



The Qadira faction seeks trade and economic advantage above all else. They seek to break their enemies' monopolies and enforce their own. They offer wares and goods no one else can supply and destroy competition with a ruthlessness that puts the devil-bowing Chelaxians to shame. Qadiran missions are part of a greater plan, usually embarrassing or defaming an economic rival or ruining another nation's trade. Recently arrived in Absalom, the merchant prince and leader of the Qadira faction, Aaqir al'Hakam, has a preternatural instinct for trade and a firm grip on the faction's goals.

Goal: Total Market Control

The world is small and gets smaller every day. The key to power is trade. Qadira couldn't care less who sits on the Grand Council of Absalom, so long as its own powerful trade fleet dominates the harbor. Qadira plans to rule the Inner Sea's trade and then bleed its enemies' coffers dry. Collecting debts and supplying the demands of other nations' peoples is how Qadira plans to rule. If those kingdoms slave to send gold east, the satrapy is content.

Current Season Goals (Season 4)

Claim new Varisian markets, exploit the shortcut to Varisia through the *Hao Jin Tapestry*, and establish trade with Janderhoff.

Qadira Traits

Members of the Qadira faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Dervish: You trained at a secret fighting school in Katheer, where you learned the art of rapid movement in combat. You gain a +1 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

Desert Shadow: You move with a quick and quiet grace, and your enemies are often taken unaware by your silent speed. You suffer no penalty on Stealth checks when moving at full speed in desert terrain.

Eastern Mysteries: Ever since you were a young child, you studied the ancient arcane arts of several eastern societies, and those studies have made your spellcasting ability difficult to resist. Once per day, you may select one single spell that you are casting that allows for a saving throw. You may increase the DC of that spell by +2.

Gold Finger: Your family comes from a long, proud tradition of housebreaking and thievery. You are a strong part of that tradition. You gain a +1 trait bonus on Disable Device and Sleight of Hand checks, and one of these skills (your choice) becomes a class skill for you.

The Qadiran Faction Leader



Aaqir al'Hakam

Aaqir al'Hakam of House Damaq recently emigrated from Katheer to Absalom, where he has quickly become a major player in the City at the Center of the World's mercantile circles. The handsome merchant prince has established a base of operations out of one of his second cousin Lady Nymara's sizable estates in the Merchants' Quarter, where he lives with his longtime partner Emir Thalzar Gaatan and their three adopted daughters. A cunning economic strategist, Aaqir seems to possess a preternatural foresight into the direction certain markets will take, and he has already become one of the city's most influential traders in silk, lumber, and saffron. Given enough time, the trade prince could likely take over the markets on his own, but he enjoys the power he feels in sending loyal agents to the far corners of the world to gain trade secrets, negotiate on his behalf, and even sabotage the efforts of competitors.

Gaining Fame

There are countless ways to earn a fortune, and the Qadira faction rewards Pathfinders for any number of them. Common methods of moving up within the organization include negotiating trade agreements, spying on competitors, using travel as an opportunity to scout out new markets or resources, or even smuggling goods in or out of unfriendly ports as part of faction members' everyday adventuring for the Pathfinder Society. Not all of Qadira's dealings are legal or necessarily honorable, however, and more than one agent with a strong moral compass has found himself at odds with the faction when asked to support the trading of slaves or subvert local or regional authorities.

Prestige Awards

The material resources and influence of the Keleshite Empire are nearly unmatched, and those in power are not averse to rewarding those loyal to them with titles, favors, or lavish monetary gifts.

Expert Entrepreneur (Fame 10, 5 PP) Through your many connections with the merchants and traders of Katheer, you learn how to better earn money with your own entrepreneurial endeavors. Whenever you make a Day Job check (see the *Pathfinder Society Field Guide*, pages 2–3), you may reroll any result of 10 or less. You must take the second result, even if it is lower. This ability may not be combined with any other ability granting a reroll.

Master of Trade (Fame 20, 4 PP) Using faction contacts and mercantile experience, you can always get yourself the best deal when buying goods. Once per game session, you may make any single purchase you could normally make at a 10% discount. This discount is not available on spellcasting services or material components.

Pasha (Fame 40, 2 PP) You have distinguished yourself as a military leader in Qadira, and have earned the title of "pasha," which you may add as an honorific before your name. You gain a +3 bonus on all Intimidate checks made against humans of the Keleshite ethnicity and natives of Qadira.

Trade Prince (Fame 20, 1 PP) You gain the honorific title of "trade prince" or "trade princess," and become specialized in Appraise.

Validated Appraiser (5 PP): You are an official appraiser for the faction, and can use Appraise checks for your Day Job checks.

The Qadiran Pathfinder

Rare is the Pathfinder immune to the lure of wealth, but those agents most motivated by money often ally themselves with Qadira in the effort to control Absalom's markets. Pathfinders from Qadira often possess a natural knack for trade, but loyalists from across the region also find their talents in espionage, diplomacy, and smuggling to be a perfect fit with the needs of the satrapy. Most Qadiran Faction Pathfinders are neutral-aligned.

Arizona Pathfinder Society

Contact our Organization at

E-mail: <http://arizonapfs.weebly.com>

or

<https://www.facebook.com/groups/469436546402877/>

Jason Leonard

Venture Captain—Arizona (Phoenix)

E-mail: jason@theleonards.net

Chris Mullican

Venture Lieutenant—Arizona (Sierra Vista)

E-mail: spaarky1978@msn.com

James MacKenzie

Venture Lieutenant—Arizona (Tuscon)

E-mail: escutcheon@aol.com

This Faction Information pamphlet uses trademarks and/or copyrights owned by Paizo Publishing, LLC, which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This Faction Information pamphlet is not published, endorsed, or specifically approved by Paizo Publishing. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Publishing and Paizo products, please visit paizo.com.