

A PATHFINDER SOCIETY SCENARIO



ASSAULT ON THE KINGDOM OF THE IMPOSSIBLE™

By Craig Shackleton



ASSAULT ON THE KINGDOM OF THE IMPOSSIBLE™

PATHFINDER SOCIETY SCENARIO 33

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Pathfinder Society Scenario 33: Assault on the Kingdom of the Impossible is a Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4–5). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 18 of this product.

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ASSAULT ON THE KINGDOM OF THE IMPOSSIBLE

BY CRAIG SHACKLETON

Zamir is a druid from the Isle of Jalmeray and a bronze agent of the Aspis Consortium with an affinity for great cats. To add to his mystique, he encourages and spreads rumors that suggest he is either a rakshasa or a weretiger, though even these rumors haven't propelled him to a level of notoriety on the Isle of Jalmeray that he hoped for his entire life. Recently, Zamir decided to ally with the Aspis in the hopes that doing so would bring him prestige and respect among the criminals of Jalmeray. His task is simple: form a revolutionary group on the northern tip of the island in the deep, mountainous jungles, and use that group to raid Pathfinder caravans and Jalmeray government camps and strongholds for all items magical in nature—spellbooks, scrolls, weapons, and so on. Once captured, Zamir's group was tasked with breaking these items down into their component pieces—either reagents or material components—to be shipped back to Aspis holdings in Cheliox.

Zamir set up his base in an ancient ruined monastery dedicated to the tiger's eye form of martial arts. He recruited, bribed, or press-ganged a small group of local jungle bandits who'd made the monastery their home and then lured back the violent monks who once lived there, guaranteeing that as reward for their help the Aspis Consortium would rebuild their monastery and restore their order to power in the region. Zamir's next step was to capture a handful of wizards from all across the island and enslave them in the basement of the monastery where they were put to work using the Aspis method of breaking down the captured magic items. Denied their spellbooks and shackled to heavy tables, the wizards became the unwilling life's blood of Zamir's operation.

Zamir thought he achieved a real coup when he managed to plant a spy among the Pathfinder Society a few months ago. His spy fed him a variety of information that led to Zamir's very successful campaign against both Pathfinder lodges and caravans transporting goods from dig sites and dungeons to the island's port at Padiskar. Raiding the safe house at

JALMERAY, THE KINGDOM OF THE IMPOSSIBLE

Though everything you need to know about Jalmeray to run this adventure is included here, anyone wishing to know more about the flavor and history of the island can read pages 84–85 in the *Pathfinder Chronicles Campaign Setting*.

Padiskar and murdering the longtime venture-captain there, Aamina Shahrazad, only served to increase his prestige within the Aspis Consortium—but still didn't bring him the notoriety he desired among the regular people of Jalmeray.

Eventually, the Society's new venture-captain in Padiskar, a Vudran man named Vasuman Mihir, uncovered the spy when he became increasingly suspicious of Zamir's attacks coming so quickly and precisely against Pathfinder targets. Over months he leaked specific caravan information to each one of his agents in Padiskar one at a time and then waited at the location specified for any sign of Zamir's bandits. When he leaked to his porter, a young boy named Waman, that the Pathfinders would be carting new items into Padiskar from a temple-cave complex in the jungle, and the caravan was then set upon by Zamir, Vasuman knew he had his spy. Rather than exposing him, Venture-Captain Mihir let the spy "discover" additional information about a long lost scepter called the *scepter of the arclords* recently uncovered in a vault in Padiskar that was soon to be transported to Niswan in the south.

In truth, the *scepter of the arclords* is a fake and has been attuned to a fake *wayfinder* so that the compass can always find the scepter. Once Zamir's bandits raid the next caravan out of Padiskar and take the scepter for their own, it'll take a matter of days for a band of Pathfinders to follow the trail and end Zamir's operations for good. All Venture-Captain Zimir needs now is a band of willing Pathfinders.

THE SCEPTER AND THE COMPASS

The Pathfinder Society did not entirely invent the *scepter of the arclords*. It is a legendary artifact lost when the Vudrani rajahs returned to the island in 2822 AR and destroyed the Arclords of Nex at Padiskar (Knowledge [history] DC 15). The scepter's actual powers and location (or even if it survives) are unknown. The scepter given to the PCs was created by the Society. It has no actual powers, although a Pathfinder wizard cast *magic aura* on it to make it appear magical. The most important feature of the scepter for the PCs is its unique property that allows it to be tracked by a fake *wayfinder* that has been attuned to it.

SUMMARY

The PCs are ordered by Venture-Captain Mihir to captain a false caravan bound for Niswan bearing a few crates of minor magical trinkets and a false copy of the legendary *scepter of the arclords*. The PCs are to follow a map provided by Mihir that points them right into Zamir's bandit territory where they are to be ambushed, put up a bit of a fight, but then allow Zamir's bandits to escape relatively unharmed and carrying the fake *scepter of the arclords*. Once accomplished, the PCs are to track the scepter using a specially attuned *wayfinder* that always points toward the fake scepter, then find Zamir and end his operations—either forcefully or by convincing him that joining the Pathfinders will bring him the notoriety he seeks among the people of Jalmeray.

On the second night of guiding the caravan out of Padiskar, the PCs encounter another small caravan camped beside the road. Although the PCs might suspect that these are Zamir's men, they are actually agents of the Thakur of Jalmeray on their own mission to catch Zamir. It seems the Thakur has grown tired of this Zamir and his "tigers" of the northern jungles and wants them put to the sword. The PCs will need to negotiate with the Thakur's men to insure they don't disrupt the Pathfinder plan to capture the bandit leader.

That night, Zamir's bandits attack the PCs camp (whether or not they've camped with the Thakur's men will greatly influence the outcome of this battle), and the PCs must put up a small resistance but allow the bandits to escape with the scepter. It's up to the PCs and their diplomatic skills as to whether or not the Thakur's men allow the plan to happen.

Once the bandits take the scepter, the PCs can use the specially attuned *wayfinder* to follow the scepter to Zamir's hideout at the ruined Tiger's Eye Monastery. Once the PCs defeat the bandits, they'll need to deal with the Tiger's Eye monks before proceeding into the basement.

In the basement, the PCs encounter more monks who guard the imprisoned wizards doing Zamir's work. They may also need to deal with an animated statue designed for training the monks. Finally, they meet Zamir and either shut down his operation or recruit him to work for the Pathfinders.

GETTING STARTED

Read the following to get the adventure underway:

The city of Padiskar near the northern tip of the Isle of Jalmeray is not so much a city as a ring of small villages surrounding a massive, howling ruin, from which terrifying screams of whatever the Vudrani Maharaja Khiben-Sald left there in ancient times can still be heard. The new Venture-Captain Vasuman Mihir maintains a small safe house for the Pathfinder Society here, taking over from Padiskar's longtime Venture-Captain Aamina Shahrazad, who was recently murdered by men loyal to Zamir, a bandit lord and rumored Aspis Consortium agent who operates out of the nearby jungles.

Venture-Captain Mihir's briefing was short and serious.

"This is a fake *scepter of the arclords*," he said, hefting a bejeweled staff in his hands bearing glowing runes across its surface. "You will lead a caravan toward Niswan carrying this false relic and several crates of minor magical items. My porter, a young boy named Waman, will give you a detailed travel itinerary, which you must follow with care. Except that it is almost certain that you will be ambushed before you reach your destination, since young Waman is a spy for the Aspis Consortium and has sold out and murdered a dozen or more of our brethren and associates, including our former venture-captain—I'm sure of it. The scepter is bait in a trap, and you are the teeth. Do not let on to Waman that you know of his transgressions—we need him to lead us to his master, the bandit lord Zamir. We'll either make Zamir our man or disrupt his business permanently. I'll deal with Waman myself once this affair is resolved."

Venture-Captain Mihir held up a second item, a plain-looking but easily recognizable *wayfinder*. "This *wayfinder* is also a fake, although unlike the scepter, it does have real power. The dial always points to the scepter." Mihir demonstrated, moving the *wayfinder* in a circle around the scepter, the needle pointing unerringly at it.

"Waman gave Zamir information that enabled the bandit fool to steal artifacts from dozens of our caravans and even from safe houses such as this one. Zamir has a method of disassembling the artifacts so that he can smuggle them off the island with ease, bound for ports of call in Chelixa. What we do not know is where Zamir is, since he never attacks with his men."

"I gave Waman the information about your journey, so at some point along the route, Zamir's bandits will ambush you. Previous experience indicates that his bandits will not kill if

they don't have to. Let them steal the scepter. You must put up a small struggle, maybe even kill or injure several of his men, but most importantly you must let them escape and they must escape with the scepter.

“Give them a few hours after the ambush to escape and then use the *wayfinder* to track Zamir to his hideout. Zamir is an arrogant man whose loyalties lie with whoever can make him famous to the people of Jalmeray. Right now he believes the Aspis Consortium is the answer. You will either convince him that the Society is the answer—as he could be a very powerful ally in the region—or you'll end his operations for good. How you handle it, I leave to you. Good luck on your journey and may the gods guide your hand.”

The PCs may have some questions for Venture-Captain Mihir. Below are answers to some likely questions:

What will become of Waman? “I haven't decided yet. Most likely I will sell him into slavery.”

How could you sell Waman into slavery? “Last I knew, slavery was an accepted custom in the Inner Sea and more so on this island. Waman is a criminal and mine to deal with.”

Can we talk you out of selling Waman into slavery? “Sure, I suppose I could sell him to you. But that doesn't solve the problem of him being a turncoat and betrayer of the Society.”

What do you know of Zamir? “He's a rebel and a bandit and the people of Padiskar know him from his youth as a fool who desires fame above all else. This is why I think his loyalty to the Aspis Consortium is thin at best and there's a chance he can be brought to our side rather than simply slain.”

How many men does Zamir have? “We don't know exactly. The villagers are sure that he's absorbed several smaller jungle-bandit groups and we've heard rumors that the long-deposed and villainous monks of the Tiger's Eye are working for him.”

Can we keep the scepter and *wayfinder* when we are finished? “No. Those items must be returned to me.”

The PCs have two days to prepare for their journey. They can buy any equipment from Venture-Captain Mihir that they would normally have access to. If anyone makes a Gather Information or Knowledge (local) check to learn about Zamir, a successful DC 15 check learns that he is rumored to be a weretiger or perhaps a rakshasa. Succeeding on a DC 20 check reveals that he is wanted by the Thakur (the leader of Jalmeray) for his activities as an unlawful revolutionary.

Once the PCs are ready to proceed, they can find Waman in the safe house and get the map and instructions from him regarding how to guide the caravan to Niswan. A

DC 15 Survival check made by anyone with knowledge of the island reveals that the path Waman wants the PCs to travel is the long way to Niswan. If asked about this choice of direction, young Waman boldly declares, “My scouts tell me the coastal route is blocked by floods. You must go through the jungle.”

ACT I: AMBUSH AT THE CAMP (CR VARIES)

At the end of the second long day of travel through rough hills, a campsite comes into view. Smoke curls upward from a small fire, where a man is tending a roast on a spit. Three more men are setting out bedrolls and four mules are picketed beside a pile of sacks and bundles nearby. They are camped exactly on the ambush site described in Waman's itinerary.

The four men are agents of the Thakur disguised as merchants. They do not know anything about the PCs or their mission, but are also here to find and deal with Zamir and his men—its pure coincidence that they are camped on the spot where Waman's map says the ambush is to take place. The Thakur's men are cautious but polite and friendly, and welcome the PCs to share their camp. Their starting attitude toward the PCs is indifferent. They claim they are traveling to Padiskar with cloth and carpets to sell, and they watch the PCs carefully in case the PCs are bandits themselves. Under normal circumstances, they do not reveal their true nature to the PCs, although they might if their attitude is improved to helpful. It is up to the PCs how to deal with the four men, but the easiest course of action is to simply share the campsite.

The PCs might ask the Thakur's men to move on, likely to protect them from getting hurt during the ambush. The Thakur's men refuse in this case, claiming this is where they always stop their merchant wagons to rest. If the PCs reveal any part of the plan—such as the imminent arrival of Zamir's men or the PCs mission to stop him—two of the Thakur's men (Samarjit and Phalgun) stare at each other for a moment and then begin conversing in Vudrani. Samarjit wants to keep their mission a secret, believing the PCs to be a trick by Zamir. Phalgun declares the PCs obvious foreigners and not Zamir's men, and thinks the PCs could help the Thakur by ridding the island of Zamir. After several moments of fierce and fast argument in their native tongue, Phalgun reveals to the PCs that he and his men are agents of Kharswan, the Thakur of Jalmeray, and that they are on a mission to stop Zamir and his men. At this point, the PCs will need to decide how to proceed and how much they want to reveal.

Camp Ambush

One square = 5 feet

4 Bandits

N

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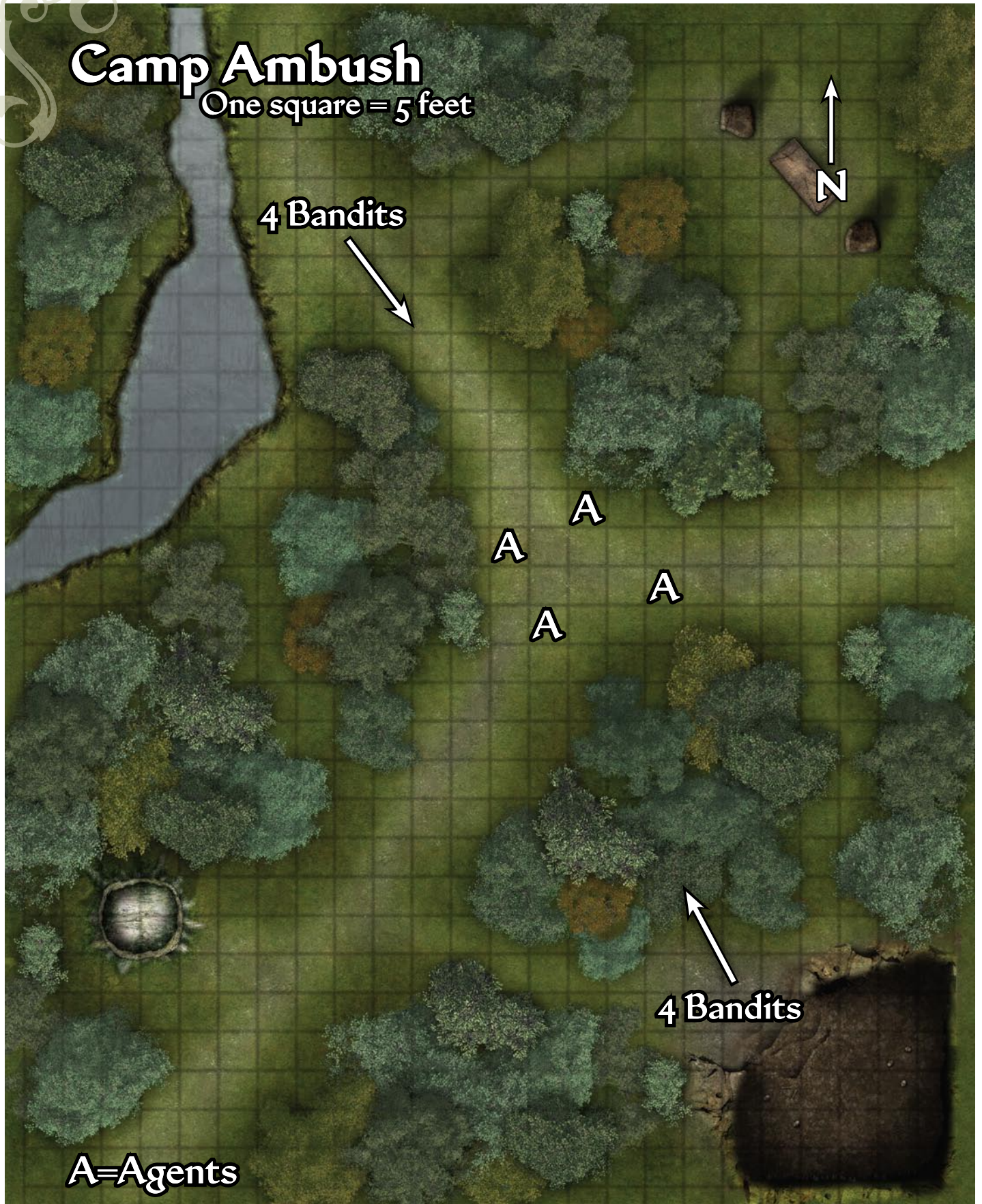
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4 Bandits

A=Agents

GameMastery Flip-Mat: Woodlands



When the PCs set up camp, make sure they explain where they are keeping the scepter of the arclords. About an hour after midnight that night, Zamir's bandits attack the camp. The bandits rush in, attacking at once, and begin searching for the scepter and the crates of minor magical items while fighting the PCs and the Thakur's men. Anyone on watch can make a DC 18 Perception check to spot the bandits as they approach. Once the bandits have the scepter and the crates of items, they flee, leaving behind any wounded.

If the Thakur's men remain in the campsite during the ambush, they maintain their own watch schedule during the night (Perception skill varies by Tier), so that one of them is always awake. They respond to any threat quickly and fiercely, unless the PCs have convinced them otherwise.

Forcing the GM to run multiple NPC combatants who are directly fighting the PCs slows down most combats to a crawl. During this ambush scene, don't bother rolling attacks and damage when the bandits and agents are fighting each other. Keep a general idea of how many attacks each side is making and who they are hitting. Assume that the Thakur's men hit on about half of their attacks and need two hits to knock a bandit out of the fight (either dead or unconscious). Typically that means as a team they take down an average of one bandit per round. The bandits also hit about half of the time but need about three hits to take out one of the Thakur's men. Let the bandits spread their hits around a bit more so that the agents don't go down quickly, and don't worry if you can't remember if someone has been hit once or twice. Describe the action, and get back to the part of the fight that involves the PCs.

The object of including the agents in this fight is to create an extra complication for the PCs. They probably won't want to fight the agents, but they need to make sure that the agents don't mess up the plan to let the bandits take the scepter. If the Thakur's men aren't here at all, it's up to the PCs how best to get the bandits the scepter without either killing all of them outright or getting killed themselves.

The PCs should face, at most, as many bandits at once as there are PCs minus 1. If the PCs are a party of five, then they face four bandits. The rest of the bandits are either fighting the Thakur's men or, if the agents are not here, smashing the wagons and campsite apart looking for the scepter and the crates of magic items. The moment they have the scepter and magic items, they flee into the jungle.

Creatures: Eight bandits attempt to sneak up to the campsite and then attack.

Tier 1–2 (CR Varies)

ZAMIR'S BANDITS (8) CR 1/2

Male human ranger 1

NE Medium humanoid

Init +2; **Senses** Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 11 (1d10+1)

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

OFFENSE

Speed 30 ft.

Melee handaxe +3 (1d6+2/x3)

Ranged composite shortbow +3 (1d6+2/x3)

Special Attacks favored enemy (animals)

TACTICS

Before Combat Zamir casts *pass without trace* on the bandits one hour before the attack. It will last another 2 hours.

During Combat The number of bandits noted in the introduction attack the PCs, while the rest search the wagons and camp for the scepter and crates of magic items.

Morale The bandits flee once they have the scepter and magic items. If more than two of their number have been killed, they'll retreat with just the scepter. If more than five have been killed, they'll retreat with or without the items.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Iron Will, Stealthy

Skills Climb +6, Escape Artist +4, Handle Animal +4, Knowledge (nature) +4, Linguistics +1, Perception +5, Stealth +8, Survival +5

Languages Common, Vudrani

SQ track, wild empathy

Gear handaxe, leather armor, composite shortbow (Str +2) with 20 arrows

AGENTS OF THE THAKUR (4) CR 1/2

Male or female human fighter 1

LN Medium humanoid

Init +6; **Senses** Perception +2

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 16 (1d10+6)

Fort +4, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee shortsword +3 (1d6+2/19–20)

Ranged shortbow +3 (1d6/x3)

TACTICS

Before Combat At least one agent is on watch at all times.

During Combat The agents try to flank when possible and only attack the bandits in force (trying to kill all of them) if the PCs haven't given them a reason not to.

Morale If an agent is knocked unconscious, another will attempt to drag him from combat. If two are knocked unconscious, the others will attempt to retrieve their fallen comrades and flee from battle.

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Dodge, Improved Initiative, Toughness

Skills Linguistics +1, Perception +2

Languages Common, Vudrani

Gear chain shirt, shortbow with 20 arrows, shortsword

Tier 4–5 (CR Varies)

ZAMIR'S BANDITS (8)

CR 2

Male human ranger 3

NE Medium humanoid

Init +6; **Senses** Perception +7

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 armor, +2 Dex)

hp 24 (3d10+3)

Fort +4, **Ref** +5, **Will** +4

OFFENSE

Speed 30 ft.

Melee battleaxe +5 (1d8+2/x3)

Ranged composite shortbow +5 (1d8+2/x3)

Special Attacks favored enemy (humans)

TACTICS

Before Combat Zamir casts *pass without trace* on the bandits one hour before the attack. It will last another 4 hours. The bandits try to sneak up to within 30 feet of the camp before attacking.

During Combat The number of bandits noted in the introduction attack the PCs, while the rest search the wagons and camp for the scepter and crates of magic items.

Morale The bandits flee once they have the scepter and magic items. If more than two of their number have been killed, they'll retreat with just the scepter. If more than five have been killed, they'll retreat with or without the items.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Iron Will, Precise Shot, Stealthy

Skills Climb +8, Escape Artist +7, Handle Animal +6, Heal +6, Knowledge (geography) +5, Knowledge (nature) +6, Linguistics +1, Perception +7, Stealth +10, Survival +7

Languages Common, Vudrani

Gear battleaxe, composite shortbow (Str +2) with 20 arrows, studded leather armor

AGENTS OF THE THAKUR (4)

CR 2

Male human rogue 3

LN Medium humanoid

Init +2; **Senses** Perception +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 23 (3d8+6)

Fort +3, **Ref** +5, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 30 ft.; rogue crawl

Melee shortsword +4 (1d6/19–20)

Ranged shortbow +4 (1d6/x3)

Special Attacks sneak attack +2d6

TACTICS

Before Combat At least one agent is on watch at all times.

During Combat The agents try to flank when possible and only attack the bandits in force (trying to kill all of them) if the PCs haven't given them a reason not to.

Morale If an agent is knocked unconscious, another will attempt to drag him from combat. If two are knocked unconscious, the others will attempt to retrieve their fallen comrades and flee from battle.

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 16

Feats Deceitful, Iron Will, Weapon Finesse

Skills Bluff +8, Climb +6, Diplomacy +6, Disguise +8, Handle Animal +3, Intimidate +6, Knowledge (local) +7, Perception +7, Sense Motive +7, Stealth +8.

Languages Common, Vudrani

SQ trapfinding, trap sense +1

Gear chain shirt, shortbow with 20 arrows, short sword

Development: Assuming the plan works as Venture-Captain Mihir intended it to, the PCs let the bandits flee with the scepter and can begin tracking them immediately (though Mihir did ask them to wait a few hours before following). If the plan failed (the bandits flee without the scepter), the PCs can interrogate a captured bandit to discover the location of Zamir's hideout either by increasing his attitude from hostile to friendly using Diplomacy checks or by using an Intimidate check to force the bandit to act friendly. A captured bandit will also sell out the location of the hideout for 20 gold pieces, but only if the PCs release him after the bribe. The drawback to learning the location through interrogation rather than by tracking the scepter is that the bandits will give the PCs the most direct route into the monastery—a route that is well observed and much harder for the PCs to approach by stealth (see Act 2).

In the unlikely event that the PCs kill all of the bandits and have no one to follow or interrogate, the PCs can either return to Venture-Captain Mihir (at which point he gives Waman the scepter and reveals what he knows and orders Waman to take the scepter to Zamir under penalty of death should he fail) or they can join with the surviving

agents of the Thakur and wander the roads of northern Jalmeray until attacked again by bandits. Should this happen, it will be several days before the PCs are attacked again and this will afford them an extra opportunity to get the scepter into the hands of the bandits.

If the PCs ask the agents of the Thakur to assist them against Zamir, all of them refuse, saying they have to return to their lord. If the PCs press the issue (with Intimidate or Diplomacy), the agents will relent and allow Phalgun (assuming he's alive) to accompany the PCs to Zamir's hideout.

Treasure: The main treasure here is the bandits' equipment. Since the PCs' goal is to let the bandits escape, it is unlikely that they will recover the gear. To make up for this, the Thakur's agents give the PCs a small reward; just enough to ensure that the PCs get the correct amount of money for this encounter. Regardless, the monetary reward below reflects what the PCs earn for completing this portion of the scenario and may not be an accurate reflection of just how much gear they were able to collect.

Mission Notes: Qadira faction PCs who make a good impression on an agent of the Thakur in the name of their faction accomplish one of their faction goals. Any of the following examples are considered a good impression: improving an agent's attitude to helpful, capturing bandits and turning them over to the agents, healing an injured agent, or directly aiding or protecting an agent in battle. Other creative methods of impressing the agents may work at your discretion. Andoran faction PCs should attempt to give an agent of the Thakur the missive from Captain Maldris. The Eagle Knight symbol on the scroll case makes this a difficult task. Agents of the Thakur begin any encounter with an Andoran faction PC as indifferent and must be made helpful in order to take the scroll and promise to deliver it to the Thakur.

Rewards: If the PCs complete this encounter, reward each tier thusly:

Tier 1–2:

Give each player 161 gp.

Tier 4–5:

Give each player 174 gp.

ACT 2: ASSAULTING THE MONASTERY (CR VARIES)

Tiger's Eye Monastery

This ruined monastery sits atop a rough hill. Bushes and rubble cover much of the hillside, and it appears that other buildings once stood here. The remains of the monastery

still have time-worn reliefs here and there, mostly depicting tiger-headed men hunting and fighting.

If the PCs arrived here by using the *wayfinder* to track the scepter, they arrive following a path that approaches the monastery from the north using a hidden game path. Give any PCs using this path a +10 to any Stealth checks they make to approach the monastery, as it's not a path the bandits actively watch (since they believe it to be hidden and secret). If the PCs arrive here by using directions given to them from interrogating a captured bandit or from any other source outside of the *wayfinder*, the PCs approach the monastery from the south and receive no bonuses to their Stealth checks.

Any bandits who survived the encounter in Act 1 immediately returned to the monastery. Regardless of the number of bandits who returned there (some may have been killed or captured), the number of bandits the PCs encounter at the monastery doesn't change.

A. Outer Walls (CR 4 or CR 6)

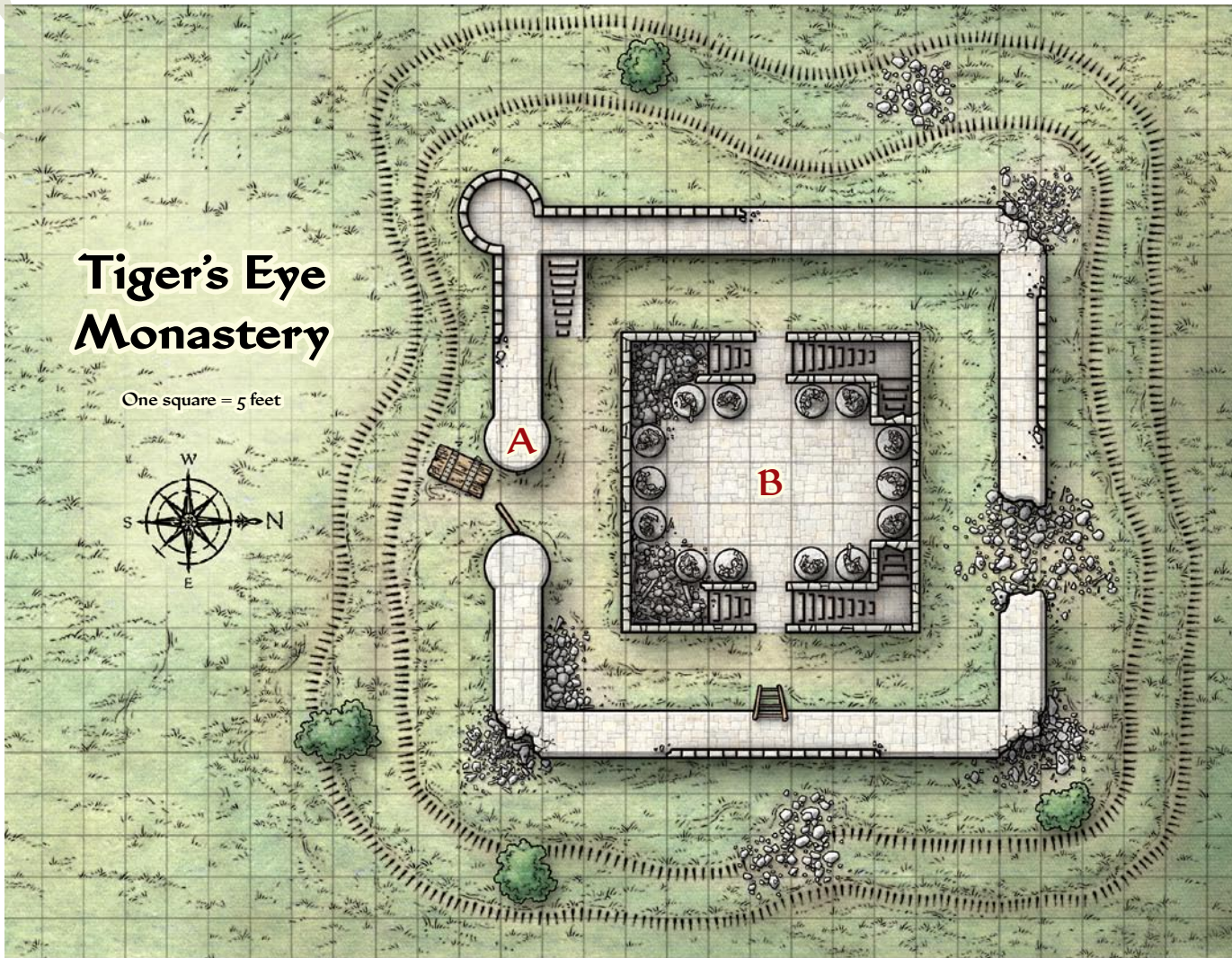
Bushes and debris litter the nearby hillside with the remains of the outer walls of an ancient stone structure visible above the foliage and reaching a height of about fifteen feet. The shattered stone remains of a taller building are visible inside the walls.

The monastery's outer walls are 5 feet thick and 15 feet high. Although the mortar and stone facing is crumbling, the walls are mostly intact. Most of the defensive crenellations atop the walls (except where noted on the map) have collapsed, as have three of the four corner towers. A 10-foot-long stretch of the north wall has fallen into a heap of rubble, but the rest of the walls are safe to walk on. A set of stairs in the inside southwest corner ascends to the top of the walls, and a new wooden ladder has been placed inside the east wall. Climbing the walls anywhere else requires a DC 15 Climb check. The remaining crenellations provide partial cover against anyone outside the walls. Between the slope and the rough ground, moving up the hill to the monastery's walls counts as difficult terrain. The dense foliage on the hillside provides anyone approaching the monastery with partial cover against anyone firing ranged weapons from the wall.

Creatures: Four archers are stationed on the top of the walls. One archer is positioned on each of the four sides of the compound. They take cover behind the crenellations for shade and cover, and so are not easy to spot (Perception DC 15). The archers simply watch anyone on the hillside, unless they approach the gate or the hole in the north wall. They shoot at anyone who gets within 30 feet of either entrance, and alert the other four archers.

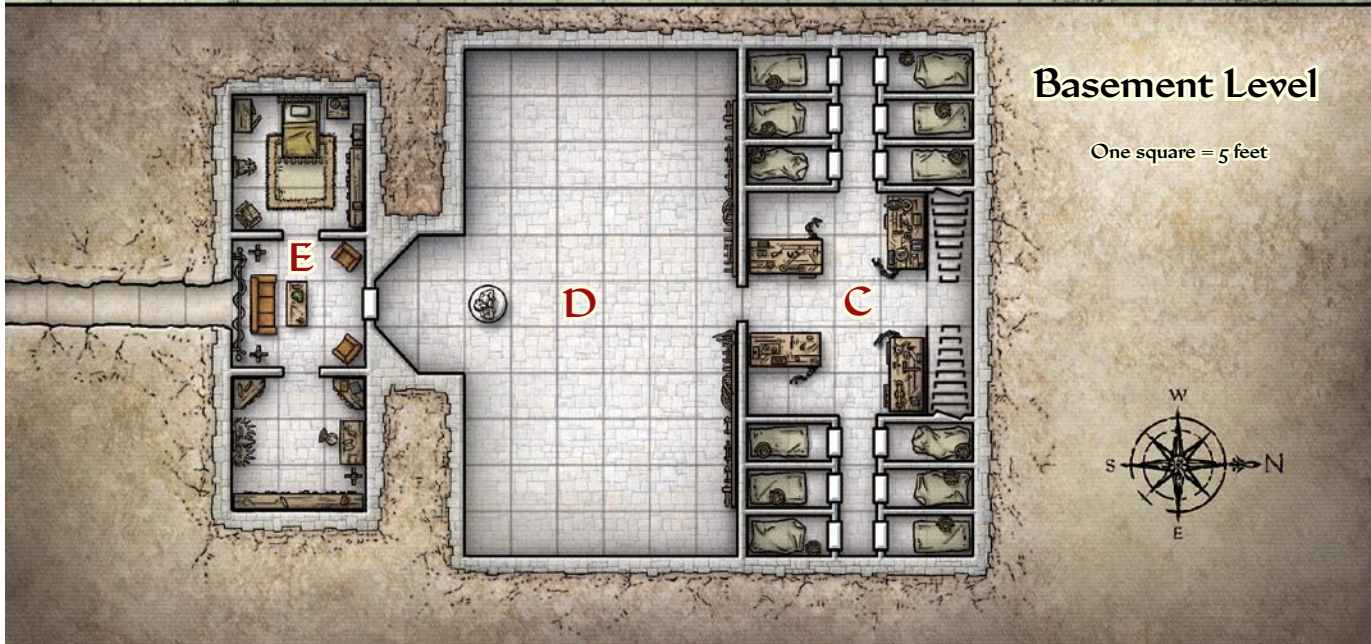
Tiger's Eye Monastery

One square = 5 feet



Basement Level

One square = 5 feet



The archer on the north wall is asleep 25% of the time and when awake doesn't do a very good job of watching his area (hence the Stealth bonus to PCs approaching from this direction).

Tier 1–2 (CR 4)

ARCHERS (4) CR 1/2

hp 11 (Use the stats for the bandits from Act 1, Tier 1–2)

TACTICS

During Combat If the archers spot the PCs, they cry out in alarm and join together to fire down at them from behind the crenellations on the wall.

Morale An archer reduced to 3 or fewer hit points attempts to flee. If unable to flee, he surrenders and begs for his life.

Tier 4–5 (CR 6)

ARCHERS (4) CR 3

hp 24 (Use the stats for the bandits from Act 1, Tier 4–5)

TACTICS

As Tier 1–2.

Development: If the PCs move into the inner courtyard (area B) before defeating the archers, the archers move to positions where they can shoot at the PCs. If this happens, it's possible the PCs may trigger both encounters at the same time.

Mission Notes: PCs of the Cheliox faction will want to recover a small, smooth black stone from beneath the fallen gate. It takes a DC 12 Strength check to lift the ruined gate, and once done, the stone's location is obvious. Cheliox faction PCs only succeed on this mission if non-Cheliox faction PCs do not witness the recovery.

Rewards: If the PCs kill or capture the archers, reward each tier thusly:

Tier 1–2:

Give each player 81 gp.

Tier 4–5:

Give each player 87 gp.

B. Inner Courtyard (CR 2 or CR 5)

This open courtyard is paved with flagstones and relatively free of debris. Statues ring the central open area, each depicting a tiger-headed man in a martial arts stance. Behind the statues are four sets of stairs. The stairs to the north descend into darkness, and the stairs on the south side once led upward, but have collapsed in a heap.

The walls of this inner structure have partly collapsed and range from 15 to 30 feet high. The remains of stairs on

the south side that once led up to balconies above are now little more than heaps of rubble. In the two corners on the north side, intact stairs descend into the basement (area C). The courtyard is open to the sky and has a flagstone floor, and most of the rubble here has been cleared away. Statues of tiger-headed men in a variety of martial arts poses surround the open space in the middle.

Creatures: Two of the three northernmost statues are actually two tiger's eye monks who stand on stone blocks, wear grey robes, and are posed and meditating. The monks wear masks of the tiger's eye and resemble the statues enough that it requires a DC 10 Perception check to recognize that they are alive. Though the monks do not respond to sounds of fighting from area A, they have a chance to snap out of their trance if anyone enters area B. If the PCs are using Stealth checks to enter area B, give the monks a normal Perception check to hear them. If the PCs are not using Stealth, the monks automatically notice their arrival. Zamir made a deal with the monks to help them restore the ruined temple, but they do not like him. If the PCs manage to subdue them or calm them down, their attitude toward the PCs becomes indifferent, though keep in mind they only speak Vudrani.

Tier 1–2 (CR 2)

TIGER'S EYE STUDENT (2) CR 1/2

Male human monk 1

LE Medium humanoid

Init +2; Senses Perception +6

DEFENSE

AC 15, touch 15, flat-footed 12 (Dex +2, dodge +1, Wis +2)

hp 9 (1d8+1)

Fort +3, Ref +4, Will +4

OFFENSE

Speed 30 ft.

Melee unarmed strike +2 (1d6) or flurry of blows +1/+1 (1d6)

Special Attacks flurry of blows, stunning fist

TACTICS

During Combat Every round after the first, one of the students attempts to demoralize an opponent with an Intimidate check (they roar like tigers). The monks use their flurry of blows at every opportunity.

Morale The Tiger's Eye students fight to the death.

STATISTICS

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

Base Atk +0; CMB +0; CMD 13

Feats Dodge, Improved Unarmed Strike, Persuasive, Weapon Finesse

Skills Acrobatics +6, Climb +4, Diplomacy +5, Intimidate +5 (+7),

Perception +6, Stealth +6.

Languages Vudrani

Combat Gear *potion of cure light wounds*; Other Gear Mask of the Tiger's Eye (see sidebar)

MASK OF THE TIGER'S EYE

This mundane item is worn by students, veterans, and teachers of the Tiger's Eye form of martial arts in Jalmeray. The mask uses up the "head" slot for magical items when worn by a PC and provides the wearer with a +2 circumstance bonus to Intimidate checks. Cost: 55 gp.

Tier 4–5 (CR 5)

TIGER'S EYE VETERAN (2)

CR 2

Male human monk 3

LE Medium humanoid

Init +2; **Senses** Perception +6

DEFENSE

AC 15, touch 15, flat-footed 12 (Dex +2, dodge +1 Wis +2)

hp 20 (3d8+3)

Fort +4, **Ref** +5, **Will** +5; +2 versus enchantment spells and effects

Defensive Abilities evasion, still mind

OFFENSE

Speed 40 ft.

Melee unarmed strike +5 (1d6) or flurry of blows +4/+4 (1d6)

Special Attacks flurry of blows, stunning fist

TACTICS

Same as Tier 1–2.

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 15

Feats Deflect Arrows, Dodge, Improved Unarmed Strike,

Persuasive, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +8, Climb +4, Diplomacy +5, Intimidate +5 (+7),

Perception +6, Stealth +6.

Languages Vudrani

Combat Gear *potion of cure moderate* wounds; **Other Gear** Mask of the Tiger's Eye (see sidebar)

Development: If any of the monks are captured and interrogated (and the PCs speak Vudrani), the monks reveal that their order has fallen out of favor among the populace (LE alignment) and that they were using the bandit lord Zamir to help rebuild their ruined monastery and reestablish them as the eminent monk order in Jalmeray. The monks are proud and arrogant, and, if captured, will attempt to escape whenever they can.

Treasure: For Tier 4–5 only, each statue has two tiger's eye gems set into the eyes. Each gem is worth 100 gp.

Mission Notes: PCs of the Osirion faction need to search the statues (Perception DC 15) to find the statue that venerates Banafrit. They then need to find some way to whisper into the statue's left ear, "In greatness, for Pharaoh," at which point the statue will rumble and click—but nothing happens. At this point, PCs of the

Osirion faction will need to succeed on a DC 15 Disable Device check to remove the head. This mission can only be accomplished in this order. The head weighs 20 pounds. Taldor faction PCs should be interested in the stances depicted by the statues and used by the monks. They can learn to reproduce the poses with a DC 15 Perform (dance) check or reproduce the images with an appropriate DC 15 Craft check. A monk can automatically learn the poses with 15 minutes of uninterrupted study. If a Tiger's Eye monk's attitude is improved to helpful (or he is captured and enslaved), he can travel to Taldor to teach his martial art.

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

Tier 1–2:

Give each player 18 gp.

Tier 4–5:

Give each player 459 gp.

C. Workshop (CR 3 or CR 5)

This large basement room is set up as a workshop. Four workbenches are covered with odd tools. Three men and one woman work at the benches, each chained in place by a heavy iron collar.

The central room of area C is the workshop where Zamir's prisoners disassemble stolen magic items using a secret Aspis Consortium method that breaks the items down into magical reagents or material components, destroying the magic items but making their components easier to smuggle off the island. There are four work benches, each with a variety of esoteric tools (hammers, chisels, mortar and pestle, etc.) spread out on them. The four prisoners are kept chained to their workbenches by thick, heavy iron collars and simply sleep on the floor beneath their work stations. Zamir took away all of the wizards' spellbooks, which prevents them from casting any spells. When the PCs find them, they are broken and meek. Zamir has the keys to their manacles (area E), which are locked with average locks (Disable Device DC 25).

The hallways to the east and west lead to sparse cells. Each contains a simple mat and a bucket, and nothing else. The stairs on the north wall lead to the courtyard above (area B).

Creatures: The wizards are supervised by two bandits, and a single Tiger's Eye monk is resting in the northeastern most cell. The bandits order any intruders to leave, but do not attack right away. If the intruders refuse to leave (or attack the bandits), they call the Tiger's Eye monk to assist them. The bandits defend themselves if attacked,

and attack anyone who tries to free the prisoners. If the monk hears sounds of fighting, he comes to investigate.

The bandits and the monk are not particularly loyal to Zamir, and are intimidated by anyone who got in here. They start as unfriendly, but are open to negotiation or bribery (+1 to Diplomacy checks per 10 gp bribe), or they can be intimidated. If their attitude is improved to friendly, they leave. If they are made helpful, they answer any questions the PCs have about Zamir before leaving.

Tier 1–2 (CR 3)

BANDITS (2) CR 1/2

hp 11 (Use the stats from Act 1, Tier 1–2)

TACTICS

Morale As soon as one bandit is killed or captured, the second attempts to flee to area E to warn Zamir.

TIGER'S EYE STUDENT CR 1/2

hp 9 (Use the stats from Act 3, Tier 1–2)

TACTICS

Morale The Tiger's Eye student fights to the death.

Tier 4–5 (CR 5)

BANDITS (2) CR 2

hp 24 (Use the stats from Act 1, Tier 1–2)

TACTICS

As Tier 1–2.

TIGER'S EYE VETERAN CR 2

hp 20 (Use the stats from Act 3, Tier 4–5)

TACTICS

As Tier 1–2.

Development: As noted above, the bandits and monk here are not very loyal to Zamir, though the monk fights out of dedication to his code rather than any loyalty to Zamir. The bandits fight if they have to but aren't willing to die for the pitiful amount of money Zamir is paying them. The captured wizards are destitute and broken and keep their eyes on the floor, their voices small and pitiful. Their spellbooks were long ago destroyed by Zamir, and for the purposes of this scenario, they are unable to influence the encounter at all. If combat breaks out, there's a 10% chance every round of combat that Zamir hears the commotion and starts to prepare for the PCs.

Treasure: If the PCs negotiate with the bandits and monk rather than fight them, they find a small chest near one of the work stations that contains a small amount of gold equivalent to the gold rewards below. This chest is absent if the PCs fight the bandits and cash out their gear instead.

Mission Notes: Andoran faction PCs have been tasked with freeing the wizard slaves here and seeing their safe return to Padiskar. So long as three of the wizards are freed and returned to the city, they succeed on this mission. Osirion faction PCs need to acquire the pieces of the *Pharaoh's Crook of Order* (area E) and have the wizards reassemble it—a task they will gladly do in exchange for freedom. For Tier 1–2, it takes the wizards 2 days (either here or in Padiskar) to reassemble the item. For Tier 4–5, it takes the wizards 8 days.

Cheliox faction PCs should be interested in the female wizard named Sananda Florez. She has a coded message hidden inside the handle of a chisel. The message is intended for Zarta Dralneen and gives details of the Vudrani fleet's activities in Jalmeray. The message can only be found with a DC 20 Perception check and deciphering the message requires a DC 20 Linguistics check. However, Sanandra has orders to give the chisel to anyone who asks her if she has a message for her "sweet mistress," though her time as a prisoner has soured her toward Zarta. She is unfriendly toward anyone who asks her to complete her mission, and will only turn over the message if her attitude is made indifferent. Cheliox faction PCs do not need to decipher the message to succeed—only retrieve it.

Taldor faction PCs can also complete their faction mission here (see the mission notes in area B).

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

Tier 1–2:

Give each player 49 gp.

Tier 4–5:

Give each player 73 gp.

D. Training Hall (CR 2 or CR 5)

This large hall is relatively clean and empty. A few racks on the walls contain wooden training weapons, and targets and straw dummies stand here and there. A strange wooden statue stands in front of a large alcove in the south wall. It has three tiger faces on its head, each facing a different direction, and six arms. The statue's hands hold a variety of weapons; quarterstaff, sai, nunchaku, siangham, and kama. In the back of the alcove is a large wooden door.

The walls of this large open room still hold the traces of plaster and paint from what was once a large fresco. Not enough remains of the mural to determine its subject matter. Weapon racks are mounted on the north wall on either side of the entrance and contain a variety of wooden practice weapons.

This encounter is optional. If you are running short on time, describe the training hall, but the statue in the alcove is inert. Otherwise, proceed with the encounter as usual.

Creatures: The statue in the alcove is an animated object. It was created to train and test monks. If anyone approaches within 10 feet of the statue, it animates and moves into a combat-ready stance. If anyone attacks it or moves within 5 feet, it attacks. The statue will only pursue PCs who remain within 10 feet of it after combat begins. Once all PCs move beyond 10 feet of the statue, it resumes its first pose and again resembles a statue in every way. If anyone then moves back into the ranges noted above, the process begins again. It is possible that upon figuring this out, the PCs could lure the statue away from the door to area E and bypass the statue without destroying it.

Tier 1–2 (CR 2)

ANIMATED OBJECT	CR 2
N Small construct	
Init +0; Senses darkvision 60 ft., low-light vision; Perception –5	
DEFENSE	
AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)	
hp 21 (2d10+10)	
Fort +1, Ref +1, Will –4	
Defensive Abilities hardness 8; Immune construct traits	
OFFENSE	
Speed 30 ft.	
Melee slam +4 (1d4)	
STATISTICS	
Str 10, Dex 14, Con —, Int —, Wis 1, Cha 1	
Base Atk +3; CMB +2; CMD 14	
SQ construction points (1; <i>stone</i>)	

Tier 4–5 (CR 5)

ANIMATED OBJECT	CR 5
N Large construct	
Init +0; Senses darkvision 60 ft., low-light vision; Perception –5	
DEFENSE	
AC 15, touch 8, flat-footed 15 (–1 Dex, +7 natural, –1 size)	
hp 52 (4d10+30)	
Fort +1, Ref +1, Will –4	
Defensive Abilities hardness 8; Immune construct traits	
OFFENSE	
Speed 40 ft.	
Melee 2 slams +10 (1d8+6)	
Space 10 ft.; Reach 10 ft.	
STATISTICS	
Str 22, Dex 8, Con —, Int —, Wis 1, Cha 1	
Base Atk +5; CMB +12; CMD 21	
SQ construction points (3; <i>additional attack, faster, stone</i>)	

Mission Notes: Taldor faction PCs have orders to return specific pieces of this statue to Baron Dalsine for study. Regardless of whether or not this encounter is skipped, give Taldor faction PCs time to study the statue and make a DC 20 Knowledge (engineering) check. Success means the Taldor faction PCs find the correct pieces to smash off the statue and return to Baron Dalsine.

Rewards: There are no rewards for this act.

E. Zamir’s Chambers (CR 2 or CR 4)

This room is nicely decorated and comfortably furnished, unlike the rest of the complex. Cushioned chairs create a comfortable sitting area, and a large tapestry depicting a battle of dozens of dervishes in a bright yellow sandy desert adds color to the room. The air is scented with cinnamon and trophy heads and animal skins decorate the floor and remaining walls.

These are Zamir’s personal chambers. His bedchamber is to the west and his office is to the east. The large tapestry conceals a rough tunnel (DC 10 Perception check to find) that leads 20 feet south to a dead end. The end of the tunnel is only a few feet below the surface of the hill outside. In Zamir’s office are a box of components and the keys to the manacles in the workshop (area C).

Creatures: Zamir and his animal companion Jumra are in these rooms. Zaamir is busy studying the fake *scepter of the arclords* while his pet rests at his feet. If Zamir heard the PCs fighting in area C or has been warned by his bandits that the PCs are coming, he stands at the back of the room, near the tapestry, with the *scepter of the arclords* pointed at the PCs as they enter.

Zamir is unfriendly, but prepared to negotiate. He wants to be famous in life, not death, and is willing to move his operations elsewhere. The PCs need to make him helpful before he will truthfully agree to work for the Pathfinders or cease his activities. Any Diplomacy or Intimidation checks made in conjunction with a request that he hand over the *scepter* receives a –5 penalty (he’s absolutely convinced the *scepter* is real and refuses to believe otherwise). If the PCs make him hostile, attack Zamir or Jumra, or fail to improve his attitude after three Diplomacy attempts, Zamir attacks.

Tier 1–2 (CR 2)

ZAMIR	CR 2
Male human druid 3	
CN Medium humanoid	
Init +0; Senses Perception +8	
DEFENSE	

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 23 (3d8+6)

Fort +4, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Melee mwk scimitar +3 (1d6/18–20)

Spells Prepared (CL 3rd)

2nd—*soften earth and stone*

1st—*pass without trace* (3, already cast), *produce flame*

o—*detect magic, light, mending, stabilize*

TACTICS

During Combat On the first round of combat, Zamir orders Jumra to attack and tries fruitlessly to activate the *scepter of the arclords*. Zamir keeps Jumra between him and attackers and casts *produce flame*, hurling fire at the nearest enemy. He switches to his scimitar once he's run out of flames.

Morale If Jumra is slain or Zamir is reduced to 9 or fewer hit points, he attempts to retreat down the south tunnel. He casts *soften earth and stone*, which causes part of the ceiling to collapse, providing an exit through which he flees.

STATISTICS

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

Base Atk +2; CMB +2; CMD 12

Feats Combat Casting, Magical Aptitude, Toughness

Skills Handle Animal +7, Knowledge (geography) +8, Knowledge (nature) +10, Perception +8, Spellcraft +10 (+14), Survival +10, Use Magic Device +5, Swim +6

Languages Common, Druidic, Sylvan, Vudrani

SQ nature bond (animal companion), nature sense +2, trackless step, wild empathy +4, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** leather armor, masterwork scimitar, *scepter of the arclords* (fake)

JUMRA, TIGER ANIMAL COMPANION CR —

N Medium animal

Init +8; Senses low-light vision, scent; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 16 (3d8+3)

Fort +4, Ref +7, Will +3

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d6+2 plus grab), 2 claws +6 (1d4+2 plus grab)

Special Attacks rake (2 claws +6, 1d4+2)

STATISTICS

Str 14, Dex 18, Con 13, Int 2, Wis 15, Cha 10

Base Atk +2; CMB +4; CMD 18

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Perception +6, Stealth +8

SQ bonus tricks (attack, guard), link, share spells

Tier 4–5 (CR 4)

ZAMIR

CR 5

Male human druid 5

CN Medium humanoid

Init +0; Senses Perception +11

DEFENSE

AC 14, touch 10, flat-footed 14 (+3 armor, +1 dodge)

hp 36 (5d8+10)

Fort +5, Ref +1, Will +7; +4 versus spell-like and supernatural abilities of fey

Defensive Abilities resist nature's lure

OFFENSE

Speed 30 ft.

Melee +1 scimitar +4 (1d6+1/18–20)

Spells Prepared (CL 5th)

3rd—*cure moderate wounds* (2)

2nd—*animal messenger* (2), *soften earth and stone*

1st—*pass without trace* (2, already cast), *produce flame* (2)

o—*detect magic, light, mending, stabilize*

TACTICS

During Combat On the first round of combat, Zamir orders Jumra to attack and tries fruitlessly to activate the *scepter of the arclords*. Zamir keeps Jumra between him and his opponents and casts *produce flame*, hurling fire at the nearest enemy. He switches to his scimitar once he's run out of flames. If he or Jumra are injured for more than 10 hit points, Zamir casts *cure moderate wounds*.



Morale If Jumra is slain or Zamir is reduced to 9 or fewer hit points, he attempts to retreat down the south tunnel. He casts *soften earth and stone*, which causes part of the ceiling to collapse, providing an exit through which he flees. He uses wild shape to take the form of a tiger to escape.

STATISTICS

Str 10, **Dex** 10, **Con** 12, **Int** 14, **Wis** 16, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14

Feats Dodge, Combat Casting, Magical Aptitude, Toughness

Skills Handle Animal +9, Knowledge (geography) +10, Knowledge (nature) +12, Perception +11, Spellcraft +12 (+16), Survival +12, Use Magic Device +8, Swim +8

SQ nature bond (animal companion), nature sense +2, trackless step, wild empathy +6, wild shape (1/day), woodland stride

Languages Common, Druidic, Sylvan, Vudrani

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 leather armor, +1 scimitar, scepter of the arclords (fake)

JUMRA, TIGER ANIMAL COMPANION CR —

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 32 (5d8+10)

Fort +5, **Ref** +8, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +7 (1d6+2 plus grab), 2 claws +7 (1d4+2 plus grab)

Special Attacks rake (2 claws +7, 1d4+2)

STATISTICS

Str 15, **Dex** 18, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 18

Feats Improved Initiative, Toughness, Weapon Finesse

Skills Acrobatics +9, Perception +6, Stealth +9

SQ bonus tricks (attack, guard), link, share spells

Treasure: Zamir's office holds a box of components from disassembled magic items. These components can be reassembled into the *Pharaoh's Crook of Order* by the wizards from area C. The *Pharaoh's Crook* is a +1 *morningstar* (Tier 1–2) or a +1 *merciful morningstar* (Tier 4–5). If the PCs resolve the scenario diplomatically, Zamir turns over the stolen components to them along with a small sum of gold that offsets the gold the PCs would have received for killing him and taking his gear.

Mission Notes: The components for the *Pharaoh's Crook of Order* are in Zamir's office. Zamir turns them over to the PCs if asked, assuming he was convinced to either cease his activities or work for the Pathfinder Society. Members of the Osirion faction need to have the wizards from area C reassemble the pieces (see the mission notes in area C).

Qadira faction PCs need to acquire the tapestry but must do so through bribery, negotiation, diplomacy, or intimidation. Only one Qadira faction PC can attempt to ask Zamir to part with his prized tapestry—if there are more than one, then they need to assign a champion to the task. This champion can be assisted by other Qadira faction PCs but must make one roll along with a good roleplay excuse why Zamir would want to part with the tapestry—this roll can be either Diplomacy or Intimidation and the champion receives a +1 circumstance bonus for every 25 gp spent in bribes. Additionally, if any of the Qadira faction PCs participating in the negotiations for the tapestry have at least one rank in Profession (merchant) they gain an additional +5 circumstance bonus to this check. The DC for this check is 20 and Qadira faction PCs have only one chance to get it right. Naturally this task is quite difficult if Zamir is slain.

Rewards: If the PCs defeat Zamir or persuade him to cease his activities, reward each tier thusly:

Tier 1–2:

Give each player 319 gp.

Tier 4–5:

Give each player 986 gp.

CONCLUSION

If the PCs manage to convince Zamir through negotiation and diplomacy to cease his operations (and possibly join the Pathfinder Society), he's incredibly grateful. Zamir is a boastful and power-hungry fool, but he's not an idiot. He can see that the PCs diplomatic approach to the affair probably saved his life from the agents of the Thakur. If the scenario is resolved diplomatically, then Zamir becomes an agent of the Society in northern Jalmeray, helping Venture-Captain Mihir manage operations in Padiskar and the PCs receive a special coin from Mihir as a reward for their work.

Naturally, not all PCs will approach this scenario diplomatically. It's possible that Zamir and all of his men will be slain, in which case the Thakur of Jalmeray notifies the PCs through Venture-Captain Mihir that he owes the Society a debt of gratitude and that all of Jalmeray's citizens will know of what the PCs have done to stop a great bandit lord from his marauding ways.

If Zamir escapes, then the PCs have only succeeded in stopping his banditry for a short time. For the sake of this scenario, they are successful, but sometime in the future the bandit druid will rise again to cause trouble for the Thakur of Jalmeray.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who free the wizards from area **C** earn 1 Prestige Award. PCs from the Andoran faction who successfully convince an agent of the Thakur in Act 1 to take Captain Maldris's missive to the Thakur himself receive 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who recover the coded message from Sananda Florez in area **C** earn 1 Prestige Award. PCs from the Cheliox faction who recover the smooth black stone from beneath the fallen gate in area **A** receive 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who convince the wizards from area **C** to reassemble the pieces of the *Pharaoh's Crook of Order* found in area **E** earn 1 Prestige Award. PCs from the Osirion faction who retrieve the head of Banafrit from her statue in area **B** receive 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who make a good impression on the Agents of the Thakur on behalf of their faction in Act 1 earn 1 Prestige Award. PCs from the Qadira faction who successfully negotiate for Zamir's tapestry in area **E** receive 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who learn or replicate information on the tiger's eye style of martial arts earn 1 Prestige Award. PCs from the Taldor faction who retrieve the appropriate pieces from the training statue in area **D** receive 1 bonus Prestige Award.

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Andoran Faction Handout

Champion of Freedom.

This man Zamir is a smuggler and a bandit. It's clear that he trades in slaves, and rumors persist that he has captured and enslaved arcanists in his employ. The ideals of freedom must blossom in the tyranny of Jalmeray and you must find and free these prisoners! Return them to Padishar when they are free.

Since you'll be in the so-called Kingdom of the Impossible, my superiors want you to deliver a letter to the Thahur himself. Since this isn't possible, you'll need to do so through his agents. Take the enclosed scroll, and should you encounter any of the Thahur's men, convince one to take the missive and deliver it directly to the Thahur. The Eagle Knight seal on the scroll will likely make this a difficult task as we are not popular there.

Capt. Colson Maldris

May the Fires of Freedom Burn Bright.

Captain Colson Maldris



Cheliox Faction Handout

Exquisite Flesh Morsel.

I sent a Chelish diplomat named Sananda Florez to talk to Zamir some months back and it seems to she's been enslaved by that beast instead. Though the idea of Sananda in chains is... thought-provoking, I need you to find her and ask what message she has for her sweet mistress. This is our code, and upon hearing it, she will share with you what she knows. You decide if she deserves to be free.

She was likely captured placing a small device (a smooth black stone) beneath the ruined gate of Zamir's hideout. While we can hear what's going on around this device, it does not tell us its location—an oversight to be sure. Find this device and return it to me—there's too much attention on Zamir now and it no longer serves a purpose. Ensure that none of your pathetic Pathfinder colleagues sees you retrieve it.

Zarta Draldeen
Paracountess Zarta Draldeen

Osirion Faction Handout

Servant of the Ruby Prince Khemet III!

This scoundrel Zamir is known to us. Another of our agents was with a caravan that he raided a few short weeks ago. The bandit stole an important and ancient item from the man and may still have it. The item is known as the Pharaoh's Crook of Order, and though it is not a particularly powerful item, it is a token of favor given by the Ruby Prince himself and an important symbol of our great nation. We care only that it is in the hands of those loyal to the Ruby Prince—you may keep it if you like or return it to me for a reward.

My most trusted agent in Jalmeray revealed to me in a letter that Zamir's hideout is an ancient monastery filled with statues (though he failed to note the location). One statue in particular appears to venerate one of Osirion's greatest hand-to-hand fighters, the beauty known as Banafrit. It is known that all statues of Banafrit were commissioned as oddities and trinkets. Stand close to her ear, whisper the words, "In greatness, for Pharaoh," and her head should click and fall off. These statues were commissioned thousands of years ago—there may be problems. Bring me the head and you will have the gratitude of the Ruby Prince himself. Do not damage the head.



Eternally Grateful,

Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Agent of the True Commerce,

Jalmeray is known as the kingdom of the impossible and when it comes to bribing their tax collectors this moniker is truer than the sun is yellow. Offers of gifts to smooth transactions generally lead to misunderstandings there and, as a result, our reputation in the Thakur's court is somewhat sullied. We must work to remedy this, but by different means. We need to impress the agents of the Thakur at the grass roots level. Should you encounter any of the Thakur's agents, please make a determined effort to make a positive impression on them, and make sure that they associate that impression with Qadira.

I have one other request: there is a rumor that this Zamir acquired a dervish tapestry that does not belong to him. We care not that he has it, but we want you to prove that you have the skills to get it back through negotiation or bribery. Prove to me that you have these skills by carrying this tapestry through my door here in Absalom.

*Best Wishes for a Safe Journey,
Pasha Muhlia Al-Jakri*



Taldor Faction Handout

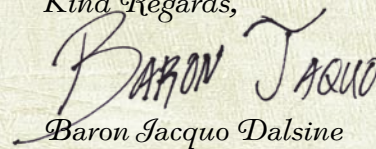
Agent of the Empire,

We in Taldor have refined the art of personal combat to a science that is unmatched in the world. Everyone knows this. I've heard much of late about the so-called "empty hand martial arts." Ridiculous as it may be, some are crediting these foreign methods as superior to ours. Observe what you can of this outrageous fighting style while in Jalmeray and report the details to me. If this is the next Opparan dalliance, then I want to be at the front of the line.

I've also heard tales of monks using complicated mechanical statues with which to train their initiates. If you find one in Jalmeray, do me a favor and smash it to pieces and recover any mechanical trinkets that appear to power the thing. These trinkets could help us to build such devices in Taldor to train our noble Lion Blades.



Kind Regards,



Baron Jacquo Dalsine



SCENARIO 33: ASSAULT ON THE KINGDOM OF THE IMPOSSIBLE

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
Has Completed This Scenario.				

Scenario Chronicle #

TIER	1-2	▶	553	MAX GOLD
TIER	4-5	▶	1,800	
TIER		▶		
TIER		▶		

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

Starting PA	
	<small>GM's Initial</small>
PA Gained (GM ONLY)	
Final PA Total	

GOLD

Start GP	
+	<small>GM's Initial</small>
GP Gained (GM ONLY)	
+	Items Sold
=	
Subtotal	
-	Items Bought
=	
Subtotal	
-	Gold Spent
=	
Subtotal	

Items Found During This Scenario

TIER
1-2

Mask of the Tiger's Eye (55 gp)

If Zamir is coerced into joining the Pathfinder Society:

Venture-Captain Mihir presents you with a copper coin that has the sigil of the open road on one side and the flag of Jalmeray on the other. When in Absalom or any major city (more than 5,000 residents) in Andoran, Cheliax, Jalmeray, Osirion, Qadira, or Taldor, you can present this coin to any citizen of Jalmeray (it takes 1d4 hours to locate one) and receive a +4 circumstance bonus on any one Appraise, Diplomacy, or Knowledge (any) skill check. You may only use this coin once per scenario.

If Zamir is slain:

The Thakur of Jalmeray recognizes the great service you have done for his country and spreads the word of your deeds to the corners of the island. In any future encounter when dealing with a citizen of Jalmeray, you may gain a +1 circumstance bonus to any Diplomacy rolls made during that encounter. You may only use this bonus once per scenario.

TIER
4-5

+1 merciful morningstar (8,308 gp)

Potion of cure moderate wounds (300 gp)

TIER

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

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