

SECOND EDITION

# PATHFINDER SOCIETY



## YEAR OF UNFETTERED EXPLORATION

Scenario #5-10

Levels 1-4

## THE CROCODILE'S SMILE

By Ruvaidd Virk



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## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 1-4**



**PLAYERS: 3-6**



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# THE CROCODILE'S SMILE

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Dark Archive*, *Pathfinder Impossible Lands*, and *Pathfinder Rage of Elements* **Maps:** *Pathfinder Flip-Mat Classics: Noble Estate* and *Pathfinder Flip-Mat Classics: Thieves' Guild*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.



**METAPLOT (UNFETTERED EXPLORATION)**



**HORIZON HUNTERS**

## SUMMARY

The PCs don their finest attire to attend a high society auction while looking for information on a mysterious benefactor working against the Pathfinder Society. Unbeknown to the PCs, this auction has also become the target of a heist that they must stop, all while under the disguised eye of the very enemy they seek.



# THE CROCODILE'S SMILE

By Ruvaidd Virk

## ADVENTURE BACKGROUND

During the Year of Boundless Wonder in *Pathfinder Society Scenario #4-14: Shattering Golden Chains*, **Safa** (CG genderfluid genie noble) approached the Pathfinder Society with an important request: apprehend their previous binder, **Fasiel ibn Sazadin** (NE male skelm), and take him to see justice at the hands of Qadiran law enforcement. The Pathfinders were able to assist Safa in this mission, and along the way, they freed several genies and people that Fasiel had been keeping captive.

Once this mission was completed, the Pathfinder Society received a letter from Fasiel's benefactor detailing her disappointment in Fasiel's failure to maintain power and how she now considered the Pathfinder Society a formidable enemy. Safa, as a thanks for their service and a show of goodwill from the Society, was granted the rank of venture-captain and assigned to the Niswan Lodge, where they could assist **Venture-Captain Rashmivati Melipdra** (N female human martial artist) with various tasks around the city. Since then, Safa has spent time investigating the Benefactor and speaking with several other genies across the city to collect any information they might have. They've pieced together that the Benefactor is a female rakshasa known for meddling in politics of different nations, including Jalmeray, Qadira, and Nex, and that her attention has been pulled toward Jalmeray since Fasiel's arrest. Additionally, she has expensive and exquisite taste in rare and ancient gemstones, making her a regular attendee of local high-class auctions.

## GETTING STARTED

This adventure begins with the PCs in the Niswan lodge being led to speak with Venture-Captain Rashmivati Melipdra and Venture-Captain Safa.

Massive racks of fine clothing and multiple full-length mirrors line the walls of this large, circular room. Tailors and attendants wait on Venture-Captain Rashmivati Melipdra, who stands in front of a mirror admiring a colorful saree. An attendant clears her throat and Rashmivati turns in a warm greeting. "Hello, my friends! Thank you for coming. Please, come sit with us and get comfortable." She gestures to cushions arranged in the middle

## WHERE ON GOLARION?

This adventure takes place in Niswan, the coastal capital of the island nation of Jalmeray. More information on the nation of Jalmeray can be found on page 180 of *Pathfinder Lost Omens Impossible Lands*.



of the room, where someone already sits—an elegantly dressed djinni wearing multicolored silks, their azure skin draped with jewelry of gold and bright lapis lazuli.

Safa, who the Pathfinders aided in apprehending their previous binder in *Pathfinder Society Scenario #4-14: Shattering Golden Chains*, greets any PCs who played that adventure by name and thanks them for their help in dispensing justice to the genie binder Fasiel. After the PCs sit and are offered refreshments in the form of appetizers and chai, Safa begins.

Safa closes their eyes and deeply inhales the spiced aroma of the teacup in their hands. "Ahh, truly, there is no chai like Jalmeray's. I have missed this place dearly. But, to business.

"After my previous binder's mysterious benefactor reached out to the Society with that threatening letter, we've been hard at work trying to uncover their true identity. Thanks to the lodge and the help of other genies, we've managed to

# THE CROCODILE'S SMILE

learn a few important pieces of intel. First, we believe them to be a female rakshasa who meddles in the politics of multiple nations aside from Qadira. Most recently, her attention has been focused on Absalom, and now Jalmeray.”

“Second,” says Rashmivati. “The Benefactor seems to have rather expensive taste in rare and ancient gemstones, making them a regular attendee of high-class auctions in Niswan. Attendees in similar social circles are our current best lead for new information.”

“Which means that you all,” continues Safa “are heading to a proper Maurya-Rahm party!”

Rashmivati gestures to the room packed with clothing and attendants. “Before that, however, you need to look and act the part. There is a definitive dress code and etiquette for such events, and as you will be representing the Niswan Lodge during your attendance, we must ensure you put on a good face.”

“Luckily, I’m an expert in such matters!” Safa stands with a mischievous smile and a glint in their eye.

The PCs have an opportunity to ask either captain questions while choosing and being measured for their outfits. Safa indicates a formal weapon is a necessary part of their outfit as a display of strength and ability. For anybody that doesn’t have a weapon, Safa lends them a dagger with a jewel-crusted handle. For those with weapons, Safa uses magic to provide a similar bejeweled look.

#### What are the current fashion trends?

“Jewel tones are in style right now, while pastels are out. Geometric patterns are trending, worn alongside accompanying scarves with gold borders on the edge, and simpler style throughout the middle. Men’s scarves should be shorter and less intricate, and worn draped simply over the neck with a waistcoat or sherwani. Formal weapons should be visible on the waist.” Safa replies, draping a scarf over their neck and peeking into a mirror.

**When and where will the auction take place?** “In one week at the home of Faqhir the Steadfast. He’s a lesser member of Jalmeray’s nobility, the Maurya-Rahm, and located in the Heights district.”

**Who is attending? or Who should we question?** “Highly respected people from across the Niswan socio-political scene will be in attendance.

For your purposes, there are five attendees we believe you should focus on: Brasshorn, Malqees, Nazreiha, Pikkry, and Tisbah.” Rashmivati replies, ticking off each name on her fingers. Provide the players with **Handout: Persons of Interest** on page 39.

**There’s auction etiquette?** “Of course—it wouldn’t be a high-class event without social rules.” Safa settles into a seat on a cushion before explaining. “Unless instructed otherwise, you should address attendees as *master* or *madame* before their name. Make sure to drink any tea with your right hand and while sitting down. Your formal weapons are exactly that: formal, and not to be drawn. It’s a lot, but we ask that you follow these rules, lest you disrespect the attendees or the host and discredit the social standing of the lodge.”

#### How much money do we have to bid on items?

“Attendees are not expected to have funds on them. Instead, they’re billed afterwards. You can and should bid on any item that interests you, especially if doing so aids your information gathering. However,” Rashmivati raises an eyebrow and smiles, “we ask that you not win anything. While we have plenty of money to dress and pay you, we’d like to avoid spending money on expensive frivolities.”

If the PCs want to spend time before the auction to Gather Information in Niswan about their targets, you can treat it as a single Influence round to Discover information about the relevant NPC. Remember that Discover checks are secret rolls.

**Reward:** Safa and Rashmivati provide each PC with their choice of a *minor healing potion* or a minor silvertongue mutagen (*lesser healing potion* or moderate silvertongue mutagen for levels 3–4). The mutagens can be used for their effects during a single Influence round.

#### Jalmeray Lore, Religion, Society (Recall Knowledge)

A PC who succeeds at a DC 15 Jalmeray Lore, or a DC 17 Society or Religion check knows more about rakshasas. A failure grants no information, and a critical success grants the additional information in the



VENTURE CAPTAIN SAFA



# THE CROCODILE'S SMILE

critical success entry. Remember that these checks should be rolled secretly.

**Critical Success** A rakshasa by the name of Brahi Ektar holds the position of zaiwara, or coinmaster in Niswan. He is known as a pagala, a kin traitor, and has pledged his loyalty to the thakur, the ruler of Jalmeray.

**Success** Rakshasas are evil fiends who take on the guise of other humanoid creatures. They manipulate and corrupt people and society for their own ambitious ends. Many have plotted to bend Jalmeray to their whims.

**Critical Failure** Rakshasas are fiends and an increasingly normal part of Jalmeray's society, with more people becoming tolerant of their hidden scheming in false claims to improve the nation.

## HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.



## A. THE AUCTION HOUSE

A high-class auction is about more than purchasing things. It's an opportunity for members of Niswan's upper society to mingle, conduct business, uphold social status, and flaunt their success. As a reminder, this is a social event. If the PCs publicly fight or draw their weapon on a guest, that guest refuses to speak to the PCs again for the rest of the evening. The PCs also receive a reprimand, lower the Pathfinder Society's reputation and lose the faction reward.

The PCs arrive at Faqhir's manor in the evening via a decorated carriage pulled by giant pangolins. **Faqhir the Steadfast** (NE male oread catfolk noble) greets them, wearing a formal, knee-length emerald coat. He directs the party around the back of his manor grounds to the garden where the auction is taking place.

Other attendants file in before and after the PCs. Nazreiha makes her entrance inside a decorated palanquin carried by her attendants. Brasshorn arrives sitting in decorated saddle atop a white tiger. Tisbah makes her way to the manor sitting on a fluffy cloud of traveling air. Malqees and Pikkry appear at the front gates simultaneously: Malqees riding on top a land-traversing wave of water that disappears into her clothes, while Pikkry is dropped off by a huge, silver-feathered falcon. Other attendees of the auction appear in even more ludicrous ways. This is an opportunity to briefly introduce the persons of interest to the PCs.

Unless otherwise noted, the hallways are 10 feet tall, and the rooms are 15. The doors are wooden with decorations of gold and silver. Except for the kitchen and worker rooms, all the golden designed tile is magically heated to prevent unpleasant coldness when walking barefoot. The garden and house are lit up by a combination of lamps and floating balls of light.

## A1. AUCTION GARDEN

Floating lights illuminate a large tiled garden. Fragrant flowers decorate immaculately maintained hedges carved in the forms of various fauna. In the middle of the garden, two statues of a meditating Vudrani man with a long braid decorate the front of a recessed pond in which brightly colored fish and water elementals swim under a layer of glass. Four large, glass cases stand at different points throughout the garden, each holding a different item: a purple crystal crown, a painting, a red bridal dress with matching jewelry, and a large diamond.

A loud bell chimes three times to signal silence as Faqhir takes a spot in the middle of the pool, hands spread wide in welcome. "Good evening and welcome to all of you, my esteemed guests, who have bestowed upon me the greatest honor in the form of your presence in my home. We have prepared some wonderful items prepared for the auction

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tonight, each of which stands in this garden for perusal at your leisure.”

As he speaks, Faqhir turns in place to address the entire crowd. “As a night cannot truly begin without it, chai will be served inside before long. Afterward, we shall begin the auction here in earnest. Until then, please have some appetizers and enjoy your night. Thank you.” Faqhir bows deeply and steps away to the sound of polite applause.

PCs trained in Religion recognize the statues as depictions of the deity Irori. Workers carrying trays of light appetizers and drinks enter and exit the manor



FAQHIR THE STEADFAST

from doors to the north and south. To the east stand large bronze double doors that lead inward to the sitting area and the rest of Faqhir’s estate. Entrance inside is forbidden unless accompanied by Faqhir or otherwise noted. To the southwest is a covered and decorated stable magically enlarged for guests to comfortably house any animal transportation. Each door hosts a single guard.

There are four items up for auction: the Haunted Painting, the Strange Purple Crystal Crown, the Bridal Set, and the Shory Diamond. Each item is displayed in 10-foot-tall glass cases with magically controlled temperature and light. The PCs can choose make Recall Knowledge checks on these items at any time during their presence in the garden. Faqhir announces the information listed in the item’s success entry as part of an introduction when auctioning each item. A failure on a Recall Knowledge check grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

## **Bridal Set—Fashion Lore, Jalmeray Lore, Crafting (Recall Knowledge)**

This is an intricately bejeweled red bridal gown with a matching set of jewelry and an equally intricate handbag. A PC who succeeds at a DC 18 Crafting check (DC 21 for levels 3–4) or a DC 15 Fashion or Jalmeray Lore check (DC 18 for levels 3–4) to Recall Knowledge knows more about the history of this bridal set.

**Critical Success** The jewel set inside the Bridal Set necklace is thought to be a lost, unique diamond from the Plane of Fire originally meant for Khiben-Sald, the original Vudrani settler on the island of Jalmeray.

**Success** This Bridal Set is believed to belong to one of Khiben-Sald’s descendants that eventually founded Niswan. The style is old traditional for Vudrani wedding ceremonies and is much sought after.

**Critical Failure** This Bridal Set was retrieved from the crypt of Thakurani Anjali, a past ruler of Jalmeray who insisted she be buried wearing it as a declaration of her devotion to the island.

## **Purple Crystal Crown—Nex Lore, Arcana, Crafting, Occultism (Recall Knowledge)**

This is a crown made of jutting purple crystals reminiscent of an amethyst cluster. A PC who succeeds at a DC 15 Nex Lore (DC 18 for levels 3–4), DC 17 Arcana or Occultism check (DC 20 for levels 3–4), or a DC 20 Crafting check (DC 23 for levels 3–4) to Recall Knowledge would know more about the history of this crown.

# THE CROCODILE'S SMILE

**Critical Success** The crown has the ability to immediately attempt to counteract certain elemental magics targeted against the wearer. In a desperate situation, it suspends the wearer in time and space to avoid death.

**Success** This is an artifact with origins in Nex, made by one of the Arclords inhabiting Jalmeray after Khiben-Sald's departure as a ward against lingering elemental energies.

**Critical Failure** This crown is an artifact made by a vindictive genie, granting the wearer powers to control others.

## Haunted Painting—Art History Lore, Society, Religion, Occultism (Recall Knowledge)

This is an impasto style oil painting of a man on his knees in the middle of a dark road, surrounded by a group of faceless figures. A PC who succeeds at a DC 15 Art History Lore, DC 16 Occultism or Religion, or DC 18 Society check (DC 18, 19, and 21 for levels 3–4) to Recall Knowledge might know more about the history of this painting.

**Critical Success** Lashir-il-Haq was forced to watch his family be killed in response to a fabricated grievance against the town's highest caste members. Despite others knowing of his innocence, they did nothing to step in. Lashir made this in his grief as his final act, using the painting to kill anyone who simply watches his pain.

**Success** This painting is the final painting of master Vudrani artist Lashir-il-Haq before his disappearance. It's well-known in occult circles, as every new owner of the painting passes away from strange circumstances afterward. Some believe the deceased souls join the ranks of faceless figures in the painting.

**Critical Failure** The painting was made by an artist who made a deal with the fey for their artistic ability, losing their name and life in the process. Anyone who looks at this painting is killed, pulled into the First World.

## Shory Diamond—Jewelry Lore, Crafting, Society (Recall Knowledge)

A massive diamond cut in the shape of a perfect oval. A PC who succeeds at a DC 15 Jewelry Lore, or DC 17 Crafting or Society skill check to Recall Knowledge might know more about the history of this gem (DC 18 and 20 for levels 3–4).

**Critical Success** It's believed the diamond has intrinsic properties of air magic which temporarily allows its wearer the ability to fly.

**Success** This is a relic of the ancient Shory Empire previously

situated in Garund. It was recently retrieved from a Shory airship wreck deep within the Mwangi Expanse before coming under the hands of the zaiwara.

**Critical Failure** This was uncovered from a recent excavation of one of Khiben-Sald's lost treasure troves on Jalmeray, thought to trace back to Vudra and have significant life-granting magic.

The first part of this scenario involves the PCs trying to uncover information about the Benefactor from conversations with their persons of interest. These are done using the Influence System (*Pathfinder Gamemastery Guide* 151). While socializing, PCs receive the opportunity to gain Influence Points with whomever they speak with. During each social round, any PC can attempt to either Discover something about an NPC or Influence them in some way. These actions are detailed in the *Gamemastery Guide* and reproduced below for the GM's convenience. You can find the stat blocks

for the attendees in the Appendix on pages 16 for levels 1–2 and 26 for levels 3–4. Each influence stat block reflects various ways the PCs might build rapport with

their targets, but the PCs might find other ways to gain information. Use the DCs in the stat blocks as guidelines for when the PCs want to use other methods to Influence an individual, with lower DCs for particularly fitting skill uses. Remember that Discover checks are made secretly, while Influence checks are not. It might also be helpful for players to keep notes on what skills are relevant for each NPC.

## DISCOVER

CONCENTRATE SECRET

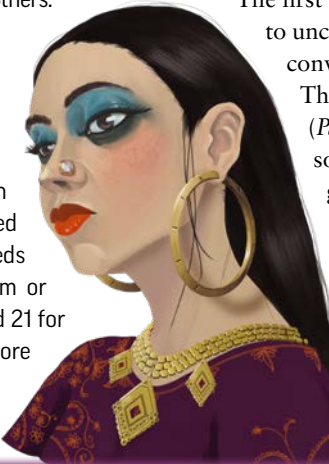
You watch or study an NPC to learn more about that NPC's preferences. Attempt a Perception check or an appropriate skill check determined by the GM. The DC is found in the NPC's influence stat block.

**Critical Success** Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

**Success** Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

**Failure** You learn no information.

**Critical Failure** Choose a piece of information to learn about, as success, but the information is incorrect.



NAZREIHA



# THE CROCODILE'S SMILE

## INFLUENCE

### CONCENTRATE LINGUISTIC

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Attempt a skill check to impress that NPC. The DC and skills which can apply can be found in the NPC's stat block.

**Critical Success** You gain 2 Influence Points with the chosen NPC.

**Success** You gain 1 Influence Point with the chosen NPC.

**Failure** You gain no Influence Points with the chosen NPC.

**Critical Failure** You lose 1 Influence Point with the chosen NPC.

## Influencing the Auction Guests

There are eight Influence rounds, each lasting 15 minutes. These rounds are occasionally broken up by various events. Each PC chooses which NPC they want to approach during each round.

**Round 1 and 2—Initial Introduction:** In these initial rounds, the PCs have a chance to make their first impression on the NPCs. If the PCs properly address the NPCs with *master* or *madame* as appropriate, they gain a +1 circumstance bonus to Influence that NPC during one of these rounds.

**Break 1—Evening Chai:** Faqhir calls the PCs and other guests into the sitting room to be served chai and some accompanying fancy refreshments. The chai is pink, topped with pistachios, and has a rich, floral, milky tea flavor. If the PCs indicate that they properly abide by the tea drinking etiquette, they gain a +1 circumstance bonus to Influence an NPC during the next round.

**Round 3—Sharing Tea:** The guests engage in conversation over tea. Any topics that involve discussing gossip about an individual gain a +1 circumstance bonus. The PC who has spent the most time talking to Nazreiha notices she seems to be especially focused on proper decorum, while the PC who has spent the most time with Malqees notices she's the most cavalier about proper decorum, shuffling the cup between her four hands.

**Round 4—Making the Rounds:** After the tea and refreshments are taken away, the PCs continue mingling in the room or the garden as most attendants make a circuit around the area.

**Break 2—Painting Auction:** Faqhir calls for a return to the garden as he begins the auction with the Haunted Painting. Malqees begins the bidding at 250 gp. PCs that also bid enter a bidding war with Malqees. If the PCs bid

only once, Malqees wins with a sigh of satisfaction. On their next attempt to Influence Malqees, the bidding PC rolls twice and takes the better result. This is a fortune effect. If the PC bids twice or more, Malqees still wins, but with considerably more anxiety and the PCs receive no benefits.

**Rounds 5—Bad Blood:** The auction attendees cycle around the garden looking at the different auction items.

At the end of this round, Pikkry gets into a brief verbal altercation with Brasshorn. The PCs can help quell this with a successful DC 17 Diplomacy or Society check (DC 20 for levels 3–4). If successful, the PCs gain a +1 circumstance bonus to Influence their choice of either Pikkry or Brasshorn during the next round.

**Round 6—Garden:** An uneventful round of socializing in the garden.

**Break 3—Crown Auction:** Faqhir asks the crowd to gather for the auction of the Purple Crystal Crown. An unnamed guest begins the bidding at 300 gp, which is immediately countered by Pikkry at 350 gp. PCs that also bid enter a bidding war with Pikkry. If the PCs bid twice or more, Pikkry becomes quite animated, willing to win at any cost. Afterward, a laughing

Pikkry thanks the PCs for an exciting battle. On their next check to Influence Pikkry, the bidding PC rolls twice and takes the better result. This is a fortune effect.

**Round 7—Elemental Eminence:** As the guests return to mingling, Faqhir once again steps out into the middle of the garden, this time with a group of monks, one from each of the four Houses of Perfection—the Monasteries of Unblinking Flame, Unfolding Wind, Untwisting Iron, and Unbreaking Waves. They perform demonstrations of elaborate martial katas that incorporate the element associated with their monastery as the pond underneath cycles between elemental terrain and occupants of fire, air, earth, and water respectively. A PC who succeeds at a DC 17 Perception check (DC 20 for levels 3–4) notices that Malqees in particular enjoys the routine. They gain a +1 circumstance bonus to their next check to Influence Malqees if they discuss the performance.

**Round 8—Final Round:** Last chance for PCs to gain Influence points.

Afterwards, Faqhir begins to call for the guests to gather for auctioning of the Bridal Set just as Nazreiha and Brasshorn begin to have a verbal argument in front of its case. Pikkry loudly joins in, escalating the situation until Brasshorn falls, knocking over and shattering the glass case while injuring himself. Faqhir and the guards



TISBAH



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for the northern and eastern doors rush to the scene to deal with the incident and Brasshorn's injury, and to ensure the safety of the Bridal Set.

This incident was induced by Tisbah, using the distraction to tamper with the Shory Diamond case and replace it with a fake before retreating with the original through the southern door to **A5**, where the door guard is actually a member of her team. During the auction was the best time to do the switch as the jewel was under lock and key by the coinmaster's office until right before the auction.

The PC who has spent the most time with Tisbah notices her disappearance. By this time the PCs should be thoroughly suspicious of Tisbah and want to track her whereabouts as the rest of the guests are distracted. This begins the investigation part of the scenario.

As guests were not permitted to wander the estate, the PCs should be careful in how they approach. They can use the distraction of the Bridal Set to enter **A2** unseen with a successful DC 15 Stealth check (DC 19 in levels 3–4). The PCs can also approach the unguarded worker entrance to the north and coerce a waiter to take them in without reporting their activity with a successful DC 17 Diplomacy or Deception check, or a DC 18 Intimidation check (DC 20 and 21 for levels 3–4). Including a bribe of 1 gp each, or 3 gp for levels 3–4, reduces these DCs by 2. If all the PCs fail, the workers don't stop their entry, but the PCs gain 1 mark against completing the faction mission, as the workers spread ill words about the Pathfinder Society. Going through the southern door requires PCs to succeed at a DC 20 Stealth check to Sneak past Tisbah's guard (DC 23 for levels 3–4).

## FINDING TISBAH

### A2. SITTING ROOM

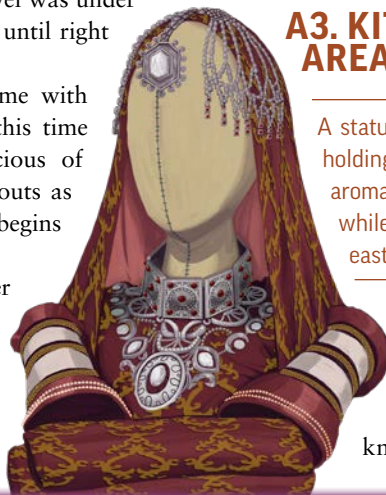
Large sets of double doors lead north, west, and south out of this extravagant room covered in large, intricately patterned rugs. Paintings of a young Faqhir, his family, and various important historical figures decorate the walls. Corner tables hold small, expensive looking colorful statues. Ornate green velvet couches decorate the room in a large circle. At its center is a round brazier with a large teapot resting atop it, and occasionally letting out a puff of smoke.

When the PCs enter during the investigation the room is empty. Faqhir was previously speaking with an official

from the zaiwara's office who retired to **A4** prior to the Bridal Set auction. A fire wisp comes out of the brazier to ask if the PCs are here for more tea, but otherwise pays them no mind, content to rest in its home, warming tea. A PC who tastes or inspects the tea and makes successful DC 18 Medicine or Nature check (DC 21 for levels 3–4) realizes that it tastes more bitter than before, as if something has been added.

### A3. KITCHEN AND WORKER AREA

A statue of a Vudrani man with wings and a halo holding a book looks over this hallway. The strong aroma of spices wafts from the western door, while faint sounds of an argument come from the eastern door.



## BRIDAL SET

PCs that make a successful DC 15 Jalmeray Lore or DC 18 Religion check identifies the subject of this statue as the deity Gruhastha, also known as the Keeper, the nephew of Irori who ascended to godhood after creating the holy book *Azvadeva Pujila*, an embodiment of all divine wisdom.

The western door leads toward the kitchen where staff are busy preparing food, as well as small rooms for the live-in staff. The door to the east leads to what was once a guest bedroom but is currently being used as overflow for mismatching furniture and decorations taken from the sitting room to make room for more visually appealing decoration. Some of Faqhir's staff are taking a break here, arguing over a game of cards with their backs turned toward the door. A PC who succeeds at a DC 14 Stealth check (DC 17 for levels 3–4) is able to sneak around the area without alerting any of the workers.

If the PCs alert the workers to their presence, they have the same options as in **A1** to avoid further trouble, with the same consequences. A success leads one of the temporary staff to assume the PCs are here to rob Faqhir. In support of that idea, he reveals the presence of an extra key to Faqhir's room somewhere in his lounge.

**Reward:** In the kitchen, the PCs can locate a lesser goo grenade (*Pathfinder Lost Omens Impossible Lands* 306) and a *minor healing potion* (moderate goo grenade and *lesser healing potion* for levels 3–4)

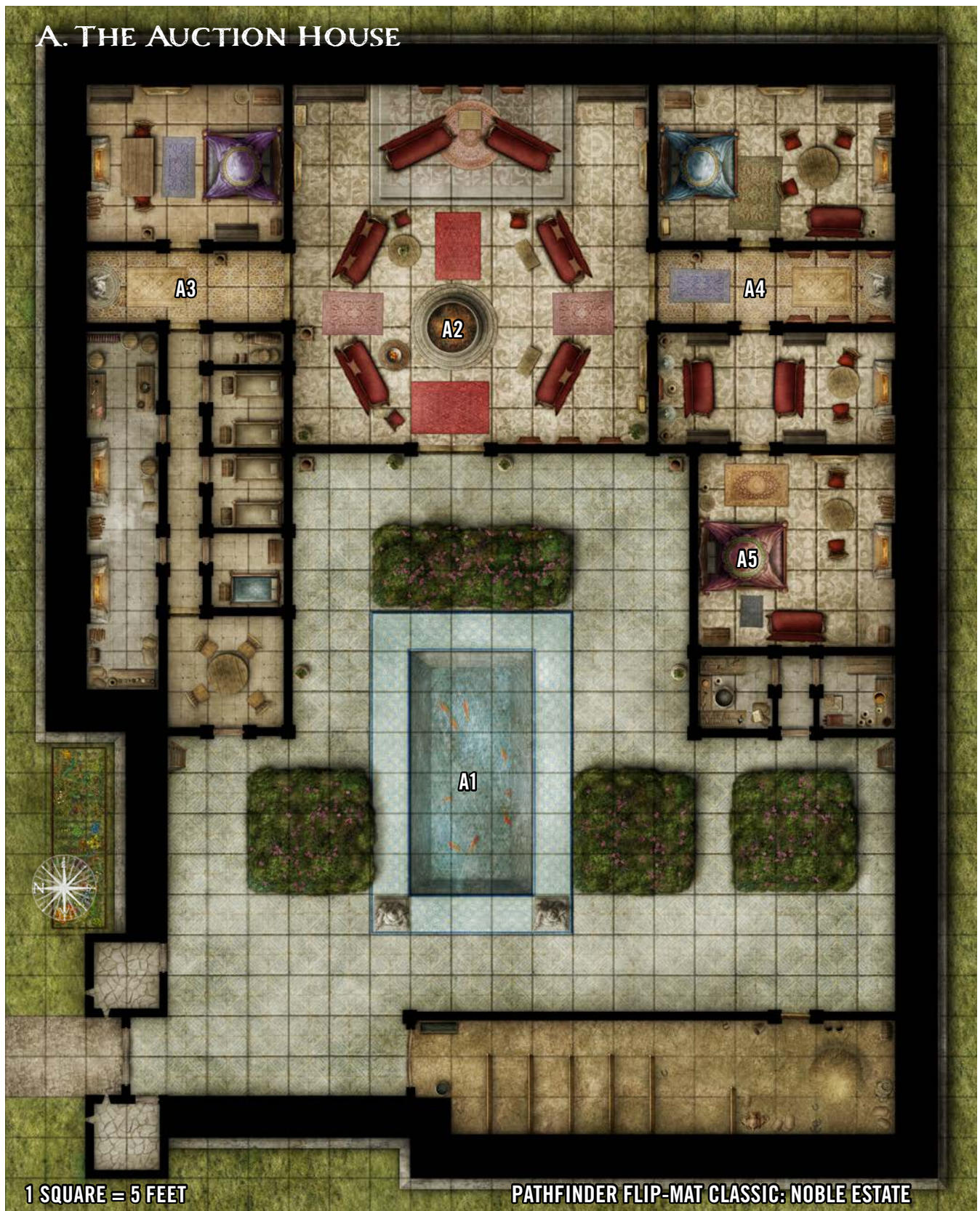
### A4. GUEST LOUNGE

This hallway is a mirror of **A3**, with faint sounds of snoring come from beyond the eastern door leading to



# THE CROCODILE'S SMILE

## A. THE AUCTION HOUSE



PATHFINDER SOCIETY SCENARIO



# THE CROCODILE'S SMILE

a guest bedroom. Inside is a portly Vudrani man with salt-and-pepper hair and a close-trimmed beard snoring away on a luxurious satin bed. This is Wisad Khaggani (N human male Vudrani administrator), the official from the zaiwara's office who was put in charge of this auction and is here to ratify the auction purchases. Faqhir drugged his tea in case of any complications with the heist, and Wisad retired here when he started feeling unwell. Unless the PCs shake him awake, Wisad continues to sleep, oblivious to their presence.

The western hallway door is unlocked, leading to Faqhir's personal lounge to hold meetings with guests. Cabinets and armoires rest against the walls with various arms, armor, and statues of powerful elementals displayed atop them. The door toward **A5** through this room is locked on this side, requiring two successful DC 17 Thievery checks to Pick the Lock, or two DC 19 Athletics checks to force it open (DC 20 and 23 for levels 3–4).

PCs succeeding at a DC 17 Perception check (DC 20 for levels 3–4) to Search the room find a key underneath the base of an earth elemental statue. This unlocks one of two locks on the door leading to **A5**, counting as one success to open the door. If the PCs were informed about the key in **A3**, reduce this DC to 15, or 18 for levels 3–4.

## A5. FAQHIR'S BEDROOM

A large, ornamented purple canopy bed dominates this lavish bedroom. A fireplace flickers warmly to the south of the room. A bright red ornamental couch rests askew in front of the far wall, while upon the other walls hang heavy golden frames devoid of any art. A messy but ornate writing desk is situated underneath the largest empty frame to the southeast.

Faqhir sold the paintings that once hung here to have some wealth and maintain appearances following his recent bankruptcy. A PC who makes a successful DC 16 Perception check to Search the room (DC 19 for levels 3–4) reveals a secret passageway concealed in the wall behind the couch, leading toward the southern worker rooms of **A1** that are currently being used as secondary kitchen storage. The couch was knocked aside when Tisbah used the passage to leave the auction with the Shory Diamond.

There's also a secret passage in the fireplace leading below to **B1**, opened by pressing a specific brick in the

back of the fireplace. A PC who succeeds at a DC 18 Perception check (DC 21 for levels 3–4) reveals an inadvertently spilled trail of ash from the fireplace to the adjacent fire poker stand from when Tisbah used one to press the brick in.

On the writing desk are papers written in Vudrani documenting Faqhir's sale of jewelry and paintings. If the PCs do not speak Vudrani, they learn the same information with a DC 17 Society check to Decipher Writing (DC 20 for levels 3–4).

**Reward:** Nestled among the papers is also a small purse of money containing 6 gp total in assorted coins (15 gp for levels 3–4).

## B. BELOW THE AUCTION HOUSE

Faqhir constructed this underground lair as a staging ground for a personal criminal enterprise. His plans were to prey on the trade goods of other wealthy members of the Maurya-

Rahm, but multiple failed schemes didn't cover his extensive costs, resulting in him going nearly bankrupt. So instead, he turned in his hired criminals to the city authorities as a way to curry favor and secure his position of auction host. As such, the majority of the area, aside from the labeled rooms, are empty. The potential contents of any other areas are known only to Faqhir's imagination and are beyond the scope of this adventure.

Unless otherwise noted, ceilings are 10 feet high in hallways and 15 feet high in rooms, with each lit by balls of glowing white light similar to the ones in the garden.

## B1. SECRET LOUNGE

## LOW

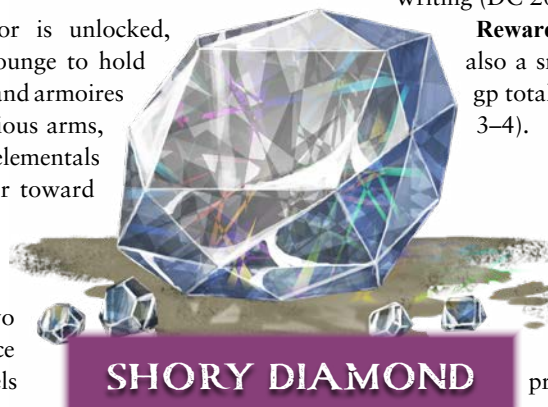
The passageway leads down into a lit room resembling a high-end tavern. A large painting of Faqhir wearing the regalia of Jalmeray's thakur hangs from the southern wall behind a long table. Fanciful place mats adorn polished wood tables that hold teapots, as well as plethora of snacks. Two voices are audible from beyond the southern door.

"Now that we's finished with the fake diamond, we can go up, right?"

"Not until after sister finishes securing the real one. Then we go upstairs with the diamond disguised as staff, and we leave."

"Right." There's a pause. "And so we's go... when? It's boring down here. How come we's got the boring part."

"Soon. She'll tell us when she returns from the diamond room. And it's because you're the youngest. The youngest



# THE CROCODILE'S SMILE



always gets the boring part.”

“Right. But soon, we’s get the not boring part. We’s get the diamond, and we’s run real fast. Right. Have you’s tried this cookie? It’s real spicy.”

This area is being utilized by members of Tisbah’s geniekin heist crew and family—an undine vanara and a sylph goblin, who are currently occupying the attached kitchen to the south. They’ve been down here for weeks, charged with creating the replica Shory Diamond in B6, finished and given to Tisbah directly prior to the auction. They’ve been instructed to fight by flanking enemies with the least amount of armor first, if possible, but to avoid killing anyone. They fight until defeated, and refuse to provide any information about their part in the plan unless the other is being threatened with death.

In their little free time, they’ve been using the kitchen to bake with whatever ingredients they can find. Their

most current creations are red chili pepper cookies. PCs who eat them must succeed at a DC 15 Fortitude save or take 1d4 fire damage.

The eastern wall of the kitchen is false, but currently open to reveal a staircase to B2 and the rest of the lair.

## Levels 1-2

### YOUNGER SISTER VIVATU

CREATURE 1

Page 20

### LITTLE BROTHER ZIBINI

CREATURE -1

Page 20

## Levels 3-4

### YOUNGER SISTER VIVATU

CREATURE 1

Page 29



# THE CROCODILE'S SMILE

## LITTLE BROTHER ZIBINI

Page 29

## CREATURE 3

**Reward:** The PCs are able to locate six red chili pepper cookies, 5 gp, and an *oil of potency* (14 gp and a *barkskin potion* for levels 3–4) in this room.

## B2. MARBLE HALLWAY

## LOW

This is a 20-foot-tall marble hallway with red and gold pillars stretching from ceiling to floor, and presently occupied by large crocodiles. Faqhir, friends with Nazreiha, received them as a gift and is using them as guard-animals. They respond only to the phrase “gimme a smile, crocodile” and attack anyone who enters without their code phrase. PCs who picked up the cookies from B1 can get a +1 item bonus to Escape being Grabbed, or to Aid another PC in their Escape attempt by forcing one into the crocodile’s mouth as part of their action.

## Levels 1–2

## CARCARAS

## CREATURE 2

Page 22, art on page 37

## Levels 3–4

## CARCARAS

## CREATURE 2

Page 22, art on page 37

## PAMPLA

## CREATURE 2

Page 23

## B3. CONNECTING ROOM

This is a simple staging room in the lair. Northern stairs lead downwards into the darkness of unfinished tunnels where Tisbah is hiding, undetected when the PCs first enter the room (in levels 3–4 she is invisible). After she finds her crew members defeated, she returns to confront the PCs when they complete their exploration of B4–B6. A successful DC 20 Perception check (DC 23 for levels 3–4) reveals enough signs of her presence to make her hidden instead of undetected (see *The Heist Comes to a Head*, page 14).

## B4. FAQHIR’S SECRET OFFICE

This office is the truest reflection of Faqhir, completely bare save for a fraying rug, old wooden table, uncomfortable chairs, and a single chest in the corner. Stacks of paper lay

scattered haphazardly about the table and floor.

The door and chest are both locked, requiring PCs to make a single DC 18 Thievery to unlock (DC 21 for levels 3–4), or a DC 20 Athletics check to Force Open (DC 23 for levels 3–4). If the PCs found the key in A4, it opens the door, but not the chest.

Among the visible papers are Faqhir’s bank records, a statement of bankruptcy, and correspondence with Tisbah about partaking in the heist. They are in Vudrani, but are decipherable by any PC who makes a successful DC 15 Society check (DC 18 for levels 3–4).

The chest contains the final remnants of Faqhir’s gold along with a personal journal that outlines his failed plans to rob various Maurya-Rahm, the subsequent betrayal of his team, and the letter applauding him for bringing troublemakers plaguing the Maurya-Rahm to justice. It also contains a schedule of the auction and arrival of guests.

**Reward:** In a velvet purple sack, there’s a total of 11 gp (30 gp for levels 3–4). This is all that remains of Faqhir’s wealth.

## B5. PROP ROOM

This is a cramped room containing a plethora of outfits, disguises, and props for impersonations. Included among these are extra sets of waiter clothing, wigs, false credentials for various occupations, and more. It also contains blueprints of the glass auction cases with notes and illustrations notating how Tisbah could use her psychic abilities to extract the Shory Diamond and replace it.

**Reward:** PCs who succeed at a DC 17 Perception check (DC 20 for levels 3–4) to search also locate a *hat of disguise* (*cloak of repute* for levels 3–4)

## B6. FORGERY LAB

This alchemical lab was used to create forgeries of the Shory Diamond, with failed prototypes found scattered about the room. It was also used to concoct the additive that Faqhir used to put Wisad to sleep, and evidence is found in scattered notes written in Faqhir’s hand.

## THE HEIST COMES TO A HEAD

## B3. CONNECTING ROOM SEVERE

Read the following after PCs finish searching B6 and are confronted by Tisbah in B3. The PCs hear this message not around them in the halls, but directly in their minds.



# THE CROCODILE'S SMILE

"Of course, I should have suspected it would be Pathfinders deciding to interfere in other people's business." The voice lets out a sigh. "Listen, please. I do not wish to fight you. This isn't your auction or your money, so you have no reason to care about what happens. Stop your interference here, let me finish what I'm doing, and we can all move forward like nothing happened. I'll forget your meddling, and we can even split some of the profits at the end."

The closer the PCs get to B3, the clearer Tisbah's voice is. Any PC who succeeds at a DC 17 Perception check to Sense Motive (DC 20 for levels 3–4) realizes Tisbah is telling the truth. She would prefer to resolve this issue peacefully, assuming she comes out ahead in the end. If pressed for her motivations, Tisbah explains her history with Wisad and being contacted by Faqhir about the heist, as found in the Background section of her Influence stat block. She wants to get revenge and secure funding for her operations, but does not wish to kill anyone.

Though Tisbah is motivated by spite, the PCs are able to reason with her. Showing Tisbah evidence of Faqhir's past criminal activity and betrayal along with a successful DC 15 Underworld Lore or DC 17 Deception, Diplomacy, Society, or Intimidation check (DC 18 and 20 for levels 3–4) convinces her Faqhir would inevitably betray her, and that she's better off letting the auction run normally. With a second successful check, Tisbah is convinced to speak against Faqhir, turning him into the authorities and putting his schemes to an end. If the PCs mention the Pathfinder Society might be convinced to help fund Tisbah, or that she wouldn't be much help to her family or anyone else if she's incarcerated or dead, they gain a +1 circumstance bonus to these checks. If the PCs reached 6 or more Influence points with Tisbah, reduce these DCs by 1. If they reached 8 Influence points, reduce them by 2 instead.

If the PCs fail at any of these checks, Tisbah becomes agitated at their empty words. PCs can appeal to Tisbah once more, but the DCs increase by 3.

If the PCs fail to appeal to reason twice, Tisbah laments the position she has found herself in, but attacks anyway. Some of her jewelries were actually disguised metal elementals, which she sends to engage the PCs in melee while she evades the party. She prefers attacking with spells from long range. If PCs approach her, she uses her spells to Shove, Trip, or otherwise slow them down

before retreating to a safe distance. She uses her visap, filled with her daily dose of vishkanyan venom, only as a last resort to incapacitate a PC in melee. For levels 3–4, Tisbah begins with *invisibility* cast on herself just prior to speaking with the PCs.

When Tisbah has half or less Hit Points remaining, she visibly becomes frustrated and begins to tear up. When reduced to 10 Hit Points or less, she breaks down, screaming and crying. The PCs can use these opportunities for one more chance to convince Tisbah to stand down with the same check DC as before.

**Reward:** After the PCs handle Tisbah, whether through peace or violence, they're able to reclaim the Shory Diamond. A successful DC 15 Perception check (DC 18 for levels 3–4) to Search the room reveals a *visap* and 4 gp (13 gp for levels 3–4).



## Levels 1–2

**TISBAH** **CREATURE 2**  
Page 24, art on page 36

**METAL RASCAL** **CREATURE 1**  
Page 24, art on page 37

**VIPER** **CREATURE -1**  
Page 25

## Levels 3–4

**TISBAH** **CREATURE 4**  
Page 33, art on page 36

**FOLDED HOUND** **CREATURE 3**  
Page 33, art on page 38

**METAL SCAMP** **CREATURE 1**  
Page 34, art on page 37

## CONCLUSION

After the PCs have stopped the heist, they confront Faqhir and contact the city authorities, before or after the auction finishes. Faqhir initially acts oblivious, but gives up his charade upon the presentation of evidence and is escorted away while cursing both Tisbah and the Pathfinders. Wisad wakes up, recovers the Shory Diamond from the PCs while thanking them for their services in bringing the awful examples of Niswan citizens to justice, and completes the auction of the Bridal Set and Shory Diamond. The PCs can continue mingling and enjoying fine, high-quality refreshments for the rest of the evening.

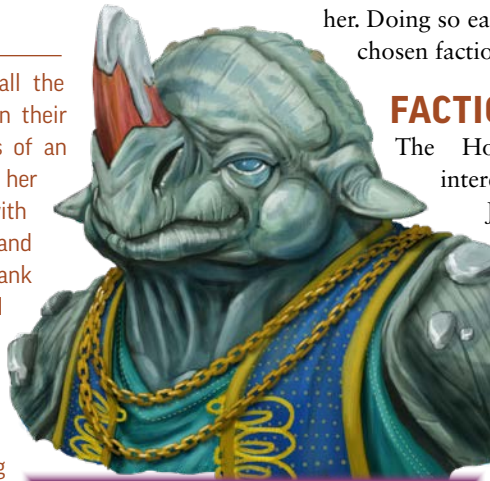


# THE CROCODILE'S SMILE

Nazreiha wins the Bridal Set, though not without significant fight from a healed Brasshorn. If the PCs successfully assuaged the conflict in **A1** between him and Pikkry, Pikkry is impressed, apologizing to Brasshorn, and offers to help Brasshorn find a new bridal set with the help of his cousin's network. The Shory Diamond is won by an unnamed Maurya-Rahm, though both Pikkry and Nazreiha bid on it.

As the PCs go to leave after the auction, read or paraphrase the following.

The busy night winds down, and all the esteemed guests begin to depart on their menagerie of mounts full of stories of an eventful night. Nazreiha, seated upon her palanquin, approaches the party with a smile. "Before you leave, masters and madams, I wished to personally thank you. I was unexpectedly impressed by your capabilities tonight. Truly, a fine showing. I shall be keeping an eye out for you and the Pathfinder Society both. I am glad to have met you and I look forward to exchanging more stories the next time we meet. Until then, do try to stay out of trouble."



**BRASSHORN**

When the party returns to the Niswan lodge to share their information, Venture-Captains Rashmivati and Safa thank them profusely for their hard work and promise to be in contact as they chase these new leads to the identity of the Benefactor.

## REPORTING NOTES

If the PCs convinced Tisbah to turn Faqhir in, check box A. If they killed Tisbah, check box B. If they were kicked out of the auction, check box C.

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they attend the auction and stop the heist of the Shory Diamond. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs complete their secondary objective if they convinced Tisbah to turn against Faqhir without fighting her. Doing so earns each PC 2 Reputation with their chosen faction.

## FACTION NOTES

The Horizon Hunters are particularly interested in making inroads with Jalmeray. The PCs complete their faction mission through earning the trust and friendship from the people of Jalmeray for the Pathfinder Society by doing two of the following: reaching 6 Influence points with Pikkry, Brasshorn, or Malqees, adhering to naming or tea etiquette in **A1**, and turning in evidence on Faqhir's past misdeeds from **B4**. If they do so while not having more than 1 mark against them, each PC earns 2 additional Reputation with the Horizon Hunters faction.

# THE CROCODILE'S SMILE

## APPENDIX I: LEVEL 1–2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 40 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the Pathfinder Bestiary. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A1. THE AUCTION GARDEN (LEVELS 1-2)

#### BRASSHORN

UNIQUE CG SMALL HUMANOID KASHRISHI

Fatherly master merchant

**Perception** +8

**Will** +6

**Discovery** DC 11 Mercantile Lore, DC 12 Crafting, DC 14



## SCALING ENCOUNTER A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Increase each Influence and Discovery DC by 1.

**12–13 Challenge Points:** Increase each Influence Threshold by 1.

**14–15 Challenge Points:** Increase each Influence and Discovery DC by 1, and increase each influence Threshold by 1.

**16–18 Challenge Points (5+ players):** Increase each Influence and Discovery DC by 2.

Society, DC 15 Perception

**Influence Skills** DC 12 Sailing Lore (discuss sailing), DC 13 Games Lore or DC 15 Thievery (performing sleight of hand magic tricks), DC 16 Survival (asking for sailing tips), DC 17 Crafting, DC 18 Diplomacy, DC 19 Deception, DC 20 Intimidation

**Influence 4:** Brasshorn indicates that the party should take anything Pikkry has to say with a grain of salt, as he's been known to exaggerate his claims for social clout. Who knows if his new spiced cheeses are even real things. The PCs gain a +1 circumstance bonus on the next check to Influence Pikkry.

**Influence 6:** Brasshorn notes that someone has been peddling lots of fake paintings, sculptures, and artifacts in and out of Jalmeray for reasons unknown. Should the Society ever need a trusted art expert, they shouldn't hesitate to contact him.

**Influence 7:** Brasshorn has noticed more incoming merchant ships have been having trouble reaching Niswan's ports safely from the Obari ocean, which is strange considering there are no reports of unusual sea monster or pirate activity recently.

**Resistances** Kashrishis' innate empathic abilities make it difficult to lie to Brasshorn. Any PC using Deception to Influence him increases the DC by 2.

**Weaknesses** Brasshorn enjoys talking about his children, and exchanging parent stories. Reduce the DC of any check to get him talking about his kids by 2.

**Background** Brasshorn is a successful, high-end art dealer, having organized many art shows and decorated many noble estates. He worships Besmara and enjoys sailing, collecting art about sea monsters, and mundane magic. He is here to obtain the Bridal Set for his daughter who is getting married,



# THE CROCODILE'S SMILE

though she has asked him to remain private about the details, something he is trying hard to do.

**Appearance** Brasshorn is a middle-aged, talos geniekin kashrishi who much resembles a small rhino standing on two feet. Veins of dull yellow run from his horn across the rest of his body, giving him his name. He wears a patterned copper waistcoat over a simple white knee-length cotton tunic and pants. Brasshorn is short with his sentences at first, but not rude, but opens up slowly. He wears a decorated rapier.

**Personality** Quiet, polite, protective

## MALQEEES

UNIQUE NG MEDIUM HUMANOID RATAJIN

Passionate playwright

**Perception** +7

**Will** +8

**Discovery** DC 11 Likha or Theatre Lore, DC 13 Jalmeray Lore, DC 15 Performance or Religion, DC 17 Perception

**Influence Skills** DC 13 Any Lore (discuss special interest), DC 14 Performance (to sing a song from or discuss a theatrical performance), DC 16 Acrobatics or Athletics (to display some moves appropriate for the stage), DC 18 Intimidation, DC 18 Diplomacy, DC 20 Deception

**Influence 4:** Malqees says she heard a rumor about Pikkry

and Tisbah being seen separately at a recent underground bazaar/black market.

**Influence 6:** Malqees reveals that she overheard theatre attendees discussing fearsome rumors about a potential attack from Qadira, and the potential of a Jalmeray preemptive strike on Qadira in response. She remarks that it is rather alarming what people think to talk about when they believe no one is listening. Should the PCs or Pathfinder Society ever wish to attend any of the productions she puts on, or have need of one written for them, they should simply contact her.

**Influence 8:** Malqees reveals that more and more members of the Maurya-Rahm have been absent from performances and other social obligations, including the discussions of new policies, citing "family obligations" and "unexpected leave of absence."

**Resistances** Malqees does not like to be pitied, which also means she does not much appreciate Pikkry's approach to her. Increase the DC of any pity related Influence checks by 1.

**Weaknesses** Malqees loves musicals that adapt myths, old stories, and folk heroes. Anyone who sings her a song, or tells a story related to one reduces the check's DC by 1.

**Background** Malqees is here to bid on the Haunted Painting following a rumor that the creator locked himself inside it; she wants to find out more. She is a devotee of Likha, a Vudrani deity with focus on telling stories and history. She works on producing plays and musicals of all sorts. Her ratajin curse manifests as only being able to see color when touching something. When she does, the colors pulse like music to her ears. When touching someone speaking to her, she gains a deeper understanding of the person's associated emotions in the conversation, as the words become accompanied by musical arrangements reflective of those feelings. She believes those that speak passionately about a topic produce the most beautiful music. She asks those speaking to her if they mind holding one of her hands.

**Appearance** Malqees is four-armed and four-eyed with deep sapphire skin and patterned gold tattoos. Her shoulder length crimson hair is thick, layered, and loose. She wears a deep purple saree, and her formal weapon is an intricately carved hatchet.

**Personality** Approachable, inquisitive, impulsive

## NAZREIHA

UNIQUE LE MEDIUM HUMANOID MAURYA-RAHM RAKSHASA

Secretive rakshasa benefactor

**Perception** +8

**Will** +10

**Discovery** DC 12 Niswan Lore, DC 13 Society, DC 14 Perception



METAL RASCAL

# THE CROCODILE'S SMILE

**Influence Skills** DC 13 Pathfinder Society Lore (discussing past adventures), DC 15 Crafting (discuss the beauty and craftsmanship of the bridal dress), DC 17 Society (discussing politics), DC 18 Diplomacy, DC 20 Deception, DC 21 Intimidation

**Influence 4:** Nazreiha reveals a rumor that Brasshorn is forcing his daughter to get married for a political alliance so that he has better control over art trade in and out of the island.

**Influence 6:** Tisbah has spent a lot of time trying to get audiences with higher members of the Maurya-Rahm, and even the Thakur's palace, likely for some new, unknown scheme. This gives PCs a +1 circumstance bonus to Perception checks while investigating Tisbah.

**Influence 8:** Nazreiha has been properly amused by the PCs attempts at conversation. She indicates that both the auctioneer and Tisbah have been acting strange all night long, deliberately avoiding contact. This gives PCs a +1 circumstance bonus to Perception checks while investigating.

**Resistances** Nazreiha does not wish to discuss her marriages. A PC pushing that line of inquiry increases the DC of their check by 1, and Nazreiha refuses to speak with them in the next Influence round.

**Weaknesses** Nazreiha believes in the supremacy of knowledge, and wants to know more about the PCs. Anyone discussing

their past adventures or political connections reduces the DC of their check by 2.

**Background** Nazreiha is the mentioned Benefactor in disguise as a member of the Maurya-Rahm. Her cover says she is here for the bridal set for a second marriage after the death of the first, though she is really after the jewel in the necklace. She knows the PCs are there to find information on her and views the whole affair as a fun opportunity for some chaos and games.

**Appearance** Nazreiha appears to be an attractive, middle-aged Vudrani woman with smooth light brown skin, waist length black hair and hazel eyes. She wears a long, fitted golden dress with red lipstick, golden hoop earrings, multiple rings, and matching necklace and bangles. Her formal weapon is a decorated urumi wrapped around her waist like a belt. Nazreiha is a master of backhand compliments and plays the high-class socialite perfectly.

**Personality** Flirty, confident, conceited

## PIKKRY

UNIQUE CN MEDIUM HUMANOID TENGU

Eccentric tengu merchant

**Perception** +6

**Will** +5

**Discovery** DC 11 Mercantile Lore, DC 13 Crafting, DC 14 Society, DC 16 Perception

**Influence Skills** DC 13 Cooking Lore (talking about unique cheeses), DC 16 Acrobatics or Athletics, DC 17 Arcana, Religion, or Occultism (discussing magical trinkets and curios), DC 17 Society (hear about Pikkry's cousins), DC 18 Diplomacy, DC 19 Intimidation

**Influence 4:** A cousin of Pikkry's told him that Malqees had recently lost exclusive play rights to the retelling of a historical religious hero's story. Pikkry thinks it was because of her "condition", the poor thing. He wishes he could do something for her, but alas.

**Influence 6:** One of Pikkry's cousins told him that some Maurya-Rahm have been secretly establishing new, exclusive trade deals with merchants from Absalom, resulting in a major disruption for Niswan's merchant class. One of the involved parties apparently has a penchant for expensive and unique reptiles. PCs gain a +1 bonus to Initiative rolls in **B2**. Pikkry also indicates that should the Society ever require use of his cousin information network, they need only to ask.

**Influence 8:** Pikkry heard from a cousin that Faqhir wasn't originally supposed to be the auctioneer but got the position last minute for some reason. PCs get a +1 circumstance bonus to a single Society check made when investigating Faqhir's manor.

**Resistances** Pikkry does not appreciate being Intimidated or called a liar. He puffs up and responds with exaggerated



FOLDED HOUND



# THE CROCODILE'S SMILE

haughtiness, increasing the DC of any related check by 1.

**Weaknesses** Pikkry appreciates displays of physical prowess and loves going to tournaments between the Houses of Perfection. Any PC using Athletics or Acrobatics to talk about a past fight reduces the DC by 1.

**Background** Pikkry is a successful spiced cheese merchant well known amongst the Maurya-Rahm. Pikkry is outgoing and readily willing to talk with new people. He loves talking about travel, cooking, and stories heard from his extensive information network of cousins across Golarion. He has a previous conflict with Brasshorn, having taken great offense when the kashrishi politely indicated that one of Pikkry's stories was an exaggeration at a prior high-society event.

**Appearance** Pikkry is an average-sized tengu with dark brown eyes and onyx feathers tipped with red, orange, and yellow hues. He's wearing an obviously high-quality, long-sleeved gold and ruby colored long formal coat, unbuttoned. He carries a decorated scimitar.

**Personality** Braggart, rambunctious, talkative

## TISBAH

UNIQUE CN MEDIUM ARDANDE HUMANOID VISHKANYA

Psychic vishkanya thief

**Perception** +5

**Will** +8

**Discovery** DC 11 Genie Lore, DC 14 Jalmeray Lore or Society, DC 16 Perception

**Influence Skills** DC 13 Genie Lore (talking about genies and geniekin in Niswan), DC 15 Arcana, Nature, Occultism (talking about animals), DC 16 Occultism (talking about magical creatures), DC 18 Deception, DC 19 Diplomacy, DC 21 Intimidation

**Influence 4:** Tisbah recounts that Nazreiha has been present at various recent high society functions trying to get into the good graces of various political characters. PCs gain a +1 bonus to the next attempt using Society to Influence Nazreiha.

**Influence 6:** Someone has been trying to get the Maurya-Rahm to alter the rights to lower districts of Niswan for new building plans, which would displace a lot of the area's tieflings and poor folks out of their homes.

**Influence 8:** Tisbah reveals a rumor about someone among the auction organizers stealing other people's discoveries from surrounding areas and bringing them in to auction for personal gain.

**Resistances** Tisbah does not respond well to anyone trying to be openly flirtatious. Anyone using Deception or Diplomacy to do so gains a -2 circumstance penalty to their check.

**Weaknesses** Tisbah loves animals, both magical and mundane. Anyone that offers a familiar or animal companion to be pet, or exchanges stories about peculiar animals with her reduces the DC by 2.

**Background** Tisbah says she is here to bid on the Shory

Diamond, but is actually working with Faqhir to steal it. Tisbah is the leader of a group of displaced geniekin from the poverty-stricken Surakpor district. She has tried to break into Niswan politics in order to get support and resources for the district while acting as a "political consultant", but has been rebuffed at every turn. She blames Wisad and the zaiwara's office for a recent humiliating endeavor that resulted in grievous injuries to her family. When she was approached by Faqhir to steal, sell, and split the profits of the diamond from this auction organized by Wisad, Tisbah hastily agreed, hoping to obtain both funding and revenge.

**Appearance** Tisbah's skin is composed of tiny, bright green scales resembling overlapping leaves. Her eyes are gold and snake-like, and a forked tongue rests between short, sharp teeth. Deep burgundy hair, nearly black is kept in a neat, fashionable bun atop her head. She wears a long-sleeved outfit of rose pink with white accents. The bottom has legs that billow outwards, and she has a matching scarf and pearl jewelry. She only becomes somewhat animated when discussing pets, but otherwise acts standoffish. Her formal weapon is a dagger.

**Personality** Cagely, distracted, dismissive

# THE CROCODILE'S SMILE

## ENCOUNTER B1 (LEVELS 1-2)

### YOUNGER SISTER VIVATU

### CREATURE 1

**UNIQUE** **CN** **MEDIUM** **AMPHIBIOUS** **HUMANOID** **UNDINE** **VANARA**

**Perception** +6; low-light vision

**Languages** Aquan, Common, Sylvan, Vanara, Vudrani


**Skills** Acrobatics +7, Athletics +4, Stealth +7

**Str** +1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +0

**Prehensile Tail** Vanara can use their long, flexible tail to perform Interact actions requiring a free hand, even if both hands are otherwise occupied. Their tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and they can't use it to hold items.


**AC** 19; **Fort** +5, **Ref** +9, **Will** +8


**HP** 16


**Go With the Flow**  (primal, transmutation, water) **Trigger**

Vivatu is targeted by a physical attack and can see the attacker; **Effect** The targeted part of Vivatu's body turns into flowing water to hamper the blow. She gains a +2 circumstance bonus to AC against the triggering attack. If she takes electricity damage, she can't use this again for 1d4 rounds.


**Speed** 25 feet, climb 15 feet, swim 20 feet



**Melee**  fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+1 bludgeoning

**Melee**  bo staff +4 (parry, reach 10 feet, trip), **Damage** 1d8+1 bludgeoning

**Ranged**  javelin +7 (thrown 30 feet), **Damage** 1d6+1 piercing

**Divine Innate Spells** DC 13; 1<sup>st</sup> *pest form* (monkey only)

**Flurry of Blows**  **Frequency** once per round; **Effect** Vivatu makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

**Spring Up**   **Requirements** Vivatu is prone; **Effect** Vivatu Stands, then can immediately Step twice. The Stand action doesn't trigger reactions.

### LITTLE BROTHER ZIBINI

### CREATURE -1

**UNIQUE** **CG** **SMALL** **GOBLIN** **HUMANOID** **SYLPH**

**Perception** +2; darkvision


**Languages** Auran, Common, Goblin, Vudrani

**Skills** Acrobatics +5, Athletics +2, Nature +1, Stealth +5

**Str** +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** -1, **Cha** +1

**AC** 16; **Fort** +5, **Ref** +7, **Will** +3

**HP** 6

**Deflecting Gale**  (air, evocation, primal) **Trigger** Zibini is the target of a physical ranged attack; **Requirements** Zibini is aware of the attack; **Effect** A swift gale whips up between Zibini and the source of the ranged attack, giving Zibini a +2 status bonus to AC against the triggering attack. If the attack misses, the wind deflected it. The wind can't

## SCALING ENCOUNTER B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one viper to the encounter.

**12-13 Challenge Points:** Add one water wisp to the encounter.


**14-15 Challenge Points:** Add one viper and one water wisp to the encounter.


**16-18 Challenge Points (5+ players):** Add two water wisps to the encounter.



deflect unusually large or heavy ranged projectiles (such as boulders or ballista bolts).

**Speed** 25 feet

**Melee**  foot +8 (agile, finesse, sweep), **Damage** 1d6 bludgeoning

**Ranged**  chakri +8 (agile, deadly d8, thrown 30 feet, reload 0), **Damage** 1d4 slashing

### VIPER (0)

### CREATURE -1

**N** **TINY** **ANIMAL**

*Pathfinder Bestiary* 302


**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3


**Str** -3, **Dex** +4, **Con** +0, **Int** -4, **Wis** +1, **Cha** -2

**AC** 15; **Fort** +2, **Ref** +7, **Will** +5

**HP** 8

**Slink**  **Trigger** A creature ends its movement adjacent to the viper or within the viper's space. **Effect** The viper Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Melee**  fangs +8 (agile, finesse), **Damage** 1d8-3 piercing plus viper venom

**Viper Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison (1 round)



# THE CROCODILE'S SMILE

## WATER WISP (0)

## CREATURE 0

**N** **TINY** **ELEMENTAL** **WATER**

*Pathfinder Bestiary 3 91*

**Perception** +6; darkvision, mist vision

**Languages** Aquan

**Skills** Athletics +4, Medicine +6, Plane of Water Lore +4

**Str** +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

**Mist Vision** The water wisp ignores the concealed condition from mist and fog.

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**AC** 14; **Fort** +8, **Ref** +4, **Will** +4

**HP** 20; **Immunities** bleed, paralyzed, poison, sleep, **Resistances** fire 2

**Resonance** (aura, water) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the water trait; a creature with the elemental and water traits gains this bonus to all attack and damage rolls.

**Accord Essence** ☞ (water) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect.

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**Speed** 25 feet, swim 25 feet

**Melee** ♦ tendril +6 (reach 10 feet), **Damage** 1d6 bludgeoning

**Drench** ♦ (abjuration, primal, water) The wisp puts out all fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).

**In Concert** When a water wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get critical success instead.

# THE CROCODILE'S SMILE

## ENCOUNTER B2 (LEVELS 1-2)

### CARCARAS

### CREATURE 2

**UNIQUE** **N** **LARGE** **ANIMAL** **ELECTRICITY**  
Variant crocodile (*Pathfinder Bestiary* 67)

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

**AC** 18; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Shockodile** (aura, electricity) 10-foot aura. Creatures that enter or end their turn inside the aura take 1d4 electricity damage (DC 16 Basic Reflex save)

**Speed** 20 feet, swim 25 feet

**Melee** ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** ♦ 35 feet

**Death Roll** ♦ (attack) **Requirement** The crocodile must have a creature grabbed. **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Deep Breath** The crocodile can hold its breath for about 2 hours.

### VIPER (0)

### CREATURE -1

**N** **TINY** **ANIMAL**

*Pathfinder Bestiary* 302

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3

**Str** -3, **Dex** +4, **Con** +0, **Int** -4, **Wis** +1, **Cha** -2

**AC** 15; **Fort** +2, **Ref** +7, **Will** +5

**HP** 8

**Slink** ⤵ **Trigger** A creature ends its movement adjacent to the viper or within the viper's space. **Effect** The viper Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Melee** ♦ fangs +8 (agile, finesse), **Damage** 1d8-3 piercing plus viper venom

**Viper Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison (1 round).

### WATER WISP (0)

### CREATURE 0

**N** **TINY** **ELEMENTAL** **WATER**

*Pathfinder Bestiary* 3 91

**Perception** +6; darkvision, mist vision

**Languages** Aquan

**Skills** Athletics +4, Medicine +6, Plane of Water Lore +4

## SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one viper to the encounter.

**12-13 Challenge Points:** Add one water wisp to the encounter.

**14-15 Challenge Points:** Add two vipers to the encounter.

**16-18 Challenge Points (5+ players):** Add Pampla to the encounter.

**Str** +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

**Mist Vision** The water wisp ignores the concealed condition from mist and fog.

**AC** 14; **Fort** +8, **Ref** +4, **Will** +4

**HP** 20; **Immunities** bleed, paralyzed, poison, sleep, **Resistances** fire 2

**Resonance** (aura, water) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the water trait; a creature with the elemental and water traits gains this bonus to all attack and damage rolls.

**Accord Essence** ⤵ (water) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect.

**Speed** 25 feet, swim 25 feet

**Melee** ♦ tendril +6 (reach 10 feet), **Damage** 1d6 bludgeoning

**Drench** ♦ (abjuration, primal, water) The wisp puts out all fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).

**In Concert** When a water wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get critical success instead.



# THE CROCODILE'S SMILE

## PAMPLA (0)

## CREATURE 2

UNIQUE N LARGE ANIMAL FIRE

Variant crocodile (*Pathfinder Bestiary* 67)

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

**AC** 18; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Speed** 20 feet, swim 25 feet

**Melee** ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** ♦ 35 feet

**Death Roll** ♦ (attack) **Requirement** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Deep Breath** The crocodile can hold its breath for about 2 hours.

**Fiery Maw** The crocodile lets out a puff of fire in a 15-foot cone dealing 3d6 fire damage (DC 16 basic Reflex save). It can't use Fiery Maw again for 1d4 rounds.

# THE CROCODILE'S SMILE

## ENCOUNTER B3 (LEVELS 1-2)

### TISBAH

### CREATURE 2

**UNIQUE** **CN** **MEDIUM** **ARDANDE** **HUMANOID** **VISHKANYA**

**Perception** +5; low-light vision

**Languages** Ardannde, Common, Talican, Vudrani

**Skills** Acrobatics +8, Deception +11, Occultism +5, Stealth +8, Thievery +8

**Str** +0, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +4

**AC** 17; **Fort** +6 (+2 status vs. poison), **Ref** +11, **Will** +7

**HP** 24

**Speed** 25 feet

**Melee** ♦ visap +7 (agile, finesse, injection, versatile P), **Damage** 1d4 slashing plus vishkanyan venom

**Occult Spontaneous Spells** DC 18, attack +10; **1<sup>st</sup>** (2 slots) *color spray*, *kinetic ram*, *magic missile*; **Cantrips (2<sup>nd</sup>)** *ghost sound*, *mage hand*, *message*, *shield*, *telekinetic projectile*, *telekinetic rend*

**Psi Cantrips** 2 Focus Points DC 18, attack +10; **Cantrips (1<sup>st</sup>)** *mage hand*, *telekinetic projectile*, *telekinetic rend*

**Psi Amps** Tisbah can cast psi cantrips as amped cantrips by spending one focus point and making the following alterations:

**Mage Hand:** Tisbah targets a creature of Medium size or smaller and attempts to Shove them with a spell attack roll against their Fortitude DC. The first time each round Tisbah Sustains this Spell, she can attempt to Shove the creature again. The target takes a -10-foot circumstance penalty to its Speeds until the spell ends.

**Telekinetic Projectile:** Tisbah increases the damage of this cantrip by 1d6. On a successful Strike, she pushes the target 5 feet away, or 10 feet away on a critical success.

**Telekinetic Rend:** Tisbah changes the cantrip's damage to 1d6 bludgeoning and 1d6 slashing. A creature that critically fails its save is also stunned 1.

**Psychic Practice** Tisbah's range for *telekinetic projectile* increases to 60 feet.

**Unleash Psyche** ♦ **Trigger** Tisbah's starts her turn with half or less Hit Points remaining; **Effect** Tisbah is surrounded by a swirl of psychic energy that effortlessly moves small objects around her, gaining a +2 status bonus to damage when casting *telekinetic projectile* or *telekinetic rend*. This effect remains for 2 rounds or until Tisbah is unconscious, whichever comes first.

**Vishkanyan Venom** (injury, poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and flat-footed (1 round); **Stage 3** 1d4 poison damage, flat-footed, and a -5-foot penalty to Speed (1 round)

## SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10-11 Challenge Points:** Add one water wisp to the encounter.

**12-13 Challenge Points:** Add one crocodile to the encounter.

**14-15 Challenge Points:** Add one water wisp and one crocodile to the encounter.

**16-18 Challenge Points (5+ players):** Add one crocodile and two water wisps to the encounter.

### METAL RASCAL

### CREATURE 1

**N** **SMALL** **ELEMENTAL** **METAL**

Variant metal scamp (*Pathfinder Rage of Elements* 153)

**Perception** +3; darkvision

**Languages** Talican

**Skills** Athletics +7, Stealth +5

**Str** +2, **Dex** +0, **Con** +2, **Int** -2, **Wis** +0, **Cha** +0

**AC** 15; **Fort** +7, **Ref** +5, **Will** +5

**HP** 20 (fast healing 2 (while touching metal)); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 3

**Speed** 25 feet, fly 25 feet

**Melee** ♦ claw +9, **Damage** 1d6+2 slashing

**Arcane Innate Spells** DC 17, attack +9; **2<sup>nd</sup>** *magnetic attraction*

**Breathe Shrapnel** ♦♦ (arcane, metal) The metal rascal breathes a 15-foot cone of jagged metal flakes that deals 2d4 slashing damage and 1d4 persistent bleed damage to each creature within the area (DC 17 basic Reflex save). The metal rascal can't Breathe Shrapnel again for 1d4 rounds.

# THE CROCODILE'S SMILE

## VIPER

## CREATURE -1

**N** **TINY** **ANIMAL**

*Bestiary* 302

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3

**Str** -3, **Dex** +4, **Con** +0, **Int** -4, **Wis** +1, **Cha** -2

**AC** 15; **Fort** +2, **Ref** +7, **Will** +5

**HP** 8

**Slink** ➤ Trigger A creature ends its movement adjacent to the viper or within the viper's space. Effect The viper Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Melee** ➤ fangs +8 (agile, finesse), **Damage** 1d8-3 piercing plus viper venom

**Viper Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison (1 round).

## WATER WISP (0)

## CREATURE 0

**N** **TINY** **ELEMENTAL** **WATER**

*Pathfinder Bestiary* 3 91

**Perception** +6; darkvision, mist vision

**Languages** Aquan

**Skills** Athletics +4, Medicine +6, Plane of Water Lore +4

**Str** +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

**Mist Vision** The water wisp ignores the concealed condition from mist and fog.

**AC** 14; **Fort** +8, **Ref** +4, **Will** +4

**HP** 20; **Immunities** bleed, paralyzed, poison, sleep, **Resistances** fire 2

**Resonance** (aura, water) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the water trait; a creature with the elemental and water traits gains this bonus to all attack and damage rolls.

**Accord Essence** ➤ (water) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect.

**Speed** 25 feet, swim 25 feet

**Melee** ➤ tendril +6 (reach 10 feet), **Damage** 1d6 bludgeoning

**Drench** ➤ (abjuration, primal, water) The wisp puts out all

fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).

**In Concert** When a water wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get critical success instead.

## CROCODILE (0)

## CREATURE 2

**N** **LARGE** **ANIMAL**

*Pathfinder Bestiary* 67

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

**AC** 18; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Speed** 20 feet, swim 25 feet

**Melee** ➤ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ➤ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** [one-action] 35 feet

**Death Roll** ➤ (attack) **Requirement** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Deep Breath** The crocodile can hold its breath for about 2 hours.

**Personality** Approachable, inquisitive, impulsive



# THE CROCODILE'S SMILE

## APPENDIX 2: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 40 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the Pathfinder Bestiary. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A1. THE AUCTION GARDEN (LEVELS 3–4)

#### BRASSHORN

UNIQUE CG SMALL HUMANOID KASHRISHI

Fatherly master merchant

**Perception** +8

**Will** +6

**Discovery** DC 13 Mercantile Lore, DC 14 Crafting, DC 16 Society, DC 17 Perception

**Influence Skills** DC 15 Sailing Lore (discuss sailing), DC 16 Games Lore or DC 18 Thievery (performing sleight of hand magic tricks), DC 19 Survival (asking for sailing tips), DC 20 Crafting, DC 21 Diplomacy, DC 22 Deception, DC 23 Intimidation

**Influence 4:** Brasshorn indicates that the party should take anything Pikkry has to say with a grain of salt, as he’s been known to exaggerate his claims for social clout. Who knows if his new spiced cheeses are even real things. The PCs gain a +1 circumstance bonus on the next check to Influence Pikkry.

**Influence 6:** Brasshorn notes that someone has been peddling lots of fake paintings, sculptures, and artifacts in and out of Jalmeray for reasons unknown. Should the Society ever need a trusted art expert, they shouldn’t hesitate to contact him.

**Influence 7:** Brasshorn has noticed more incoming merchant ships have been having trouble reaching Niswan’s ports safely from the Obari Ocean, which is strange considering there are no reports of unusual sea monster or pirate activity recently.

**Resistances** Kashrishi innate empathic abilities make it difficult to lie to Brasshorn. Any PC using Deception to Influence him increases the DC by 2.

**Weaknesses** Brasshorn enjoys talking about his children, and exchanging parent stories. Reduce the DC of any check to get him talking about his kids by 2.

**Background** Brasshorn is a successful, high-end art dealer, having organized many art shows and decorated many noble estates. He worships Besmara and enjoys sailing, collecting

## SCALING ENCOUNTER A1

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Increase each Influence and Discovery DC by 1.

**23–27 Challenge Points:** Increase each Influence Threshold by 1.

**28–32 Challenge Points:** Increase each Influence and Discovery DC by 1, and increase each influence Threshold by 1.

**33+ Challenge Points (5+ players):** Increase each Influence and Discovery DC by 2.

art about sea monsters, and mundane magic. He is here to obtain the Bridal Set for his daughter who is getting married, though she has asked him to remain private about the details, something he is trying hard to do.

**Appearance** Brasshorn is a middle-aged, talos geniekin kashrishi who much resembles a small rhino standing on two feet. Veins of dull yellow run from his horn across the rest of his body, giving him his name. He wears a patterned copper waistcoat over a simple white knee-length cotton tunic and pants. Brasshorn is short with his sentences at first, but not rude, but opens up slowly. He wears a decorated rapier.

**Personality** Quiet, polite, protective

#### MALQEEES

UNIQUE NG MEDIUM HUMANOID RATAJIN

Passionate playwright

**Perception** +7

**Will** +8

**Discovery** DC 14 Likha or Theatre Lore, DC 17 Jalmeray Lore, DC 18 Performance or Religion, DC 20 Perception

**Influence Skills** DC 16 Any Lore (discuss special interest), DC 17 Performance (to sing a song from or discuss a theatrical performance), DC 19 Acrobatics or Athletics (to display some moves appropriate for the stage), DC 18 Intimidation, DC 21 Diplomacy, DC 23 Deception

**Influence 4:** Malqees says she heard a rumor about Pikkry and Tisbah being seen separately at a recent underground bazaar/black market.

**Influence 6:** Malqees reveals that she overheard theatre attendees discussing fearsome rumors about a potential attack from Qadira, and the potential of a Jalmeray pre-emptive strike on Qadira in response. She remarks that it is

# THE CROCODILE'S SMILE

rather alarming what people think to talk about when they believe no one is listening. Should the PCs or Pathfinder Society ever wish to attend any of the productions she puts on, or have need of one written for them, they should simply contact her.

**Influence 8:** Malqees reveals that more and more members of the Maurya-Rahm have been absent from performances and other social obligations, including the discussions of new policies, citing “family obligations” and “unexpected leave of absence.”

**Resistances** Malqees does not like to be pitied, which also means she does not much appreciate Pikkry’s approach to her. Increase the DC of any pity related Influence checks by 1.

**Weaknesses** Malqees loves musicals that adapt myths, old stories, and folk heroes. Anyone who sings her a song, or tells a story related to one reduces the check’s DC by 1.

**Background** Malqees is here to bid on the Haunted Painting following a rumor that the creator locked himself inside it; she wants to find out more. She is a devotee of Likha, a Vudrani deity with focus on telling stories and history. She works on producing plays and musicals of all sorts. Her ratajin curse manifests as only being able to see color when touching something. When she does, the colors pulse like music to her ears. When touching someone speaking to her, she gains a deeper understanding of the person’s associated emotions in the conversation, as the words become accompanied by musical arrangements reflective of those feelings. She believes those that speak passionately about a topic produce the most beautiful music. She asks those speaking to her if they mind holding one of her hands.

**Appearance** Malqees is four-armed and four-eyed with deep sapphire skin and patterned gold tattoos. Her shoulder length crimson hair is thick, layered, and loose. She wears a deep purple saree, and her formal weapon is an intricately carved hatchet.

**Personality** Approachable, inquisitive, impulsive

## NAZREIHA

UNIQUE LE MEDIUM HUMANOID MAURYA-RAHM RAKSHASA

Secretive rakshasa benefactor

**Perception** +8

**Will** +10

**Discovery** DC 14 Niswan Lore, DC 15 Society, DC 16 Perception

**Influence Skills** DC 16 Pathfinder Society Lore (discussing past adventures), DC 18 Crafting (discuss the beauty and craftsmanship of the bridal dress), DC 20 Society (discussing politics), DC 21 Diplomacy, DC 23 Deception, DC 24 Intimidation

**Influence 4:** Nazreiha reveals a rumor that Brasshorn is forcing his daughter to get married for a political alliance so that he has better control over art trade in and out of

the island.

**Influence 6:** Tisbah has spent a lot of time trying to get audiences with higher members of the Maurya-Rahm, and even the Thakur’s palace, likely for some new, unknown scheme. This gives PCs a +1 circumstance bonus to Perception checks while investigating Tisbah.

**Influence 8:** Nazreiha has been properly amused by the PCs attempts at conversation. She indicates that both the auctioneer and Tisbah have been acting strange all night long, deliberately avoiding contact. This gives PCs a +1 circumstance bonus to Perception checks while investigating.

**Resistances** Nazreiha does not wish to discuss her marriages. A PC pushing that line of inquiry increases the DC of their check by 1, and Nazreiha refuses to speak with them in the next Influence round.

**Weaknesses** Nazreiha believes in the supremacy of knowledge, and wants to know more about the PCs. Anyone discussing their past adventures or political connections reduces the DC of their check by 2.

**Background** Nazreiha is the mentioned Benefactor in disguise as a member of the Maurya-Rahm. Her cover says she is here for the bridal set for a second marriage after the death of the first, though she is really after the jewel in the necklace. She knows the PCs are there to find information on her and views the whole affair as a fun opportunity for some chaos and games.

**Appearance** Nazreiha appears to be an attractive, middle-aged Vudrani woman with smooth light brown skin, waist length black hair and hazel eyes. She wears a long, fitted golden dress with red lipstick, golden hoop earrings, multiple rings, and matching necklace and bangles. Her formal weapon is a decorated urumi wrapped around her waist like a belt. Nazreiha is a master of backhand compliments and plays the high-class socialite perfectly.

**Personality** Flirty, confident, conceited

## PIKKRY

UNIQUE CN MEDIUM HUMANOID TENGU

Eccentric tengu merchant

**Perception** +6

**Will** +5

**Discovery** DC 14 Mercantile Lore, DC 17 Crafting, DC 18 Society, DC 19 Perception

**Influence Skills** DC 16 Cooking Lore (talking about unique cheeses), DC 19 Acrobatics or Athletics, DC 20 Arcana, Religion, or Occultism (discussing magical trinkets and curios), DC 20 Society (hear about Pikkry’s cousins), DC 21 Diplomacy, DC 22 Intimidation

**Influence 4:** A cousin of Pikkry’s told him that Malqees had recently lost exclusive play rights to the retelling of a historical religious hero’s story. Pikkry thinks it was because of her “condition”, the poor thing. He wishes he

# THE CROCODILE'S SMILE

could do something for her, but alas.

**Influence 6:** One of Pikkry's cousins told him that some Maurya-Rahm have been secretly establishing new, exclusive trade deals with merchants from Absalom, resulting in a major disruption for Niswan's merchant class. One of the involved parties apparently has a penchant for expensive and unique reptiles. PCs gain a +1 bonus to Initiative rolls in **B2**. Pikkry also indicates that should the Society ever require use of his cousin information network, they need only to ask.

**Influence 8:** Pikkry heard from a cousin that Faqhir wasn't originally supposed to be the auctioneer but got the position last minute for some reason. PCs get a +1 circumstance bonus to a single Society check made when investigating Faqhir's manor.

**Resistances** Pikkry does not appreciate being Intimidated or called a liar. He puffs up and responds with exaggerated haughtiness, increasing the DC of any related check by 1.

**Weaknesses** Pikkry appreciates displays of physical prowess and loves going to tournaments between the Houses of Perfection. Any PC using Athletics or Acrobatics to talk about a past fight reduces the DC by 1.

**Background** Pikkry is a successful spiced cheese merchant well known amongst the Maurya-Rahm. Pikkry is outgoing and readily willing to talk with new people. He loves talking about travel, cooking, and stories heard from his extensive information network of cousins across Golarion. He has a previous conflict with Brasshorn, having taken great offense when the kashrishi politely indicated that one of Pikkry's stories was an exaggeration at a prior high-society event.

**Appearance** Pikkry is an average-sized tengu with dark brown eyes and onyx feathers tipped with red, orange, and yellow hues. He's wearing an obviously high-quality, long-sleeved gold and ruby colored long formal coat, unbuttoned. He carries a decorated scimitar.

**Personality** Braggart, rambunctious, talkative

## TISBAH

UNIQUE	CN	MEDIUM	ARDANDE	HUMANOID	VISHKANYA
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Psychic vishkanya thief

**Perception** +8

**Will** +6

**Discovery** DC 14 Genie Lore, DC 17 Jalmeray Lore or Society, DC 19 Perception

**Influence Skills** DC 16 Genie Lore (talking about genies and geniekin in Niswan), DC 18 Arcana, Nature, Occultism (talking about animals), DC 19 Occultism (talking about magical creatures), DC 21 Deception, DC 22 Diplomacy, DC 24 Intimidation

**Influence 4:** Tisbah recounts that Nazreiha has been present at various recent high society functions trying to get into the good graces of various political characters. PCs gain a +1

bonus to the next Society check made to Influence Nazreiha.

**Influence 6:** Someone has been trying to get the Maurya-Rahm to alter the rights to lower districts of Niswan for new building plans, which would displace a lot of the area's tieflings and poor folks out of their homes.

**Influence 8:** Tisbah reveals a rumor about someone among the auction organizers stealing other people's discoveries from surrounding areas and bringing them in to auction for personal gain.

**Resistances** Tisbah does not respond well to anyone trying to be openly flirtatious. Anyone using Deception or Diplomacy to do so gains a -2 circumstance penalty to their check.

**Weaknesses** Tisbah loves animals, both magical and mundane. Anyone that offers a familiar or animal companion to be pet, or exchanges stories about peculiar animals with her reduces the DC by 2.

**Background** Tisbah says she is here to bid on the Shory Diamond but is actually working with Faqhir to steal it. Tisbah is the leader of a group of displaced geniekin from the poverty-stricken Surakpor district. She has tried to break into Niswan politics in order to get support and resources for the district while acting as a "political consultant" but has been rebuffed at every turn. She blames Wisad and the zaiwara's office for a recent humiliating endeavor that resulted in grievous injuries to her family. When she was approached by Faqhir to steal, sell, and split the profits of the diamond from this auction organized by Wisad, Tisbah hastily agreed, hoping to obtain both funding and revenge.

**Appearance** Tisbah's skin is composed of tiny, bright green scales resembling overlapping leaves. Her eyes are gold and snake-like, and a forked tongue rests between short, sharp teeth. Deep burgundy hair, nearly black is kept in a neat, fashionable bun atop her head. She wears a long-sleeved outfit of rose pink with white accents. The bottom has legs that billow outwards, and she has a matching scarf and pearl jewelry. She only becomes somewhat animated when discussing pets, but otherwise acts standoffish. Her formal weapon is a dagger.

**Personality** Cagey, distracted, dismissive



# THE CROCODILE'S SMILE

## ENCOUNTER B1 (LEVELS 3-4)

### YOUNGER SISTER VIVATU

### CREATURE 1

**UNIQUE** **CN** **MEDIUM** **AMPHIBIOUS** **HUMANOID** **UNDINE** **VANARA**

**Perception** +6; low-light vision

**Languages** Common, Sylvan, Vanara, Vudrani


**Skills** Acrobatics +7, Athletics +4, Stealth +7

**Str** +1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +0


**Prehensile Tail** Vanara can use their long, flexible tail to perform Interact actions requiring a free hand, even if both hands are otherwise occupied. Their tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and they can't use it to hold items.


**AC** 19; **Fort** +5, **Ref** +9, **Will** +8


**HP** 16

**Go With the Flow**  (primal, transmutation, water) **Trigger** Vivatu is targeted by a physical attack and can see the attacker; **Effect** The targeted part of Vivatu's body turns into flowing water to hamper the blow. She gains a +2 circumstance bonus to AC against the triggering attack. If she takes electricity damage, she can't use this again for 1d4 rounds.


**Speed** 25 feet, climb 15 feet, swim 20 feet


**Melee**  fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+1 bludgeoning

**Melee**  bo staff +4 (parry, reach 10 feet, trip), **Damage** 1d8+1 bludgeoning

**Ranged**  javelin +7 (thrown 30 feet), **Damage** 1d6+1 piercing

**Divine Innate Spells** DC 13; **1st** *pest form* (monkey only)

**Flurry of Blows**  **Frequency** once per round; **Effect** Vivatu makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

**Spring Up**  **Requirements** Vivatu is prone; **Effect** Vivatu Stands, then can immediately Step twice. The Stand action doesn't trigger reactions.

## SCALING ENCOUNTER B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one water wisp to the encounter.

**23-27 Challenge Points:** Add one crocodile to the encounter.

**28-32 Challenge Points:** Add one water wisp and one crocodile to the encounter.

**33+ Challenge Points (5+ players):** Add two crocodiles to the encounter.



### LITTLE BROTHER ZIBINI

### CREATURE 3

**UNIQUE** **CG** **SMALL** **GOBLIN** **HUMANOID** **SYLPH**

**Perception** +9; darkvision


**Languages** Common, Goblin, Vudrani

**Skills** Acrobatics +9, Athletics +10, Crafting +7, Deception +7, Performance +7, Stealth +9


**Str** +3, **Dex** +4, **Con** +0, **Int** -1, **Wis** +2, **Cha** +2


**AC** 21; **Fort** +7, **Ref** +11, **Will** +9


**HP** 36


**Deflecting Gale**  (air, evocation, primal) **Trigger** Zibini is the target of a physical ranged attack; **Requirements** Zibini is aware of the attack; **Effect** A swift gale whips up between Zibini and the source of the ranged attack, giving Zibini a +3 status bonus to AC against the triggering attack. If the attack misses, the wind deflected it. The wind can't deflect unusually large or heavy ranged projectiles (such as boulders or ballista bolts).

**Speed** 35 feet

**Melee**  foot +11 (agile, finesse, sweep), **Damage** 1d8+5 bludgeoning

**Ranged**  chakri +11 (agile, deadly d8, thrown 30 feet, reload 0), **Damage** 1d4+5 slashing

**Flurry of Kicks**  **Frequency** once per turn; **Effect** Zibini makes two melee Strikes. He applies his multiple attack penalty to these Strikes normally.

**Handspring Kick**  **Requirements** Zibini has both hands free; **Effect** Zibini Steps, then makes a melee Strike at a -1 penalty.

# THE CROCODILE'S SMILE

## WATER WISP (0)

## CREATURE 0

**N** **TINY** **ELEMENTAL** **WATER**

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**Perception** +6; darkvision, mist vision

**Languages** Aquan

**Skills** Athletics +4, Medicine +6, Plane of Water Lore +4


**Str** +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

**Mist Vision** The water wisp ignores the concealed condition from mist and fog.


**AC** 14; **Fort** +8, **Ref** +4, **Will** +4


**HP** 20; **Immunities** bleed, paralyzed, poison, sleep, **Resistances** fire 2

**Resonance** (aura, water) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the water trait; a creature with the elemental and water traits gains this bonus to all attack and damage rolls.

**Accord Essence**  (water) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect.

**Speed** 25 feet, swim 25 feet

**Melee**  tendrils +6 (reach 10 feet), **Damage** 1d6 bludgeoning

**Drench**  (abjuration, primal, water) The wisp puts out all fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).

**In Concert** When a water wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get critical success instead.

## CROCODILE (0)

## CREATURE 2

**N** **LARGE** **ANIMAL**

*Pathfinder Bestiary* 67

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

**AC** 18; **Fort** +9, **Ref** +7, **Will** +5


**HP** 30

**Speed** 20 feet, swim 25 feet

**Melee**  jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee**  tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush**  35 feet

**Death Roll**  (attack) **Requirement** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Deep Breath** The crocodile can hold its breath for about 2 hours.

# THE CROCODILE'S SMILE

## ENCOUNTER B2 (LEVELS 3-4)

### CARCARAS

### CREATURE 2

UNIQUE N LARGE ANIMAL ELECTRICITY

Variant crocodile (*Bestiary* pg. 67)

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

**AC** 18; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Shockdile** (aura, electricity) 10-foot aura. Creatures that enter or end their turn inside the aura take 1d4 electricity damage (DC 16 Basic Reflex save)

**Speed** 20 feet, swim 25 feet

**Melee** ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** ♦ 35 feet

**Death Roll** ♦ (attack) **Requirement** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Deep Breath** The crocodile can hold its breath for about 2 hours.

### PAMPLA

### CREATURE 2

UNIQUE N LARGE ANIMAL FIRE

Variant crocodile (*Bestiary* pg. 67)

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

**AC** 18; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Speed** 20 feet, swim 25 feet

**Melee** ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** ♦ 35 feet

**Death Roll** ♦ (attack) **Requirement** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Deep Breath** The crocodile can hold its breath for about 2 hours.

**Fiery Maw** The crocodile lets out a puff of fire in a 15-foot cone dealing 3d6 fire damage (DC 16 basic Reflex save). It can't use Fiery Maw again for 1d4 rounds.

### WATER WISP (0)

### CREATURE 0

N TINY ELEMENTAL WATER

*Pathfinder Bestiary* 3 91

**Perception** +6; darkvision, mist vision

## SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one water wisp to the encounter.

**23-27 Challenge Points:** Add one crocodile to the encounter.

**28-32 Challenge Points:** Add one water wisp and one crocodile to the encounter.

**33+ Challenge Points (5+ players):** Add one folded hound and one metal rascal to the encounter.

**Languages** Aquan

**Skills** Athletics +4, Medicine +6, Plane of Water Lore +4

**Str** +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

**Mist Vision** The water wisp ignores the concealed condition from mist and fog.

**AC** 14; **Fort** +8, **Ref** +4, **Will** +4

**HP** 20; **Immunities** bleed, paralyzed, poison, sleep,

**Resistances** fire 2

**Resonance** (aura, water) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the water trait; a creature with the elemental and water traits gains this bonus to all attack and damage rolls.

**Accord Essence** ⤵ (water) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour. A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect.

**Speed** 25 feet, swim 25 feet

**Melee** ♦ tendril +6 (reach 10 feet), **Damage** 1d6 bludgeoning

**Drench** ♦ (abjuration, primal, water) The wisp puts out all fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).

**In Concert** When a water wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll



# THE CROCODILE'S SMILE

a success, they get critical success instead.

## CROCODILE (0)

## CREATURE 2

**N** **LARGE** **ANIMAL**

*Pathfinder Bestiary 67*

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

**AC** 18; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Speed** 20 feet, swim 25 feet

**Melee** ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** ♦ 35 feet

**Death Roll** ♦ (attack) **Requirement** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Deep Breath** The crocodile can hold its breath for about 2 hours.

## FOLDED HOUND (0)

## CREATURE 3

**MEDIUM** **ELEMENTAL** **METAL**

Variant kinzaruk (*Pathfinder Rage of Elements* 154)

**Perception** +9; darkvision

**Languages** Common, Talican

**Skills** Acrobatics +11, Stealth +9, Survival +7

**Str** +3, **Dex** +4, **Con** +1, **Int** -4, **Wis** +0, **Cha** +0

**AC** 19; **Fort** +8, **Ref** +11, **Will** +7

**HP** 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

**Speed** fly 10 feet (can't ascend more than 5 feet off the ground)

**Melee** ♦ razor's edge +11 (finesse), **Damage** 1d10+3 slashing

**Fold Form** ♦ (concentrate, polymorph, primal) The folded hound swiftly unfolds and refolds its body into a new shape chosen from the options of animal form. This grants it the movement Speeds and Strikes of the chosen form, but none of the other benefits. Its attack bonus is unchanged, and its damage bonus is +3. The folded hound can return to its natural form by taking this action again, and automatically returns if it falls unconscious.

## METAL RASCAL (0)

## CREATURE 1

**N** **SMALL** **ELEMENTAL** **METAL**

Variant metal scamp (*Pathfinder Rage of Elements* 153)

**Perception** +3; darkvision

**Languages** Talican

**Skills** Athletics +7, Stealth +5

**Str** +2, **Dex** +0, **Con** +2, **Int** -2, **Wis** +0, **Cha** +0

**AC** 15; **Fort** +7, **Ref** +5, **Will** +5

**HP** 20 (fast healing 2 (while touching metal)); **Immunities**

bleed, paralyzed, poison, sleep; **Resistances** electricity 3

**Speed** 25 feet, fly 25 feet

**Melee** ♦ claw +9, **Damage** 1d6+2 slashing

**Arcane Innate Spells** DC 17, attack +9; **2nd** *magnetic attraction*

**Breathe Shrapnel** ♦♦ (arcane, metal) The metal rascal breathes a 15-foot cone of jagged metal flakes that deals 2d4 slashing damage and 1d4 persistent bleed damage to each creature within the area (DC 17 basic Reflex save). The metal rascal can't Breathe Shrapnel again for 1d4 rounds.

# THE CROCODILE'S SMILE

## ENCOUNTER B3 (LEVELS 3-4)

### TISBAH

### CREATURE 4

**UNIQUE** **CN** **MEDIUM** **ARDANDE** **HUMANOID** **VISHKANYA**

**Perception** +8; low-light vision

**Languages** Common, Muan, Talican, Vudrani

**Skills** Acrobatics +11, Deception +14, Occultism +9, Stealth +13, Thievery +11

**Str** +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +4

**AC** 20; **Fort** +8 (+2 status vs. poisons), **Ref** +14, **Will** +10

**HP** 48

**Speed** 25 feet

**Melee** ♦ visap +10 (agile, finesse, injection, versatile P), Damage 1d4 slashing plus vishkanyan venom

**Occult Spontaneous Spells** DC 21, attack +13; **2nd** (2 slots) *invisibility*, *mirror image*, *telekinetic maneuver*; **1st** (2 slots) *color spray*, *kinetic ram*, *magic missile*; **Cantrips** (2nd) *ghost sound*, *mage hand*, *message*, *shield*, *telekinetic projectile*, *telekinetic rend*

**Psi Cantrips** 2 Focus Points DC 21, attack +13; **Cantrips** (2nd) *mage hand*, *telekinetic projectile*, *telekinetic rend*

**Psi Amps** Tisbah can cast psi cantrips as amped cantrips by using one focus point and making the following alterations:

**Mage Hand:** Tisbah targets a creature of Medium size or smaller and attempts to Shove them with a spell attack roll against their Fortitude DC. The first time each round Tisbah Sustains this Spell, she can attempt to Shove the creature again. The target takes a -10-foot circumstance penalty to its Speeds until the spell ends.

**Telekinetic Projectile:** Tisbah increases the damage of this cantrip by 2d6. On a successful Strike, she pushes the target 5 feet away, or 10 feet away on a critical success.

**Telekinetic Rend:** Tisbah changes the cantrip's damage to 1d6 bludgeoning and 1d6 slashing. A creature that critically fails its save is also stunned 1.

**Psychic Practice** Tisbah's range for *telekinetic projectile* increases to 60 feet.

**Unleash Psyche** ♦ **Trigger** Tisbah's starts her turn with half or less Hit Points remaining; **Effect** Tisbah is surrounded by a swirl of psychic energy that effortlessly moves small objects around her. She deals 2d6 force damage to all creatures in a 20-foot emanation (DC 21 Reflex save) and is stunned 1. She gains a +4 status bonus to damage when casting *telekinetic projectile* or *telekinetic rend*. This effect remains for 2 rounds or until Tisbah is unconscious, whichever comes first.

**Vishkanyan Venom** (injury, poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and flat-footed (1 round); **Stage 3** 1d4 poison damage, flat-footed, and a -5-foot penalty to Speed (1 round)

## SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one crocodile to the encounter.

**23-27 Challenge Points:** Add one tiger to the encounter.

**28-32 Challenge Points:** Add one crocodile and one tiger to the encounter.

**33+ Challenge Points (5+ players):** Add two tigers to the encounter.

### FOLDED HOUND

### CREATURE 3

**MEDIUM** **ELEMENTAL** **METAL**

Variant kinzaruk (*Pathfinder Rage of Elements* 154)

**Perception** +9; darkvision

**Languages** Common, Talican

**Skills** Acrobatics +11, Stealth +9, Survival +7

**Str** +3, **Dex** +4, **Con** +1, **Int** -4, **Wis** +0, **Cha** +0

**AC** 19; **Fort** +8, **Ref** +11, **Will** +7

**HP** 45; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 5

**Speed** fly 10 feet (can't ascend more than 5 feet off the ground)

**Melee** ♦ razor's edge +11 (finesse), **Damage** 1d10+3 slashing

**Fold Form** ♦ (concentrate, polymorph, primal) The folded hound swiftly unfolds and refolds its body into a new shape chosen from the options of animal form. This grants it the movement Speeds and Strikes of the chosen form, but none of the other benefits. Its attack bonus is unchanged, and its damage bonus is +3. The folded hound can return to its natural form by taking this action again, and automatically returns if it falls unconscious.

### METAL RASCAL

### CREATURE 1

**N** **SMALL** **ELEMENTAL** **METAL**

Variant metal scamp (*Pathfinder Rage of Elements* 153)

**Perception** +3; darkvision

**Languages** Talican

**Skills** Athletics +7, Stealth +5

**Str** +2, **Dex** +0, **Con** +2, **Int** -2, **Wis** +0, **Cha** +0

**AC** 15; **Fort** +7, **Ref** +5, **Will** +5

**HP** 20 (fast healing 2 (while touching metal)); **Immunities** bleed, paralyzed, poison, sleep; **Resistances** electricity 3

**Speed** 25 feet, fly 25 feet

# THE CROCODILE'S SMILE

**Melee** ♦ claw +9, **Damage** 1d6+2 slashing

**Arcane Innate Spells** DC 17, attack +9; **2nd** *magnetic attraction*

**Breathe Shrapnel** [two-actions] (arcane, metal) The metal rascal breathes a 15-foot cone of jagged metal flakes that deals 2d4 slashing damage and 1d4 persistent bleed damage to each creature within the area (DC 17 basic Reflex save). The metal rascal can't Breathe Shrapnel again for 1d4 rounds.

## CROCODILE (0)

## CREATURE 2

**N** **LARGE** **ANIMAL**

*Pathfinder Bestiary* 67

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

**Str** +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

**AC** 18; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Speed** 20 feet, swim 25 feet

**Melee** ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** ♦ 35 feet

**Death Roll** ♦ (attack) **Requirement** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Deep Breath** The crocodile can hold its breath for about 2 hours.

## TIGER (0)

## CREATURE 4

**N** **LARGE** **ANIMAL**

*Pathfinder Bestiary* 53

**Perception** +12; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +11, Athletics +13, Stealth +13

**Str** +5, **Dex** +3, **Con** +3, **Int** -4, **Wis** +2, **Cha** -2

**AC** 21; **Fort** +13, **Ref** +11, **Will** +8

**HP** 60

**Speed** 30 feet

**Melee** ♦ jaws +13, **Damage** 1d10+7 piercing plus Grab

**Melee** ♦ claw +13 (agile), **Damage** 1d8+7 slashing

**Pounce** ♦ The tiger Strides and makes a Strike at the end of that movement. If the tiger began this action hidden, it remains hidden until after this ability's Strike.

**Sneak Attack** The tiger deals 1d6 extra precision damage to flat-footed creatures.

**Wrestle** ♦ The tiger makes a claw Strike against a creature it's grabbing. If the attack hits, the creature is knocked prone.



# THE CROCODILE'S SMILE

## APPENDIX 3: GAME AIDS



VENTURE-CAPTAIN SAFA



RASHMIVATI MALIPADRA

FAQHIR THE STEADFAST



NAZREIHA



# THE CROCODILE'S SMILE



TISBAH



BRIDAL SET

SHORY DIAMOND



MALQEEES





# THE CROCODILE'S SMILE



PIKKRY



BRASSHORN

CARCARAS



METAL RASCAL



PATHFINDER SOCIETY SCENARIO



# THE CROCODILE'S SMILE



FOLDED HOUND

# THE CROCODILE'S SMILE

## HANDOUT #1: PERSONS OF INTEREST

Brasshorn – Kashrishi merchant  
Malqees – Ratajin priest  
Nazreiha – Vudrani human, Maurya-Rahm member  
Pikkry – Tengu merchant  
Tisbah – Vishkanya consultant

# THE CROCODILE'S SMILE

## ORGANIZED PLAY

### Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

### Treasure Bundles

- ☐ Area **A3**, page 9: 1 Treasure Bundle for searching **A3**.
- ☐ Area **A5**, page 11: 1 Treasure Bundle for finding Faqhir's financial statements
- ☐ Area **B1**, page 11: 1 Treasure Bundles for defeating junior heist members
- ☐ Area **B3**, page 14: 1 Treasure Bundle for defeating Tisbah and reclaiming the Shory Diamond.
- ☐ ☐ Area **B4**, page 13: 2 Treasure Bundles for finding Faqhir's secrets and heist plans
- ☐ ☐ ☐ ☐ Area **B5**, page 13: 4 Treasure Bundles for finding evidence of Faqhir's criminal activities

CP Total	Level Range
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

### Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

1st-level PCs = 2 points each

2nd-level PCs = 3 points each

3rd-level PCs = 4 points each

4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1-2 encounters appear in Appendix 1, and level 3-4 encounters appear in Appendix 2.

### Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

### Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30



# THE CROCODILE'S SMILE



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

# THE CROCODILE'S SMILE

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# Scenario #5-10: The Crocodile's Smile

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

You attended a high-class Maurya-Rahm auction on behalf of the Niswan Pathfinder Society Lodge in order to find out more information about the mysterious Benefactor. While there, you mingled with several guests and managed to make a ☐ good or perhaps a ☐ bad impression, impacting how they view the Pathfinder Society as a whole. During the auction, there was an accident, leading you to realize that something shifty was occurring. Inspecting the manor of the auction leader, Faqhir the Steadfast, you ☐ avoided notice or perhaps ☐ caught the attention of some temporary workers. Under Faqhir's home, you located a disused thieves' hideout, with some geniekin helping out with the heist. As you were leaving, you were confronted by Tisbah, the head of the heist. You ☐ talked her down peacefully, maybe even ☐ convincing her to speak against Faqhir or perhaps ☐ you had to fight her for the return of the Shory Diamond.

## Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at [paizo.com](http://paizo.com) for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to [paizo.com/organizedPlay/myAccount](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

## Rewards

### Starting XP

### XP Gained

### Total XP

Experience

## Items

## Notes

*minor healing potion* (level 1, 4 gp)  
*lesser silvertongue mutagen* (level 1, 4 gp)  
*lesser healing potion* (level 3, 12 gp)  
*moderate silvertongue mutagen* (level 3, 12 gp)  
*lesser goo grenade* (level 1, 3 gp; *Pathfinder Lost Omens Impossible Lands* 306)  
*moderate goo grenade* (level 3, 10 gp; *Pathfinder Lost Omens Impossible Lands* 306)  
*lesser healing potion* (level 3, 12 gp)  
*oil of potency* (level 2, 7 gp)  
*barkskin potion* (level 4, 15 gp)  
*hat of disguise* (level 2, 30 gp)  
*cloak of repute* (level 4, 90 gp; *Pathfinder Lost Omens: Character Guide* 90)  
*visap* (2 gp; *Pathfinder Lost Omens Impossible Lands* 306)

### Starting GP

### GP Gained

### GP Spent

### Total GP

Gold

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 9BUS

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)