists and casts *sanctuary*. He follows this with *protection from good* and *deathwatch*.

During Combat Ben-Garri casts *bull's strength* on other cultists while his *sanctuary* spell remains active. He uses *command* ("fall!") on the most dangerous-looking opponent. Otherwise he fights with his kukri, taking cover behind his minions as much as possible.

Morale Ben-Garri is a fanatic and fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 10, **Wis** 15, **Cha** 9

Base Atk +2; **Grp** +3 plus disease

Feats Great Fortitude, Improved Initiative, Martial Weapon Proficiency (kukri)^B

Skills Bluff +2, Concentration +8, Knowledge (religion) +4

Languages Common, Kelish

Gear masterwork kukri, heavy steel shield, iron holy symbol of Lamashtu, ebony jackal death mask worth 25 gp (infected with leprosy, touching to bare skin constitutes contact—see below)

SPECIAL ABILITIES

Disease (Ex) When making an unarmed attack or grapple check in melee or when struck by an unarmed attack or grapple, there is a chance that leprosy is contracted by the opponent. Leprosy—contact, Fortitude DC 12, incubation 2d4 weeks, damage 1d2 Charisma. See *Pathfinder* #8 for further details.

LEPER CULTISTS (3)

CR 1/2

Male or Female human commoner 1

NE Medium humanoid (human)

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

DEFENSE

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 5 (1d4+1)

Fort +1, **Ref** +1, **Will** -1

OFFENSE

Spd 30 ft.

Melee unarmed strike +1 (1d3 plus disease)

Special Attacks disease

TACTICS

During Combat These lepers attempt to keep anyone from reaching their leader, Ben-Garri. They rely solely on unarmed attacks, hoping to scare opponents away with the prospect of contracting their hideous disease.

Morale These fatalistic cultists fight to the death.

STATISTICS

Str 11, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +0; **Grp** +0 plus disease

Feats Improved Unarmed Strike^B, Weapon Focus (unarmed strike)

Skills Listen +3, Profession (beggar) +3, Spot +3

Languages Kelish

SPECIAL ABILITIES

Disease (Ex) Leprosy; As "Ben-Garri the Scarred" above.

TIER 4-5

As above, but increase the number of leper cultists to 8.

Development: The beehive in the nearby tree can be used as a weapon by cutting it down (it is 10 feet above the ground) and throwing it in through the door or a window.

DANGERS OF THE ERG

The route of the Silken Way takes caravans across the corner of the great western erg, or sand desert, of the Keleshite Empire. This desolate waste of wind and sand crosses vast stretches of dunes and salt flats. It reaches temperatures of 130 degrees (54 C) during the day and 40 degrees (4 C) at night. As a result, most travel is done during the morning and evening hours when the average temperature hovers around 95 degrees (35 C). Even during this time, creatures not native to the desert must make a Fortitude save (DC 15, +1 for each previous check) each hour or take 1d4 points of nonlethal damage. Individuals wearing heavy clothing or any sort of armor (not including shields) take a -4 penalty on this saving throw. Bonuses for successful Survival checks and further information regarding heat dangers are described on page 303 of the DMG.

As a result of this condition, two circumstances predominate: foes encountered in the desert may already have some nonlethal damage (as may the PCs), and almost no one wears armor while out in the desert (encourage PCs to practice this as well in order to minimize the effects of exposure). The rests taken by the PCs at night and during the hottest midday hours (provided there is shade and water on hand) are sufficient to allow the recovery from nonlethal damage.

If the hive is broken, it operates identically to a locust swarm (see MM 239) for 1d3+1 rounds before dispersing.

Treasure: Anyone searching Targos's quarters locates a long-forgotten *oil of bless weapon* with a DC 17 Search check.

Rewards: If Ben-Garri and his cultists are defeated, reward each Tier thusly:

Tier 1-2

Give each player 39 gp.

Tier 4-5

Give each player 39 gp.

ACT 2: SIGNING ON WITH THE SILKEN CARAVAN

After securing the corpse of Targos Min-Katheer and preparing it for travel, the PCs find that the Pathfinder Society has arranged for a number of domesticated dromedary (one-humped) camels to serve as their mounts as they cross the high desert and make for Katheer. One camel is provided for each PC, including sufficient supplies and waterskins to make the trip, and another camel is granted to bear the shrouded body of the deceased venture-captain during the journey. Riding these trained creatures requires no special skill, but fighting while atop one or to attack in the manner of a warhorse requires the usual Ride checks.

DROMEDARY CAMELS

hp 19; MM 270

CR 1

Despite having the necessary means of transportation, the PCs will still require assistance in crossing the desert on the trade road. This is best accomplished by joining one of the so-called "silken caravans" that traverse the Silken Way. The Pathfinder Society contacts in Lopul direct the PCs to one such caravan master whom the PCs can bargain with for passage with a caravan.

The caravan in question is run by a Qadiri noblewoman of the deep desert tribes named Jamila al-Shafah (N female human [actually janni]). She is a dark-skinned beauty with henna-streaked hair and green eyes highlighted with kohl. She dresses in traditional desert rider garb, although the luxurious fabrics and cosmopolitan cuts display her wealth and success as a trader of silks and precious stones of the desert. She can be found at a caravanserai at the edge of Lopul where she is taking on the final few travelers to join her caravan. The PCs find her seated at a table with a large Taldan man in battered but serviceable half-plate armor, a shorter Qadiri man in a city-dweller's vest and fez, and an Osirian trader in white robes with an elaborate gem-studded pectoral. These individuals are introduced as the final travelers to sign on with the caravan. They consist of:

- **Gaspar du Mer:** An aged Taldan knight and veteran of unofficial raids decades ago against Qadira as reprisal for the ancient invasion of his homeland. He always wears his dented and tarnished armor, even in the greatest heat, and is prone to stroking his long handlebar moustache and chin beard when in conversation or thought. In his twilight years, he has become a dealer of weapons along the western length of the Silken Way, and his portion of the caravan consists of five camels bearing bundles loaded with exotic, curved swords and daggers from central Kelesh for resale in Katheer and points west. (Gaspar's stats are on pages 10-11.)

- **Mahmoud** (N male human expert 3): Mahmoud hails from the souks of Katheer, as can be recognized by his typical clothing for a souk merchant of that city. He is Gaspar's partner in the weapons trade and maintains their primary contacts within central Kelesh. He is a few years younger than Gaspar and is prone to sudden explosions of hyperbole and feigned indignation when in a disagreement due his lifetime spent haggling in the bazaars (e.g., "You trample on my honor like the fleas of a thousand angry camels with an offer at that price!").

- **Hokama Pashket** (LN male human expert 2): Hokama is a successful water merchant from the ancient kingdom of Osirion. He is primarily on this trip to establish contacts and new markets, so he travels with only three camels heavily laden with full waterskins and dowsing rods of questionable reliability, as well as his slave-boy,

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Atmar (LN male human commoner 1). (See the Andoran and Taldor faction missions on page 12.)

Development: Jamila is actually an air janni of the desert, but she has passed herself off as human for so long that an observer must make a DC 26 Spot check to recognize something isn't quite right about her appearance; only then can a PC make a DC 15 Knowledge (the planes) check to identify her as anything other than a human.

When approached and asked about joining the caravan, Jamila initially refuses, stating that her roster is full and that any more additions would slow her down. Gaspar, Mahmoud, and Hokama are initially silent on the subject. With no other caravans heading west for several days, the PCs must convince Jamila to allow them to join her troupe. As this caravan is the crux of later parts of the adventure, the PCs should eventually succeed, though poor initial Diplomacy rolls should require them to use creative roleplaying (such as by getting the other caravan travelers on their side), bribes, or mentioning their goal is to bring Targos home (at which point she accepts, and a DC 10 Sense Motive check indicates her quick agreement means she is hiding something in regard to this).

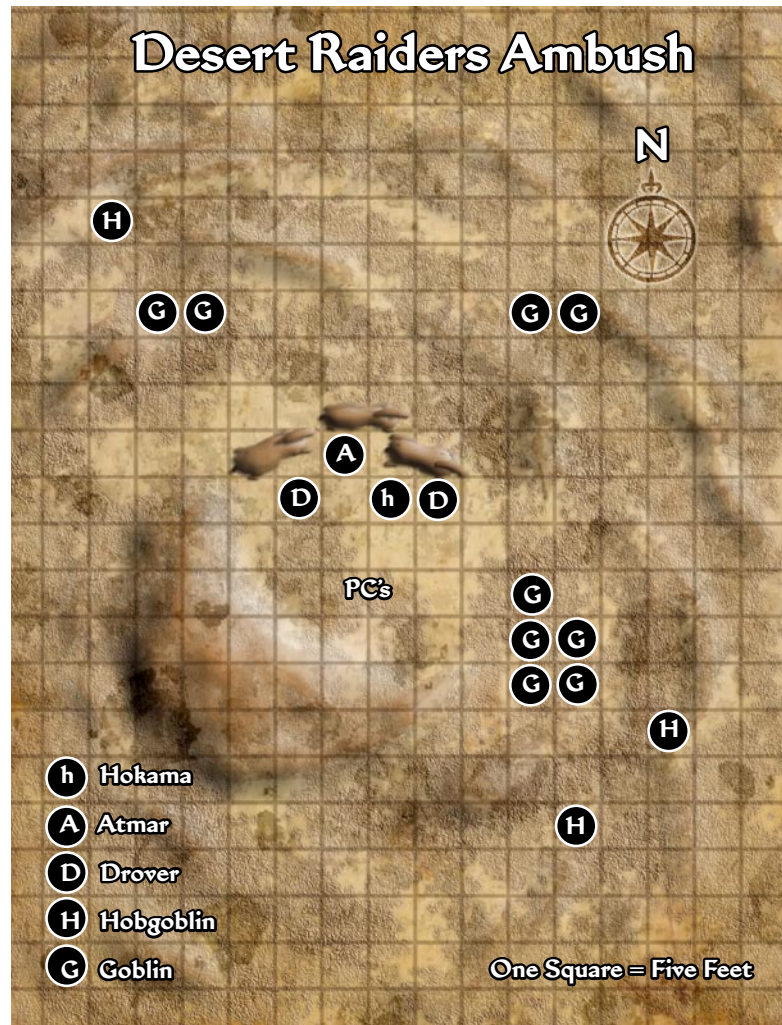
When the PCs are successful, Jamila instructs them to meet up with the caravan outfitted and ready to go at Lopul's west gate at the next dawn.

Rewards: There are no rewards for Act 2.

ACT 3: DESERT RAIDERS (EL 5 OR 8)

The caravan gathers in the cold hour before dawn and sets out northwest just as the first bit of pink touches the eastern horizon. The PCs are given the ignominious rearmost position in the camel train eating the trail dust of the others since they were the last to sign up. Directly in front of them are the camels of Hokama Pashket tended by him, his slave Atmar, and a pair of drovers (N male human commoner 2).

The following encounter occurs an hour after the midday break on the second day out of Lopul. It is assumed that the PCs carry a tent among their gear so that they can cool themselves out of the noon sun during their rest breaks and regain any nonlethal damage lost due to the heat. Before running this encounter, the PCs should each make their first DC 15 Fortitude save of the afternoon to determine if they suffer any damage from the heat. Shortly after this, a sudden wind blows in off the erg carrying a wall of dust and grit—a sandstorm is coming. For dramatic purposes, allow the PCs to make a DC 15 Survival check or a DC 20 Spot check to keep Hokama's camels in sight during the storm. If they fail the check,



have them make checks every few minutes until they succeed and find his camels again. This encounter occurs when the PCs have Hokama's team in sight, whether or not the PCs were separated for a time.

You are able to draw nearer to the water seller's camels during a slight lull in the storm. A cry from the merchant's young slave rings out as he points into the blowing sand where several humanoid creatures approach, most smaller than humans and all muffled in heavy robes. Each stranger's head has a great helm wrapped in keffiyehs, and each faceplate has only a small eye slit to keep out the fury of the storm. Each holds a curved sword, and it is clear they are converging on your position.

Creatures: The caravan is under attack by a band of goblin and hobgoblin brigands. The map on page 7 shows the defensive positions taken by Hokama, Atmar, and his drovers. They force their camels to kneel down to provide cover. The PCs should place themselves as they see fit to ward

off these brigands. Due to the strong winds and blowing sand, anyone without a narrow-slitted desert helm (such as the goblin and hobgoblin helms) suffers a -2 penalty to melee attack rolls and Spot checks and a -4 penalty to ranged attack rolls. Dead monsters can be looted of their helms but they only fit characters of the same size as the original wearer. Overall visibility is no more than 50 feet. Kneeling camels count as difficult terrain, as they shift and squirm if anyone attempts to crawl over or stand on them.

The goblins eschew ranged attacks and immediately charge the caravan's position. The goblins attack en masse as shown on the map, while the hobgoblins hang back 40 feet and fire their shortbows until out of arrows or the goblins manage to break into the center of the position; they then rush forward to exploit the breach. If all the hobgoblins and half of the goblins are slain, the remaining goblins flee into the desert.

TIER 1-2

GOBLIN BRIGANDS (10)

CR 1/3

hp 5; MM 133 (Goblin)

AC 13, touch 12, flat-footed 12

(+1 Dex, +1 shield, +1 size)

Melee scimitar +2 (1d4/18–20)

Gear great helm and keffiyeh, light wooden shield, scimitar, waterskin, pouch with 4 mica crystals worth 3 gp each.

HOBGOBLIN LEADERS (3)

CR 1/2

hp 6; MM 153 (Hobgoblin)

AC 13, touch 11, flat-footed 12; Dodge

(+1 Dex, +2 shield)

Melee mwk scimitar +3 (1d6+1/18–20)

Ranged shortbow +2 (d6/x3)

Feats Dodge

Gear great helm and keffiyeh, heavy steel shield, masterwork scimitar, shortbow, quiver with 20 arrows, waterskin, pouch with a salt cellar holding 5 gp worth of salt and 6 mica crystals worth 3 gp each.

TIER 4-5

As above, but double the number of foes (doubling the number at each location on the map on page 7).

Development: Unless the PCs are able to defeat their foes within 2 rounds, it is assumed that Hokama and his drovers manage to hold their own against the brigands, killing two goblins, but at the cost of the life of one of the drovers and a camel. The sandstorm tapers off and ceases a few minutes after the battle. The PCs discover that while they successfully followed Hokama's camels, the water merchant actually lost sight of the rest of the caravan, and they have now gone astray with no sign of the caravan in sight and with no real idea of where the Silken Way lies in this changed landscape of windblown dunes.

The best the PCs and Hokama can do is make their best guess at the trade route's northwestern course and attempt to run across their compatriots. They are unable to locate the caravan but do have one bit of success; just before nightfall they come across a fresh corpse half buried in the sand. The desert jackals have been at it, making it hard to identify until they dig it out a bit and recognize the richly embroidered Katheer vest it wears and the purple fez that is crumpled beneath it. It is the corpse of Mahmoud, weapons merchant and business partner of the Taldan knight, Gaspar du Mer. Any question of simple misadventure is dispelled by the curved khanjar dagger (worth 15 gp) that protrudes from Mahmoud's back. It is recognizable as one of the pieces that he and Gaspar were carrying among their wares. *Divination* spells and *speak with dead* reveal neither who slew Mahmoud nor where the caravan lies, but one thing is exceedingly clear: there has been murder on the silken caravan.

Rewards: If all of the desert raiders are defeated, reward each Tier thusly:

Tier 1-2

Give each player 130 gp.

Tier 4-5

Give each player 255 gp.

ACT 4: KAMAWGYAR SHRINE (EL 5 OR 6)

Following their northwesterly heading, the PCs reach the Zho Mountains near where the river Shat-al-Qadr flows through the Qadiran hinterlands all the way to Katheer itself. The Silken Way is known to pass through the Zho Mountains somewhere near the river, and Hokama recognizes a nearby peak that he knows to mark a secondary pass that connects to the Silken Way on the opposite side of the mountains. If the PCs follow this pass, they should be able to catch up with their caravan—if it has not yet fallen to a murderer's betrayal. The shaded mountain pass prevents the need for saves from heat dangers as long as heavy clothing or armor is not worn.

The trail through the Zho Mountains passes by an abandoned shrine to the deity Irori. Known as the Kamawgyar Shrine, it was constructed in ancient days when Vudran travelers first brought the faith of the Master of Masters along the Silken Way and into Kelesh and the West. With the rise of the Sarenrae religion in Qadira, worship of Irori was sidelined. Once a famous stop on an older route of the Silken Way, Kamawgyar Shrine has since fallen into ruin and disrepair.

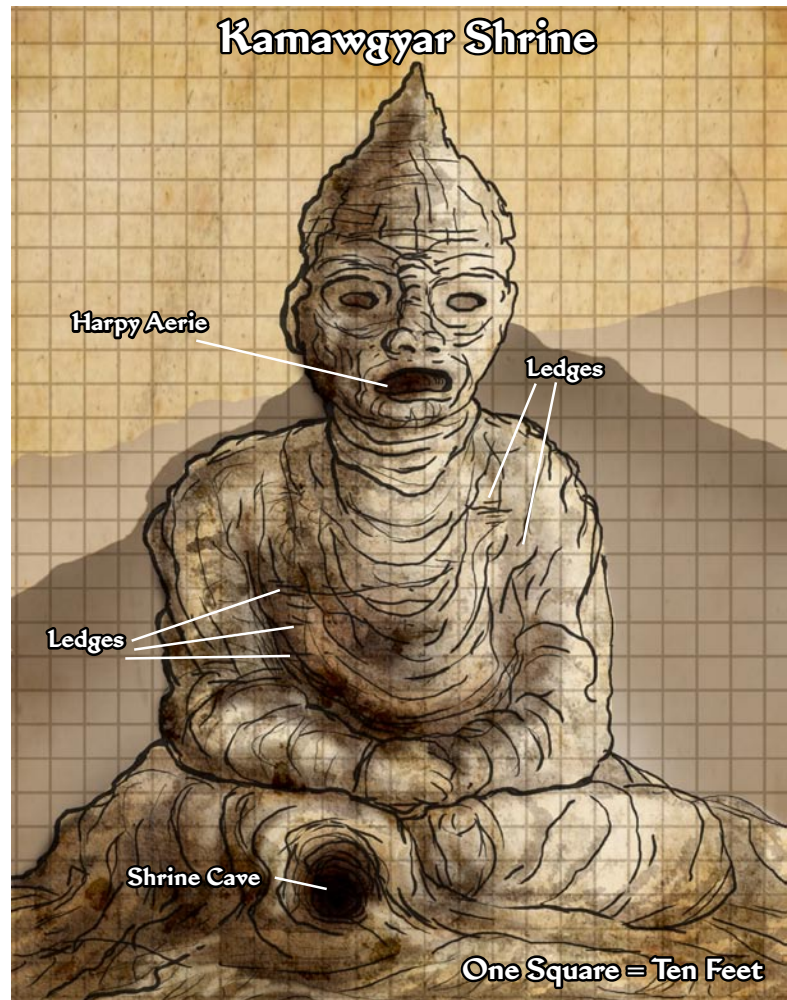
The canyon you follow through the mountains opens onto a wider vale, and should connect to the main route of the Silken

Way not many miles ahead. However, your attention is arrested by a breathtaking sight: one wall of the mountain valley is occupied by a massive monument. A natural prominence in the red- and brown-veined strata of the rock walls ahead has been sculpted on a grand scale into a gargantuan idol depicting a man seated in the lotus position with a tall, pointed crown on his head. Though the years have worn the features of this sculpture into a nearly smooth finish with cave openings where mouth and eyes should be, there are enough details of face and clothing remaining to recognize the distinctive Eastern features and garb that the statue once bore. An eerie, forlorn song floats on the breeze that brings to mind a sense of bone-grawling loneliness.

Rare for the faith of Irori, this ancient shrine was one of the few times that the deity was depicted in sculpture. The monument has a small cave shrine at its base and a series of narrow ledges that can be followed with a DC 10 Climb check to reach the cave at the statue's mouth (its eyes are just shallow hollows). The ledges themselves are only a foot wide and require DC 10 Balance check to move faster than half speed. Fighting on the ledges leaves creatures flat-footed unless they have 5 or more ranks in Balance (see page 67 of the PH). The lower cave is 20 feet deep and holds a few flaking paintings that depict the path to physical purity, as well as a small stone block altar that now holds an old bird's nest. Discarded in the corner are the granite bowls and cups that served as the shrine's sacred vessels. The upper cave is 30 feet deep and serves as the abode of two harpies. It is littered with filth and feathers as well as the bony remains of past victims.

The two harpies lairing in the mouth cave of the shrine are a despicable pair. The older one, known as Mother Halima, is an exile from the great harpy colony of the southern Zho Mountains who still bears the horrible scars of a terrible wound to her throat from a decade ago. She and the younger harpy (her daughter) are currently recovering from some wounds they sustained when they attacked a band of nomads nearby.

Tier 1-2: Halima's injury means she is no longer able to use her captivating song ability, though her daughter's power still works (DC 16 Will save for all within 300 feet of the monument). After 3 rounds of singing, the second harpy flies forth from the cave mouth to capture a captivated victim. None of Hokama's crew makes his save, and all walk toward the monument in a daze. The harpy tries to snatch Atmar, but if unsuccessful is joined by Halima, who grabs the slave-boy and retreats back to her aerie. Either way, once Atmar is taken, Halima's daughter ventures forth to do battle with the party while Halima remains under cover in her cave. If PCs begin to scale the monument, she flies forth to attack them as they climb the ledges. The harpies fight to the death.



Tier 4-5: As above, except Halima has two daughters and she can use her captivating song. Halima begins her own song (requiring the PCs to make a new save) when the PCs start climbing the monument.

TIER 1-2

WOUNDED HARPIES (2) CR 4
hp 22; MM 151

TIER 4-5

HARPIES (3) CR 4
hp 31; MM 151

Treasure: Hidden among the detritus of the harpies' cave are a scattering of 245 sp and a small teakwood chest worth 20 gp. Within are 40 gp, a map of the nearby Silken Way where it passes through the Zho Mountains (with Gaspar's personal seal on it), and a bejeweled masterwork kukri worth 400 gp recognizable as part of Gaspar and Mahmoud's

weapons shipment. For **Tier 4-5**, there is also an *amulet of natural armor* +1 hidden in the harpies' filth.

Rewards: If the harpies are defeated, reward each Tier thusly:

Tier 1-2

Give each player 46 gp.

Tier 4-5

Give each player 212 gp.

ACT 5: MURDERER UNMASKED (EL 6 OR 8)

Following the Kamawgyar Shrine trail, the PCs soon reach the main route of the Silken Way as it leaves the western flank of the Zho Mountains.

The smell of water in the air as you leave the mountain pass indicates that the Shat-al-Qadr River runs somewhere nearby. You have found your heading again. As you round a final talus slope, you discover something altogether unexpected. The very caravan you have sought waits before you, the merchants and drovers kneeling with their arms bound behind their backs and the camels clustered nearby. Among these captives walk a dozen or so armed warriors wrapped in the dark robes and helms of the desert bandits you fought before. Standing with his back to you, not ten feet away, is the armored form of the Taldan knight, Gaspar du Mer. He holds his wide-bladed sword in one hand and clutches the tied arms of the caravan mistress Jamila al-Shafah with the other as he shouts orders to the brigands.

Gaspar du Mer has finally shown his true colors with a carefully planned ambush; however, he had not counted on the return of the PCs, whom he assumed were lost in the sandstorm when his underlings attacked the first time.

Creatures: Gaspar's gang consists of 27 hobgoblins identical to those in the previous attack. Gaspar himself leads the group but has failed his last two Fortitude saves and currently has 6 points of nonlethal damage as a result from his sweltering armor. Gaspar and the brigands are busy looting the caravan, but Jamila notices the PCs' arrival and immediately reacts by activating her *ring of djinni calling* and commanding the djinni to attack the bandits. The startled Gaspar releases Jamila, giving her the opportunity to flee to the nearby rocks to try and escape her bonds. Gaspar sees the PCs and utters a foul oath before charging them with blade drawn, followed by the brigands nearest to him. These are the only foes that the PCs need face, as the djinni proceeds to rout the rest of the raiders in the time it takes the PCs to deal with Gaspar. If Gaspar is killed, all the raiders flee. For a **Tier 1-2** scenario, Gaspar is joined by five hobgoblins; for **Tier 4-5** he is joined by 10 hobgoblins. Jamila does not take part in the fight.

TIER 1-2

GASPAR DU MER

CR 4

Male human fighter 4

LE Medium humanoid (human)

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

DEFENSE

AC 19, touch 10, flat-footed 19

(+7 armor, +2 shield)

hp 44 (currently with 6 nonlethal damage) (4d10+16)

Fort +10, **Ref** +2, **Will** +1

OFFENSE

Spd 20 ft.

Melee bastard sword +9 (1d10+4/19-20)

TACTICS

Before Combat Gaspar drinks his *potion of bull's strength* before entering combat.

During Combat Gaspar attempts to engage the most powerful fighter in a one-on-one duel, mocking his opponent if he refuses to do so.

Morale Gaspar fights to the death in desperation.

Base Statistics: **Melee** bastard sword +7 (1d10+2/19-20); **Str** 15;

Grp +6

STATISTICS

Str 19, **Dex** 13, **Con** 18, **Int** 10, **Wis** 8, **Cha** 10

Base Atk +4; **Grp** +8

Feats Exotic Weapon Proficiency (bastard sword)^B, Great

Fortitude, Skill Focus (Ride), Skill Focus (Survival)^B, Weapon

Focus (bastard sword), Weapon Specialization (bastard sword)^B

Skills Handle Animal +4, Ride +11, Survival +5

Languages Common, Goblin, Kelish

Combat Gear *potion of bull's strength*; **Other Gear** half-plate, masterwork heavy steel shield, bastard sword, belt pouch with 45 gp

BLIN BRIGANDS (5)

CR 1/2

hp 6; See page 8 (Hobgoblin Leaders)

TIER 4-5

GASPAR DU MER (TIER 4-5, AS ABOVE WITH THE FOLLOWING CHANGES)

CR 6

Male human fighter 6

LE Medium humanoid (human)

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

DEFENSE

AC 20, touch 10, flat-footed 21; Dodge

(+8 armor, +2 shield)

hp 65 (currently with 6 nonlethal damage) (6d10+24)

Fort +12, **Ref** +4, **Will** +2

OFFENSE

Spd 20 ft.

Melee +1 bastard sword +13/+8 (1d10+5/19-20)

TACTICS

Before Combat Gaspar drinks his *potion of bull's strength* before entering combat.

During Combat Gaspar attempts to engage the most powerful fighter in a one-on-one duel, mocking his opponent if he refuses to do so.

Morale Gaspar fights to the death in desperation.

Base Statistics: **Melee** mwk bastard sword +11/+6 (1d10+3/19–20);

Str 16; **Grp** +9

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 10, **Wis** 8, **Cha** 10

Base Atk +6; **Grp** +11

Feats Dodge^B, Exotic Weapon Proficiency (bastard sword)^B, Great Fortitude, Skill Focus (Ride), Skill Focus (Survival)^B, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)^B

Skills Handle Animal +6, Ride +13, Survival +6

Languages Common, Goblin, Kelish

Combat Gear *potion of bull's strength*; **Other Gear** +1 half-plate, +1 bastard sword, masterwork heavy steel shield, *cloak of resistance* +1, belt pouch with 45 gp

HOBGOBLIN BRIGANDS (10)

CR 1/2

hp 6; See page 8 (Hobgoblin Leaders)

Rewards: If Gaspar and his brigands are defeated, reward each Tier thusly:

Tier 1-2

Give each player 239 gp.

Tier 4-5

Give each player 775 gp.

Concluding the Scenario

Following the battle with Gaspar and his brigands, Jamila approaches the PCs and thanks them, letting them in on the greater plot that had occurred. She admits to being a janni and explains that she has known Targos Min-Katheer for over 40 years, serving as both ally and sometimes lover to the heroic Pathfinder. She states that the two of them had stumbled upon a plot by parties unknown to cripple Qadira's economy by disrupting trade along the Silken Way. They had narrowed it down to just a few local merchants, but Targos began feeling the effects of his advanced age after suffering from heart pains and decided he would be ineffective in completing the mission. By agreement, rather than allowing Targos to slowly dwindle away from his ailments, Jamila gave him a dose of venom from a desert scorpion, and the famed venture-captain peacefully passed on to the afterlife. She and Targos felt the chances were great that the plotter would use the event of the trade route protector's death to launch his plot. As such, she carefully ensured that all of the suspected merchants would be on the same



DIYYA

Diyya is an Arabic word meaning blood money. In cultures whose law follows the Shari'a, heirs of a victim have the right to settle for *Diyya* rather than the execution of the murderer. Qadiran law is similar to Shari'a and the Qadiran faction members, serving as Targos' family, can request *diyya* from Jamila for her "crime" of murdering the famed Pathfinder.

caravan on which Targos's body would travel with his Pathfinder escort.

Though she thought Hokama might be the plotter, it turns out it was Gaspar who murdered his partner so he could secretly pay off a pair of harpies to waylay travelers along the Silken Way in conjunction with strikes by his hired band of desert brigands. Gaspar had hoped to attract the greater harpy colonies of southern Qadira to the easy pickings of the trade route and thus seal off the route for years to come. Once Jamila realized that the PCs were still alive and could help her, she broke her cover and moved to end the threat to the all-important Silken Way. The rest of the trip to Katheer is uneventful. Upon arriving in Katheer, Targos Min-Katheer is given a hero's funeral attended by many Pathfinders (including some of the Ten), as well as notables from the satrap's court and a few geniekin from the deep desert. Jamila claims Gaspar's wares as compensation for the danger he placed her caravan under, but will gracefully give her *ring of djinni* summoning over to the Pathfinder Society if *diyya* is demanded (see the Qadira faction mission) for the death of Targos Min-Katheer; the PCs' venture-captain will claim this treasure and send it on to the Grand Lodge in Absalom.

FACTION MISSIONS

Andoran Faction: Successfully posting the liberation proclamation in a public place in Lopul earns Andoran Faction PCs 1 Prestige Award. If an Andoran Faction PC frees or purchases Atmar from Hokama, award them a bonus 1 Prestige Award. Getting Hokama to sell his slave boy requires a DC 20 Diplomacy or Intimidate check. Once he's agreed to sell, he sets the price at 50 gp, though the PC can haggle this price down with Appraise, Bluff, Diplomacy, or Intimidate checks.

Cheliox Faction: Personally claiming evidence of Gaspar du Mer's plans to disrupt Qadiran trade (such as the map and payment in the mouth cave of the Kamawgyar Shrine) earns Cheliox Faction PCs 1 Prestige Award. If they take Gaspar Du Mer or any of his bandits alive, grant them a bonus 1 Prestige Award.

Osirion Faction: Taking the time to clean and refurbish the Kamawgyar Shrine takes approximately 1

hour and earns Osirion Faction PCs 1 Prestige Award. A further bonus point is awarded if the shrine is properly reconsecrated with a *consecrate* or *bless* spell or with a skill check—DC 10 Knowledge (religion) or DC 15 Knowledge (history) or bardic knowledge check.

Qadira Faction: If PCs from the Qadira Faction discern the truth of Targos's death and claim the *diyya* from Jamila for their faction, they earn 1 Prestige Award. Additionally, if a PC from the Qadira Faction scores the killing blow on Gaspar, grant all Qadira Faction PCs a bonus 1 Prestige Award.

Taldor Faction: Acquiring Hokama as a spy against the souk merchants of Katheer earns PCs of the Taldor Faction 1 Prestige Award. Doing so requires a DC 20 Diplomacy or Intimidate check, though every 20 gp in bribes the PC gives the sook merchant reduces the DC by 5 (at the start of the scenario the PC received a sack with 20 gp for this purpose). Additionally, if they can cover up Gaspar's involvement in the disruption of Qadiran trade, they earn a bonus 1 Prestige Award.

Cheliox Faction Handout

Her Majestrix's Most Loyal Servant,

May this letter find you amidst the darkest delights.

Old Taldor and Qadira have long been at one another's throats like two jackals in heat. We would love nothing more than to see these hostilities continue and intensify. Dark eyes of ours in Qadira report that trade along their Silken Way has been disrupted as of late. Investigate this, and if you find any hint of Taldor's involvement in Qadira's recent trade troubles, be sure to gather some evidence of this and bring it to me. It will prove a delightful bargaining piece in future dealings with both nations.

As always you have my thanks, and my most sinful desires. I look forward to your safe return.

Yearningly,

Paracountess Zarta Dralneen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

Greetings to you and honor to your ancestors. The winds tell me many things, and today they speak of your upcoming assignment in Qadira. You know as well as I the long and bloody history between our people and theirs; however, it is no mission of petty vengeance I charge you with.

Irori sees into the past. He is the Father of History. His worship has all but vanished among the Qadirans, though he once rivaled Sarenrae for their favor. Deep in the deserts along the Silken Way trade route lies an old long forgotten temple to his wisdom. I would see it given proper respects. Travelers' rumors speak of monsters lairing within, befouling the place with their offal. I would see this temple cleaned and restored as best as possible and any unwelcome denizens removed. Do this and you honor the Father of the Past himself—a deed unlikely to be forgotten.

Respectfully,

Amenopheus, The Sapphire Sage

Taldor Faction Handout

Agent of the Empire,

The spice merchants, scimitar-wielding silken slaves, and the flea-bitten camels of Qadira ever plague our southeastern border. News that your next mission probes Qadira has reached our ears. I have need of your services while you navigate the treacherous sands.

Our empire is much gloried in many arenas, but in the treacherous waters of trade and commerce, we have been continually outdone by our rivals to the southeast. Qadira rules much of the Silken Way, the valued trade corridor to the Eastern empires. It is imperative we gain our own interests along this route and repel theirs. We need to obtain an operative along the route, a successful merchant with the necessary contacts to expand our interests there. Find such a person, and give him a message along with this small sack of gold. Let him know there is a good deal more where that came from if he will but arrange for our wares to make it East without the satrap's greedy fingers reaching into our pockets. Do this without anyone's knowledge.

Also, we need to keep our empire out of entangling conflicts with Qadira right now. If you discover anyone from our august empire making trouble along the trade routes, be sure to cover up their involvement if you can.

As always, you have the thanks of a grateful empire.

Joyfully yours,

Baron Jacquo Dalsine

Andoran Faction Handout

Fellow Free Citizen,

Many warm greetings, friend. I hope this communiqué finds you well. It has come to my attention that the Pathfinder Society's next mission takes you to the oasis town of Lopul. I have included a proclamation along with this missive, a scroll meant to urge the locals to throw off the oppressive auspice of the local sheikh and the satrap. Post this proclamation in a visible and public location in Lopul for all to see. Let the fires of unrest begin to smolder in that nation of slavers and tyrants.

As always our mission must be to spread freedom to our fellow men and women of the world. Keep this close to your heart and keep your sword at the ready. The deserts of Qadira are filled with venomous things and evil monsters.

Respectfully,
Captain Colson Maldris

Qadiran Faction Handout

Servant of the Satrap,

I am pleased to learn your next mission shall bring you home. I miss our golden sands and silken cities with all my heart. Enjoy Qadira's warm embrace, and know you have my deepest envy.

While you are in the satrapy, I have an important mission for you. I have learned that you accompany the remains of a fellow Qadiran Pathfinder named Targos Min-Katheer, a venture-captain who supposedly succumbed to old age. I have reason to think otherwise, and would like you to see if you can discover the truth of his demise. If you find his death was the act of another, you must collect *dīyya*: the solemn recompense. This *dīyya* can be an item of power, or great value. Once recovered, return it to me immediately. Beyond this *dīyya*, there need be no vengeance. What is done is done, but we shall demand payment for it.

Additionally, there is a disruption of trade along the Silken Way as of late. This proves most troublesome. We have lost several caravans to forces unknown. If you discover who is behind this, eliminate them with extreme prejudice.

As always, your toils shall not go unrewarded, and the satrap praises your noble service.

Sincerely,
Pasha Muhlia Al-Jakri

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SCENARIO 03: MURDER ON THE SILKEN CARAVAN

Scenario Chronicle #

TIER	TIER	MAX GOLD
	1-2	
TIER	TIER	
	4-5	

This Chronicle Certifies That

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

Map of the Silken Way through the Zho Mountains (When in the Zho Mountains or traveling the Silken Way, this map grants a +2 circumstance bonus on Survival and Track checks. Using the map in this way takes 1 minute.) (Cost: 100 gp)

TIER

4-5

Amulet of natural armor +1
+1 half-plate

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

+ GP Gained (GM ONLY)

+ Items Sold

= Sub Total

- Items Bought

= Sub Total

- Gold Spent

= Sub Total

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 #