

SECOND EDITION

PATHFINDER®



**FISTS OF THE
RUBY PHOENIX**
ADVENTURE PATH

By James Case, Luis Loza, and David N. Ross

PATHFINDER®





AUTHORS

James Case, Luis Loza, and David N. Ross

ADDITIONAL WRITING

Tan Shao Han, Joan Hong, Danita Rambo,
Sen H.H.S., William Thompson, and Ruvaidd Virk

DEVELOPER

Patrick Renie

DESIGN LEADS

Logan Bonner

EDITING LEADS

Patrick Hurley

EDITORS

Leo Glass, Patrick Hurley, Avi Kool,
K. Tessa Newton, BJ Recio, Sen H.H.S., Shay Snow,
and Solomon St. John

COVER ARTIST

Setiawan Fajareka

INTERIOR ARTISTS

David Astruga, Gislaine Avila, Vlada Hladkova,
Rob Lazzaretti, Damien Mammoliti,
Artur Nakhodkin, Ian Perks, Christoph Peters,
Sandra Posada, Luis Salas Lastra, Ernanda Souza,
and Jessé Suursoo

ART DIRECTION

Sonja Morris

GRAPHIC DESIGN

Sonja Morris

CREATIVE DIRECTOR

James Jacobs

PUBLISHER

Erik Mona



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com



TABLE OF CONTENTS

INTRODUCTION

4

Get some advice on running the campaign and an overview of the campaign's three adventures.

DESPAIR ON DANGER ISLAND

6

by Luis Loza

The player characters have earned a spot in the Ruby Phoenix Tournament's qualifying pool! They begin their adventure by arriving on the remote island of Bonmu for their chance to earn a place in the tournament proper.

Chapter 1: Welcome to Danger Island

8

Chapter 2: Survive

26

Chapter 3: The Empress at the Top of the World

58

READY? FIGHT!

72

by David N. Ross

Following their challenges on the island of Bonmu, eight qualifying teams of fighters arrive in the city of Goka to compete in the Ruby Phoenix Tournament.

Chapter 1: In Search of Sponsorship

74

Chapter 2: The Tournament

100

Chapter 3: Rage of Mogaru

124

KING OF THE MOUNTAIN

132

by James Case

With Hao Jin's disappearance, the heroes and all of the other contenders set off across the Flying Mountains to discover what happened to the tournament's patron.

Chapter 1: Race to the Peak

134

Chapter 2: Fragments of the Fractal Jungle

164

Chapter 3: Unmaking the Sculptor

180





ADVENTURE TOOLBOX

192

by James Case, Joan Hong, Luis Loza, Danita Rambo,
David N. Ross, Sen H.H.S., Tan Shao Han, William Thompson,
Ruvaidd Virk

Campaign Consequences	194
Ruby Phoenix Fighting Roster	196
Goka	202
Player Options	
Capstone Feats	209
Class Feats	212
Feats	213
Magic Items	213
Sky Chariots	214
Spells	215
Treasures	216
Weapons of Tian Xia	218
Phoenix Bloodline	219
Archetypes	
Butterfly Blade Archetype	220
Ghost Eater Archetype	221
Golden League Xun Archetype	222
Sixth Pillar Archetype	223
Creatures	
Arboreal, Canopy Elder	224
Angoyang	225
Anugobu	226
Berberoka	228
Desecrated Guardian	229
Dromornis	230
Gumiho	231
Hantu	232
Inmyeonjo	234
Kun	235
Lizard, Caustic Monitor	236
Manananggal	237
Mogaru	238
Oni, Shadow Yai	240
Oni, Taiga Yai	241
Orochi	242
Peng	243
Razu	244
Rivka	246
Sanzuwu	247
Spirit Turtle	248
Sthira	249
Syndara the Sculptor	250
Yoh Souran	252
Glossary and Index	254







INTRODUCTION

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure
Toolbox

Glossary
& Index

CAMPAIGN ADVICE

As Game Master, you'll want to keep the following advice in mind while running the Fists of the Ruby Phoenix Adventure Path.

Memorable Allies and Enemies: As any Game Master who's lovingly detailed a summarily ignored NPC can attest, it can be difficult to predict which NPCs your players will latch onto in the course of a campaign. As written, these adventures assume the player characters will bond with Tino's Toughest and come to despise the Lightkeepers, but with so many different fighters and teams running about, unlikely friendships and rivalries may occur. We suggest that you stick to the script for the first two chapters of this adventure, but be open to swapping out some of the tournament's final eight teams at the outset of Chapter 3 if your players have grown attached to different ancillary NPCs. In this case, you can still use the stat blocks as written; just keep track of the names and identifying features you are substituting to ensure continuity.

Prepare for Fighting: Because this Adventure Path centers on Golarion's largest fighting tournament, each adventure comes packed with combat encounters, most against diverse humanoid opponents with different motivations, fighting styles, strengths, and weaknesses. You can run these encounters on the fly if your group is primarily focused on roleplaying the story, but for a true tactical experience and strategic challenge, everyone will benefit greatly if you take the time to really study these adversaries' stat blocks, weapons, and abilities beforehand.

Set the Stage: Some simple ambience at the table can greatly enhance your Ruby Phoenix Tournament experience. Consider cuing up some sound effects like the audience's cheers and boos, using a cardboard box to prop up your map of the center stage arena, or encouraging your players to wear matching team colors to really get into the spirit of the campaign.

CAMPAIGN OVERVIEW

Over the course of the three-volume Fists of the Ruby Phoenix Adventure Path, the player characters qualify for the Ruby Phoenix Tournament; compete for the grand prize; and save the event, their new friends, and even the Ruby Phoenix herself from the machinations of an evil interplanar interloper.

DESPAIR ON DANGER ISLAND

By Luis Loza

Pathfinder Adventure Path #166, Levels 11–14

The player characters compete against 31 other teams on Bonmu, also known as "Danger Island," for a chance at earning one of the eight spots in the Ruby Phoenix Tournament.

READY? FIGHT!

By David N. Ross

Pathfinder Adventure Path #167, Levels 15–17

The Ruby Phoenix Tournament begins! The characters must prove their skill in a double-elimination bracket against seven other qualifying teams, including their villainous rivals the Lightkeepers. But before the final results, the city of Goka descends into chaos as the kaiju Mogaru storms through it, driven there by the Lightkeepers' patron, an evil axiomite named Syndara the Sculptor.

KING OF THE MOUNTAIN

By James Case

Pathfinder Adventure Path #168, Levels 18–20

The player characters discover that both Hao Jin and the Lightkeepers have disappeared. In order to finish the competition and earn their prize, the characters must track the Ruby Phoenix across the Wall of Heaven to an island demiplane controlled by her ancient enemy Syndara. The heroes face off against the now-monstrous Lightkeepers and Syndara himself in order to deactivate the demiplane, save Hao Jin, and win the tournament.





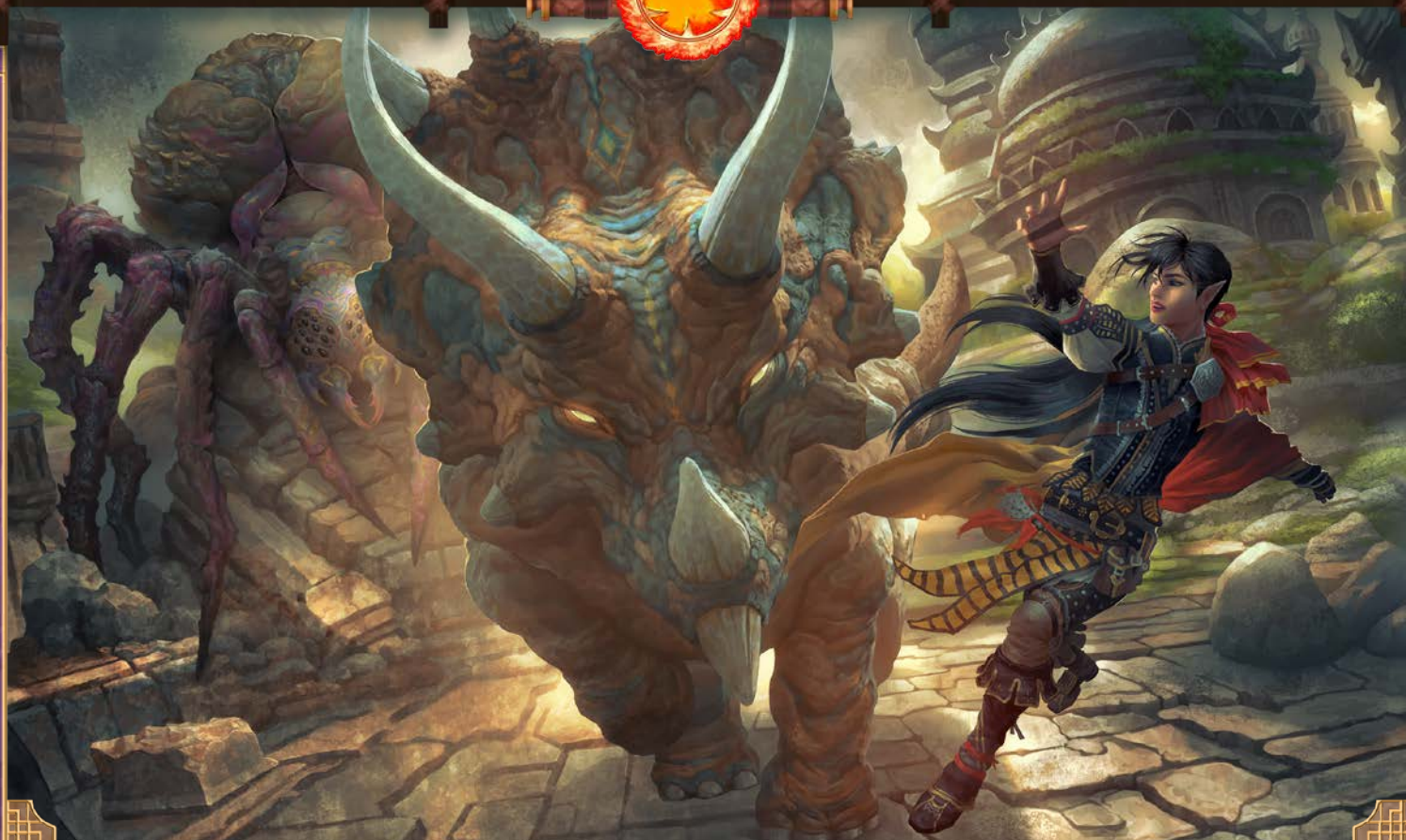
DESPAIR ON DANGER ISLAND

by Luis Loza

CHAPTER 1: WELCOME TO DANGER ISLAND 8

CHAPTER 2: SURVIVE 26

CHAPTER 3: THE EMPRESS AT THE TOP OF THE WORLD... 58



CHAPTER 1: WELCOME TO DANGER ISLAND

No sorcerer on Golarion can boast more fame than Hao Jin, the Ruby Phoenix. Renowned for her interplanar travels and phoenix-like powers of self-resurrection—the source of her sobriquet—perhaps the only thing that can rival Hao Jin’s fame is her vast collection of relics and artifacts. She accumulated these treasures over centuries in honor of her deity Abadar’s reliquary of wonders, the First Vault. Her ultimate goal in seeking such treasures was to achieve true immortality, but this destiny ever eludes her.

When Hao Jin finally resigned herself to the fact that she would someday die, she set about devising contingencies to prevent her priceless relics from disappearing into the annals of history upon her death. She left the Gokan Temple of Abadar detailed instructions for how to handle her estate in the event of her disappearance. Such a contingency came to pass in 6891 IC (Imperial Calendar; 4391 AR), when Hao Jin failed to appear at the temple as she had said she would. The Abadarans could only presume her dead

and, in keeping with Hao Jin’s wishes, organized the first Ruby Phoenix Tournament—a grand fighting spectacle that would draw athletes from around the world. Every 10 years, the winner of this glorious competition gets to claim one item from Hao Jin’s magnificent vault as their prize. In this way, many of her relics were released back into the world, one by one, for over 300 years.

THE VENGEFUL AXIOMITE

Hao Jin’s collection included a magical banner called the *Hao Jin Tapestry*: a seemingly ordinary piece of embroidery that in fact granted access to a vast personal demiplane crafted by Hao Jin herself. Within this demiplane, Hao Jin stored entire monuments, cities, and even landscapes taken from the Material Plane—as well as the people who dwelled in these captured locales. Her reasons for collecting these locations and inhabitants were mixed. Some settlements were in imminent danger of siege, pestilence, or other



certain doom, and Hao Jin sought to preserve the areas and their people by shielding them inside her magical domain. Other locales simply struck her as so beautiful that she had to have them in her collection.

By the time of her disappearance, Hao Jin had amassed a sizable collection of geographic keepsakes and sentient beings within her powerful artifact. In her absence, the *Hao Jin Tapestry* collected dust in the back of Hao Jin's vault in Goka. When contestants began fighting in the Ruby Phoenix Tournament for her treasures, it was only a matter of time before a winner chose the *Hao Jin Tapestry* as their prize and, wittingly or not, released its trapped denizens back into the cosmos.

This came to pass in 4711 AR, when agents of the Pathfinder Society won that decade's tournament and claimed the tapestry. After studying the relic and gleaning its true powers, formidable Pathfinders undid the magic of the fabric and relinquished the encaged locations back into the world. For the most part, this was a welcome occurrence—the dangers that threatened the subsumed communities and monuments had long vanished in the centuries since Hao Jin preserved them, and now the descendants of the people originally trapped within could immigrate to the Material Plane and go about their lives in the wider world. For some, however, dwelling in *Hao Jin's Tapestry* was worse than a prison—for them, it was nothing short of a personal hell.

Such was the case for an axiomite (*Pathfinder Bestiary* 9) known as Syndara the Sculptor, a fellow builder of demiplanes who befriended Hao Jin during her extraplanar adventures long ago. The two originally shared a friendly rivalry and fostered many qualities and interests in one another, including the manipulation of planar energies and the study of physical fitness through martial arts. Unlike Hao Jin, Syndara was more mercenary with his talents; he hired out his demiplane-building services to anyone with the coin to pay, specializing in the construction of personal pleasure playgrounds and extradimensional museum galleries. When Syndara constructed a demiplane for a wicked aristocrat named Sok Jyun-son—a Tian-Hwan despot who had strong-armed considerable land from Hwanggot natives during that nation's time under imperial Lung Wa's thumb—Hao Jin couldn't bear the thought of her friend aiding one who had committed so many atrocities so close to her own homeland. The Ruby Phoenix placed Sok Jyun-son and his domain of terror into the *Hao Jin Tapestry*, alongside the treacherous Syndara and his current work-in-progress: a demiplane encased in a crystal bauble that the Sculptor affectionately called the *Glass Lighthouse*. Sok Jyun-son eventually perished within the *Hao Jin Tapestry*, but Syndara, immortal by his very nature, did not.

Time is a fickle construct in demiplanes. While it generally moves at the same pace as the Material Plane, at other times it follows its own rules. Within the *Glass Lighthouse*, trapped inside the *Hao Jin Tapestry*, time warped and stretched, expanding the 300 years between Hao Jin's imprisonment of Syndara and his return to the Material Plane over a thousand times. Sealed away in that tiny cell with no one but himself for company, 300,000 years was more than enough for Syndara to become incredibly powerful—and obsessed with revenge. For her part, Hao Jin forgot Syndara when she willingly gave up her knowledge of the *Hao Jin Tapestry's* creation in penance to extradimensional beings who persecuted her for her hubris.

Now, released from imprisonment after so long, Syndara has dedicated the rest of his existence to hunting down and destroying Hao Jin.

CHAPTER 1 SYNOPSIS

The player characters arrive on the remote island of Bonmu in the island nation of Minata, where they will compete against other fighters from around the world to qualify for the Ruby Phoenix Tournament. First, the characters must locate the abandoned temple of Irori designated as their headquarters for the duration of the three-day qualifying round. As they make their way through the temple, the characters quickly learn they aren't the only denizens—they'll need to clear out the various creatures and threats, including roaming beasts and restless undead, before they can call it home. Once the temple is clear, the characters get the rest of the day to prepare as they wish in anticipation for the start of the qualifying round the next morning.

LANGUAGE IN TIAN XIA

Tian Xia is a region home to a diverse array of peoples, each with their own languages. The most broadly spoken language in the region is Tien, which functions as a common tongue in the same way Taldane does in the Inner Sea region. Since the NPCs of this Adventure Path hail from across the globe, their statistics list the proper name of the language they speak, rather than Common. Creatures in the Adventure Toolbox, since they can be adapted for any game, still use Common to refer to the most prevalent language in the region where they appear.

For more information on the people of Tian Xia, see the *Pathfinder Lost Omens Character Guide*.

Introduction

Part One: Despair on Danger Island

Chapter 1: Welcome to Danger Island

Chapter 2: Survive

Chapter 3: The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



THE RUBY PHOENIX TOURNAMENT

This year's Ruby Phoenix Tournament promises to be unlike any before it—because the Ruby Phoenix herself will be there!

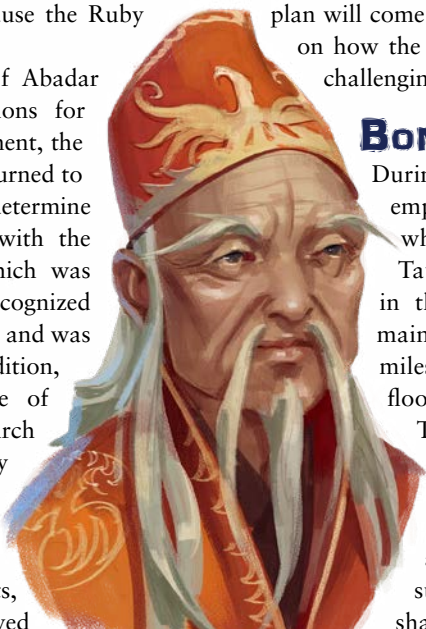
In 4719 AR, as the church of Abadar continued their usual preparations for the 32nd Ruby Phoenix Tournament, the unexpected occurred: Hao Jin returned to Goka. The church scrambled to determine its next steps as the contract with the sorcerer assumed her death, which was obviously not the case. Hao Jin recognized the importance of the tournament and was content with continuing the tradition, so long as she had her share of input into the process. The church agreed, and Hao Jin immediately began making changes to the tournament's format.

Rather than permit several dozens or even hundreds of entrants, Hao Jin hand-selected and approved just 32 teams of fighters. The teams included competitors from other major tournaments around Golarion, famous and up-and-coming martial artists, and even notable adventuring groups. Hao Jin chose these contestants with consideration not only for their martial prowess, but also for their anticipated entertainment value.

After picking the teams, Hao Jin made one more significant change to the tournament process: rather than simply setting the teams against each other in a tournament bracket, the Ruby Phoenix created a large preliminary qualifying round. In this round, all teams will compete against each other in a multi-day free-for-all that tests their survival skills, teamwork, and mental fortitude. Only the top eight teams from this preliminary round will qualify to enter the Ruby Phoenix Tournament's main event. So, Hao Jin's 32 teams have traveled to the remote island of Bonmu, where they will compete against one another for three grueling days until the pool is whittled down to just eight finalists.

Hao Jin remains unaware of the machinations of her old friend turned bitter rival, Syndara the Sculptor. Free at last from the *Hao Jin Tapestry*, Syndara saw the sorcerer's return to the Material Plane as his opportunity for vengeance. To enact his plot, Syndara first enlisted powerful martial artists from around Golarion to fight on his behalf. He pulled strings in Goka to have one of Hao Jin's hand-picked teams, the Lightkeepers, secretly murdered so that his allies could take their place. Syndara believes that he can use

this team to lure Hao Jin to the demiplane where he's been trapped for centuries, so that he can finally—and permanently—murder the Ruby Phoenix. Whether his plan will come to fruition, however, depends largely on how the Lightkeepers fare against their most challenging rivals: the player characters.



SIFU XHO NUO

BONMU

During the Age of Legends, the magnificent empire of Taumata spanned most of what is now modern-day Minata. The Taumatans used their great knowledge in the arcane arts and engineering to maintain an empire spanning thousands of miles. During the Earthfall disaster, great floods, storms, and tsunamis wiped out Taumata, an event that most Minatan folklore assigns to vengeful gods angered by the country's blasphemy. Most of Taumata was lost, with only a handful of structures and relics surviving the cataclysm. The land itself shattered into countless islands that constitute the archipelago now called Minata. Among this vast archipelago lies the small island of Bonmu, once

the location of one of Taumata's capital cities and featuring one of the most complete collections of ancient Taumatan architecture and artifacts.

Several millennia after the Taumatan empire's destruction, a large number of Tian-Sings discovered Bonmu and took residence among the abandoned structures. They made the island a center of religious worship, repurposing many of the temples to forgotten Taumatan gods into temples of Tian-Sing deities like Gozreh, Hei Feng, and Irori. The new Bonmuans enjoyed peace and prosperity for decades.

This peace met an abrupt end in 4606 AR. A massive tsunami struck the western Arcadian coast and pulled much of the ocean away, creating temporary land bridges between Minata's islands that lasted for days. Terrifying creatures from the nearby Valashmai Jungle—including Mogaru, a massive saurian kaiju—used these new bridges to make their way to the Minatan isles, including Bonmu. The Bonmuans watched in horror as Mogaru rampaged across neighboring islands and smaller monstrosities overran their home. They ultimately fled to avoid obliteration and never looked back, believing the again-abandoned island to be cursed. Since that time, Bonmu has had an ill reputation, though most pragmatists—including Hao Jin and her fellow tournament organizers—disregard these rumors as nothing more than superstition.



As Hao Jin began implementing her changes to the Ruby Phoenix Tournament, she chose Bonmu as the site for her qualifying round. She was already familiar with the island and the empire of Taumata and recognized dangerous wilderness as a fitting place to test her chosen contestants. In Hao Jin's mind, Bonmu's dangerous reputation only adds to the tournament's air of mystique, but she also knew the addition of a playful monicker—"Danger Island"—couldn't hurt.

GETTING STARTED

To kick off the story, the player characters receive an invitation to take part in the extremely prestigious once-per-decade fighting competition called the Ruby Phoenix Tournament. Numerous reasons to accept this invitation abound. Answer any general questions your players have about the Ruby Phoenix Tournament, summarizing the details on the preceding pages (except, of course, anything about the Adventure Path's antagonist, Syndara the Sculptor).

This adventure begins when the player characters arrive on Bonmu for the qualifying round of the Ruby Phoenix Tournament. How and when the characters reach Bonmu is up to you, but this adventure assumes that they arrive via a large ship that departed from a city such as Goka, Kasai, or Absalom. They have had at least a few days to meet with some of the other tournament entrants aboard their ship; feel free to play out some of these meetings so the characters can get to know some of the other teams and establish some friendships or rivalries. The "Ruby Phoenix Fighting Roster" article on page 196 offers information on the pre-qualifier's most notable teams.

However they get to the island, the party's first stop is the docks (area **B1**, on the southwest coast of the island, as seen on the inner cover map), where all of the entrants line up while they stretch, practice techniques, and spar with each other. The air buzzes with anticipation. After a few minutes, a cloister of red-and-gold-outfitted monks arrives at the docks and calls the assembly to order. One monk meets with each team and introduces himself as the team's attendant and guide for the duration of their time on Bonmu; the player characters' guide, Ingdani, is described below, under Setting Out. Eventually, an old man wearing brilliant robes arrives by boat at the docks. All the monks bow to the man before he begins his speech.

A hush falls over the crowd as the wizened man steps onto one of the docks and clears his throat. Even the ocean's waves seem to cease their crashing for a dramatic moment, and then the man speaks in a loud and clear voice.

"I am Sifu Xho Nuo—Emissary of the Ruby Phoenix Tournament and guardian of the legacy of Hao Jin, the immortal sorcerer in whose name you are gathered here. Know that in simply receiving an invitation to qualify for the tournament, you have already earned a place among the greatest fighters Golarion has ever known. However, only eight teams may continue on to the tournament proper, and that is why you are here today. Welcome to the island of Bonmu, or, as dubbed by Lady Hao Jin, 'Danger Island.' This will be your home for the next few days, and it is here where you will earn the right to enter the tournament.

"Bonmu is vast. It is a place of ancient ruins and sites left untouched by the centuries. Lady Hao Jin has reclaimed this place and picked out a suitable location for each team to reside during their stay. Of course, nothing is given freely at the Ruby Phoenix Tournament. Each team has been assigned a specific location somewhere on this island, but many of these sites are filled with dangerous creatures or worse. It falls to you to make your site safe. Within your residence you will find the *phoenix necklace* and three silver feathers. Your mission here is to acquire and keep seven more such silver feathers.

"Without further delay, I leave you to the whims of Bonmu. The pre-qualifier begins at sunrise tomorrow. May the worthiest win!" At that, the teams burst into excited conversations with their escorts and rush toward their residences. Danger Island awaits!

SETTING OUT

The player characters' escort is a monk named **Ingdani** (LN female Tian-Sing ghost eater 13). Ingdani descends from one of the Tian-Sing families who fled Bonmu to escape the devastating kaiju attack, and she knows much about the island from the second-hand accounts of her parents and grandparents. This, in addition to her combat proficiency, is partially why Emissary Nuo selected her as an attendant.

Ingdani informs the party that their residence will be at a temple of Irori roughly a third of a mile from the docks. She explains that as the team's escort, she will accompany them during their stay on the island, answering any questions they have and helping in what limited ways she can.

Archetype Teacher: Ingdani is an invaluable source of information for the player characters. She is well-versed in the legend of Hao Jin and the history of the Ruby Phoenix Tournament. She is also quite skilled in the unique Minatan martial arts tradition called ghost eating, which she is willing to teach the characters. Ingdani doesn't offer to teach these techniques immediately, however; first, she wants to see the characters take an honest crack at establishing their base at the abandoned temple of Irori (page 16). Once

Introduction

Part One: Despair on Danger Island

Chapter 1: Welcome to Danger Island

Chapter 2: Survive

Chapter 3: The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



the characters claim their *phoenix necklace* (page 214) from the temple, Ingdani teaches them what she knows, granting them access to the ghost eater archetype on page 221. (If your players are enthusiastic to take this archetype, consider bending the usual downtime rules so characters can retrain in a matter of hours rather than weeks.)

Ingdani adheres to her strict orders to not help any contenders with any combat while on Bonmu, but she defends herself if necessary. If you need to include Ingdani in combat, use the stat block for the ki adept on page 28 to represent her.

Once the characters are ready to go, Ingdani leads them toward the temple where they'll be staying. Along the way, she points out the following specific sites that can be seen from the docks.

Ruins Arena: This arena is the closest designated fighting site to the temple of Irori. It is noted as location **C** on the map on the inside front cover, in the same hex as the temple of Irori (area **A**). The player characters are free to accept challenges at the temple, once they have claimed the residence, but can also move any challenges to the ruins arena if they so wish.

Stone Market: The next site Ingdani points out is a set of small stone shacks at area **E**. Each of these buildings is magically connected to a tournament-operated stall in the Neverending Market in Goka, allowing competitors to purchase any common goods and equipment during their time on Bonmu. The Stone Market is a hot spot of activity; any time the player characters come here, there is a 25% chance they run into another fighting team looking for a match.

Transport Tower: Finally, Ingdani notes a stone tower looming over the treetops half a mile north of the temple of Irori, at area **D1**. She explains that the tower is one of five located around Bonmu. These towers are all connected by teleportation magic and allow for quick transport around the island. The towers are considered safe sites; any attempts to fight or declare a match within them results in instant disqualification.

DANGER ISLAND RULES

During the party's journey to the temple of Irori, Ingdani explains the rules for the qualifying round. (These rules become more important starting in Chapter 2; consider offering your players a written

list of the rules for easy reference.) She also hands the characters a scroll which details these instructions and features a basic map of Bonmu. The map shows the general topography and geographical features of the island and also notes the locations of the five transport towers.

Basic Rules

The qualifying round has a number of ground rules.

- The commands of the emissary and his agents are to be obeyed at all times, and the emissary's word is final. None shall take violent action against the emissary or his agents.
- The emissary employs a number of enforcers to maintain order on the island. The enforcers are agents of the emissary and so have the authority to declare unique challenges and matches.
- To qualify for the Ruby Phoenix Tournament, a team must collect a total of 10 silver feathers. A team can attempt to earn feathers by challenging another team to a match and wagering feathers.
- All teams must be able to readily present their *phoenix necklace* (page 214) and at least 1 silver feather to the emissary or his enforcers. Failure to do so will result in immediate disqualification.
- No contestant may leave Bonmu, for any reason, until the conclusion of the qualifying round, unless they are disqualified or lose all of their silver feathers.
- The qualifying round lasts a total of 3 days. On the third day, any team with a complete set of silver feathers can visit Mount Haminabu to confirm their entry into the tournament by presenting their necklace and 10 feathers. Once eight teams have qualified for the tournament, the qualifying round is over, and all remaining teams are immediately disqualified.

Contests

To earn silver feathers, teams must engage other teams in official fighting matches. Teams can challenge one another to a match at any time once the qualifying round begins except for designated safe hours (every night from midnight to sunrise). A team must challenge another team in the presence of an enforcer. A challenged team must accept the challenge or be disqualified.

Once a match has been declared, the challengers must wager between one and three feathers. The defenders



ingdani



must then match the wager; if a defending team can't match the wager, they must wager their remaining feathers. Once the wagers are placed, the feathers are handed to the enforcer, who takes both teams to the nearest designated fighting site (areas **A**, **C**, or **F**). Teams can also agree to fight one another without making a wager, in which case they are free to fight anywhere on the island, and the defending team isn't required to accept the challenge.

Once at the fighting area, the challenge begins. While the teams are free to choose their starting positions, the default assumption is that both sides begin within 60 feet of each other. Only the two teams are allowed to participate in the challenge. Neither team can accept aid from anyone not participating in the challenge. The challenge is a free-for-all between both teams. The last team standing is the winner. A team can choose to yield and forfeit at any time during the challenge. Failing to honor the forfeit results in a disqualification. The slaying of an entrant during a challenge is entirely possible and permitted, but if an agent of the emissary catches any team attempting to lethally harm an entrant outside of a challenge, that team is disqualified.

Once one side has fallen or forfeited, the enforcer declares a winner and provides the winning team all of the wagered feathers. If the transfer of feathers would grant a team more than 10 total feathers, any excess feathers go to the enforcers and are taken out of play from the qualifying round. There are no ties in challenges and in the rare case where a winner is not immediately obvious, the enforcer has final say on declaring the winner. In addition to earning the feathers, the winning team also earns a bonus of 500 gp for winning a challenge. The enforcers are free to add to the winnings as they see fit in cases of particularly spectacular or memorable matches. Looting of defeated teams is permissible only if all members of the losing team have been killed.

After a match, the winning team can't challenge the losing team again for the duration of the event. The losing team doesn't have this restriction, however, and can challenge a team that has beaten them to rematches until the losing team either runs out of feathers or wins. Finally, any team with 10 or more feathers is prohibited from issuing challenges to other teams, though other teams are still allowed to challenge them.

Enforcers

Rather than send in their own priests, the church of Abadar has recruited capable fighters to help maintain order on Bonmu and act as judges. These enforcers have the power to oversee challenges and directly interfere when any team breaks the rules.

In addition to acting as referees, the enforcers are a type of rival team themselves. An enforcer or group of enforcers can challenge any contending team on the island to a match. The enforcers are not required to wager any feather tokens, though they may require the defending team to wager up to 3 feathers. This process is intended to thin the pool of available feathers and make it more difficult for some of the teams to acquire the 10 feathers they need to qualify. If a challenged team defeats the enforcers, the winners earn 500 gp instead of silver feathers. Of course, no lethal action may be taken against the enforcers.

The enforcers also have the power to declare unique challenges that don't involve a fighting match. These challenges are designed to encourage the teams to travel the island and overcome the environment. To entice teams to participate in these challenges, the enforcers possess a number of additional silver feathers that they can give out as rewards to the challenge winners.

Though the emissary is ultimately in charge of all the tournament agents on the island, including the enforcers, he has delegated command of the enforcers to an onidoshi named Koto Zekora. Koto Zekora is considered the final arbiter of any enforcer decisions, and her authority is second only to that of the emissary.

MEETING TINO'S TOUGHEST

MODERATE 11

As soon as the player characters start their trip toward the temple of Irori (but before they make it very far), another team runs up and hails them. This team is Tino's Toughest. Tino and his pals are an amicable lot, and the player characters will get to know them well throughout the Adventure Path. (More details about Tino's Toughest can be found in "Ruby Phoenix Fighting Roster" on page 196.) For now, Tino introduces himself and his team, then explains that he overheard that the characters are headed to the temple of Irori. Tino and his team are staying in the library of Gruhashta, half a mile from the temple, and they're all eager to meet their island neighbors.

Tino's Toughest might seem a motley bunch at first glance. Tino, though exhibiting youthful exuberance and a finely honed body with a fashionable tattoo of the Master's Rebus on his chest, is already into his middle years and has seen his fair share of triumphs and tragedies. Ji-yook is coy and aloof, always promising that she'll strike out on her own after one last adventure, but she inevitably sticks with her friends. Takatorra is Tino's best friend since childhood, and Tino has loyally helped Takatorra—whose lengthy search for self-realization and rare sweets don't hinder their

Introduction

Part One: Despair on Danger Island

Chapter 1: Welcome to Danger Island

Chapter 2: Survive

Chapter 3: The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



mastery of swordplay—through countless challenges both existential and confectionary. Yabin “the Just” is the most stoic of the lot, though even the slightest mention of anything dragon-related is enough to get the sorcerer babbling about his favorite topic of study.

Tino and his team see the Ruby Phoenix Tournament as an opportunity to improve their fighting skills. “We’ve met a lot of people on our adventures,” Tino says, “but there’s always more to learn. When we got word we were invited to take part in the Ruby Phoenix Tournament, we

leapt at the chance to travel to a new place and test our strength against worthy opponents. It would be quite a thing to earn one of Hao Jin’s great treasures... but as long as we’re having fun and making memories, I don’t think any of us would regret losing the tournament!”

Tino suggests that the party and his team engage in a friendly sparring match. If the player characters seem reluctant, Tino assures them that the fight will only be a friendly match, with no intent for anyone to get hurt. Tino doesn’t pressure the characters further if they remain unsure, and he keeps his offer of a casual bout open for the remainder of the time on Bonmu.

If the characters agree to the fight, Tino offers them the chance to choose the location for the match. The characters can choose any relatively open area; any of the fighting sites in Chapter 2 or the map on the rear inside cover are particularly suitable.

Toughest Tactics: Tino’s Toughest have adventured together for many years and have honed their fighting tactics to complement one another’s strengths. Tino uses his Retributive Strike to defend Takatorra as the two focus on a single target at a time. Ji-yook springs around the battlefield attacking back-row combatants like archers and spellcasters, and she uses her Pinning Shot to keep similarly mobile foes in place. Yabin keeps his distance, using his spells to confound opponents, control the arena, and enhance his allies’ abilities. The team graciously surrenders if two or more of their members are knocked unconscious or if all of them are reduced to fewer than 50 Hit Points.



TINO

CREATURE 9

UNIQUE LG MEDIUM HUMAN HUMANOID

Male Tian-Shu paladin of Irori

Perception +18

Languages Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +21, Athletics +20, Diplomacy +18, Irori Lore +15, Medicine +16

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

Items +1 explorer’s clothing, +1 striking handwraps of mighty blows

AC 28; **Fort** +18, **Ref** +19, **Will** +16; +1 status to all saves vs. disease

HP 150

Retributive Strike ☞ If Tino hits with his Retributive Strike, the target takes 3 persistent good damage.

Speed 40 feet

Melee ♦ fist +20 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d8+9 bludgeoning

Focus Spells DC 24; **5th** (3 Focus Points) *ki blast* (Core Rulebook 401), *ki strike* (Core Rulebook 401), *lay on hands* (Core Rulebook 387)



Flurry of Blows ♦ (flourish) Tino makes two Strikes with his fist or with a monk weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Powerful Fists Tino's fist Strikes don't take penalties when making lethal attacks.

JI-YOOK CREATURE 9

UNIQUE CG MEDIUM HUMANOID KITSUNE
Female kitsune ninja (*Pathfinder Bestiary* 3150)

Perception +19; low-light vision

Languages Goblin, Kitsune, Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +21, Deception +21, Stealth +19, Thievery +19

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

Items +1 striking darts (5), +1 striking returning dart, +1 explorer's clothing, +1 striking handwraps of mighty blows, lesser smokesticks (2)

AC 29; **Fort** +15, **Ref** +19, **Will** +16

HP 130

Speed 25 feet

Melee ♦ *claw* +20 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d4+8 slashing

Ranged ♦ *dart* +20 (agile, magical, thrown 20 feet), **Damage** 2d4+4 piercing

Ranged ♦ *foxfire* +19 (range 20 feet), **Damage** 2d4 electricity

Divine Innate Spells DC 27; **1st** *sanctuary*; **Cantrips** (5th) *daze*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) Ji-yook transforms into her human form. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. Ji-yook can remain in her human form indefinitely, and she can shift back to her true kitsune form by using this action again.

Foxtail Blast ♦♦ (electricity, evocation, flourish, magical) Ji-yook makes a fist Strike. On a hit, the target takes an additional 2d4 electricity damage and is pushed back 5 feet. On a critical hit, the target is pushed back and then knocked prone.

Pinning Shot ♦ Ji-yook pins a foe's clothing to a wall, floor, or the ground. Ji-yook makes a dart Strike. If the attack hits, it deals no damage and instead pins the target to an adjacent surface. The target is immobilized and must spend an Interact action to attempt a DC 10 Athletics check to pull the dart free; it can't move from its space until it succeeds. If Ji-yook's dart Strike was a critical hit, the target must succeed at two separate Athletics checks to pull the dart free. The target is flat-footed while it remains immobilized in this way.



TAKATORRA

TAKATORRA CREATURE 9

UNIQUE CG MEDIUM HUMANOID TENGU

Nonbinary tengu sword master (*Pathfinder Bestiary* 310)

Perception +20; low-light vision

Languages Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +17, Athletics +21, Intimidation +15, Performance +15

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

Items +1 hide armor, +1 striking tengu gale blades (2; *Pathfinder Advanced Player's Guide* 248)

AC 26; **Fort** +21, **Ref** +17,

Will +20

HP 210

Attack of Opportunity ⤵

Speed 25 feet

Melee ♦ *tengu gale blade* +22 (agile, disarm, finesse, magical), **Damage** 2d6+10 slashing

Melee ♦ *beak* +21 (finesse, unarmed), **Damage** 1d6+10 piercing

Blade Barrage ♦♦ Takatorra makes three melee Strikes. These Strikes gain the forceful trait. If one target is hit with at least two of these Strikes, they also take 1d6 persistent bleed damage. The target is then flat-footed until they heal the persistent bleed damage.

Disarming Whirl ♦♦ (flourish) Takatorra spins, striking at their foes' weapons. Takatorra attempts an Athletics check to Disarm against each enemy within melee reach. Each attempt counts toward Takatorra's multiple attack penalty, but the penalty doesn't increase until they have made all the attempts.

Soaring Flight ♦♦ (morph, primal, transmutation) **Frequency** once per day; **Effect** Takatorra expands their wings, gaining a 25-foot fly Speed for 5 minutes.

YABIN THE JUST CREATURE 9

UNIQUE NG MEDIUM HUMANOID NAGAJI

Male nagaji dragon sorcerer (*Pathfinder Bestiary* 3182)

Perception +18; low-light vision

Languages Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +18, Arcana +19, Diplomacy +19, Intimidation +19, Occultism +17

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

Items +1 striking bo staff, +1 explorer's clothing

AC 27; **Fort** +19, **Ref** +16, **Will** +15; +1 status to all saves vs. poison

HP 130; **Resistances** poison 5

Speed 25 feet

Introduction

Part One:
Despair on
Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure
Toolbox

Glossary
& Index



Melee ♦ *bo staff* +17 (magical, parry, reach, trip), **Damage** 2d8+5 bludgeoning

Ranged ♦ venom +18 (range 10 feet), **Effect** nagaji venom
Arcane Spontaneous Spells DC 27, attack +20; **5th** (2 slots) *chromatic wall, cloak of colors, magic missile*; **4th** (3 slots) *confusion, freedom of movement, spell immunity, wall of fire*; **3rd** (3 slots) *fireball, haste, lightning bolt, slow*; **2nd** (3 slots) *blur, mirror image, resist energy, touch of idiocy*; **1st** (3 slots) *charm, fear, ray of enfeeblement, true strike*; **Cantrips** (5th) *acid splash, detect magic, light, shield, telekinetic projectile*

Sorcerer Bloodline draconic (brass dragon)

Sorcerer Bloodline Spells DC 27; **5th** (2 Focus Points) *dragon breath* (Core Rulebook 403), *dragon claws* (Core Rulebook 403)

Nagaji Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison (1 round); **Stage 2** 3d6 poison and dazzled (1 round); **Stage 3** 4d6 poison and blinded (1 round)

Prize: If the player characters defeat Tino's Toughest, Tino thanks them for an enjoyable bout and gives them a *wand of death ward* as thanks. Whether or not the party fights Tino's team, Tino also gifts the characters two *ghost touch* weapon runes, saying with a wink, "I've heard this island is covered in undead. I'd hate for ghosts to get the better of you before we have a chance to fight again in the tournament." Characters who want to make use of the runes right away can visit the Stone Markets (page 33) to have the runes applied immediately. Tino also offers to use his Medicine skills and magic to heal the characters.

TEMPLE OF IRORI

This temple is one of the few structures built during the island's brief Tian-Sing occupation. The Tian-Sings built the temple to serve as a monastery for monks of Irori. Shortly before the island's abandonment, an uprising within the monks' ranks led to the death of everyone within the temple. This violent fate created several ghosts who now haunt the dilapidated temple.

When it came time to prepare the temple for the tournament, Sifu Xho Nuo and his emissaries moved quickly through the place, dropping the *phoenix necklace* and silver feathers into rooms without lingering.

Temple Features: Bonmu's temple of Irori is small compared to some other Iroran centers of worship. The monastery was intended for only two dozen permanent residents at most. Its interior walls are made from the same worked stone as the exterior but feature carvings in the form of prayers and the Master's Rebus, a symbol said to represent knowledge, enlightenment, and Irori

himself. These magically enhanced carvings emit a dim blue light within all the interior rooms. Anyone inside one of the temple's rooms can utter Irori's name to suppress or reactivate the room's light; suppressed lights automatically reactivate after 8 hours.

The temple has only three entrances, at areas **A1**, **A4**, and **A6**, though some recent damage makes for easy access into area **A13** as well. All of the doors are made from thick wood and are unlocked. The exterior doors sport interior brackets to ease with barring the door, though the wooden beams once used for this purpose are missing. The ceilings of the temple are 15 feet high unless otherwise noted. A number of rooms lack ceilings entirely, leaving areas **A3**, **A7**, **A10**, and **A11** exposed to the elements. See page 18 for the map of the temple.

The Broken Rebus: A century ago, a small but vibrant community of Iroran monks spent their entire lives within this temple's walls. All that came to an end when a splinter group in the order attempted to take the temple for themselves. This group, known as the Broken Rebus, believed that enlightenment came not through knowledge or meditation but through outright might, which they argued represented the pinnacle of the physical self and allowed one to transcend into the spiritual realm. This extreme belief soon became twisted into a hunger for power. The Broken Rebus's last resort—a violent takeover of the temple—failed, but they did manage to mortally wound all their fellow monks during the attack, spelling the end for the temple. Signs of the Broken Rebus, including undead monks and deadly hazards, still occupy much of the temple.

A1. TEMPLE ENTRANCE

MODERATE 11

The path to the temple begins at the bottom of the hill, several hundred feet from the door. Thin stone pillars carved with representations of the Master's Rebus line the path on both sides. A small metal brazier rests atop each pillar. The braziers are currently unlit and empty.

A simple dirt path leads up to a large pair of wooden doors bearing numerous intricate carvings. Two statues, each of an androgynous human, stand to either side of the doors, though the southern statue has been knocked over and now lies in pieces in the grass. Large webs cover the temple door and the exterior walls to the northwest and southwest. Something massive writhes in the thick webs that cover the northwest wall.

Creatures: A pair of mated goliath spiders make their nest on the roof and sides of the temple entrance. Their massive webs cover the entire rooftop and all the spaces immediately adjacent to the walls and



front doors. The webs are difficult terrain. Clearing a square of webbing requires a single attack or effect that deals at least 10 slashing damage or 5 fire damage. A square has AC 5, and it automatically fails saving throws. If the web takes at least 5 fire damage, it catches on fire; each turn, the fire burns away the webs in that space and spreads to any adjacent webbed squares. A creature that starts its turn in a burning square takes 5 fire damage.

The webs covering area **A1a** must be destroyed before the temple's doors can be opened. Area **A1b**'s webs are thick enough for a character to climb up to the temple's flat stone rooftop. At area **A1c**, the spiders' latest meal—a badly wounded but still living triceratops—lies half-cocooned in webs and stuck to the temple's exterior wall. Destroying the webs around the triceratops frees it to flail about, enraged, for 2 rounds before fleeing into the forest.

The spiders are sleeping atop the roof when the party arrives. The characters can make Stealth checks against the spiders' Perception DCs (32) to avoid waking them up; if disturbed, the spiders immediately attack. The spiders are initially a bit sluggish, and are slowed 1 for the first 2 rounds of combat. They crawl down from the rooftop and focus on any Small combatants. If their webs are totally burned away or if they are each reduced to 40 Hit Points or fewer, the spiders flee into the forest.

GOLIATH SPIDERS (2)

CREATURE 11

Pathfinder Bestiary 307

Initiative Perception +22

WOUNDED TRICERATOPS

CREATURE 8

Triceratops (*Pathfinder Bestiary* 99)

Initiative Perception +16

HP 60 (down from 140)

A2. CHAMBER OF TRIALS

A series of paintings line the walls of this large chamber, depicting a faceless man undergoing various trials of physical and mental fortitude. The man wades through a raging river, balances on one foot atop a lone tall tree, and meditates amid a terrible storm of ice and snow. Several small tools and some partially eaten food lie in the room's northern alcove, before a depiction of the faceless man picking a flower among a field of brambles. The western wall

features a large pair of wooden doors; in the eastern wall is an open doorway.



The temple foyer doubled as a place of teaching. The figure in the paintings represent Irori, though the monks intentionally excluded his face as they believed any depiction of the Master of Masters would be an inadequate reproduction of his perfect image. Each image depicts Irori undergoing a trial tied to a specific lesson. The temple monks would return here to share the stories of Irori with outsiders.

Temple's Steward: The various items in the northern alcove belong to an anugobu (page 226) named Ahmitar. When he found the temple over a decade ago, it was in such shambles that he almost moved on. But when he discovered the images of Irori behind the brambles that covered this chamber's walls, he realized that this temple would be his wonder. He has since remained here, slowly restoring the building.

Any battle outside the temple or in an adjacent room catches Ahmitar's attention, in which case he watches the characters from a safe distance and steps back to his spot in the chamber before he's noticed. When the characters enter the chamber, he watches them closely. If someone examines his tools or food, he hops out of his workspace and pleads with them to leave his things alone. Ahmitar's quivering voice makes it obvious he is fearful of the fighters. He demands to know why they're here, concerned that they intend to damage the temple, but he lights up if the characters mention that they are here to clear the temple of its monsters, in which case he regards them as friends. Otherwise, convincing Ahmitar that they mean no harm or asking him to leave them alone should be a simple process; the last thing Ahmitar wants is a confrontation with these formidable visitors.

If the characters befriend Ahmitar, he makes a valuable ally indeed. Ahmitar eagerly tells the party all about the temple, including its layout, the state of various rooms, and the creatures that dwell within. He happily follows and helps however he can, though he retreats to his workspace if his life is in danger. Once the temple is cleared out, Ahmitar remains, fixing up any unfinished cosmetic repairs and providing companionship throughout the contenders' stay. Additionally, Ahmitar traveled

Introduction

Part One: Despair on Danger Island

Chapter 1: Welcome to Danger Island

Chapter 2: Survive

Chapter 3: The Empress at the Top of the World

Part Two: Ready? Fight!

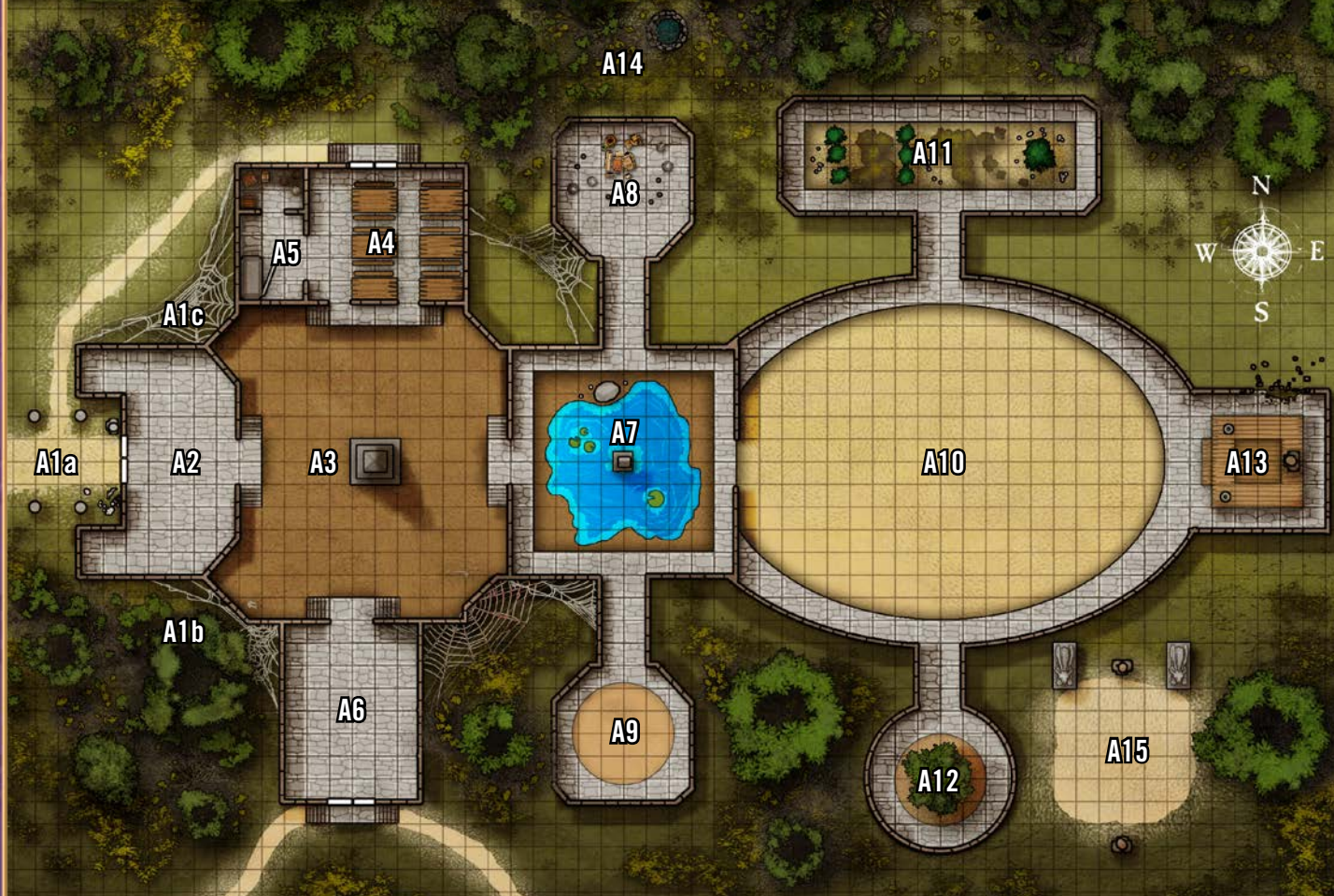
Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

TEMPLE OF IRORI

1 SQUARE = 5 FEET



through most of Bonmu before settling at the temple. He can inform the characters of Bonmu's history and the basic details of most locations on the island, though he doesn't know about locations' specific inhabitants or secrets.

If the party asks Ahmitar to leave, he dejectedly acquiesces. If attacked, Ahmitar immediately flees to his workspace or into the forest if necessary. In this case, he attempts to sneak back into the temple throughout the adventure in an attempt to continue his work, fleeing at the first sign that the contenders have noticed him.

AHMITAR

CREATURE 7

Male anugobu wondercrafter (page 227)

Initiative Perception +18

XP Award: If the characters befriend Ahmitar, award each 30 XP.

A3. COURTYARD

MODERATE 11

Rusted weapons and old bone shards speckle this wide, open courtyard's dirt floor. In the center stands a thirty-foot-tall sculpture of a pagoda, with hundreds of names carved all over its miniature tiers. Open doorways stand in the northern, southern, western, and eastern walls. Pairs of staircases lead up to each doorway.

The temple's monks would meet in this courtyard. It offered a place for conversations, singing, dancing, games, and other pleasant activities. Unfortunately, it was also the site of a deadly battle between the Broken Rebus splinter group and the temple's loyalists, the bones of whom remain scattered about the ground.

The pagoda in the center of the courtyard served as a monument to all of the former monks who spent their lives in the monastery; when a monk passed away, their name was carved into the wooden sculpture. The



Master's Rebus is carved beside a handful of names; these individuals were believed to have achieved some form of enlightenment.

Creatures: When the Broken Rebus attempted to seize the temple and oust those who opposed their violent credo, a number of temple monks fought them here, and all perished in the process. These stalwart defenders died believing they needed to protect the temple at all costs, and this powerful belief resonated even as the monks perished. Now, the monks have become ghosts, bound to the courtyard and yet determined to guard the temple from any and all intruders.

When the characters enter the courtyard, the silent monks manifest from their names on the pagoda and take up fighting stances. The ghosts can't travel beyond the courtyard and vanish if the courtyard is empty for 1 minute.

GHOST MONKS (4)

CREATURE 9

LN MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Ghost adherents of Irori (*Pathfinder Bestiary* 166)

Perception +18; darkvision

Languages Tien

Skills Irori Lore +17, Occultism +17, Temple Lore +17

Str -5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +6, **Cha** +6

Site Bound As ghost.

AC 25; **Fort** +15, **Ref** +19, **Will** +21

HP 115, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) As ghost. Putting the abbot in **A8** to rest brings peace to the ghost monks, allowing them to move on to the Serene Circle in Axis.

Speed fly 40 feet

Melee ♦ ghostly fist +21 (agile, finesse, magical), **Damage** 2d8+12 negative

Flurry of Blows ♦ (flourish) The ghost monk makes two Strikes with their ghostly fist. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Frightful Moan ♦ (auditory, divine, emotion, enchantment, fear, mental) As ghost. DC 25.

Telekinetic Assault ♦♦ (divine, evocation) As ghost. 5d6 bludgeoning, DC 25.

Treasure: The old weapons scattered throughout the yard are rusted beyond use, but their unique Iroran iconography makes them worth a total of 500 gp to a collector or Iroran temple. Anyone who sifts through the weapons or who succeeds at a DC 25 Perception check to Seek finds a +2 *striking ghost touch hook sword* (page 218) as well as a *potion of tongues*.

A4. REFECTORY

LOW 11

Several wooden tables occupy this dining hall. A wooden door to the north allows entry into the room from the outside, an open doorway to the west connects to a kitchen, and smaller doorways to the south connect to the temple's courtyard.

Ahmitar made use of an *unseen servant* to clean this cafeteria and the connecting kitchen from a distance, but he keeps away from this part of the temple entirely due to its haunted nature.

Hazard: The Broken Rebus began their attack during the monks' evening meal, when most of their colleagues were enjoying dinner. As these monks met their demise, the collective anguish of betrayal manifested a haunt within the refectory. Entering the room causes the tables to fill with ghostly images of monks engaged in prayer as they begin their meal. One round later, the haunt activates, causing ghostly depictions of the Broken Rebus monks to manifest and begin their attack, sending incorporeal tables and tableware flying throughout the room.

BROKEN REBUS ATTACK

HAZARD 12

UNIQUE COMPLEX HAUNT MAGICAL

Stealth +20 (trained)

Description Ghostly attackers knock the tables about, send dishes flying, and pull fleeing creatures into the room.

Disable DC 34 Religion (expert) to say an Iroran prayer and put the haunt temporarily to rest, DC 38 Occultism (master) to create a ward against future hauntings

Ghostly Pull ➔ **Trigger** One round passes since a creature entered the refectory; **Effect** A Broken Rebus monk grabs the creature and yanks them toward the room's center. The triggering creature must attempt a DC 36 Fortitude save. The haunt can use this reaction any number of times per round, but only once per creature that tries to leave the room. The haunt then rolls initiative, if it hasn't already.

Critical Success The creature is unaffected.

Success The creature is pulled 10 feet into the room.

Failure The creature is pulled 15 feet into the room.

Critical Failure The creature is pulled 15 feet into the room, knocked prone, and takes 2d6 bludgeoning damage.

Routine (1 action) The haunt sends a flurry of objects hurtling across the room. All creatures in the room are battered by the ghostly objects, taking 3d10+14 force damage (DC 32 basic Reflex save).

Reset The haunt deactivates after 1 minute. It re-forms at the same times every day, 7 a.m. and 7 p.m., which is when the monks had their morning and evening meals. If at least two people cook a meal in the kitchen, share a meal in the refectory, and utter a prayer to Irori before

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



the meal, the haunt becomes permanently disabled and doesn't re-form.

A5. KITCHEN

A large stone oven takes up the southwestern corner of this simple kitchen, and a door in the northern wall leads to a sparse pantry. An open doorway to the east connects to a large dining area.

Monks prepared meals in this kitchen twice daily, providing breakfast and dinner for the whole temple.

Treasure: In addition to storing food in the kitchen's pantry, the temple monks kept a number of tools to help them with everyday life at the monastery, including a *moderate potion of fire resistance* in a spherical glass vial, a *decanter of endless water* for when the temple's well went dry, and *greater holy prayer beads* that the abbot would use to heal visitors in need.

A6. DORMITORY

Rotted hay mattresses and small wooden chests fill most of the floor space in this large shared dormitory. Wide doorways to the north and south lead out of the room.

Treasure: The ascetic Iroran monks kept what few belongings they had in these chests. More often, the chests were reserved for visitors to the temple. The monks would ask anyone who stayed to leave a small donation in their chest, which the monks would leave and only collect when the temple was in desperate need of funds. Many visitors were overly generous, leaving large amounts of gold or even valuable magic items in appreciation of the monks' help. Over the years, the monks collected a sizable array of contributions that they left in the chests, where they remain to this day.

Sifting through all of the chests turns up an *axiomatic* rune in a runestone engraved with imagery of a zuishin kami, an *iron medallion*, a *spellstrike arrow* (type V), a *ring of climbing*, a *wand of remove curse* carved from a bulette tooth, half a dozen lacquered wooden holy symbols of Irori strung on rotted hemp necklaces, a small hide pouch containing 115 gp worth of tiny opals, and 218 gp in assorted coinage.

A7. REFLECTION POOL

MODERATE 11

A small stone walkway lines the perimeter of this open-air chamber. A sandy area in the center of the atrium surrounds a pond full of dark, dirty water. From the center of the pond rises a small stone structure with

a wide, flat top. Large, open doorways lead to the north, south, east, and west.

The monks used this pond for meditation by sitting upon the wide top of the stone structure, which is strong enough to support an adult's weight. Sitting here offered the additional benefit of hiding the meditator's reflection, which made it easier to disconnect from one's self during their practice. The structure is also infused with minor magic that constantly purifies the pond water, though it's not strong enough to hide or deter the pond's current inhabitant.

Creature: A powerful catoblepas broke into the temple a few weeks ago after preparations for the Ruby Phoenix Tournament drove it from its home in the nearby forest. The monster found an open wall at the eastern end of the temple (A13) and eventually made its way to the pond here. Now, it splits its time between the pond, where it rests, and the forest, where it hunts for food. It continues to use the same broken wall as an entrance, preventing all of Ahmitar's attempts to repair the barrier. For the moment, the catoblepas and Ahmitar share a silent understanding, allowing the anugobu to move through this room as long as he doesn't disturb the monster.

Since the catoblepas isn't always here, there's a possibility that the room is empty the first time the player characters move through it. During the day, there is a 50% chance the monster is out hunting. It eventually returns to the pond at sunset, where it remains until morning. If the catoblepas is here when the characters enter, it brays a loud warning before attacking anyone who remains in the room or tries to continue further. The catoblepas chases intruders out of the temple before returning to the pond, though if reduced to fewer than 50 Hit Points, it flees into the forest for its life.

ELITE CATOBLEPAS

CREATURE 13

Pathfinder Bestiary 2 6, 48

Initiative Perception +24

Hazard: The catoblepas's presence here slowly turned the pond into a noxious pool of tainted water. Anyone who drinks from the water or falls in must succeed at a DC 30 Fortitude save or become sickened 1. Once the catoblepas leaves, the pond's magic cleans the foul water completely after 24 hours.

A8. PRAYER ROOM

Prayer and meditation aids fill the chamber, including rows of candles, dozens of bells, and multiple singing bowls, many of which are scattered haphazardly about the floor.



A single silver feather lies among the detritus. The room can be entered and exited from the hallway to the south.

The monks used this room as place to offer prayers and songs to Irori.

Hazard: The temple's abbot was in the middle of prayer inside this room when the Broken Rebus attacked. Half a dozen Broken Rebus monks set upon the praying leader. Though she was outnumbered, the abbot's prodigious ki abilities allowed her to fend off the attackers. She used her gift to channel a powerful storm of ki and lightning that obliterated her attackers but also overwhelmed her own body. Channeling the storm was too much for her, and she expired shortly thereafter. Her spirit remained, however, and it relives its final moments over and over again in this chamber. The spirit can't differentiate between peaceful visitors and hostile intruders, so no matter who enters, it attempts to channel its wrath to defend the temple.

WRONGED MONK'S WRATH

HAZARD 13

HAUNT

Stealth DC 32 (trained)

Description A monk's tormented spirit attacks intruders.

Disable DC 32 Irori Lore (trained) to clean the room and return the prayer items to their proper arrangement, DC 37 Religion (expert) to state an Iroran prayer of peace and put the haunt to rest, or DC 40 Occultism (master) to create a ward against future hauntings

Ki Storm  **Trigger** A creature enters the prayer room;

Effect The abbot's spirit appears and begins to channel powerful ki energy. One round later, the room fills with a powerful kinetic storm, dealing 3d10+15 electricity damage and 3d10+15 force damage to all creatures in the room. Creatures in the room must attempt a DC 37 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and becomes deafened for 1 round.

Critical Failure The creature takes full damage, 2d8 persistent electricity damage, and becomes deafened for 1 minute.

Reset The haunt re-forms after 1 hour. The haunt becomes disabled and doesn't re-form if a creature lights all of the candles in the room and offers a prayer to Irori.

Silver Feather: One of the silver feathers lies among the bells and bowls strewn about the room. The feather's distinct color and luster makes it stand out among the items in here.

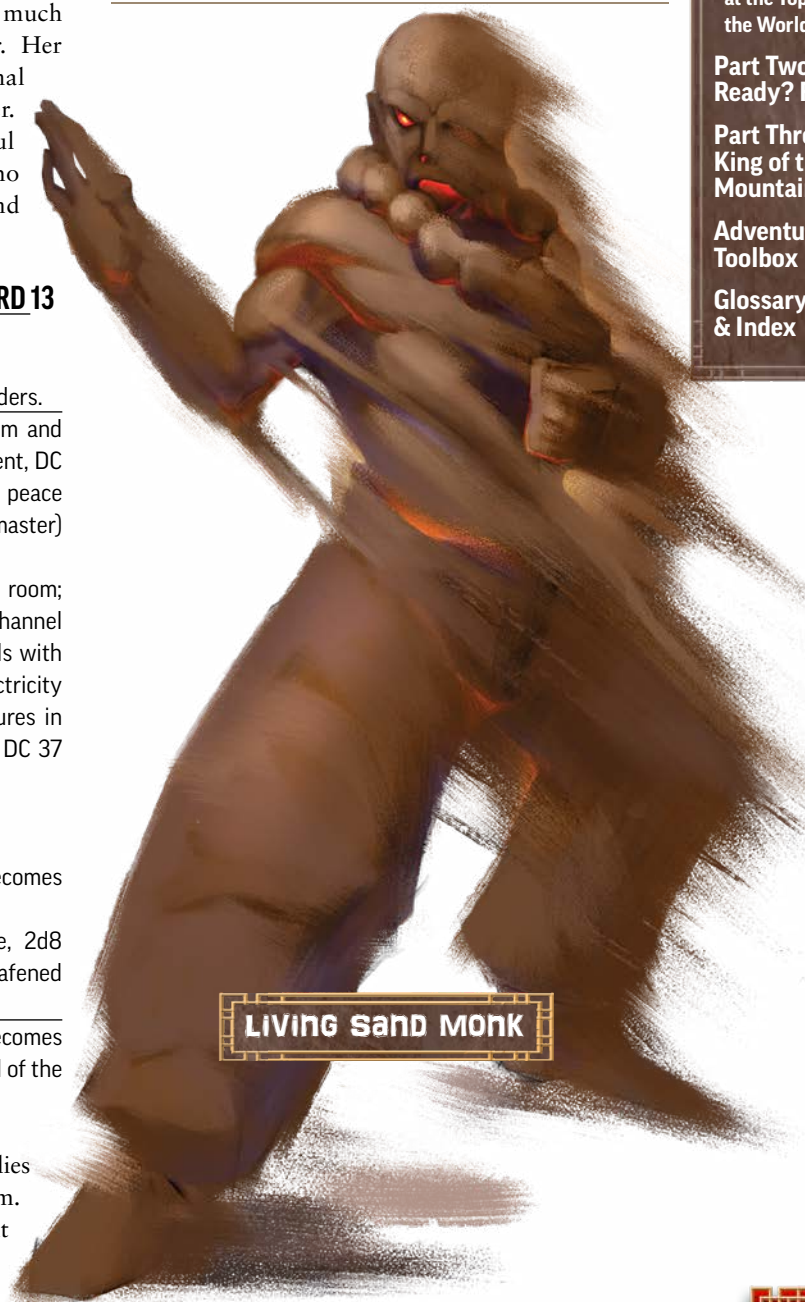
New Feat: If the player characters light the candles here and offer a prayer to appease the angry spirit of the dead abbot, grant them access to the Wronged Monk's Wrath feat (page 213).

XP Award: For recovering the silver feather from this room, award each character 80 XP.

A9. SAND CHAMBER

SEVERE 11

This large chamber is relatively empty save for the piles of colorful sand all about the floor and a few small tools scattered in the room's corners. A silver feather sticks out of a pile of red sand. A hallway to the north leads in and out.



LIVING SAND MONK

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



This was another of the temple's meditation chambers. Here, monks created elaborate sand art on the chamber's floor, sometimes spending weeks working together on improvisational yet beautiful, colorful arrangements. Once they were done, the monks would ritualistically dismantle the art, grain by grain, and start again.

Creatures and Hazard: Like the temple's other residents, the monks working in this chamber perished in the Broken Rebus attack. The betrayal filled the monks with unbridled rage, and this rage crystallized as the monks died with hatred in their hearts. The betrayed monks still linger here as a haunt, which activates as soon as a PC tries to leave the room. Two ghostly monks made from different-colored living sand manifest alongside the haunt; these monks are fairly weak compared to the PCs, and are intended more as complicating factors rather than true threats.

LIVING SAND MONKS (2)

CREATURE 7

Elite sand sentries (*Pathfinder Bestiary* 2 6, 109)

Initiative Perception +16

SAND WHIRLWIND

HAZARD 14

COMPLEX HAUNT

Stealth +23 (trained)

Description Buffeting winds swirl sharp grains of sand about the room.

Disable DC 38 Religion (expert) to state an Iroran koan about being complete only upon recognizing one's incompleteness, or DC 41 Occultism (master) to create a ward against future hauntings

Sand Vacuum **Trigger** A creature attempts to leave the chamber; **Effect** A powerful wind pulls the creature back into the room. The triggering creature must attempt a DC 39 Fortitude save. The haunt can use this reaction any number of times per round, but only once per creature that tries to leave the room. The haunt then rolls initiative, if it hasn't already.

Critical Success The creature is unaffected.

Success The creature is pulled back 10 feet into the room.

Failure The creature is pulled back 15 feet into the room and is blinded for 1 round.

Critical Failure The creature is pulled back 15 feet into the room and is blinded for 1 minute.

Routine (1 action) The haunt's violent winds savagely buffet everyone in the room, dealing 6d10+30 bludgeoning damage to living creatures (DC 34 basic Reflex save). On a critically failed save, a creature is also blinded for 1 minute.

Reset The haunt deactivates after 1 minute and re-forms after 1 hour. The haunt is disabled and doesn't re-form if at least two creatures spend 1 minute to create an image

with the sand. Creating the image requires a successful DC 30 Crafting or Thievery check.

Treasure: Hidden in the sands and locatable with a successful DC 30 Perception check to Search is a *light brown elemental gem*.

Silver Feather: One of the party's silver feathers sticks out a pile of sand, but it is swept up in the gale once the hazard here activates. It can be snatched from the whirlwind with a successful DC 35 Thievery check.

XP Award: Award each character 80 XP for recovering the silver feather from this room.

A10. TRAINING SPACE

Stray leaves and twigs dot the sand pit in the center of this oval, open-air area. Halls lead north and south; an open doorway to the west looks out on a small pond, while to the east is a large shrine.

The monks exercised here, occasionally using the area as a community prayer space or for special ceremonies. The sand here is the same dense sand as that in area A9; the entire pit is difficult terrain. The sand doesn't slow down the Old Man statue at all, however (area A13).

Treasure: Buried in the northwestern corner of the sand pit is a *greater striking rune*, discernible with a successful DC 25 Perception check to Seek.

A11. GARDEN

MODERATE 11

A large garden plot takes up most of this roofless enclosure. The soil appears dry and what little plant life remains is dead and wilted. A hallway leads south.

The monks maintained a garden which they used to grow fruits and vegetables for their meals. The plants are all dead now with no one alive to tend them. If asked, Ahmitar cheerfully promises to tend to the garden once he's done repairing the temple.

Creatures: The open-air design of this room made it a prime residence for a colony of ticks. The insects hide among what plant matter remains and attack anyone who disturbs the remnants of the garden. The tick swarms flee once two or more are dispersed or they are all reduced to fewer than 40 Hit Points.

TICK SWARMS (4)

CREATURE 9

Pathfinder Bestiary 2 260

Initiative Perception +18 or Stealth +19

Treasure: A greater serene mutagen and a greater cognitive mutagen are both hidden among the



foliage, each discoverable with a successful DC 20 Perception check to Seek or Search.

A12. MEDITATION TREE MODERATE 11

A large and colorful eucalyptus tree stands at the center of this chamber, reaching toward the sky through a square window in the ceiling. An old skeleton lies slumped against the base of the tree, bones spotted with fallen peels of multicolored bark. Amid the bark scraps lies a single silver feather. A hallway to the north serves as entrance and exit from the chamber.

The monks believed this beautiful tree possessed unique spiritual properties, specifically that its roots extended deep beyond the Material Plane and into the Great Beyond, where it intertwined with its sister tree in the Serene Circle, Irori's realm on the lawful plane of Axis. Whether or not this is true, many monks preferred to meditate beneath the branches of this tree.

Creature: The Broken Rebus met its end in this chamber. Mortally wounded, the leader of the group—a monk named Kannitri—made her way to the meditation tree. She sat down and pondered the attack and her actions before eventually passing away. Her mixed feelings—remorse, indignation, sorrow, anger—created enormous turmoil within her soul, but before she could resolve her clouded mind, her body expired. Now, her restless spirit lingers here as a ghost. She is not bound to her remains but chooses to remain in this room anyway.

When the player characters enter, Kannitri rises from her remains and desperately pleads for forgiveness. The characters can attempt a DC 33 Deception or Diplomacy check to convince Kannitri that they forgive her; any character wearing a holy symbol of Irori gains a +2 circumstance bonus on this check. On a success, Kannitri finds momentary peace and becomes pacified for 1 hour, making no attempts to harm the characters during this time. On a critical success, she becomes pacified for 24 hours. If the characters speak with Kannitri's ghost while she is pacified, she explains the history of the temple, the Broken Rebus, and the temple's final moments. Kannitri explains her remorse and states that she wishes to be with her fellow disciples once more. She explains that most of her friends perished in the courtyard before their



KANNITRI

names (or hers) could be inscribed on the pagoda sculpture there. The characters might realize that burying Kannitri's remains in the courtyard or carving her name into the pagoda will bring her peace; a character who succeeds at a DC 30 Religion check can deduce this.

If the characters don't pacify Kannitri, she flies into a rage when she realizes they're not her fellow monks. In combat, she attacks the character who appears physically weakest first. Her emotions swing wildly between rage and guilt, and she alternately hurls hateful insults and cries out for forgiveness during the fight.

KANNITRI

CREATURE 13

UNIQUE LN MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD
Female human ghost monk (*Pathfinder Bestiary* 166)

Perception +26; darkvision

Languages Tien

Skills Intimidation +26, Irori Lore +24, Occultism +24, Temple Lore +24

Str -5, **Dex** +5, **Con** +0, **Int** +3, **Wis** +6, **Cha** +7

Site Bound As ghost.

AC 33; **Fort** +19, **Ref** +24, **Will** +25

HP 175, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) As ghost. Burying Kannitri's remains in the courtyard or carving her name into the pagoda sculpture there (area **A3**) permanently puts her spirit to rest.

Speed fly 40 feet

Melee ♦ ghostly fist +28 (agile, finesse, magical), **Damage** 3d8+13 negative

Corrupting Gaze ♦♦ As ghost. 7d6 negative damage, DC 33.

Draining Touch ♦♦ As ghost.

Flurry of Blows ♦ (flourish) Kannitri makes two Strikes with her ghostly fist. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Silver Feather: One of the party's silver feathers lies amid Kannitri's remains.

XP Award: Award each character 80 XP if they recover the silver feather from this room. If they pacify

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



Kannitri and put her spirit to rest without fighting her, award XP as if they had defeated her in combat.

badly damaged, with a fifteen-foot-wide gap that reveals the forest outside the temple.

A13. SHRINE

SEVERE 11

Tarnished bells, frayed ribbons, and crumbling wooden beams surround the massive statue at the center of this shrine space, which is set into an alcove at the eastern side of the temple's open-air training area. Six steps lead up to a clearing where one can sit before the large statue, which depicts a smiling old man seated in a cross-legged position and holding a staff. A pair of braziers stand on either side of the steps and various prayer instruments lie scattered before the statue. The alcove's northern wall is

The monks used this shrine to lead prayer for the entire temple. Rather than attempt the futile endeavor of creating a depiction of Irori for the shrine, the monks carved a statue of the Old Man, Irori's herald.

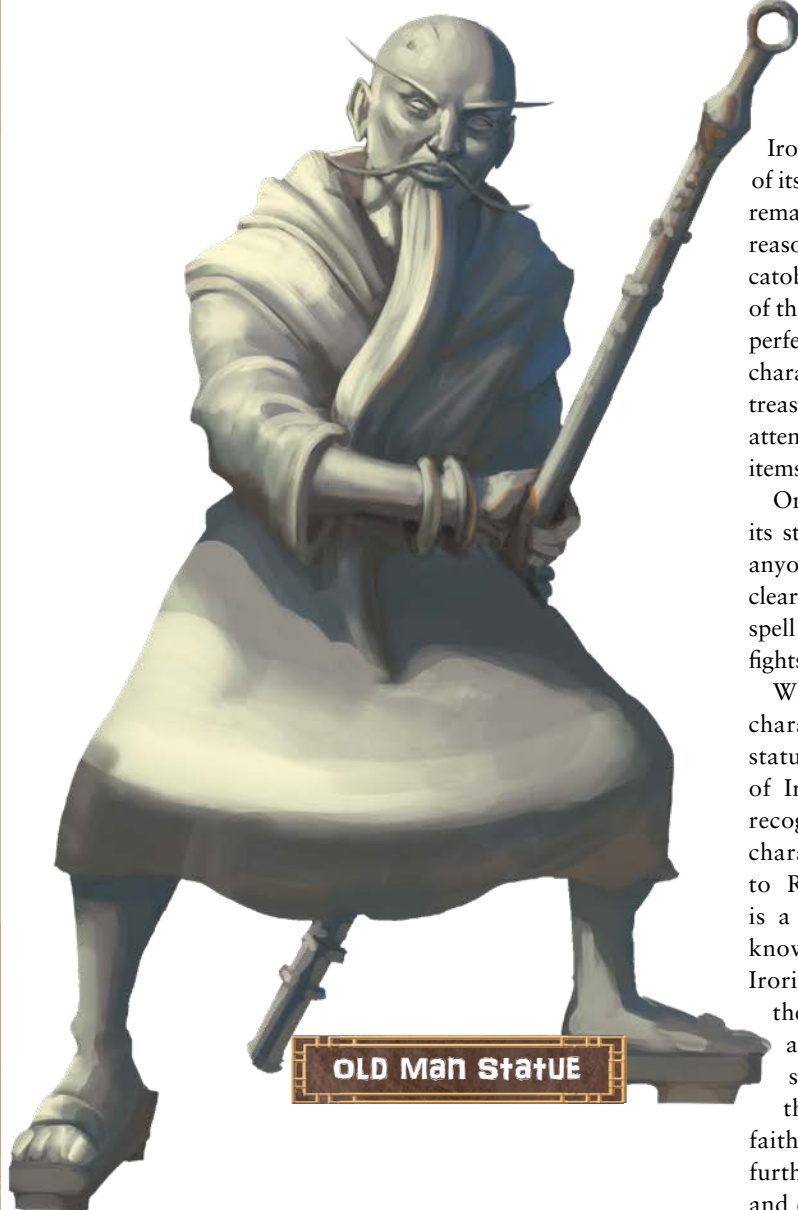
Creature: The statue of the Old Man was originally an ordinary statue, but when the Broken Rebus began their attack on the temple, the defending monks' cries reached Irori, who infused the statue with power and caused it to become a divine warden. The statue rose from this shrine and joined the temple monks in fending off the Broken Rebus. While it defeated the remaining Broken Rebus rebels, the divine warden could not save the loyal temple monks.

Once the attack was over, the statue returned to the shrine, where it has remained ever since.

The statue of the Old Man remains infused with Irori's power and still defends the temple to the best of its abilities. The haunts and spirits within the temple remain contained with their respective areas, and for reasons unknown, the divine warden has spared the catoblepas in area A7. The emissary's agents, knowing of the warden's might, decided the shrine would be the perfect place to hide the team's *phoenix necklace*. If a character tries to take the necklace or any of the other treasures on the shrine, the statue springs to life and attempts to reclaim the temple's relics. Returning the items causes the statue to end its attack.

Once in combat, the statue makes a brutal foe, using its staff to strike at distant opponents and grabbing anyone who gets too close. It uses its domain spells to clear away any conditions, saving its *enduring might* spell to reduce damage from a critical hit. The statue fights until it is destroyed.

Whether or not they realize it, the player characters have several means of pacifying the statue. If every character wears a religious symbol of Irori, the statue immediately stops its assault, recognizing the characters as Irori's faithful. A character who succeeds at a DC 25 Religion check to Recall Knowledge recognizes that the statue is a divine warden. A character armed with that knowledge can attempt a DC 30 Religion or DC 25 Irori Lore check to Recall Knowledge; on a success, they recall a prayer koan about the Old Man. If a character speaks this prayer, which requires spending three actions to utter in its entirety, the statue recognizes that character as Irori's faithful as well, and it doesn't attack that character further. In addition, the statue becomes clumsy 1 and enfeebled 1. These conditions increase by 1 for



OLD MAN STATUE



each additional character that utters the prayer. If all the characters speak the prayer, the statue stops its attack and loses its conditions, returning to rest at the shrine.

OLD MAN STATUE

CREATURE 14

UNIQUE LN HUGE CONSTRUCT DIVINE MINDLESS

Divine warden of Irori (*Pathfinder Bestiary* 3 72)

Perception +24; darkvision

Languages Tien (can't speak any language)

Skills Athletics +28

Str +8, **Dex** -1, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5

AC 36; **Fort** +28, **Ref** +19, **Will** +22

HP 160; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine)

Divine Destruction (divine, necromancy, positive) 14d6 positive, DC 32

Faith Bound As divine warden (Irori).

Speed 30 feet

Melee ♦ fist +28 (magical, reach 10 feet), **Damage** 3d10+14 bludgeoning plus Grab

Melee ♦ staff +30 (magical, parry, reach 15 feet, trip), **Damage** 3d8+14 bludgeoning

Divine Innate Spells DC 32, attack +24; **Cantrips (7th)** *divine lance* (lawful)

Divine Domain Spells DC 32; **7th** (2 Focus Points) *athletic rush* (*Core Rulebook* 389), *enduring might* (*Core Rulebook* 392), *perfected form* (*Core Rulebook* 394), *perfected mind* (*Core Rulebook* 394)

Faithful Weapon As divine warden (staff).

Instrument of Faith As divine warden (Irori).

Treasure: During his time repairing the temple of Irori, Ahmitar collected the loose gold and treasures scattered around the temple and placed them here before the statue. In addition to the *phoenix necklace* (page 214), Ahmitar has left here a *bag of holding type III*, a *jade serpent wondrous figurine*, a *phylactery of faithfulness* of Irori, a *ring of swimming*, and 570 gp in assorted gems and coins.

A14. WELL

MODERATE 11

The water in the temple's well is still potable, but the rope and bucket the monks used fell into the water long ago. To use the well, the player characters must first clear away the ivy growing over the well's wooden lid, then find a means of retrieving the clean water below. The thick undergrowth indicated on the map is difficult terrain.

Creature: A viper vine lurks among the vegetation near this well. It lies in wait, remaining hidden until a

creature comes within 10 feet of the well. It then releases its pollen and strikes, fighting until destroyed.

VIPER VINE

CREATURE 13

Pathfinder Bestiary 2 287

Initiative Stealth +24

Treasure: Not far from the well, hidden in the foliage and findable with a DC 30 Perception check to Seek or Search, lies a *stunning snare*.

A15. SPARRING GROUNDS

LOW 11

Several statues surround this beaten patch of dirt. Most resemble animals, but two depict androgynous humanoids.

The temple's abbot prohibited any kind of fighting within the temple walls other than what was necessary to defend against intruders. All the same, many of the temple's monks practiced various martial arts techniques as a form of exercise and meditation. They set aside this space as a place to spar and hone their skills near—but not within—the temple.

Creatures: If a monk found himself without a sparring partner, they could instead challenge one or both of the temple's resident golems, which were specifically constructed for this purpose. The golems would normally activate with a special command word, but their magic has deteriorated over the past century, causing them to activate whenever an adult creature enters the tamped dirt of the grounds. The golems recognize only adult humanoids and ignore the animals that entered the area as well as Ahmitar, mistaking him for a child.

CLAY GOLEMS (2)

CREATURE 10

Pathfinder Bestiary 186

Initiative Perception +16

Treasure: A *moderate healing potion* is perched on one of the animal statues.

CLEARING THE TEMPLE

Once the characters claim their *phoenix necklace* and their 3 silver feathers, they're free to take their time clearing out the dangers in the temple or can simply ignore the rest of the building. Even if the characters don't take care of any of the temple's dangers, the dormitory is a safe location to stay since it can be entered from the southern door.

XP Award: If the party clears out all of the creatures and hazards within the temple, award each character 80 XP.

Introduction

Part One:
Despair on
Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

**Adventure
Toolbox**

**Glossary
& Index**



CHAPTER 2: SURVIVE

Once the player characters acquire their *phoenix necklace* and 3 silver feathers from the temple of Irori, they officially secure their place in the pre-qualifying pool for the Ruby Phoenix Tournament. They can spend whatever is left of their first day on Bonmu however they see fit. If they aren't yet 12th level, this is the perfect time to strike out into Bonmu and face a few of the island's dangers, clearing the way for later and earning some valuable experience (see the Scaling Encounters sidebar on page 29). They can also use this time to acquire equipment from the Stone Market. Finally, contenders can simply wander Bonmu to learn the layout of the island, meet some of their fellow competitors, and strategize for the events of the following days. Refer to the rules starting on page 30 to calculate travel times and distances.

An hour before sunset on the pre-qualifier's first day, a pair of enforcers communicate with the characters via their *phoenix necklace*, directing the

party to meet with them outside the temple of Irori. The enforcers request that the contenders present their *phoenix necklace* and 3 silver feathers, then remind the characters that the qualifying round begins at sunrise before leaving.

BASE COMBATANTS

The characters spend much of the pre-qualifier fighting other teams of contenders. The following stat blocks represent most of the opponents faced during these matches. In some instances, individual combatants boast different abilities or attacks, which are called out in their respective stat blocks.

WEAPON MASTER

The weapon master is a deadly expert with their weapon of choice. Whenever possible, the weapon master engages an opponent one on one, and they prefer to begin combat unarmed and use their Swift Blow to catch a foe unawares.



WEAPON MASTER

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +23

Languages Taldane, Tien

Skills Acrobatics +23, Athletics +26, Intimidation +22, Survival +24, Warfare Lore +23

Str +5, **Dex** +2, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1

Items +2 *greater striking katana*, +1 *striking sling*, +1 *resilient studded leather*

AC 33; **Fort** +26, **Ref** +22, **Will** +24

HP 250

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ *katana* +28 (deadly d8, magical, two-hand d10, versatile P), **Damage** 3d6+11 slashing

Ranged ♦ *sling* +22 (magical, propulsive, range increment 50 feet, reload 1), **Damage** 2d6+11 bludgeoning

Dueling Expertise The weapon master deals an extra 2d10 damage to creatures that are not adjacent to any allies or other foes.

Swift Blow ♦♦ (flourish) **Requirement** The weapon master is not wielding a weapon; **Effect** The weapon master Interacts to draw a melee weapon without triggering reactions and makes a Strike with that weapon. The target is flat-footed against this Strike. The weapon master deals an extra 2d8 persistent bleed damage with the Strike.

AGILE WARRIOR

The agile warrior uses their speed to jump around the battlefield and create openings. Making use of their Tumbling Attack, the agile warrior likes to spring back and forth between targets every round.

AGILE WARRIOR

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +25

Languages Taldane, Tien

Skills Acrobatics +28, Athletics +22, Deception +24, Lore (any one terrain) +22, Stealth +26

Str +3, **Dex** +5, **Con** +3, **Int** +1, **Wis** +2, **Cha** +3

Items +1 *resilient leather armor*, +1 *striking sai*, +1 *striking returning shuriken* (5)

AC 35; **Fort** +22, **Ref** +26, **Will** +21

HP 180

Nimble Dodge ↻ **Trigger** The agile warrior is targeted with a melee or ranged attack by an attacker they can see; **Effect** The agile warrior gains a +2 circumstance bonus to AC against the triggering attack.

Speed 35 feet

Melee ♦ *sai* +27 (agile, disarm, finesse, magical, monk, versatile B), **Damage** 2d4+9 piercing

Ranged ♦ *shuriken* +27 (agile, magical, reload 0, thrown 20 feet), **Damage** 2d4+11 piercing

Deadly Disarm The agile warrior deals 2d6 precision damage to a creature on a successful Disarm attempt.

Sneak Attack The agile warrior's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

Tumbling Attack ♦♦ The agile warrior Strides up to their Speed. During this movement, they can move through the space of one creature without

CHAPTER 2 SYNOPSIS

The Ruby Phoenix Tournament's pre-qualifier begins in earnest. This chapter takes place over two days, during which all the teams vying for a spot in the tournament must travel around the island and challenge each other to earn the required 10 silver feathers. The player characters explore Bonmu, challenge other teams to matches, encounter dangerous creatures, discover lost ruins, and more. At the end of the second day, the characters defend themselves and their base from a small army of powerful constructs.

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



triggering reactions. When the agile warrior moves through a creature's space in this way, that creature becomes flat-footed until the end of the agile warrior's turn. If the agile warrior ends their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

KI ADEPT

The ki adept is in tune with their own body and can manipulate the mystical energy that flows within them. Typically, the ki adept works to hamper as many foes as possible with their Knocking Sweep and follows up with a Flurry of Blows.

KI ADEPT

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID
Perception +23



MAGE OF MANY STYLES

Languages Taldane, Tien

Skills Acrobatics +26, Athletics +26, Occultism +23

Str +5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +0

Items +1 striking *bo staff*, *bracers of armor*, +1 striking *returning dart* (3), +1 striking *handwraps of mighty blows*

AC 33; **Fort** +23, **Ref** +23, **Will** +23

HP 230

Speed 30 feet

Melee ♦ *bo staff* +27 (magical, parry, reach, trip), **Damage** 2d8+11 bludgeoning plus Knockdown

Melee ♦ *fist* +27 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d6+11 bludgeoning

Ranged ♦ *dart* +24 (agile, magical, thrown 20 feet), **Damage** 2d6+9 bludgeoning

Monk Focus Spells DC 32, attack +25; **7th** (3 Focus Points) *abundant step* (Core Rulebook 401), *ki blast* (Core Rulebook 401), *ki rush* (Core Rulebook 401), *ki strike* (Core Rulebook 401), *wholeness of body* (Core Rulebook 402), *wind jump* (Core Rulebook 402)

Flurry of Blows ♦ (flourish) The ki adept makes two Strikes with their fist or with a monk weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Knocking Sweep ♦♦ (flourish) The ki adept swings their weapon with a sweeping spin. They attempt separate Athletics check to Trip any number of creatures within their reach. Each attempt counts toward the ki adept's multiple attack penalty, but the multiple attack penalty doesn't increase until after they makes all the attacks.

Powerful Fists The ki adept's fist Strikes are treated as cold iron and silver and don't take penalties when making lethal attacks.

Punch Down The ki adept deals an extra 2d10 damage to prone creatures.

ARCHERY SPECIALIST

Archery specialists weaken their foes from a great distance. They typically begin combat by attempting to pin the most dangerous target, then follow up with a Rain of Arrows on a clumped group.

ARCHERY SPECIALIST

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +26

Languages Taldane, Tien

Skills Acrobatics +26, Athletics +22, Lore (any one terrain) +24, Survival +21, Stealth +24

Str +3, **Dex** +5, **Con** +4, **Int** +3, **Wis** +2, **Cha** +0

Items +1 greater striking *composite longbow*, +1 *resilient leather armor*

AC 35; **Fort** +22, **Ref** +26, **Will** +19

HP 190



Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure
Toolbox

Glossary
& Index

Speed 25 feet

Melee ♦ fist +24 (agile, finesse, nonlethal, unarmed),

Damage 1d4+7 bludgeoning

Ranged ♦ *composite longbow* +27 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 3d8+7 piercing

Pinning Shot ♦ The archery specialist makes a longbow Strike. If the attack hits, it deals no damage and instead imparts the bow critical specialization effect. If the attack is a critical hit, the target must succeed at two separate Interact actions to pull the missile free.

Point-Blank Shot The archery specialist ignores the penalty to their attack rolls from the volley trait.

Rain of Arrows ♦♦ (flourish) The archery specialist fires several arrows at once, each aimed to land in a 10-foot burst within 60 feet. The archery specialist makes a longbow Strike and compares the attack roll result to the AC of all creatures in the burst. The specialist rolls damage only once and applies it to each creature hit. Rain of Arrows counts as three attacks for the archery specialist's multiple attack penalty.

MAGE OF MANY STYLES

The mage of many styles combines magical and martial tactics. They try to hamper foes with *black tentacles* or *confusion*, switching to damaging spells like *lightning bolt* once their opponents are properly lined up. When engaged in melee, they make liberal use of *shocking grasp* and *true strike* to deal powerful blows.

MAGE OF MANY STYLES

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +22

Languages Taldane, Tien

Skills Academia Lore +26, Acrobatics +23, Arcana +28, Occultism +26

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

Items *bracers of armor I*, +1 striking handwraps of mighty blows, +1 striking longsword

AC 32; **Fort** +22, **Ref** +23, **Will** +31

HP 220

Speed 25 feet

Melee ♦ fist +22 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d6+5 bludgeoning

Melee ♦ *longsword* +23 (magical, versatile P), **Damage** 2d8+5 slashing

Wizard Prepared Spells DC 32, attack +26; **7th** *shocking grasp*, *true target*; **6th** *chain lightning*, *disintegrate*, *vampiric exsanguination*; **5th** *black tentacles*, *shocking grasp*, *true strike*; **4th** *confusion*, *dimension door*, *fly*; **3rd** *lightning bolt*, *true strike*, *vampiric touch*; **2nd** *acid*

SCALING ENCOUNTERS

The text assumes the characters are at least 12th level when they begin this chapter, and they should reach 13th level around the end of day one or at the beginning of day two of the pre-qualifier. The sandbox nature of this part of the adventure makes it impossible to determine what level the player characters will be at any given time, so encounter difficulties ("moderate 12," "severe 13," etc.) have been precluded from this chapter. Rather than manually scale each challenge up or down, consider running the encounters as written whatever level the characters are at. This might mean the characters face some very difficult foes early on and some relatively easy foes later. Either way, by the end of this chapter, the characters should have gained enough experience to level up to 14th level.



SILVER FEATHER

arrow, mirror image, touch of idiocy; 1st fleet step, ray of enfeeblement, true strike; Cantrips 7th acid splash, daze, magic hand, shield, tanglefoot

Wizard School Spells 2 Focus Points; **7th** *hand of the apprentice* (Core Rulebook 407), *physical boost* (Core Rulebook 407)

Spell Punch ♦ (flourish) **Trigger** The mage of many styles begins to Cast a Spell that targets at least 1 creature; **Effect** The mage channels the spell through their fist. The mage makes a fist Strike against a target within reach. If the Strike is successful, the target is subjected to the spell. If the spell required an attack roll, the target is hit automatically upon a successful Strike. If the spell required a saving throw, the target takes a -2 status penalty to its saving throw. If the spell could target multiple creatures, it targets only the creature the mage hit with their fist Strike.

EARNING FEATHERS

The player characters' main goal during the three days of the Bonmu pre-qualifier is to earn a total of 10 feathers in order to secure their entry in the Ruby Phoenix Tournament proper. The most obvious means of accomplishing this is by defeating other teams in matches. Winning a match can earn the party anywhere from 1 to 3 feathers plus some amount of money as a reward.

In addition to matches, the enforcers hold a few physical challenges that can be another major source of feathers. However, these challenges are few and far between, and the player characters can't wholly rely on these events to earn the 10 feathers they need. Finally, a



few silver feathers are also scattered around the island, either intentionally or by chance, which the characters can find during their travels; this adventure assumes that none of the other teams find these feathers and they are ripe for the player characters' taking.

XP Award: Reaching significant feather milestones is worthy of an XP story award. The first time the player characters collect a total of 5 feathers, grant each character 80 XP. Grant them another 80 XP once they collect all 10 feathers.

TRAVELING ON BONMU

Bonmu is a large island, about 6 miles in length and just over half that distance wide. Travel through Bonmu uses a modified version of the hexploration rules found on pages 170–173 of the *Pathfinder Gamemastery Guide*. Rather than exploration taking up days at a time, hexploration on Bonmu is broken into half-hour increments. Sixteen hours of each day are “active hours,” during which the characters can fight other teams and earn silver feathers to qualify for the Ruby Phoenix Tournament. The remaining 8 hours, roughly between 12 a.m. and 8 a.m., are designated as “inactive hours,” during which matches are prohibited.

The characters have no need to map Bonmu or establish a camp, as they have a dedicated headquarters within the temple of Irori and receive a map from Ingdani. Thus, there is no need to use the individual hexploration activities described in the *Gamemastery Guide*. As every hex on Bonmu is only a half-mile wide, even the slowest group can make significant progress across the island in the course of a day, and can complete a much larger number of activities due to this smaller scale. Assuming they rest 8 hours per day, characters receive a total of 32 hexploration activities per day, regardless of the group's moving speed. To accommodate for the smaller scale of Bonmu, the Travel and Reconnoiter hexploration group activities should be modified as follows.

TRAVEL

MOVE

You move into an adjacent hex. In open terrain, like a beach, plain, or open water, using 1 Travel activity allows you to move from one hex to an adjacent hex. Traversing a hex with difficult terrain (such as a typical forest or hilly region) requires 2 Travel activities, and hexes of greater difficult terrain (such as a steep mountain or typical swamp) require 3 Travel activities to traverse. Traveling along a river uses a terrain type one step better than the surrounding terrain.

If you Travel into a hex containing a transport tower (area **D**), you can use the tower to transport yourself to any other hex with a transport tower as part of the same Travel activity.

RECONNOITER

CONCENTRATION

You survey and explore a specific area, getting the lay of the land and looking for unusual features and specific sites. Reconnoitering a single hex takes a number of hexploration activities equal to the number of Travel activities necessary to traverse the hex: 1 for open terrain, 2 for difficult terrain, and 3 for greater difficult terrain. Traveling on rivers doesn't lessen the time required to Reconnoiter. Once the hex has been Reconnoitered, you learn of all of the specific sites within the hex and can visit one of the sites as part of your Reconnoiter activity.

In addition to their exploration of the island, the characters are likely to find other teams and face them in matches. This process is represented by the Engage in a Match activity.

ENGAGE IN A MATCH

MOVE

You compete against another team in a sanctioned bout. Both teams travel to the nearest match site (either a fighting site or team headquarters), declare a match to the enforcers, complete the match, and resolve all of the involved consequences of the match (including the handoff of wagered silver feathers). This takes 2 hexploration activities. If you are not in a hex with a suitable match site, you move to the nearest hex with one as part of this activity.

The player characters can travel around the island at all hours of the day but can Engage in a Match only during active hours. However, any travel during inactive hours could potentially eat into valuable time for rest. All other teams are assumed to be taking their period of rest during inactive hours. If the player characters choose to rest at another time, they run the risk of another team challenging them to a match and disrupting their rest.

BONMU LOCATIONS

Although Bonmu is smaller than some of the other Minatan islands, it's full of interesting sites. The following locations correspond to the points indicated on the map on page 70.

A. TEMPLE OF IRORI

This is the characters' headquarters for their stay on Bonmu. This location is fully detailed in Chapter 1.

B. DOCKS

In addition to the docks on the western side of the island where all of the contestants arrived (area **B1**),



there are two other notable docks. The docks at **B2** allow access to the small island just off of Bonmu's southern shore, and characters can use the docks at **B3** to reach the small chain of islands at the northeast end of Bonmu. A number of rowboats are stationed at each of these docks at all hours of the day, allowing passage to and from the main island.

C. FIGHTING SITES

The enforcers prepared sizable areas around the isle of Bonmu for the competitors to use as fighting arenas. These sites are scattered throughout the island and are assumed to be located in one of five different types of terrain: beach, forest, mountain, river, or ruins.

When the characters Engage in a Match, find the nearest suitable location: either a fighting site or a team headquarters. Each competing team must take the appropriate downtime activity to travel to this location. If the match takes place in a fighting site, determine the most likely terrain and use the appropriate map (page 32, 34, 36, 38, or 71). Each fighting site has its own unique features.

Beach Site (Page 32)

A wrecked ship rests along the coast of this cliffside beach. The northern cliff wall rises to a height of 10 feet, and scaling the wall requires a successful DC 25 Athletics check to Climb. The rocks on the southeastern end of the beach are piled 25 feet high but require only a successful DC 20 Athletics check to Climb. The shipwreck is 10 feet off the ground at its highest point near the bow; scaling it requires a successful DC 15 Athletics check to Climb. The precarious nature of the leaning ship requires a successful DC 15 Acrobatics check to Balance when moving across it.

Forest Site (Page 34)

This oval fighting arena was used for tournaments and performances during the Tian-Sing occupation of Bonmu, and its ruins have been repurposed for the Ruby Phoenix Tournament's pre-qualifier. The lava rock walls around the arena rise to a height of 10 feet and can be Climbed with a successful DC 25 Athletics check. The half-rotted foliage of a fallen breadfruit tree functions as difficult terrain; the tree's trunk is not difficult terrain, but it is a narrow surface that requires a successful DC 15 Acrobatics check to Balance. The stagnant pool of water in the arena's northwestern corner is deceptively deep, sinking to a depth of 3 feet. The water is difficult terrain for Medium creatures; smaller creatures must Swim through the water.

HEADQUARTERS SITES

The following structures serve as all the other competing teams' headquarters. Listing the occupants of each headquarters would be unwieldy; instead, select a team from the Wandering Teams section (page 49) whenever necessary. The headquarters of the player characters' team (area **A**) and the Lightkeepers (area **L**) are omitted from this list.

- F1:** Library of Gruhastha
- F2:** Southern Lighthouse
- F3:** Shrine of Gozreh
- F4:** Priest's Estate
- F5:** Salt Quarry
- F6:** Noble's Estate
- F7:** Arcane Library
- F8:** Dinosaur Ranch
- F9:** Icehouse
- F10:** Shipyard
- F11:** Distillery
- F12:** Druid Circle
- F13:** Western Lighthouse
- F14:** Boathouse
- F15:** Carpenter's Shed
- F16:** Temple of Shizuru
- F17:** Pirate Cove
- F18:** Mountain Observatory
- F19:** Aurochs Ranch
- F20:** Rain Shelter
- F21:** Eastern Lighthouse
- F22:** Cane Farm
- F23:** Weatherworn Monument
- F24:** Cemetery
- F25:** Schoolhouse
- F26:** Shrine of Tsukiyo
- F27:** Temple of Hei Feng
- F28:** Tanners' Village
- F29:** Whalers' Lookout
- F30:** Northern Lighthouse

Mountain Site (Page 36)

A deep ravine runs through this mountain pass. Climbing up or down the rock ledges requires a successful DC 25 Athletics check. The ravine has a depth of 30 feet and creatures that fall in take damage from the fall as normal (*Core Rulebook* 463). Grabbing the Edge (*Core Rulebook* 472) of the ravine requires a successful DC 25 Reflex save.

The rickety suspension bridge that crosses over the ravine is stable enough to support one Large creature, two Medium creatures, or four Small creatures. If the bridge's capacity is exceeded, roll

Introduction

Part One: Despair on Danger Island

Chapter 1: Welcome to Danger Island

Chapter 2: Survive

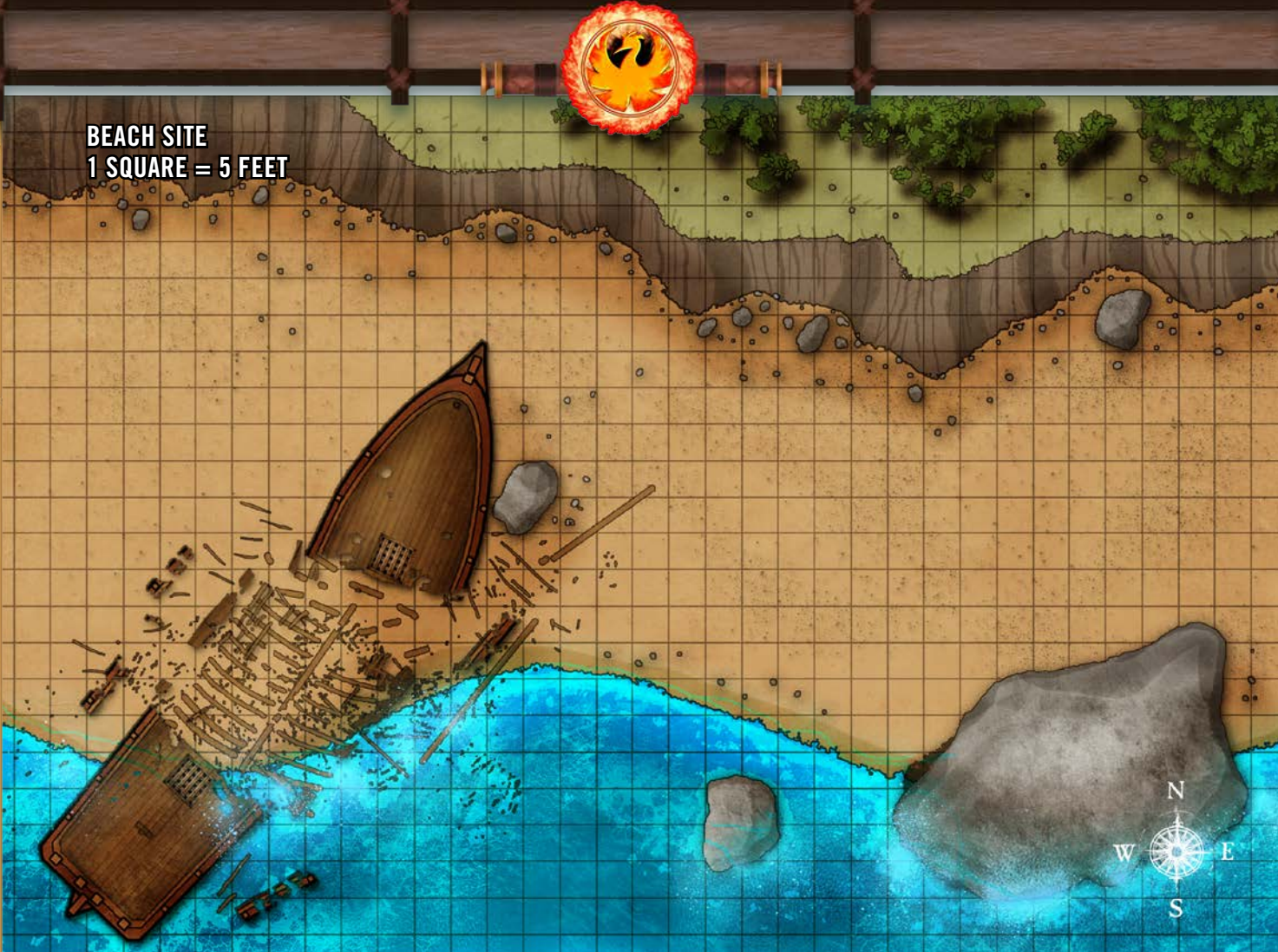
Chapter 3: The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



BEACH SITE
1 SQUARE = 5 FEET

a flat DC 10 check at the end of the round. On a failure, the bridge collapses, sending creatures on it tumbling into the ravine. Alternatively, a creature can intentionally damage the bridge with a successful DC 30 Athletics check or by dealing a total of 30 slashing damage to one of the bridge's ropes.

River Site (Page 38)

A small shrine and set of statues dot this peaceful river site. At the head of the river, a waterfall pours into a 15-foot-deep pool. A set of damaged stone platforms allows access to the statue of a long-forgotten Taumatan god. The constant spray of water from the falls makes these platforms slick; a creature who jumps onto them must attempt a DC 20 Acrobatics check to Balance when landing on the platform. On a failure, the creature falls prone. On a critical failure, the creature slips into the rushing cool water below.

Ruins Site (Page 71)

A small waterfall pours into the pond at the center of this ruined garden. Crumbling bridges and a square

tower stand 20 feet over the 40-foot-deep water's surface. Three 20-foot-tall towers stand south of the pond. A stone staircase to the northwest and thick tree roots all around offer more opportunities to use elevation to one's advantage.

D. TRANSPORT TOWERS

The original Taumatan inhabitants of Bonmu enchanted five tiered black towers that allowed them to quickly travel across the island. The original intent was to use this travel network to connect all of the islands of Minata, but the Taumatans were unable to perfect the method required for travel across greater distances.

The travel network remains intact to this day, allowing the Ruby Phoenix Tournament's contenders to make miles-long journeys across the island in mere seconds. A total of five transport towers dot the island, each connected to all the others. The towers themselves resemble towering, narrow pagodas and contain a main chamber on the ground floor with four hallways, each terminating in a magical gate that connects to another tower. The rest of each



tower rises a hundred or so feet into the air, making it a simple matter to spot the nearest tower from anywhere on the island.

Per tournament rules, the towers are neutral territory, and any attempts to fight inside or within 50 feet of the towers is grounds for disqualification. A group of officiants is posted at every tower to enforce this rule.

Spell Reward: Once the player characters visit all five towers, an officiant offers to teach them the *return beacon* spell (page 215).

E. STONE MARKETS

Knowing that competitors would need access to armor, weapons, and supplies, Hao Jin tasked the church of Abadar with creating a few specific huts on Bonmu that would connect to the markets of the Cliffside Court in Goka. The church set up a few simple stone buildings, each with an extraplanar link to the markets, which they dubbed the Stone Markets.

Anyone who visits a Stone Market can enter the building to find a small extraplanar window on one side of a plain stone room. On the other side of the extraplanar window waits a merchant from the Cliffside Court. The patron can speak with the merchant as if they were in the same building, and the merchant can deliver goods through the window, but this is a one-way effect—only the merchant has been magically attuned to the window, so any attempts from a patron to reach through the portal fail. Payment must be handed over to the enforcer attending the Stone Market for future delivery to the merchant.

The merchants have the entirety of the Cliffside Court's wares available and can sell common items of up to 16th level, many imported to Goka in anticipation of the Ruby Phoenix Tournament. Additionally, Hao Jin has created a magical effect within the markets that reduces the time needed to etch or transfer a rune (*Core Rulebook* 580) down to 1 hour instead of 1 day. The merchants are willing to etch or transfer runes for characters, but doing so incurs a fee of 5% of the rune's price on top of the normal costs.

The merchants are also willing to buy items from patrons, which they sell to tourists as unique, genuine souvenirs previously owned by famous fighters. The merchants buy items at the normal rate of half their Price, or full Price for art objects, gems, and raw materials.

F. TEAM HEADQUARTERS

Every team in the qualifying pool has been assigned a structure on Bonmu to serve as their base of operations during their stay, such as the temple of Irori for the player characters. Every team occupies a different structure, all of which feature a suitable space for a match. A map of every headquarters is beyond the scope of this adventure, but you can use any of the fighting site maps (pages 32, 34, 36, 38, and 71) or the map of the temple of Irori (page 16) to represent a match at one of the headquarters. The Headquarters Sites sidebar on page 31 lists all of the possible buildings that can serve as headquarters.

Most headquarters are unoccupied during the day, but there's a 50% chance the player characters come



Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure
Toolbox

Glossary
& Index

TRANSPORT TOWER



upon the occupying team resting at their base during the hours just after sunrise or before sunset.

G. CREATURE DENS

Bonmu is home to a large number of megafauna, beasts, and other dangerous creatures. Most of these critters keep to themselves, but the characters will likely stumble upon a few dens while traveling around the island. If the characters Reconnoiter in a hex containing a den, they become aware of the den's location and can choose to visit it. There's a 50% chance that the creature or creatures are home when the player characters visit; otherwise they're out elsewhere on the island. If a creature is home, it automatically moves to defend its nest from what it perceives as intruders, unless the characters successfully Avoid Notice when visiting the den. The various dens are described below.

G1. Black Scorpion Den: This deadly black scorpion makes its residence in a beachside cove.

BLACK SCORPION

Pathfinder Bestiary 2 234

CREATURE 15

Initiative Perception +27

G2. Dread Roc Den: An ancient and powerful roc keeps a nest at the top of this small mountain. Reaching the den requires a successful DC 30 Athletics check to Climb the sheer cliffsides where the nest is located.

DREAD ROC

CREATURE 15

RARE **N** **GARGANTUAN** **ANIMAL**
Variant roc (*Pathfinder Bestiary* 281)

Perception +26; low-light vision

Skills Acrobatics +23, Athletics +31

Str +9, **Dex** +3, **Con** +7, **Int** -4, **Wis** +2, **Cha** +0

AC 36; **Fort** +28, **Ref** +25, **Will** +24

HP 290

Wing Rebuff ⤴ As roc.

Speed 20 feet, fly 60 feet

Melee ♦ beak +30 (reach 15 feet), **Damage** 3d10+18 piercing

Melee ♦ talon +30 (agile, reach 15 feet), **Damage** 3d8+18 slashing plus Improved Grab

Melee ♦ wing +30 (agile, reach 30 feet), **Damage** 2d6+15 bludgeoning plus Improved Push 15 feet



Dreadful Screech ♦ (auditory, emotion, fear, mental) The dread roc screeches terrifyingly. Each creature in a 120-foot emanation must attempt a DC 32 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.

Flying Strafe ♦♦ As roc.

Snack As roc.

Snatch As roc.

G3. Mantis Den: A pair of giant mantises keep a den among the jungle treetops.

ELITE DEADLY MANTISES (2) CREATURE 12

Pathfinder Bestiary 6, 233

Initiative Perception +22 or Stealth +24

G4. Mammoth Turtle Den: A powerful snapping turtle known as a mammoth turtle makes the majority of the beach here its home.

MAMMOTH TURTLE CREATURE 14

RARE **N** **GARGANTUAN** **ANIMAL**

Variant giant snapping turtle (*Pathfinder Bestiary 2* 269)

Perception +24; low-light vision, scent (imprecise) 30 feet

Skills Athletics +28

Str +9, **Dex** +0, **Con** +5, **Int** -4, **Wis** +5, **Cha** -2

Deep Breath The mammoth turtle can hold its breath for 4 hours.

AC 36; **Fort** +26, **Ref** +22, **Will** +26

HP 270

Speed 20 feet, swim 50 feet

Melee ♦ jaws +29, **Damage** 3d12+14 piercing plus Improved Grab

Capsize ♦ (attack, move) As giant snapping turtle, but DC 43.

Fling ♦ **Requirements** The turtle has a creature grabbed in its jaws; **Effect** The turtle flings the creature into the air from its mouth, sending it up to 10 feet up and 20 feet away. The creature falls 25 feet (assuming the turtle flings it as high as it can) and takes the appropriate amount of bludgeoning damage from the fall.

Shell Defense ♦ As giant snapping turtle, but AC 38.

Swallow Whole ♦ Large, 3d12+10 bludgeoning, Rupture 38

G5. Tyrannosaurus Den: An incredible specimen known as the tyrannosaurus imperator calls the hills of Bonmu its hunting ground.

TYRANNOSAURUS IMPERATOR CREATURE 14

RARE **N** **GARGANTUAN** **ANIMAL** **DINOSAUR**

Variant tyrannosaurus (*Pathfinder Bestiary 101*)

Perception +25; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +20, Athletics +30

Str +9, **Dex** +2, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

AC 35; **Fort** +27, **Ref** +20, **Will** +25

HP 260

Speed 40 feet

Melee ♦ jaws +28 (deadly d12, reach 20 feet), **Damage** 3d12+12 piercing plus Grab

Melee ♦ foot +28 (reach 15 feet), **Damage** 3d10+12 bludgeoning

Fling ♦ As tyrannosaurus, but DC 29.

Pin Prey ◀ As tyrannosaurus.

Swallow Whole ♦ (attack) Medium, 4d6+8 bludgeoning, Rupture 34

Tail Swipe ♦♦ The tyrannosaurus sweeps its tail in a 15-foot cone, dealing 4d8+12 bludgeoning damage to all creatures in the cone. Creatures in the area must attempt a DC 34 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and falls prone.

Critical Failure The creature takes double damage, is pushed back 10 feet, and falls prone.

Trample ♦♦♦ Huge or smaller, foot, DC 34



MAMMOTH TURTLE

Introduction

Part One: Despair on Danger Island

Chapter 1: Welcome to Danger Island

Chapter 2: Survive

Chapter 3: The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



MOUNTAIN SITE
1 SQUARE = 5 FEET

G6. Cave Worm Den: A pair of mated purple worms reside in a deep coastal cavern here.

PURPLE WORMS (2)

CREATURE 13

Pathfinder Bestiary 56
Initiative Perception +20

G7. Spinosaurus Den: A deadly spinosaurus, called the “grave spinosaurus” by the Tian-Sings who lived in fear of the ancient beast, keeps a den in a cove near the beach here. If it is not out hunting, there is a 50% chance that it is swimming in the water near the beach rather than staying inside the cove itself.

GRAVE SPINOSAURUS

CREATURE 15

UNIQUE **N** **GARGANTUAN** **ANIMAL** **DINOSAUR**

Variant spinosaurus (*Pathfinder Bestiary 2 83*)

Perception +26; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +26, Athletics +30 (+32 to Swim)

Str +9, **Dex** +5, **Con** +7, **Int** -4, **Wis** +3, **Cha** +3

Deep Breath The grave spinosaurus can hold its breath for 4 hours.

AC 30; **Fort** +23, **Ref** +21, **Will** +19

HP 280

Speed 40 feet, swim 30 feet

Melee ♦ jaws +30 (deadly d12, reach 20 feet), **Damage** 3d12+15 piercing plus Grab

Melee ♦ claw +30 (agile, reach 15 feet), **Damage** 3d8+15 slashing

Pouncing Pin ♦♦ The grave spinosaurus Strides and makes a Strike at the end of its movement. If the Strike hits, it deals damage as normal and the grave spinosaurus makes an Athletics check to Trip the target. This check counts toward the grave spinosaurus's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes the check.

Rip and Tear ♦ **Requirements** The grave spinosaurus has a creature grabbed in its jaws; **Effect** The grave spinosaurus reaches up, slashes the creature it has grabbed with its claws, dealing 6d10 slashing damage (DC 36 basic Reflex save) and 2d6 persistent bleed damage.

Staggering Sail ♦♦ (incapacitation) **Requirements** The grave spinosaurus is swimming on the surface of water; **Effect** With a powerful lunge to the side, the grave spinosaurus uses its sail to slap the water's surface, creating a crushing wave that deals 8d6 bludgeoning



damage in a 30-foot cone. Each creature in the water in the area must attempt a DC 36 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 until the end of its next turn.

Critical Failure The creature takes double damage and is stunned 3.

Swallow Whole ♦ (attack) Medium, 3d12+12 bludgeoning, Rupture 36

G8. Dromornis Den: A pack of dromornises live in a cave here among the tall coastal grasses.

DROMORNISES (4) **CREATURE 10**

Page 230

Initiative Perception +19

G9. Caustic Monitor Cave: A lone caustic monitor lives in a cave here.

ELITE CAUSTIC MONITOR **CREATURE 14**

Pathfinder Bestiary 6; page 236

Initiative Perception +24

G10. Solifugid Den: A young duneshaker solifugid has taken up residence among these beach dunes.

YOUNG DUNESHAKER SOLIFUGID **CREATURE 17**

Weak duneshaker solifugid (*Pathfinder Bestiary 2* 6, 246)

Initiative Perception +28

H. TAUMATAN SHRINES

While the people of Bonmu claimed and converted many of the existing temples and shrines on the island, they left several of the ancient Taumatan shrines alone. These shrines are still dedicated to obscure, but not quite forgotten, Taumatan deities and have secrets of their own to discover.

Each of these obscure deities has gone millennia without recognition or worship and is eager to reward anyone who acknowledges them. Recognizing a deity requires a successful DC 35 Religion check or DC 30 Bonmu Lore check to Recall Knowledge. In addition, if the player characters perform a specific act to honor the deity, as noted in each shrine's respective entry, the characters earn a blessing from that deity. Once earned, these blessings are granted to the entire party of player characters. If the characters successfully recognize the deity, they also deduce the act required for honoring the deity.

If the players are at a complete loss for what to do with the shrines, Ahmitar (area A2) or Ingdani can

explain the shrines' basic history and suggest that the abandoned gods haven't been worshipped in some time and might bless anyone who honors their shrines.

H1. Shrine of Ahngonar: Also known as the Melodious Wind, Ahngonar was the Taumatan god of messengers, music, and love. Honoring Ahngonar requires performing a love song at his shrine. As a reward, he grants the characters the power of incorruptible messages. Each character can cast *tongues* as a divine innate spell once during their stay on Bonmu.

H2. Shrine of Babbunabi: This was the Taumatan god of scripture, storytellers, and travelers. Honoring Babbunabi requires spending 10 minutes reading aloud at her shrine. Babbunabi rewards the characters with the gift of sight, granting them each a +2 circumstance bonus to saving throws to prevent the blinded or dazzled conditions during their stay on Bonmu.

H3. Shrine of Jinya-Por: Jinya-Por was the Taumatan god of sailing, swimming, and the wind. Swimming in the waters beside her shrine for at least 10 minutes is enough to honor her. As a reward, Jinya-Por grants the characters the gift of the currents. For the duration of their stay on Bonmu, whenever a character rolls a success at an Athletics check to Swim, they get a critical success instead.

H4. Shrine of Kantiyani: Kantiyani was the Taumatan god of charity, feasts, and cooks. The characters must prepare and consume a meal at their shrine to honor them. As a reward, Kantiyani grants the characters full bellies with every meal. For the duration of their stay on Bonmu, they only have to eat a single meal per day to receive a full day's worth of nourishment.

H5. Shrine of Ni-Sa-Yei: Known as the Joyful Chronicler, Ni-Sa-Yei was the Taumatan god of maps, exploration, and foragers. Honoring Ni-Sa-Yei simply requires that the characters mark his shrine on their map of Bonmu. As a reward, the characters always know the location of any sites they've already visited for the duration of their stay, even if they lose their map, get lost, or have their memories altered.

H6. Shrine of Ramijav: Ramijav was the Taumatan god of relaxation, self-care, and comedy. Resting at Ramijav's shrine for at least 10 minutes is enough to honor them. As a reward, Ramijav grants the characters restful sleep for their stay at Bonmu, which allows them to recover from the fatigued condition by resting for only 1 hour.

H7. Shrine of Shihandivara: This was the Taumatan god of games, competition, and boasting. Honoring Shihandivara requires playing a game at her shrine. This can be any simple game, so long as the characters

Introduction

Part One: Despair on Danger Island

**Chapter 1:
Welcome to
Danger Island**

**Chapter 2:
Survive**

**Chapter 3:
The Empress
at the Top of
the World**

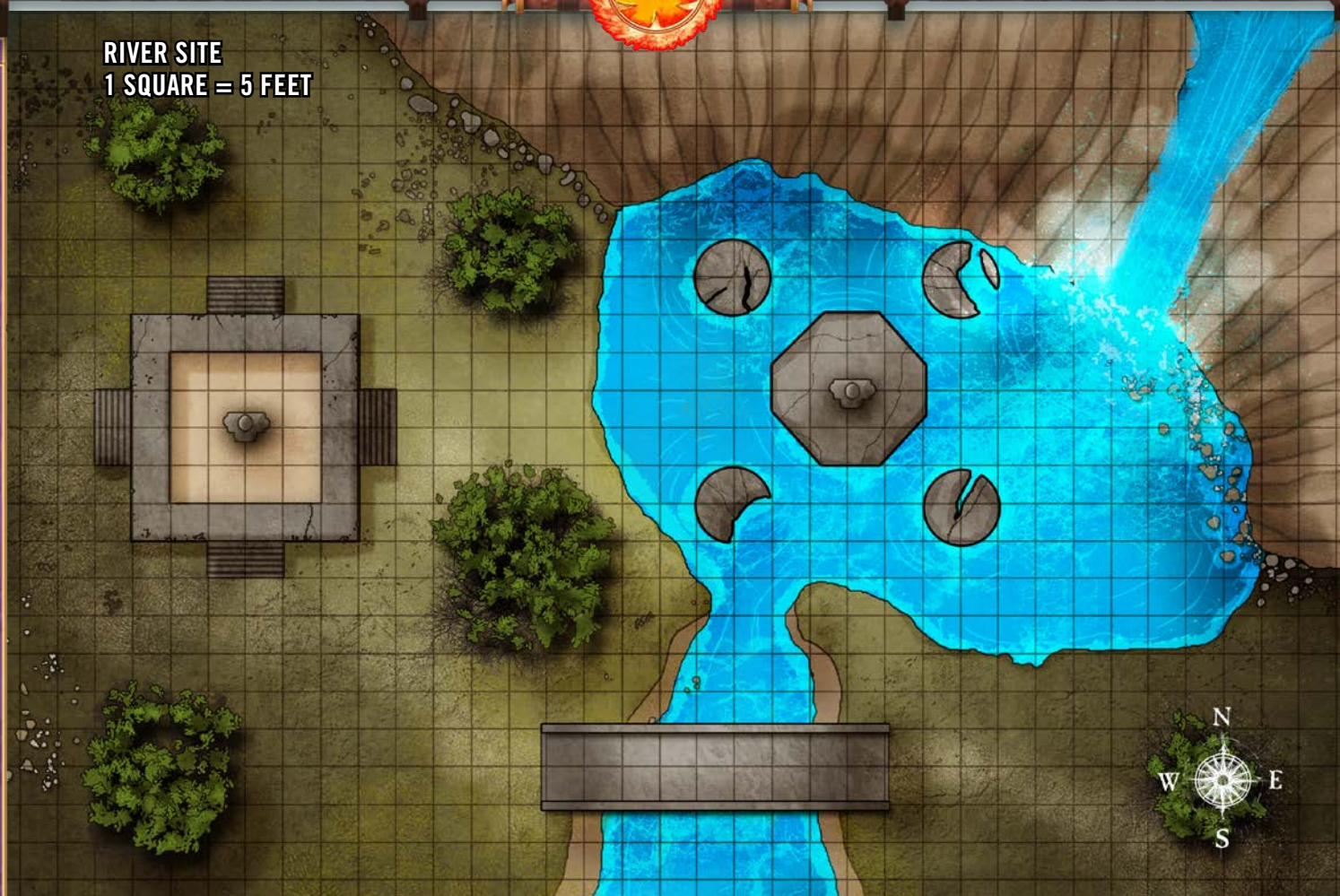
Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

RIVER SITE
1 SQUARE = 5 FEET



play in earnest competition. As a reward, Shihandivara grants the characters a +1 circumstance bonus to all skill checks rolled during non-combat competitions while on Bonmu. This bonus does not apply during matches against other teams for silver feathers.

H8. Shrine of Umantar: This was the Taumatan god of dance, revelry, and animal friendship. Any player character who dances for 10 minutes at Umantar's shrine honors the god. As a reward, Umantar grants the characters lighter feet for the duration of their stay on Bonmu, allowing them to Step into non-magical difficult terrain.

Treasure: If the player characters manage to visit all of the island's shrines during their stay and honor each of the gods, the Taumatan gods are delighted. At the last shrine they visit, the characters find a final reward from the Taumatan deities in the form of eight different native flowers, a pair of *winged boots*, a *greater resilient* rune inscribed on a *runestone*, and a *ring of climbing*, all laid neatly upon a fine silk blanket.

XP Award: Whenever the characters properly recognize and honor a deity, grant each character

10 XP. If they manage to honor all of the deities, award them an additional 80 XP (for a total of 160 XP).

I. WATCHTOWERS

The Tian-Sings of Bonmu kept several towers to watch for threats to the island such as attacking monsters, invaders, and dangerous weather. When these people abandoned the island due to the threat of kaiju, the watchtower keepers stayed behind until they could confirm the safe evacuation of the island's populace. Unfortunately, just as the last of Bonmu's citizens escaped, the worst came to pass: in the midst of a titanic fight between the kaijus King Mogaru and Frovith, the Void Duke, the latter unleashed a deadly beam of unlife from its infinite maw. Bonmu was directly in the path of the attack. The beam killed nearly all of Bonmu's remaining inhabitants, including the watchtower keepers.

As Frovith and Mogaru moved their fight beyond Bonmu, the Void Duke's power caused the keepers to rise as undead bound to their respective towers. These undead remain at the towers to this day, unable to leave Bonmu for over a century.



Each watchtower is an identical structure made from stone, 80 feet tall and featuring a large brazier on the rooftop to send signals across the island. The ceilings of each floor rise to a height of 20 feet. A map of one such watchtower appears on page 48.

Ia. Entryway: The bottom floor of the tower served primarily as a storeroom.

Ib. Armory: The watchtower keepers stowed their extra armor and weapons on this floor.

Ic. Quarters: The watchtower keepers slept here between shifts.

Id. Rookery: Communication between the watchtowers was vital during Bonmu's prime. To facilitate this, each tower maintained a rookery of messenger birds.

Ie. Rooftop: The tower keepers used the large brazier and set of warning horns to warn Bonmu of incoming danger. If the characters light a brazier after destroying a watchtower's undead, the brazier becomes permanently lit and the tower's keeper can move on to the afterlife.

Creatures: Each of tower hosts a number of spirits. The anguish of their death bound them to their towers, some as ghosts and some as other forms of undead. The spirits can't leave the tower but can freely move between the tower floors and up to 40 feet directly above the roof. Regardless of the specific undead, the method for releasing a bound keeper is the same: the characters must destroy the spirits, then light the brazier on the tower's roof. Completing this task puts the spirits at ease and allows them to move on. When the characters destroy a spirit, wisps of the spirit rush up to the brazier and glow faintly within it for a moment before vanishing—a hint from the spirit on how to set them free. A spirit otherwise re-forms 12 hours after their destruction.

Treasure: For each watchtower spirit the characters permanently destroy, they receive a parting gift as thanks on the tower's brazier. The gift includes a *Bonmuan swapping stone* (page 213), plus one of the following: +2 *greater striking greater flaming wind and fire wheel* (page 218), a *fire jump ring* (*Advanced Player's Guide* 260), a pair of *hellfire boots* (*Advanced Player's Guide* 261), or a *major staff of fire*.

II. Southwestern Watchtower

This keeper rose as a powerful poltergeist and now haunts the armory of this tower.

WATCHTOWER POLTERGEIST

CREATURE 14**UNIQUE** **LE** **MEDIUM** **INCORPOREAL** **SPIRIT** **UNDEAD**Variant poltergeist (*Pathfinder Bestiary* 264)**Perception** +24; darkvision**Languages** Tien**Skills** Acrobatics +29, Intimidation +30, Stealth +29**Str** -5, **Dex** +8, **Con** +2, **Int** -1, **Wis** +4, **Cha** +7**Site Bound** The poltergeist is tied to its watchtower.**AC** 36; **Fort** +22, **Ref** +27, **Will** +26**HP** 190, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 15 (except force, *ghost touch*, or positive; double resistance against non-magical)**Natural Invisibility** The poltergeist is naturally invisible. It becomes visible only when it uses *Frighten*.**Rejuvenation** (necromancy, occult) When the watchtower poltergeist is destroyed, it re-forms, fully healed, at the watchtower after 12 hours. Destroying the poltergeist and lighting its respective watchtower's brazier puts the spirit at ease and permanently destroys it.**Telekinetic Defense** **Trigger** A creature approaches within 10 feet of the poltergeist; **Effect** The

Introduction

Part One:
Despair on
Danger Island**Chapter 1:**
Welcome to
Danger Island**Chapter 2:**
Survive**Chapter 3:**
The Empress
at the Top of
the World**Part Two:**
Ready? Fight!**Part Three:**
King of the
Mountain**Adventure
Toolbox****Glossary
& Index****SHRINE OF UMANtar**



poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

Ranged ♦ telekinetic object +27 (evocation, magical, occult, range increment 60 feet), **Damage** 3d12+10 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 35, attack +25; **7th telekinetic maneuver** (at will); **Cantrips (7th) mage hand**

Frighten ♦ (concentrate, emotion, fear, incapacitation, mental) As poltergeist, but DC 33.

Telekinetic Storm ♦♦ (concentrate, evocation, occult) As

poltergeist, but when this effect has only one target the damage increases to 4d12+15. It deals 2d12 damage on a failure and no damage on a critical failure.

12. Southeastern Watchtower

This keeper rose as a powerful shadow and now haunts the quarters of this tower.

WATCHTOWER SHADOW

CREATURE 15

UNIQUE **CE** **MEDIUM** **INCORPOREAL** **UNDEAD**
Variant shadow (*Pathfinder Bestiary* 289)

Perception +25; darkvision

Languages Necril, Tien

Skills Acrobatics +28, Stealth +33

Str -5, **Dex** +7, **Con** +0, **Int** +0, **Wis** +4, **Cha** +6

Site Bound The shadow is tied to its watchtower.

AC 36; **Fort** +21, **Ref** +29, **Will** +26

HP 190, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 15 (except force, *ghost touch*, or positive; double resistance against non-magical)

Light Vulnerability As shadow.

Rejuvenation (necromancy, occult) As watchtower poltergeist (page 39).

Speed fly 30 feet

Melee ♦ shadow hand +30 (finesse, magical), **Damage** 4d10+10 negative

Divine Innate Spells DC 36; **5th darkness** (at will)

Shadow Spawn As shadow.

Slink in Shadows As shadow.

Steal Shadow ♦ (divine, necromancy) As shadow.

13. Northwestern Watchtower

This keeper rose as a powerful wraith and now haunts the rookery of this tower.

WATCHTOWER WRAITH

CREATURE 16

UNIQUE **LE** **MEDIUM** **INCORPOREAL** **UNDEAD** **WRAITH**
Variant wraith (*Pathfinder Bestiary* 335)

Perception +28; darkvision, lifesense 60 feet

Languages Necril, Tien

Skills Acrobatics +29, Intimidation +32, Stealth +29

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +5, **Cha** +9

Lifesense (divination, divine) Wraiths sense the vital essence of living and undead creatures within the listed range.

Site Bound The wraith is tied to its watchtower.

AC 39; **Fort** +22, **Ref** +28, **Will** +28; +1 status to all saves vs. positive

HP 285, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;



WATCHTOWER SHADOW



Introduction

**Part One:
Despair on
Danger Island**

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

**Part Two:
Ready? Fight!**

**Part Three:
King of the
Mountain**

**Adventure
Toolbox**

**Glossary
& Index**

Resistances all 15 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Attack of Opportunity ➤

Rejuvenation (necromancy, occult) As watchtower poltergeist (page 39).

Sunlight Powerlessness A wraith caught in sunlight is stunned 2 and clumsy 2. **Speed** fly 40 feet

Melee ➤ spectral hand +32 (finesse), **Damage** 3d8+14 negative plus drain life

Drain Life (divine, necromancy) As wraith, but the watchtower wraith gains 15 temporary Hit Points and the Fortitude save DC is 36.

Wraith Spawn (divine, necromancy) As wraith.

14. Northeastern Watchtower

This keeper rose as a banshee and now haunts the rooftop of this tower.

WATCHTOWER BANSHEE

CREATURE 16

Weak variant banshee (*Pathfinder Bestiary* 6, 34)

Initiative Perception +30

Site Bound The banshee can't move more than 120 feet from its watchtower.

Rejuvenation (necromancy, occult) As watchtower poltergeist (page 39).

XP Award: If the party manages to destroy all of the spirits, award each character 80 XP.

J. TREASURE SITES

Several locations throughout Bonmu feature nothing other than treasures for the characters to find, ranging from abandoned homes to small shrines to nondescript patches of wilderness.

J1. A small chest is buried in the sand, the remnants of a shipwreck several miles out from Bonmu. The chest contains four *greater healing potions*, a high-grade silver buckler, six *oils of mending*, a 4th-level *scroll of water walk*, and a *truesight potion*.

J2. One of the other teams snagged their *phoenix necklace* here on the branches of a tall tree while fleeing a dinosaur. They failed to retrieve all their belongings, and now a single silver feather dangles from the branch, free for the taking.

J3. This abandoned magic shop contains four pouches of *dust of disappearance*, a *major staff of illusion*, a *scroll of blink*, three *scrolls of chain lightning*, a *scroll of ethereal jaunt*, a *scroll of mariner's curse*, a *scroll of project image*, and a *scroll of tongues*.

J4. A pair of *greater boots of bounding* remain in this abandoned bungalow.

J5. A small jade idol shaped like a rising phoenix sits in the center of where four otherwise nondescript

game trails intersect. This phoenix idol sells for 500 gp but has a far greater use during the pre-qualifying round. Inscribed on its base, in Hao Jin's hand, is this: "Give this idol to an enforcer to decline a single match." After receiving a challenge but before the challenge begins, the characters can simply hand the idol to the attending enforcer to forgo the match without a loss of silver feathers. The challenging team is then prohibited from challenging the characters again for 12 hours.

J6. This small shrine, its features long worn away, holds a *candle of truth* and 264 gp in various coins, gems, and other offerings in its offering box.

J7. Tucked in this riverside foxhole is a *fade band*, two *swan boat feather tokens*, and 311 gp in various coins, gems, and other offerings.

J8. A *messenger's ring* lies among the rubble of this destroyed shrine.

J9. A false floorboard in this abandoned outpost hides three greater elixirs of life, a *greater ring of electricity resistance*, and a *moonlit chain shirt*.

J10. A cache buried beneath an ominous pair of dead trees—their tops interwoven to form an "X"—contains 10 emeralds worth 100 gp each.

K. ENFORCER BASE

This stone building once served as the headquarters for Bonmu's elite guards and now hosts the headquarters for the Ruby Phoenix Tournament's enforcers. The large structure houses several dozen troops, and at least a few enforcers attend the structure around the clock. A clearly posted sign warns anyone who approaches the building to keep away or face punishment at the hands of the enforcers.

Creatures: Teams who don't heed the warning soon see a quartet of enforcers exit the building to meet them. The enforcers declare a match against the team, putting three of the team's silver feathers on the line. The characters must accept the wager or be disqualified.

ENFORCER MONK

CREATURE 13

Human ki adept (page 28)

Initiative Perception +23

ENFORCER MAGE

CREATURE 13

Human mage of many styles (page 29)

Initiative Perception +22

ENFORCER ROGUE

CREATURE 13

Human agile warrior (page 27)

Initiative Perception +25



ENFORCER WARRIOR

CREATURE 13

Human weapon master (page 26)

Initiative Perception +23

Treasure: If the characters manage to win the match against the enforcers, the enforcers are duly impressed and grant them a bonus prize of 2,500 gp for their tenacious spirit. They do warn, however, that this is a one-time deal; the next time the characters approach the garrison looking for a fight, the enforcers

provide it in even greater numbers but reward no additional treasure.

L. LIGHTKEEPERS' BASE

This is the headquarters for the Lightkeepers, a team of fighters hired by one of Hao Jin's ancient enemies. They are the player characters' primary rivals throughout this Adventure Path (though this may not yet be obvious to the characters; refer to the sidebar on page 43 for ideas on how to introduce these rivals). The base remains empty most of the day since the Lightkeepers are out exploring the island, accompanied by their emissary escort.

The Lightkeepers' escort is a craven middle-aged Tian-Sing man named **Hibomari** (CN male human enforcer 9). Hibomari's family has connections throughout Goka, which allowed him to secure a spot as a highly paid enforcer on Bonmu, despite his lack of scruples and general spinelessness. Syu Tak-Nwa easily manipulates Hibomari with magic and guile, getting him to look the other way more often than not and even completely disappear on some lengthy but trivial errand whenever it suits her.

If the player characters choose to explore the base, they find very little sign of life. There isn't much in the way of food, disturbed dust, or even signs of passage in the building—details that are all suspicious enough on their own. Investigating the base turns up a number of other foreboding clues.

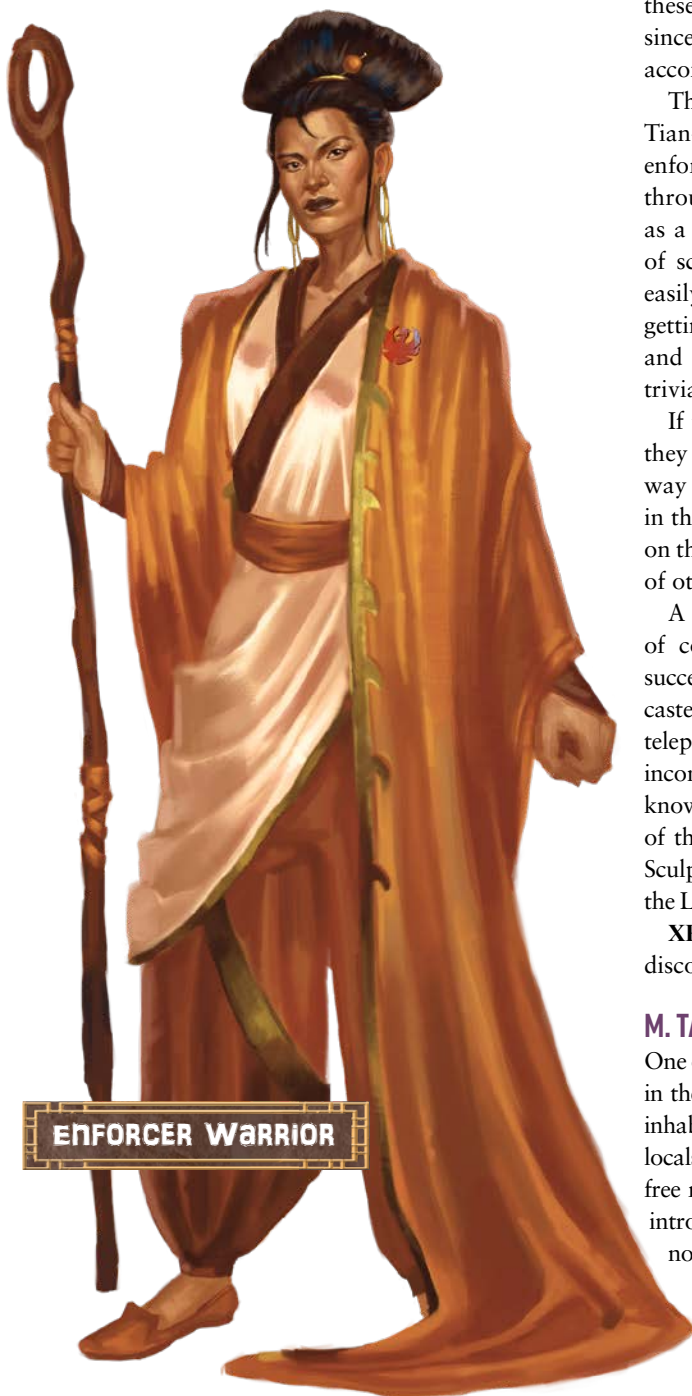
A character using *detect magic* senses an aura of conjuration magic throughout the base. With a successful DC 35 Arcana or Occultism check, the caster can recognize the aura as a result of powerful teleportation magic. These findings are suspicious but inconclusive. The player characters have no way to know that the ambient conjuration magic is a byproduct of the frequent *plane shift* spells used by Syndara the Sculptor—the Lightkeepers' secret sponsor—to recall the Lightkeepers to his plane and return them to Bonmu.

XP Award: Award each character 30 XP if they discover this base's unusual details.

M. TAMIKAN'S LAIR

One of the more powerful predators on Bonmu has laired in the southern swamp since before the island's original inhabitants fled: a unique kongamato that the Bonmuan locals dubbed Tamikan. While Tamikan normally holds free reign over the region, she's grown irritable with the introduction of so many visitors to her island. Tamikan now looks to attack anyone who comes near her lair.

The first time the characters travel through this hex, Tamikan has a 20% chance of noticing them. If she does, the kongamato swoops down



ENFORCER WARRIOR



after the intruders, using a Wailing Dive in an attempt to scare them off. Tamikan doesn't give chase if her targets flee, but every time after this initial encounter that the characters travel through the hex, the odds are greater that Tamikan spots them and ultimately attacks. The likelihood increases to 50%, then 75%, and is finally guaranteed on the fourth trip.

Creature: Tamikan is more powerful than a typical kongamato. She starts combat with her Sonic Screech attack, following it up with a Wailing Dive. Tamikan makes use of hit-and-run tactics to harass her prey and soften them up before going for the kill on an obviously smaller or weaker individual. Tamikan retreats to her lair if reduced to 75 Hit Points, and she surrenders if reduced to 50 Hit Points within her home, taking flight for another island.

TAMIKAN

CREATURE 16

UNIQUE N LARGE DRAGON

Variant female kongamato (*Pathfinder Bestiary* 3 152)

Perception +23; darkvision

Languages Draconic

Skills Acrobatics +29, Athletics +33, Intimidation +27, Stealth +27, Survival +26

Str +9, **Dex** +5, **Con** +6, **Int** +1, **Wis** +4, **Cha** +5

AC 38; **Fort** +29, **Ref** +27, **Will** +26; +1 status to all saves vs. magic

HP 295; **Immunities** paralyzed, sleep

Attack of Opportunity Tail only.

Speed 30 feet, fly 130 feet, swim 30 feet

Melee ♦ beak +32 (magical, reach 15 feet), **Damage** 3d12+15 piercing plus Grab and piercing beak

Melee ♦ claw +32 (agile, reach 10 feet), **Damage** 3d8+15 slashing

Melee ♦ wing +32 (agile, reach 15 feet), **Damage** 3d10+13 bludgeoning

Melee ♦ tail +30 (agile, reach 20 feet), **Damage** 3d8+13 bludgeoning

Boat Breaker As kongamato.

Flying Strafe ♦♦ As kongamato.

Sonic Screech ♦♦ (arcane, evocation, sonic) Tamikan unleashes a powerful and deadly blast of sonic force from her maw that deals 12d6 sonic damage in a 100-foot line (DC 37 basic Reflex save). She can't use Sonic Screech again for 1d4 rounds.

Wailing Dive ♦♦ As kongamato, but DC 37.

Treasure: Tamikan's lair holds a number of treasures she's collected from prey over the years, including a *transparent elemental gem*, four *barkskin potions*, a pair of *boots of speed*, a *major staff of healing*, a *spined shield*, a *swift block cabochon*, a *vanishing coin*, 134 gp, 289 sp, and 1,922 cp.

FORESHADOWING THE LIGHTKEEPERS

The villainous Lightkeepers work for Syndara the Sculptor, the mastermind behind a plot to destroy his old enemy Hao Jin during the Ruby Phoenix Tournament. While the Lightkeepers' involvement in this adventure is relatively minor, their role in the Adventure Path becomes more pronounced in the two subsequent volumes. To maximize the payoff for the player characters' ultimate triumph over these rivals, you should find a dramatic opportunity during "Despair on Danger Island" to introduce the Lightkeepers to the players. Following are some possible ideas to get you started.

Darkest Hour: When the player characters get in over their heads—perhaps they run into a dinosaur den while low on resources—Syu Tak-nwa and her pals just happen to wander by in time to see the characters' struggle. Rather than help, though, the Lightkeepers merely stare in amusement or offer a snide remark before moving on.

Fighting Dirty: If the Lightkeepers challenge the player characters to a match for silver feathers in this chapter, be aware that the villains' stats in Chapter 3 (page 68) present a likely deadly encounter for the party's expected level at this point. The Lightkeepers don't kill a bested character (which would be anticlimactic at this point), but they do take the time to throw a disarmed fighter's prized sword off a cliff or "accidentally" smash an unconscious character's hand with the heel of their boot.

Free Feather: While exploring the island, the characters witness the final moments of a challenge between Lightkeepers and some other team the characters have already faced. The Lightkeepers not only handily defeat their opponents but knock them out even after they've surrendered. As the Lightkeepers leave the arena, one of them distracts the emissary on duty while another tosses their freshly won silver feather to the player characters, casually mentioning that they didn't even need it.

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

N. SPOTFOOT VILLAGE

This swampy village plays home to the Spotfoots, a small group of boggards that migrated from a neighboring island just a few decades ago. The boggards used up most of their first island's resources and eradicated its natural life. Without means to support themselves, they made the dangerous trek across the sea and landed in Bonmu. The island's greater abundance of resources—and the occasional culling from a wandering predator—has kept their population stable.



If the player characters visit the village, the mobogos demand they depart at once, then order their loyal boggard servants to hunt down the invaders and bring back their heads as a show of piety. The boggards spring into action, though they likely pose no challenge for the player characters. If the characters refuse to leave their village or question the mobogos' authority, the "gods" decide to take matters into their own hands.

They move to opposite ends of the village, use their tongues to separate the player characters, and keep them apart with their innate magic. Regeneration makes the mobogos fearless, though they immediately change their minds once they take acid, cold, or fire damage. If one of them dies, the other attempts to flee once reduced to fewer than 30 Hit Points, abandoning the boggards and Bonmu forever. Without their deities, the Spotfoots fall to in-fighting and likely treat the characters with fearful awe.

GANMOJI AND ROOMMON

CREATURE 11

Elite mobogos (*Pathfinder Bestiary* 3 6, 170)

Initiative Perception +23

SPOTFOOT SWAMPSEER

CREATURE 3

Boggard swampseer (*Pathfinder Bestiary* 45)

Initiative Perception +11

Languages Abyssal, Boggard

SPOTFOOT WARRIORS (6)

CREATURE 2

Boggard warrior (*Pathfinder Bestiary* 44)

Initiative Perception +8

Hazards: The Spotfoot village lies deep within a Bonmu swamp and moving through the swamp is no easy chore. A shallow bog surrounds the entire village. The bog is difficult terrain.

Treasure: The boggards keep several treasures in their village. Searching the huts turns up an *adult green dragon's breath potion*, a bleeding spines snare, two bomb snares, a *greater coyote cloak*, four vials of giant wasp venom, and four vials of malyass root paste.

O. JAIBAN'S LAIR

This rocky cliffside lair (map on page 48) plays home to another legendary beast of Bonmu.

Creature: An enormous beast of heretofore-unknown species made its way to Bonmu centuries ago during the time between the Taumatan and Bonmuan occupations. When the first Tian-Sing settlers arrived on Bonmu, they encountered the incredible monster and nearly lost their lives to its fury. The settlers named the creature Jaiban and decided to leave its territory alone.

The village is relatively unremarkable. It consists of a few scattered mud huts dispersed throughout the thick marsh and a large open area in the center of the village dedicated to worship. See the map on page 48.

Creatures: The boggard villagers traveled to Bonmu on the backs of their two deities, a mated pair of mogobos named Ganmoji and Roommon. The draconic, toadlike mogobos are cruel creatures that revel in the Spotfoots' worship. It was their idea to journey to Bonmu, once the mobogos ruined their former home's ecosystem. Now, Ganmoji and Roommon enjoy a comfortable life as idols, content to laze around the swamp and let their boggard sycophants bring them tasty animals from hunts. The mobogos do occasionally fend off predators who stumble into the swamp, but otherwise show little care for their new home or their worshippers.



Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure
Toolbox

Glossary
& Index

Jaiban continues its relatively quiet life in its lair, swimming out to sea to feed. If the characters intrude on this lair, there is a 25% chance Jaiban is out hunting; it otherwise spends all its time here. Highly irritable and territorial, Jaiban attacks at the first sign of intruders. It fights to the death.

JAIBAN

CREATURE 15

UNIQUE N GARGANTUAN BEAST

Legendary beast of Bonmu

Perception +23; darkvision, scent (imprecise) 30 feet

Skills Athletics +30, Stealth +28, Survival +26

Str +9, **Dex** +4, **Con** +8, **Int** -4, **Wis** +3, **Cha** +1

AC 36; **Fort** +29, **Ref** +23, **Will** +25

HP 170

Speed 30 feet, swim 30 feet

Melee jaws +31 (reach 20 feet), **Damage** 3d12+14 piercing plus Grab

Melee tail +31 (reach 25 feet), **Damage** 3d6+14 bludgeoning

Melee foot +31 (reach 15 feet), **Damage** 3d8+14 bludgeoning

Trample Huge or smaller, foot, DC 36

Quaking Stomp (manipulate) **Frequency** once per minute; **Effect** Jaiban stomps the ground with intense force. It creates a minor earthquake with the effects of the *earthquake* spell, except that the range is only 100 feet and is contained to a 20-foot burst.

Whip Tail (sonic) Jaiban cracks its tail, creating a sonic boom in a 5-foot burst centered on a corner within reach of its tail Strike. Each creature in the burst's area must attempt a DC 36 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3.

P. MOUNT HAMINABU

This location is the site for the final events of the qualifying round. It is detailed in Chapter 3.

Q. BROKEN EGGSHELL

An enormous broken eggshell lies on this small beach cove abutting Bonmu's largest coral reef. The shell is as large as a house and over a foot thick. The shell belongs to the infant child of King Mogaru, a legendary kaiju from the Valashmai Jungle. Hao Jin's rival Syndara stole the egg from Mogaru in an attempt to lure Mogaru toward Goka during the Ruby Phoenix Tournament (see the next

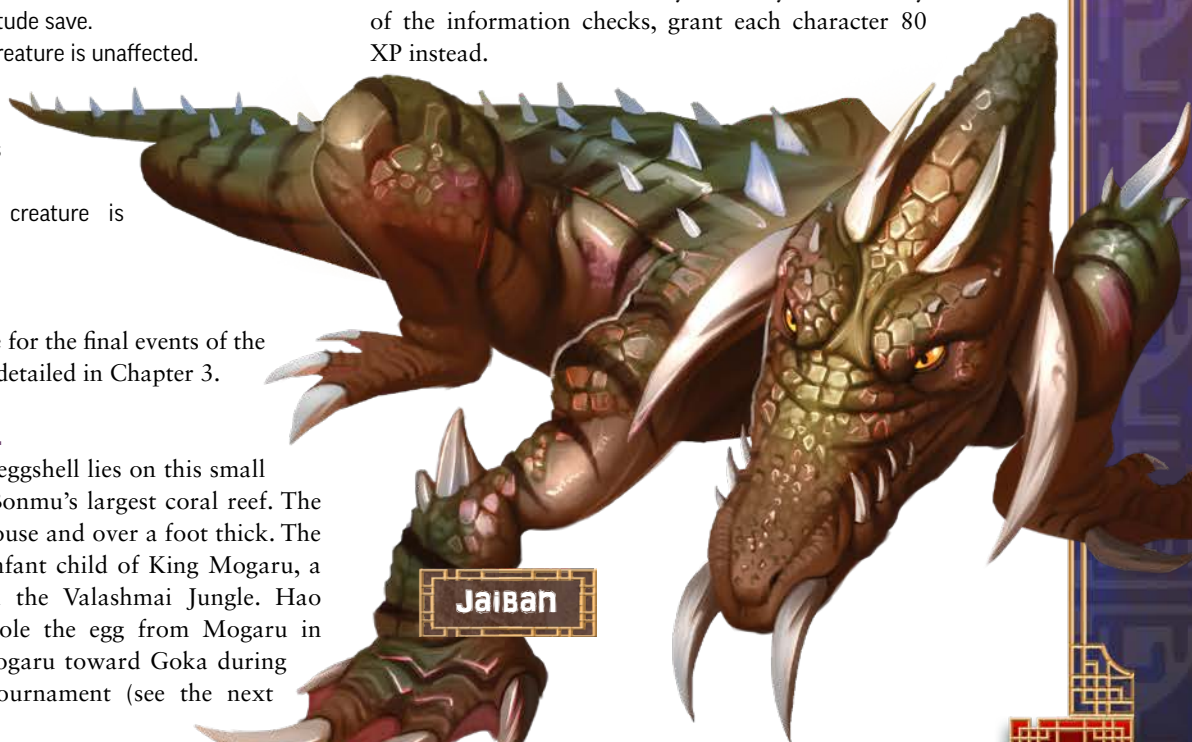
adventure, "Ready? Fight!", for this development), and when it suddenly hatched, Syndara kept the fledgling kaiju in his care, named it Moku, and haphazardly abandoned its shell here.

Few people (if any) have seen a kaiju egg, so at first glance it's easy to mistake it for the shell of an especially large bird or dinosaur. By succeeding at one or more of the following checks (all DC 35), a character might glean a bit more info about the strange encasing. On a critical success, the character learns the details enclosed in parentheses.

- **Occultism:** The shell is marked by strange veins of seafloor sand. (The egg came from the bottom of the ocean, where benthic horrors and unfathomably powerful monsters reign, rather than anywhere on land.)
- **Nature:** The egg's shape and structure indicate that it most likely belonged to a reptilian creature. (The creature was a dinosaur, but obviously no typical specimen.)
- **Survival:** There are no signs of the hatched creature nearby—footprints or otherwise. (The creature emerged from the shell elsewhere and the egg was placed here later.)

For now, the broken egg will remain a mystery, but the characters will get to see the effects of kidnapping a young kaiju and have a chance to meet Moku in this Adventure Path's subsequent adventures.

XP Award: Grant each character 30 XP when they find the broken shell. If they critically succeed any of the information checks, grant each character 80 XP instead.





R. ABANDONED PRISON

Earning a place in the Ruby Phoenix Tournament is difficult. The Trembling Meteors, a team hailing from Avistan, learned this lesson all too quickly after their first defeat on Bonmu. Rather than continue facing other teams, the Trembling Meteors decided to create their own silver feathers and earn their place in the tournament with ease. After splitting up in the jungle to lose their emissary, they rendezvoused back at this old underground prison complex to begin their new plan. The team's leader, Pomtaris, used her skillful hands and specialized tools to replicate the silver feathers. Unbeknownst to Pomtaris, though, the feathers are specifically attuned to the *phoenix necklaces* to confirm entry in the tournament. Counterfeit feathers simply won't work.

The abandoned prison is a relic from the days of Taumata; Bonmu's subsequent occupiers weren't sure they wanted to incorporate such a cruel structure into their culture and left it alone. Magical torches along the stone walls fill all of the rooms with bright light, which fades to dim light after sunset. The ceiling rises to a height of 20 feet in all rooms. Doors in the prison are unlocked unless otherwise noted. Page 48 shows a map of the prison.

R1. Entrance: The prison's entryway contains a large statue of a forgotten Taumatan god holding a breadfruit over its head as if in ceremony. A stone double door leads in and out of the prison from here.

R2. Registration: Here, offenders were stripped of any remaining belongings and registered in the prison's logs.

R3. Guard Quarters: A few guards posted in this now-empty room watched the lobby.

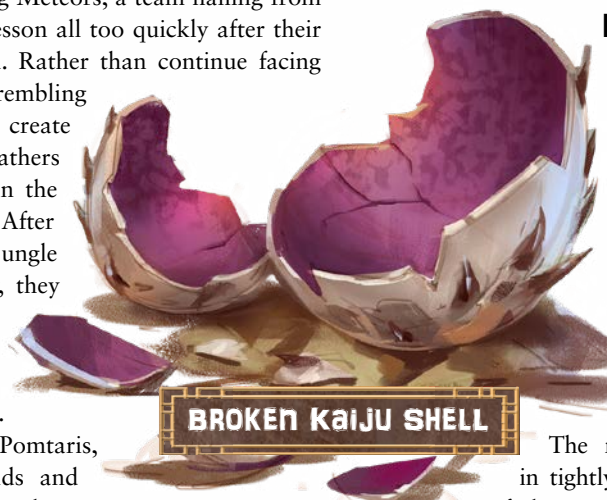
R4. Storage: Guards stored casks of water, baskets of fruit, and packages of meat in this corner room.

R5. Meeting Room: Prisoners who wished to speak with a priest would do so here. A ceremonial knife made of black lava rock lies forgotten in the corner.

R6. Hall: The prison's main hall looped around the complex and allowed access to each of the cell rooms.

Creatures: Two iron golems remain here despite this prison's centuries of abandonment, ever vigilant to arrest would-be escapees. The golems stand at silent attention by the doorway and immediately move to intercept and attack anyone who tries to

pass them, giving chase throughout the temple, but never outside.



IRON GOLEM (2) CREATURE 13

Pathfinder Bestiary 188

Initiative Perception +21

R7. Northern Cells: High-profile prisoners were given their own spacious stone cells. A sturdy iron door bars entry to each cell. All the northern cells are empty except for bones, pebbles, and rotted fibers.

R8. Southern Cells: The majority of prisoners resided in tightly packed quarters on this side of the prison. Each iron door is locked, requiring two successful DC 33 checks to Pick the Lock. Any creature without at least a master proficiency in Thievery automatically fails their attempts to unlock a cell.

Treasure: Four cells still contain belongings of value. One has a *greater crafter's eyepiece*. Another has a 3rd-level *wand of manifold missiles* and a 5th-level *wand of widening*. The third cell holds an *explorer's yurt*. The final cell contains a +2 *striking corrosive dagger*.

R9. Work Floor: Prison guards oversaw the prisoners' forced labor in this large workspace. Authorities forced the most talented prisoners to craft statues of various gods as well as other simple works of art, while the rest of the prisoners were taken outside to hunt dangerous game.

Pomtaris created the counterfeit silver feathers here, leaving many of her tools and failed attempts scattered across the floor. Anyone who takes more than a few moments to look around the room immediately realizes what the Trembling Meteors were up to.

Creatures: Two of the Trembling Meteors are here, Pomtaris and her wife, Tromtil. The two are relaxing after Pomtaris's quick work creating the silver feathers. If the player characters managed to slip past the golems, Pomtaris and Tromtil are rejoicing in song as they enjoy some brandy. If the characters fought the golems, the sounds of combat alerted the two fighters, and they've asked their teammates (area **R11**) to join them in this room.

Without their ward, Pomtaris and her friends feel emboldened to attack the player characters outright rather than challenge them to a match, and they



conspire to loot the characters' silver feathers off their bodies once they've dispatched them.

POMTARIS**CREATURE 13**

Female human weapon master (page 26)

Initiative Perception +23

Skills Crafting +27

TROMTIL**CREATURE 13**

Female human mage of many styles (page 29)

Initiative Perception +23

Treasure: Pomtaris holds her team's 2 legitimate silver feathers, which Ingdani authorizes the player characters to claim for themselves if they defeat the despicable Trembling Meteors in combat. Afterward, Ingdani reports Pomtaris and her friends to the enforcers on duty at the nearest sanctioned fighting site.

R10. Head Guard's Office: The head guard of the prison kept this office for their work.

Treasure: The desk in the office contains a *greater skeleton key*, a *ring of lies*, *slates of distant letters* (*Advanced Player's Guide* 262), and a *predictable silver piece* (*Advanced Player's Guide* 262).

R11. Lounge: The prison guards and priest used this lounge as a breakroom.

Creatures: The two other Trembling Meteors are relaxing here, though they might have moved to the work floor as noted above (area R9). Harbis and Lown are content to let Pomtaris take care of the silver feather issue, but if the player characters enter here, the two quickly jump to their feet ready to fight.

HARBIS AND LOWN CREATURE 13

Human agile warriors (page 27)

Initiative Perception +25

R12. Vault: On an initial glance, this part of the hallway appears to just be a wall. The guards had a permanent illusion placed here to hide the door to the prison's

vault of seized goods. The Trembling Meteors were unable to disbelieve the illusion, so they think there's nothing else of value in the prison.

When the player characters approach this wall, attempt a secret DC 33 Will save to disbelieve for each character. On a success, they notice the wall fade to a translucent image cloaking the vault door. Alternatively, a character who Seeks in the area with a successful DC 35 Perception check notices the vault door peeking out slightly beyond the

illusion. The guards didn't properly close the vault door when they fled the prison and it remains slightly ajar even today. Noticing the door causes that character to automatically disbelieve the illusion. As a result, the characters can enter freely and collect the treasure within.

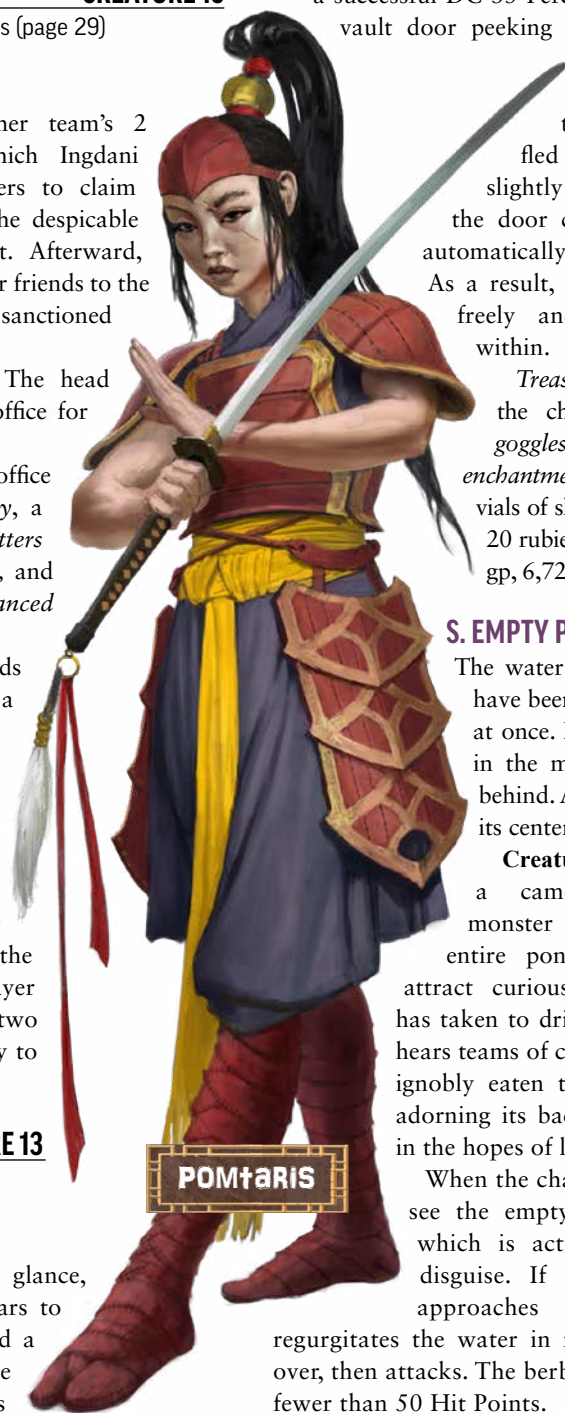
Treasure: Within the vault, the characters find *alchemist's goggles*, a *greater staff of enchantment*, a *rod of wonder*, two vials of shadow essence, a pouch of 20 rubies worth 40 gp each, 1,408 gp, 6,720 sp, and 3,055 cp.

S. EMPTY POND

The water in this pond appears to have been mysteriously drained all at once. Dozens of fish flop about in the muddy, 30-foot pit it left behind. A large island juts up from its center.

Creature: The island is, in fact, a camouflaged berberoka—a monster that can swallow up entire ponds and even lakes to attract curious prey. This berberoka has taken to drinking this pond when it hears teams of competitors nearby; it has ignobly eaten two such teams already, adorning its back with their belongings in the hopes of luring in more prey.

When the characters arrive here, they see the empty pond and the island, which is actually the berberoka in disguise. If at least one character approaches the berberoka, it regurgitates the water in its belly to knock them over, then attacks. The berberoka flees if reduced to fewer than 50 Hit Points.

**Introduction****Part One:
Despair on
Danger Island****Chapter 1:
Welcome to
Danger Island****Chapter 2:
Survive****Chapter 3:
The Empress
at the Top of
the World****Part Two:
Ready? Fight!****Part Three:
King of the
Mountain****Adventure
Toolbox****Glossary
& Index**



WATCHTOWER
1 SQUARE = 5 FEET



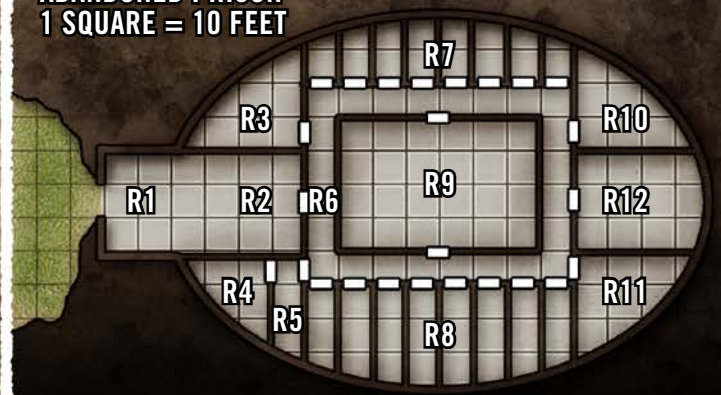
SPOTFOOT VILLAGE
1 SQUARE = 5 FEET



JAIBAN'S LAIR
1 SQUARE = 5 FEET



ABANDONED PRISON
1 SQUARE = 10 FEET



BERBEROKA

CREATURE 15

Page 228

Initiative Deception +31

Treasure: The berberoka's belongings, which it took from competitors that it ate, include a pair of *armbands of athleticism*, a *golden lions wondrous figurine*, a *greater striking rune*, and a broken *phoenix necklace* carrying a single intact silver feather.

T. MANANANGGAL VILLAGE

This small settlement of thatched huts along the western slopes of Mount Haminabu bears obvious signs of life. Human tracks scatter about, alongside scraps of meat and small bones from previous meals. A character can also recognize some odd discarded salves (a mixture of coconut oil, chicken dung, and entrails) with a successful DC 32 Survival check. With a successful DC 28 Bonmu Lore or other relevant skill check to Recall Knowledge, a character can identify these components as common to the profane rituals of manananggals.

Creatures: The village is in fact home to several manananggals, terrible undead that resemble humans during the day. At night, the top halves of their bodies tear away and grow wings, and the grotesque predators fly off and attack the inhabitants of neighboring islands. These manananggals arrived on Bonmu several years ago and took residence in this abandoned village. The thick jungle canopy protects them from direct sunlight, allowing the manananggals to walk around their home without concern. At night, they launch into the sky, taking advantage of Bonmu's proximity to other islands to hunt for food before returning here at sunrise.

When the characters arrive here, they likely see the manananggals around the village in their full-body forms, unless they arrive between sunset and sunrise, when the village is empty. The manananggals act especially abrasive in hopes of convincing the characters to leave. If they do, the manananggals follow them in secret and attack when they rest for the night. If the characters don't leave, the manananggals intentionally separate from their bodies to attack. The manananggals fight to the death to defend their home.



ELITE MANANANGGALS (6)

CREATURE 9

Pathfinder Bestiary 6; page 237

Initiative Perception +18

WANDERING TEAMS

Thirty-two teams vie for entry into the Ruby Phoenix Tournament proper, and each of these teams roams Bonmu attempting to earn their silver feathers. Use the following teams whenever the player characters actively search for other teams or when you feel like introducing some excitement to the exploration. If the characters purposefully search for a team, they typically find a group of challengers within 4 hexploration actions.

At your consideration, the player characters might face these teams at a lower or higher level than presented here. You can modify teams' threat levels by applying the weak or elite creature adjustments (page 6 of the *Pathfinder Bestiary*) to the team's fighters. The ultimate decision is up to you, but know that some of the teams will be too difficult for lower-level teams. On the other hand, such a fight can be a perfect way to remind the player characters that they are not unbeatable. Regardless of whether they win or lose, the characters should earn experience for these fights as long as they gave an honest effort for the match. In the case of a loss, award the characters experience for a challenge one threat level lower than the fight's threat level (low-threat experience for a moderate threat, moderate-threat experience for a severe threat, and so on).

If these teams don't fit your needs for an encounter, consider using the Ruby Phoenix Fighting Roster article (page 196) to develop a team concept. From there, you can use the base combatant statistics (page 26) to fill your team with different opponents.

LIGHTNING CALLERS

Creatures: The Lightning Callers are a pair of expert archers from Osirion. Morginnar and Rameis do their best to keep away from opponents in combat. If there is higher ground for them to use, they quickly make their way toward that location first. Otherwise, they attempt to pin their opponents before moving away. Both Morginnar and Rameis fight until reduced to 25 Hit Points, at which point they surrender.

MORGINNAR AND RAMEIS

CREATURE 12

Human weak archery specialists (*Pathfinder Bestiary 6*; page 28)

Initiative Perception +24

NIGHTMARES

The Nightmares are a trio of horse riders from the Xopatl region of Arcadia. Named after the fiendish horses of death—which they've outfitted their mounts to resemble—the Nightmares dress in black robes and wield polearms against their foes.

Creatures: Junerio, Rovidar, and Tairino are cousins who grew up together and got by as thieves. They eventually realized they could avoid all the subterfuge and sneaking around by instead simply



Introduction

Part One: Despair on Danger Island

Chapter 1: Welcome to Danger Island

Chapter 2: Survive

Chapter 3: The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

ary
x



terrifying their victims into submission. In combat, the trio encircle one or two opponents at a time, staying mounted and using their halberds to attack from a safe distance. All of the Nightmares fight until knocked out.

JUNERIO, ROVIDAR, AND TAIRINO **CREATURE 13**

Human agile warriors (page 27)

Initiative Perception +25

Melee ♦ halberd +27 (reach 10 feet, versatile S), **Damage** 2d10+9 piercing

WAR HORSES (3) **CREATURE 2**

Pathfinder Bestiary 209

Initiative Perception +25 (as riders)

GOLARION'S FINEST

The eight fighters who call themselves Golarion's Finest met at a previous worldwide tournament many years ago. They all enjoyed their time together so much that they formed their own team. Since then, they've entered multiple tournaments, traveling around Golarion in search of their next fight. Their incredible winning record earned them a place among Hao Jin's chosen pre-qualifiers for the Ruby Phoenix Tournament.

Creatures: Each of Golarion's Finest specializes in a specific technique. The Quain fraternal twins Han and Jun have each mastered their punches and kicks respectively. Mingyu was a former teacher from Goka who found an even greater passion in fighting. Krankkiss and Rajna attended a monastery in Vudra where they mastered the flow of ki in their bodies to grant them unusual abilities. Paunnima, a retired wrestling champion from Minkai, took to fighting once again to raise funds for her tea shop. Numoriz was a Razatlani knight, but he retired after the birth of his son; now that his son is an adult, Numoriz has returned to the world of combat but avoided the call to war. Finally, Brartork, an Iobarian body builder, can be credited with the original idea of forming Golarion's Finest. His gregarious and joyful attitude immediately falls to the wayside in combat, as he takes his grappling and throwing very seriously in order to subdue his opponents.

In combat, Golarion's Finest each try to focus on separate foes, though the large size of the group usually ends with the team breaking into pairs. Han and Jun fight together, attempting to keep a foe pinned down. Krankkiss and Rajna use their unique abilities to take the defensive. Mingyu and Paunnima use their quick attacks to pummel multiple foes at once. Finally, Brartork and Numoriz

cover any leftover opponents. Each member surrenders if reduced to fewer than 50 Hit Points. If five or more members are incapacitated, the entire team surrenders.

The eight members of Golarion's Finest are represented by the following single stat block, for convenience. Each fighter has their own special ability.

GOLARION'S FINEST (8) **CREATURE 12**

Male human weak ki adepts (*Pathfinder Bestiary* 6; page 28)

Initiative Perception +21

Electric Shroud ⤿ (electricity, evocation, primal)

Trigger A creature hits Krankkiss with an unarmed attack; **Effect** Krankkiss focuses his ki power to produce electricity. The triggering creature takes 2d6 electricity damage.

Flip Kick ♦♦♦ Numoriz makes a leaping backflip and kicks a foe harshly in the process. Numoriz Leaps 5 feet vertically and 5 feet horizontally in any direction. He makes a Strike against a single creature within reach at any point during this movement. He then lands safely on the ground.

Flying Kicks ♦♦♦ Mingyu spins through the air, kicking opponents in her path. Mingyu Strides and can make up to three Strikes during this movement, each against a different target within reach. These attacks count toward Mingyu's multiple attack penalty, but the multiple attack penalty doesn't increase until after she makes all of her attacks. Mingyu then becomes stunned 1.

Hurling Toss ♦ **Requirements** Brartork has a creature grabbed or restrained; **Effect** Brartork attempts an Athletics check against the creature's Fortitude DC.

Critical Success Brartork tosses the creature 25 feet, dealing 2d8 bludgeoning damage, and the creature falls prone.

Success As critical success, except the creature doesn't fall prone.

Failure Brartork fails to throw the creature.

Critical Failure Brartork fails to throw the creature, and the creature is no longer grabbed or restrained by Brartork.

Palm Flurry ♦ to ♦♦♦ Paunnima makes a dizzying number of palm Strikes, dealing 1d8 bludgeoning damage to all adjacent creatures. For each additional action she uses as part of Palm Flurry, the damage increases by 1d8. Regardless of how many actions she uses, the targets can attempt a DC 30 basic Reflex save.

Powerful Sweep ♦♦ Jun aims a sweeping kick at a foe. Jun makes an unarmed Strike. On a hit, the creature is knocked back 5 feet (10 feet on a critical hit) and knocked prone.



Powerful Uppercut ♦♦ Han delivers a devastating uppercut. He makes an unarmed Strike. On a hit, the Strike deals an additional 1d10 bludgeoning damage and the target must attempt a DC 28 Fortitude save. Regardless of the result, Han becomes stunned 1.

Success No further effect.

Failure The target is knocked off balance and takes a -1 circumstance penalty to its attack rolls until the end of its next turn.

Critical Failure As failure, plus the target is knocked prone.

Reach Beyond ♦♦ (conjuration, occult) Rajna focuses her ki power to allow her to fold her immediate reality and reach a distant opponent. She makes a fist Strike against a creature within 15 feet.

UNDER THE PALE SUN

This group of four fighters hails from the Kelesh satrapy of Zelshabbar in Casmaron. They refuse to give their names, and they are sore losers. If the player characters win a match against Under the Pale Sun, the fighters immediately challenge the characters to a rematch at a different fighting site.

UNDER THE PALE SUN DERVISHES (2) CREATURE 12

Human weak weapon masters (*Pathfinder Bestiary* 6; page 26)

Initiative Perception +21

Melee ♦ *scimitar* +25 (forceful, sweep), **Damage** 2d6+8 slashing

Whirling Attack ♦♦♦ (flourish) The dervish spins with blinding speed. They make a melee Strike against each enemy within reach. Each attack counts toward the dervish's multiple attack penalty, but they don't increase their penalty until they have made all their attacks.

UNDER THE PALE SUN ARCHERS (2) CREATURE 12

Human weak archery specialists (*Pathfinder Bestiary* 6; page 28)

Initiative Perception +24

EVENTS

The following events take place during the first two days of the prequalifying round on Bonmu.

(The final day's events are detailed in Chapter 3.)

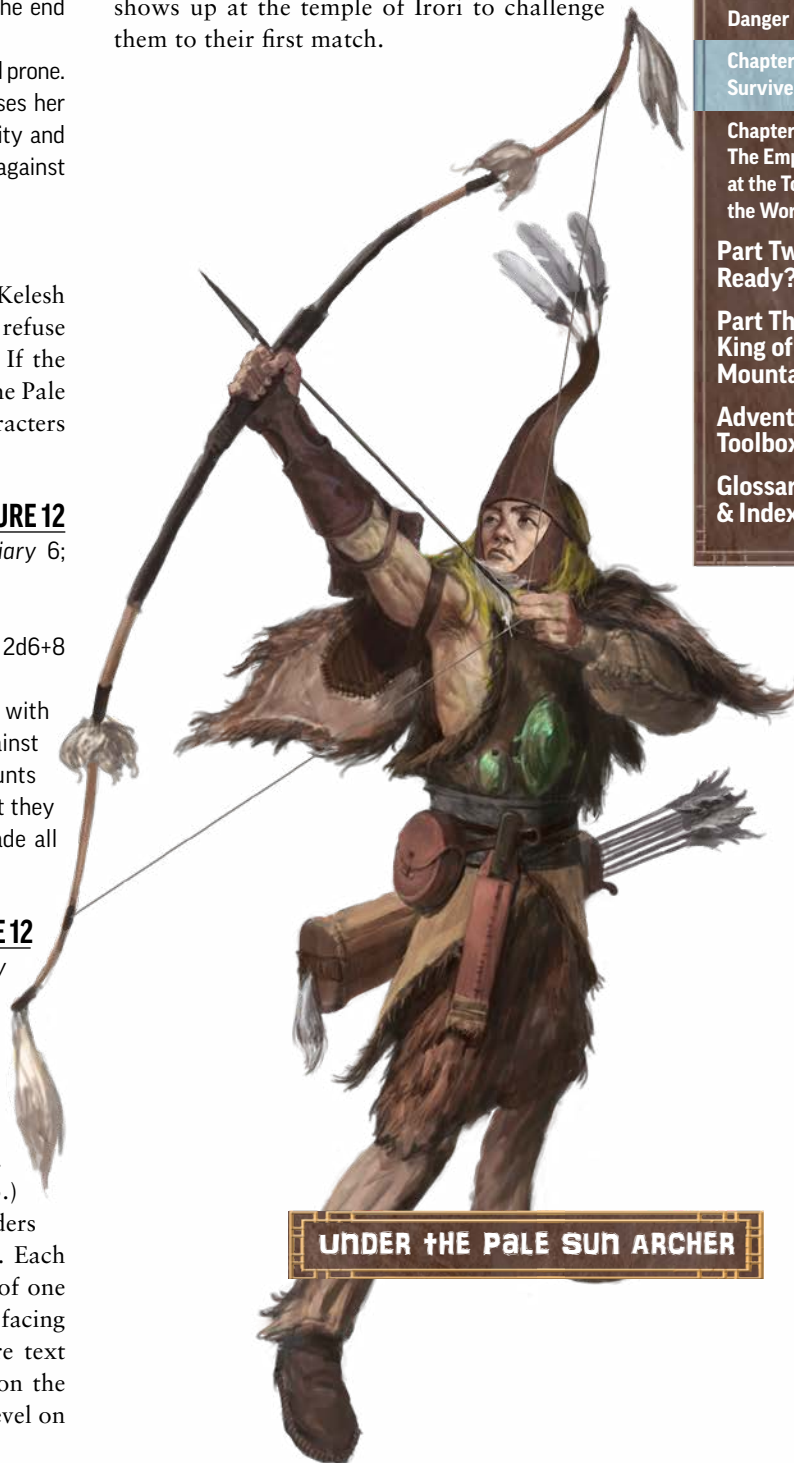
Some of these events are optional and contenders are free to take part or abstain as they wish. Each event offers a reward, sometimes in the form of one or more silver feathers, but participants risk facing injury or diminished resources. The adventure text assumes the player characters are 12th level on the first day of the tournament and 13th or 14th level on the second day.

DAY 1

The following events happen throughout the first day of the pre-qualifier.

EVENT 1: RISE AND SHINE

Just as the player characters prepare to set out on the first day of the qualifying round, a pair of fighters shows up at the temple of Irori to challenge them to their first match.



UNDER THE PALE SUN ARCHER

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three:
King of the
Mountain

Adventure
Toolbox

Glossary
& Index



Creatures: A team of sisters, the Ahmoza Twins, have decided that the player characters are a suitable team to face for their first match. Each sister studied at the Houses of Perfection in Jalmeray and learned to master a specific element to include with their techniques. Manyala practiced her control over fire at the Monastery of Unblinking Flame, while Rijana underwent tutelage in the Monastery of Unbreaking Waves to learn control over ice.

The twins bring the enforcers who visited the temple an hour earlier and officially declare their challenge against the characters just as the sun rises. They wager two of their silver feathers for the match. The adventure assumes the characters have the match at the temple of Irori, though they are free to move it to a nearby fighting site if they prefer.

In combat, the sisters stay close together to make it more difficult to flank them. They make liberal use of their *ki blast* spell and their Channel Element abilities. Manyala surrenders if reduced to fewer than 50 Hit Points, but Rijana continues to fight until knocked unconscious or reduced to 0 Hit Points.

MANYALA AND RIJANA AHMOZA (2) CREATURE 12

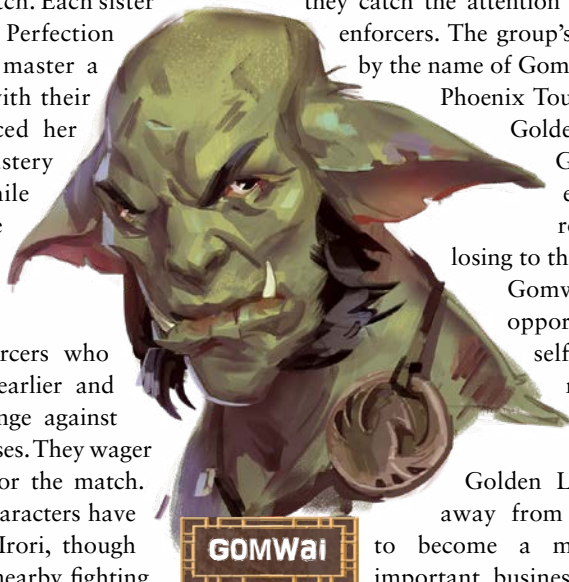
Female Vudran weak ki adepts (*Pathfinder Bestiary 6*; page 28)

Initiative Perception +21

Channel Element ♦ (concentrate) Manyala and Rijana can draw upon the power in their bodies to temporarily channel energy. The next unarmed attack that they make deals 1d8 additional damage. This damage type is fire for Manyala and cold for Rijana.

Entwined Energy Ki Manyala and Rijana can infuse energy into their *ki blasts*, allowing them to change the damage the spell deals. Manyala can choose to deal fire damage instead of force damage and Rijana can choose to deal cold damage instead of force damage.

New Feat: If the player characters win the match, Manyala and Rijana are genuinely impressed by the party's skill. In addition to the reward for winning the match, they offer to teach the characters one of their powerful techniques. This process requires 1 hour and 2 hexploration activities but earns the party access to the Entwined Energy Ki feat (page 213).



GOMWAI

EVENT 2: CHALLENGE OF THE ENFORCERS

Sometime after the characters collect 5 silver feathers, they catch the attention of a group of tournament enforcers. The group's leader, a hobgoblin monk by the name of Gomwai, attended the last Ruby Phoenix Tournament as a pawn of the Golden League, a notorious Gokan crime syndicate, and even made it to the final round before ultimately losing to the champions.

Gomwai's loss gave him an opportunity for significant self-reflection and a reassessment of his values. He felt great shame for his involvement with the Golden League and chose to step away from his criminal connections to become a mercenary bodyguard for important business leaders in Goka. When the church of Abadar started recruiting staff for this year's tournament, Gomwai leapt at the opportunity, wishing to give back to the tournament that had done so much for him. Gomwai earned a place as an enforcer, and he leads a small group of less experienced fighters-turned-enforcers in the pre-qualifier.

Now, Gomwai has received orders from Koto Zekora, the enforcer leader, to thin out some of the silver feathers. The player characters happen to be the nearest team when Gomwai gets his orders.

Creatures: Gomwai and his squad of enforcers find the characters and challenge them to a match for 2 silver feathers. The match itself has no additional wrinkles and is a simple fight. Gomwai uses Flurry of Blows to Trip as many targets as possible, then lets the other enforcers come in and take advantage of the opening. If the characters take out two members of the squad, the remaining enforcer surrenders and declares the player characters the match's winners.

ENFORCERS (2)

CREATURE 12

Human weak agile warriors (*Pathfinder Bestiary 6*; page 27)

Initiative Perception +23

GOMWAI

CREATURE 12

UNIQUE LN MEDIUM HUMANOID GOBLIN

Male hobgoblin tournament enforcer

Perception +21; darkvision

Languages Goblin, Taldane, Tien

Skills Acrobatics +22, Athletics +27, Intimidation +24,

Stealth +22, Underworld Lore +20

Str +5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +0



Items *bracers of armor*, +1 striking *handwraps of mighty blows*

AC 33; **Fort** +26, **Ref** +23, **Will** +20

HP 235

Speed 25 feet

Melee ♦ *fist* +25 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d6+10 bludgeoning

Flurry of Blows ♦ (flourish) Gomwai makes two Strikes with his fist. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Flurry of Maneuvers Gomwai can replace one or both of his attacks during a Flurry of Blows with Grapples, Shoves, or Trips.

Powerful Fists Gomwai's fist Strikes are treated as cold iron and silver and don't take penalties when making lethal attacks.

Stunning Fist (incapacitation) When Gomwai targets the same creature with two Strikes from his Flurry of Blows, he can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a DC 30 Fortitude save or be stunned 1 (or stunned 3 on a critical failure).

Prize: If the player characters win the challenge, Gomwai rewards them with 1,500 gp in addition to the standard 500 gp they earn for winning the match. In addition, Gomwai presents them with a phoenix idol in the shape of a rising phoenix. The characters can sell this idol or use it to turn down a match as noted in area **J5** (page 41).

XP Award: Whether or not the characters win, they still earn XP as if they had defeated the enforcers.

EVENT 3: THE SPITEFUL CAUTHOOJ

Among the many creatures already living on Bonmu, one of the most intelligent is an old cauthooj who has lived on the island for over a century. During that time, the cauthooj enjoyed easy access to food and plenty of small treasures on Bonmu. When the tournament staff started making preparations on the island, they piqued the cauthooj's interest. Once the prequalifying round began in earnest, the cauthooj saw an opportunity to snag more baubles and treasures from the new arrivals.

The cauthooj likes to sneak up on resting contenders and steal small trinkets like gems or even silver feathers. This event can occur any time the player characters are exploring, resting between fights, or getting their bearings.

Creature: The old cauthooj attempts to sneak up on the characters, using Stealth for its initiative. It attempts to walk into the group, grab the nearest

trinket, and run away. If the cauthooj acts first in initiative, it catches the characters unawares. In this case, the characters are slowed 1 for the first round of combat. The cauthooj attempts to take the characters' *phoenix necklace* first and foremost.

If the cauthooj manages to slip away with an item, the characters can attempt to Track the cauthooj and reclaim their lost bauble. Doing so requires a successful DC 32 Survival check. Once the characters are on the hunt, they can find the cauthooj after following the trail for 10 minutes. The cauthooj tries to run away from combat again, requiring the characters to Track the cauthooj again if it escapes. This continues until the third time the characters Track it. Tired of running, the cauthooj stands its ground to fight. If the cauthooj is reduced to fewer than 50 Hit Points, it drops its treasures as a distraction and runs away for good. The cauthooj also withdraws if the player characters are able to reclaim their stolen item.

ELDER CAUTHOOJ

CREATURE 14

RARE N MEDIUM BEAST

Variant cauthooj (*Pathfinder Bestiary* 55)

Perception +25; thoughtsense (imprecise) 60 feet

Languages Sylvan (can't speak any language)

Skills Athletics +27, Stealth +28

Str +6, **Dex** +4, **Con** +7, **Int** -3, **Wis** +3, **Cha** +0

Thoughtsense (divination, mental, occult) As cauthooj.

AC 36; **Fort** +28, **Ref** +23, **Will** +21

HP 255; **Resistances** sonic 15

Hop-Dodge ⤵ (move) As cauthooj.

Speed 40 feet

Melee ♦ *beak* +29 (agile, deadly d12, reach 10 feet), **Damage** 2d12+15 piercing

Staccato Strike ♦ (mental, primal, sonic) As cauthooj.

Warbling Song ♦♦ (auditory, incapacitation, mental, primal) As cauthooj, but DC 34.

Treasure: The cauthooj sees all of Bonmu as its domain and thus doesn't keep a lair of any sort. Instead, it uses a small bag found during its initial days on the island to carry all of its treasures. The cauthooj keeps the bag around its neck and places any baubles it picks up inside.

If the characters are able to claim the bag, they find a fair amount of junk but also a few true treasures, including a *balisse feather* (*Advanced Player's Guide* 256); a piece of *dispelling silver*; a *light brown elemental gem*; an *eye of apprehension*; a glowing, thin glass rod which turns out to be a *wand of crackling lightning* (6th level; *Advanced Player's Guide* 265); a *runestone* that glows with faint, crimson light due to its *greater flaming* rune; and a *greater ring of cold resistance*.

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure
Toolbox

Glossary
& Index



XP Award: If the player characters lay claim to the cauthooj's treasures, they earn XP as if they had defeated it in combat.

EVENT 4: A DESPERATE STRUGGLE

Late in the day, a different team finds the characters and begins a new match.

Creatures: This team is a group of spellcasters from Avistan known as the Glowing Embers. While they're accomplished wizards, they weren't prepared for the rigors of the tournament. Their inexperience with close-quarters combat led them to be overwhelmed by opponents able to quickly close in on them.

The Glowing Embers wager their 1 remaining silver feather against the player characters. They start

the match strong, breaking up the battlefield with areas of *black tentacles*, but after 3 rounds the fatigue of the day's earlier events sets in. All their members become clumsy 1 and enfeebled 1 for the remainder of the match.

If the player characters win, the Glowing Embers offer them a half-spirited congratulations before following the enforcers toward the docks to leave the island.

GLOWING EMBERS (4)

CREATURE 12

Human weak mage of many styles (*Pathfinder Bestiary* 6; page 29)

Initiative Perception +20

EVENT 5: SAVING THE CLOUD JESTERS

Just as the characters begin to wind down for the day, they get swept up in another team's potentially deadly mistake.

Creatures: A team of adventurers named the Cloud Jesters decided to explore a small, hidden tomb. During their exploration, they activated several stone golems guarding the tomb. While the Jesters managed to hold the sentries off for a time, they recognized a losing battle and chose to run away.

The player characters happen to pass by at the right moment to hear the Cloud Jesters screaming for help as they flee the tomb. If the characters decide to help, they can follow the screams to find the Cloud Jesters several hundred feet away. Injured from the fight, most of the Cloud Jesters have collapsed by the time the characters find them.

The stone golems are attempting to reclaim a stolen treasure from the Cloud Jesters but will turn on the characters if attacked by them. The Cloud Jesters are too injured to aid in the fight.

STONE GOLEMS (2)

CREATURE 11

Pathfinder Bestiary 187

Initiative Perception +17

Treasure: If the characters destroy the golems and save the Cloud Jesters, the team offers their sincerest thanks and gives them the *frost brand* they stole from the tomb as a reward, believing the sword to have been too much trouble to be worth keeping anyway.

If the characters take longer than 10 minutes to come find the source of the screams, the stone golems have already finished off the Cloud Jesters and left with the stolen weapon. There's no sign of the golems anywhere, and only the corpses of the



ELDER CAUTHOOJ

Introduction

**Part One:
Despair on
Danger Island**

**Chapter 1:
Welcome to
Danger Island**

**Chapter 2:
Survive**

**Chapter 3:
The Empress
at the Top of
the World**

**Part Two:
Ready? Fight!**

**Part Three:
King of the
Mountain**

**Adventure
Toolbox**

**Glossary
& Index**

Cloud Jesters remain. The characters can claim the Cloud Jesters' equipment if they wish, as there are no enforcers around to stop them. The Cloud Jesters were an agile warrior, archery specialist, mage of many styles, and weapon master (pages 26–29) and have the appropriate equipment. In addition, the Cloud Jester's leader carries the team's two remaining silver feathers.

XP Award: If the characters save the Cloud Jesters, award each character 30 XP.

DAY 2

The following events take place on the second day of the qualifying round.

EVENT 6: FACING HANA'S HUNDREDS

Early in the day, the characters face another team who wishes to put their skills to the test.

Creatures: This group of Minkaiaans call themselves Hana's Hundreds, though in actuality they number just shy of 40. Most teams opt for as few fighters as possible, since the winners must split their prize evenly, but Hana's Hundreds favored quantity over quality when it came to their own team, reasoning that only a few of them will likely make it to the final bouts uninjured. Regardless of their actual numbers, Hana's Hundreds have found a technique that works pretty well for them: they swarm and overwhelm opponents using their large numbers.

When the team finds the player characters, they wager two of their silver feathers for the match. In combat, they form a chaotic mass of screams and steel. Hana's Hundreds attempt to attack multiple foes at once. Fully believing in the strength of their numbers, the team fights until it is dispersed.

HANA'S HUNDREDS

CREATURE 15

UNIQUE LN MEDIUM HUMAN HUMANOID TROOP

Perception +23

Languages Taldane, Tien

Skills Acrobatics +27, Athletics +30, Intimidation +27

Str +8, **Dex** +6, **Con** +6, **Int** +1, **Wis** +2, **Cha** +4

AC 37; **Fort** +29, **Ref** +23, **Will** +23

HP 270 (16 squares); **Thresholds** 180 (12 squares), 90 (8 squares); **Weaknesses** area damage 20, splash damage 10

Troop Defenses (*Pathfinder Bestiary* 3 306)

Speed 30 feet

Form Up ◆ (*Pathfinder Bestiary* 3 305)

Rain of Knives ◆◆ Hana's Hundreds launch a volley of throwing knives in a 10-foot burst within 50 feet that deals 4d6+13 piercing damage (DC 33 basic Reflex save). When the team is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Run Them Over! ◆◆◆ Hana's Hundreds attempt to trample all foes in their way. The team Forms Up and Strides twice, moving through the space of Medium or smaller creatures. Each creature the team moves through takes 4d8+14 bludgeoning damage (DC 33 basic Reflex save). On a critical failure, the creature is also knocked prone.

Troop Movement Whenever Hana's Hundreds Strides, the team first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the team enters difficult terrain, the extra movement cost applies to the whole team.

Whirlwind of Blades ◆ to ◆◆◆ **Frequency** once per round; Hana's Hundreds flail their swords wildly at each enemy adjacent to the team (DC 33 basic Reflex save). The damage depends on the number of actions.

◆ 2d8 slashing damage

◆◆ 3d8+13 slashing damage

◆◆◆ 4d8+16 slashing damage

EVENT 7: RACE FOR THE FEATHERS

At noon on the second day, the enforcers declare a unique challenge for all of the remaining teams. There are a total of 8 silver feathers up for grabs around Bonmu; the first teams to reach them can claim them. Any teams that want the feathers must reach the nearest fighting site on a first come, first rewarded basis. Unfortunately for the teams, it's not actually as simple as that. In the spirit of competition, the enforcers wait to award the silver feathers until there are at least two teams at a fighting site so that they can partake in a physical non-combat challenge to win the feather.

To partake in the challenge, the characters must reach a fighting site (area C) within 3 hours of the challenge decree. Once the characters have attempted three challenges or by 3 p.m., whichever comes first, all the remaining feathers have been taken and this event ends.

There are three different types of challenges. These challenges can start at any fighting site, but do not use the map of the fighting site. Rather, run these challenges "theater of the mind" style or devise your own simple map. The player characters can face any other team of your choosing.

This event's challenges are unusual in that there are virtually no rules; the challenges are intentionally open ended and the win conditions are purposefully vague to encourage creative solutions. Magic and subterfuge are perfectly viable tactics in this event. When the winner of a challenge is unclear,



the enforcer makes the final call. Contestants may attack each other if they wish, but this fighting is not considered an official match and so they cannot wager feathers.

The enforcer on duty can provide basic equipment to either team such as ropes, poles, and hooks, which both teams are encouraged to use if needed. In general, as always, err on the side of your players and reward creative solutions. (If your players would rather roll checks, use very easy, average, and very hard DCs for their level as appropriate.)

Banana Challenge: The enforcer has hidden 10 red bananas in the jungle's underbrush. Red bananas are a relatively common plant on Bonmu, but the enforcers have removed all such plants from the surrounding 200-foot radius. The team with the most red bananas at the end of 2 minutes wins the silver feather.

Coconut Challenge: This challenge takes place on a muddy plateau. An enforcer stands on either side of the 400-foot-wide muddy clearing. It begins raining at the outset of this challenge. Each team starts at the same end of the clearing and is given a small coconut marked with the enforcer's signature. The team that delivers the cleanest coconut to the enforcer on the other side within 1 minute wins a silver feather.

Boulder Challenge: The enforcer has hidden a silver feather under the rocks and silt of the swiftly flowing river. Also hidden underneath the silt is an iron chain to which the feather is secured with *sovereign glue*. The other end of the chain is locked around a 500-pound boulder; there is 20 feet of slack between the boulder and the feather. The bridge is 50 feet above the river and the river is 4 feet deep. All competitors must remain in contact with the bridge at all times. The first team to get a hand on the feather wins.

Treasure: The characters can earn up to 3 silver feathers if they win all three challenges. If the characters already have the maximum of 10 silver feathers, the enforcer instead awards the party 1,500 gp.

XP Award: For each silver feather the party claims, award each character 30 XP.

EVENT 8: ATTACK ON THE TEMPLE

The Lightkeepers aren't content to sit around and wait for other teams to simply lose. Instead, they call upon Syndara's powers of creation to provide a small army to attack the other teams and either eliminate them completely, or, at the very least, soften them up for the final day of the pre-qualifier.

Syndara agrees, using his planar powers to create dozens of construct warriors that resemble the famous terra-cotta statues of Lingshen.

These replica soldiers bear obvious Taumatan markings, making it easier to dismiss the attack as a strange occurrence tied to Bonmu's ancient history, though a character who succeeds at a DC 25 Bonmu Lore or DC 40 Perception check can deduce that the Taumatan markings are convincing forgeries.

First Wave

The first attack begins shortly after midnight. Several terra-cotta soldiers scale the walls and drop into the temple's training space (area A10) and then seek out the characters, possibly catching them in their sleep.

Creatures: These terra-cotta soldiers all bear a small fragment of planar power thanks to Syndara's influence. The statues use this power to pinch the Material Plane around them and teleport across the battlefield with terrifying speed.

PLANAR TERRA-COTTA SOLDIERS (4) CREATURE 11

RARE N MEDIUM CONSTRUCT

Variant terra-cotta soldiers (*Pathfinder Bestiary* 3 263)

Perception +21

Languages Tien (can't speak any language)

Skills Athletics +23, Intimidation +23

Str +7, **Dex** +5, **Con** +7, **Int** +2, **Wis** +3, **Cha** +4

Items composite shortbow (10 arrows), longsword, steel shield (Hardness 13, HP 104, BT 52)

AC 30 (32 with shield raised); **Fort** +24, **Ref** +21, **Will** +17

HP 250; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** bludgeoning 14

Attack of Opportunity ⤴

Shield Block ⤴

Speed 25 feet

Melee ⬠ longsword +24 (versatile P), **Damage** 3d8+15 slashing

Ranged ⬠ composite shortbow +23 (deadly d10, propulsive, range increment 60 feet), **Damage** 3d6+13 piercing

Planar Step ⬠ (conjunction, teleportation) The planar terra-cotta soldier momentarily moves beneath the Material Plane, instantly transporting itself to a location within 60 feet. The soldier can't use Planar Step again for 1d4 rounds.

Second Wave

Once the characters destroy the last terra-cotta soldier, they have some time to regain their bearings



before their next ordeal. The next attack begins 15 minutes after the first ended.

If the Old Man statue remains intact at the temple shrine (area **A13**), it registers the second attack and springs to life to aid the characters in defending the temple.

Creatures: A large squadron of terra-cotta soldiers teleports into the training space again, this time with the intent of using their large numbers to overwhelm the characters.

PLANAR TERRA-COTTA SQUADRON CREATURE 15

RARE N MEDIUM CONSTRUCT TROOP

Variant terra-cotta soldier garrison (*Pathfinder Bestiary* 3 263)

Perception +24

Languages Tien (can't speak any language)

Skills Athletics +18, Intimidation +20

Str +8, **Dex** +4, **Con** +8, **Int** +1, **Wis** +3, **Cha** +4

AC 37 (39 with shields raised); **Fort** +26, **Ref** +23, **Will** +24
HP 300 (16 squares); **Thresholds** 200 (12 squares), 100 (8 squares); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** area damage 20, bludgeoning 15, splash damage 10

Troop Defenses (*Pathfinder Bestiary* 3 306)

Speed 25 feet

Form Up ♦♦ (*Pathfinder Bestiary* 3 305)

Aim as One ♦♦♦ The terra-cotta squadron launches a ranged attack in the form of a 10-foot burst within 100 feet that deals 3d8+13 damage (DC 33 basic Reflex save). When the garrison is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Planar Step ♦ (conjunction, teleportation) The terra-cotta squadron momentarily moves beyond the Material Plane, instantly transporting itself to a location within 90 feet. The squadron can't use Planar Step again for 1d4 rounds.

Raise Shields ♦ The troop raises steel shields, with the effects of Raise a Shield.

Strike as One ♦ to ♦♦♦ **Frequency** once per round;

Effect The squadron makes a melee attack against each enemy within 5 feet (DC 30 basic Reflex save). The damage depends on the number of actions.

♦ 2d8 slashing damage

♦♦ 3d8+13 slashing damage

♦♦♦ 4d8+16 slashing damage

Troop Movement Whenever a terra-cotta squadron Strides, the garrison first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving;

for instance, if any square of the squadron enters difficult terrain, the extra movement cost applies to the whole squadron.

Third Wave

With the destruction of the terra-cotta squadron, the player characters earn 10 minutes of relative calm before the next attack. If the Old Man statue remains, it begins to chant an Iroran prayer to cast *bless* on all allied creatures within 10 feet of the statue. This blessing lasts for the duration of the third attack.

Creatures: A quartet of powerful terra-cotta soldiers silently teleport into the temple courtyard (area **A3**) and then make their way through the area seeking out the characters.

PLANAR TERRA-COTTA CAPTAINS (4) CREATURE 12

RARE N MEDIUM CONSTRUCT

Elite planar terra-cotta soldiers (*Pathfinder Bestiary* 3 6, 263)

Perception +23

Fourth Wave

The final wave arrives only 5 minutes after the destruction of the terra-cotta captains. By this point, Irori himself takes notice of the characters' actions and offers them a blessing to aid them during their defense. Immediately after the end of the third wave, through the Old Man statue, Irori casts a 2-action, 9th-level *heal* on each character, restoring 9d8+72 Hit Points each. Additionally, if the characters took the time to fully clear the temple of danger or otherwise made a show of piety, Irori also casts a 9th-level *heroism* spell on the characters, which lasts for the remainder of the attack.

Creatures: What terra-cotta soldiers remain pour into the temple. The captains enter via the courtyard again and the squadron enters via the training space, with both groups looking to pincer the characters in the center of the temple.

PLANAR TERRA-COTTA CAPTAINS (3) CREATURE 12

Elite planar terra-cotta soldiers (*Pathfinder Bestiary* 3 6, 263)

Initiative Perception +23

PLANAR TERRA-COTTA SQUADRON CREATURE 15

As above

Initiative Perception +24

XP Award: Award each character 80 XP once they successfully fend off the attack on the temple.

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three:
King of the
Mountain

Adventure
Toolbox

Glossary
& Index



CHAPTER 3: THE EMPRESS AT THE TOP OF THE WORLD

The start of the player characters' third and final day of the pre-qualifiers begins in a dramatic fashion. Overnight, the sorcerer Hao Jin arrived on the island, landing atop Mount Haminabu, where she waited until sunrise. As the first rays of the sun dance across the eastern horizon, she solemnly places a small plum sapling among the summit's soil. In minutes, the sapling grows to become a large, stone palace. As the sapling grows, it unleashes a deafening rumble that echoes across Bonmu, waking up all of the remaining teams as well as the local wildlife. With her palace in place, Hao Jin projects an image of a flaming phoenix across Bonmu's skies—a powerful illusion that carries her voice across the island.

A dull roar, like an earthquake, disrupts the serenity of the third morning of the Ruby Phoenix Tournament pre-qualifier. Monkeys, birds, and rodents screech in terror as a plume of red fire erupts from the peak of Mount Haminabu near the island's center. The blinding flames paint the sky violet

and blast away the clouds around the mountain before dramatically twisting into the unmistakable form of a blazing crimson phoenix.

"Good morning, competitors!" a woman's voice echoes across the skies of Bonmu, emanating from the phoenix. "I, Hao Jin, the Ruby Phoenix, congratulate you for surviving Danger Island so far. We now begin the final day of this pre-qualifying round for the Ruby Phoenix Tournament."

Cheers echo distantly across the jungle island. The voice continues: "I have placed a palace here on the peak of Mount Haminabu and invite you to join me and my guest, Empress Nai Yan Fei, for a pleasant evening of stimulating conversation, fine local food, and rousing entertainment. To join us, simply bring me your phoenix necklace and ten silver feathers. This will secure your access into the palace as well as the Ruby Phoenix Tournament. I await all of you who are worthy of the honor. You have until sunset to reach the mountaintop. Fight well, combatants." With Hao Jin's final words, the phoenix erupts into a halo of brilliant fire and disappears.



DAY 3 EVENTS

As Hao Jin noted in her announcement, all competitors have until sunset to reach Mount Haminabu with their 10 silver feathers to secure their place in the Ruby Phoenix Tournament. Contenders who fail to reach the palace atop the mountain by sunset forfeit their place in the tournament, even if they have 10 feathers. The player characters might already have enough feathers and could choose to turn in their feathers first thing on this day. If so, you might choose to skip Events 9, 10, or 11 below and proceed straight to Event 12: Securing Their Place on page 61.

If the party still lacks the 10 feathers they need to proceed, they can continue to explore Bonmu as they did during the first 2 days. The following events occur on this final day; aside from Event 9, which is intended simply to exhaust some of the party's resources, these events are designed as easy opportunities for the characters to earn the last few feathers they need to continue the adventure.

EVENT 9: FACING THE TOP ENFORCER

SEVERE 14

Early in the morning, a group of enforcers finds the player characters and explains that they have been chosen for another match against an enforcer. This time, the characters must wager 3 silver feathers. The match takes place at the nearest fighting site, where the party's opponent awaits.

Creature: Koto Zekora is an onidoshi—also called an ogre mage, a powerful oni that resembles an ogre in its material form—bound in service to the Church of Abadar. Originally a despicable marauder who dwelled on the outskirts of Goka, Koto Zekora was captured by Empress Nai Yan Fei's Butterfly Blades. The ogre mage now serves as the head enforcer on Danger Island, a deal she agreed to in exchange for her life. All other enforcers answer to her and her judgment is final, second only to Emissary Xho Nuo and Hao Jin herself. Koto Zekora has been wanting to partake in a fight, but her duties during the last 2 days have precluded such a challenge. Once Hao Jin arrived, she delegated Koto Zekora's duties to other enforcers, freeing up the oni for the fight she desires. Unfortunately for the characters, she happens to pick their team as her first targets.

Koto Zekora is a fierce combatant, using the power of her club to knock away opponents and following up with powerful spells. She tries her best to hit several targets who are grouped together with spells like *lightning bolt* and *fireball*. If she finds a particular foe to be a nuisance, she traps them in a *maze* to dispose of the offender. Koto Zekora is eager to push herself and fights until knocked unconscious or, if her opponents deactivate her regeneration, until she is reduced to fewer than 25 Hit Points.

KOTO ZEKORA

CREATURE 17

UNIQUE LE LARGE FIEND GIANT HUMANOID ONI

Female onidoshi imperial-blooded sorcerer

Perception +30; darkvision

Languages Abyssal, Jotun, Infernal, Taldane, Tien

Skills Acrobatics +26, Arcana +27, Athletics +33, Deception +34, Intimidation +34, Nature +26, Occultism +30, Society +27

Str +8, **Dex** +3, **Con** +6, **Int** +4, **Wis** +2, **Cha** +9

Items +2 greater striking greatclub, +2 resilient half-plate

AC 39; **Fort** +31, **Ref** +26, **Will** +25; +1 status on all saves vs. magic

CHAPTER 3 SYNOPSIS

The third and final day of the Ruby Phoenix Tournament pre-qualifier begins with the powerful sorcerer and grand judge Hao Jin arriving on Bonmu and creating an enormous palace, which she places on the island's highest peak. With her arrival, the teams can now secure their position in the next round of the Ruby Phoenix Tournament. The player characters can use their final day to continue exploring the island, face other teams, and discover more of Bonmu's secrets, as detailed in Chapter 2. Once they're ready, the characters must make their way to Mount Haminabu and meet the Ruby Phoenix to ensure their place in the next round—but not before facing off against a bitter team that wishes to harm Hao Jin.

After sunset, Hao Jin hosts dinner and entertainment for the eight qualifying teams that have handed in their necklace and feathers. During the evening's events, the characters can possibly make a good first impression with Lady Nai Yan Fei, Empress of Goka. If they do so, the characters secure themselves the empress's support during the next round of the tournament.

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



HP 295, regeneration 15 (deactivated by acid or fire)

Attack of Opportunity ➤

Speed 30 feet, fly 30 feet

Melee ♦ *greatclub* +31 (backswing, magical, reach 10 feet, shove), **Damage** 3d10+20 bludgeoning

Melee ♦ *fist* +29 (agile, evil, magical, reach 10 feet), **Damage** 3d8+16 bludgeoning

Arcane Spontaneous Spells DC 36; **8th** (3 slots) *maze*, *polar ray*, *scintillating pattern*; **7th** (3 slots) *eclipse burst*, *mask of terror*, *prismatic spray*, *reverse gravity*; **6th** (3 slots)

chain lightning, *disintegrate*, *lightning bolt*, *vampiric exsanguination*; **5th** (3 slots) *cone of cold*, *fireball*, *prying eye*, *wall of stone*; **4th** (3 slots) *dimension door*, *freedom of movement*, *invisibility*, *wall of fire*; **3rd** (3 slots) *fear*, *fireball*, *haste*, *slow*; **2nd** (3 slots) *acid arrow*, *dispel magic*, *see invisibility*, *spider climb*; **1st** (3 slots) *feather fall*, *grease*, *magic missile*, *true strike*; **Cantrips** (8th) *acid splash*, *daze*, *detect magic*, *electric arc*, *ray of frost*, *shield*

Sorcerer Bloodline Spells 3 Focus Points, DC 36; **8th** *ancestral memories* (Core Rulebook 402), *arcane countermeasure* (Core Rulebook 403), *extend spell* (Core Rulebook 404)

Primal Innate Spells DC 36; **5th** *cone of cold*; **4th** *charm*, *gaseous form*, *sleep*; **3rd** *fear*; **2nd** *darkness*, *invisibility* (at will, self only)

Bloodline Magic When Koto Zekora casts a bloodline spell, *dimension door*, *disintegrate*, *dispel magic*, *haste*, *magic missile*, *prismatic spray*, *prying eye*, or *maze*, she gains a +1 status bonus to skill checks for 1 round.

Change Shape ♦ (concentrate, polymorph, primal, transmutation) Koto Zekora takes on the appearance of an ogre. This doesn't change her Speed or Strike attack and damage.

Treasure: Koto Zekora values a good challenge and provides an extra 5,000 gp (on top of the usual 500 gp prize for winning a challenge) as a reward to the player characters if they win.

EVENT 10: SILVER FEATHERS ON THE BREEZE

At noon, Hao Jin makes another declaration in similar fashion to the one she made in the morning. This time she notes that she has a few spare silver feathers, free for the taking, so long as a team can find and claim them. She then tosses the feathers into the air, producing a magical breeze to carry them down the mountain.

If the player characters wish to claim one of these feathers, they must Reconnoiter in one of the 6 hexes surrounding Mount Haminabu. After completing the action, the characters must succeed at a DC 37 Perception or Survival check to locate the feather in the hex. The first time they succeed at this check, they automatically acquire a silver



KOTO ZEKORA



feather. After claiming this first feather, there is only a 50% chance that a successful check turns up another feather. After claiming the second feather, this chance drops to 10%. Once the characters have completed a Reconnoiter action in each of the hexes, there are no more feathers to find, as the feathers were claimed by the remaining teams or lost to the jungle forever.

Optionally, to complicate this event, consider including one or two rival teams in the hexes the characters explore around the mountain. The player characters might have to deal with a combat encounter, a chase (possibly using the chase subsystem from the *Pathfinder Gamemastery Guide*), or some variation of a challenge or event that was missed during the previous days.



Hao Jin

EVENT 11: THE LAST BREATH LOW 14

Late in the afternoon, the characters face another team on their last legs.

Creatures: Hailing from the Shackles, the team known as the Last Breath faced a rough time on Bonmu. They've managed to scrape by for the past 2 days, but at this point they're down to their final silver feather. The team has decided to have some good-natured fun with the team they predict to be their last rivals on Danger Island.

The Last Breath challenges the player characters to a match for 1 silver feather. Once the match starts, they keep away from the characters, springing around the battlefield in an obnoxious manner. The pirates seek to get under the characters' skin, laughing the entire time they fight. There are no rules against leaving the perimeter of a mapped fighting site, as long as the contestants remain in sight of an enforcer, so this chase might span an entire wilderness area or transition into a mix of exploration mode and encounter mode. Consider using this event as a way of "running the clock" against the player characters, in case they've chosen to dilly-dally before heading to Mount Haminabu. At any rate, once two of the Last Breath fighters get taken out, the remaining team member surrenders.

LAST BREATH FIGHTERS (3)

CREATURE 12

Human weak agile warrior (*Pathfinder Bestiary* 6; 23)

Initiative Perception +23

EVENT 12: SECURING THEIR PLACE MODERATE 14

When the characters are ready, they can travel to Mount Haminabu to meet with Hao Jin, show their 10 silver feathers, and confirm their entry in the Ruby Phoenix Tournament. When they reach Mount Haminabu, they find the Ruby Palace dominating the summit. A number of other teams are already at the peak, though only as spectators. None of them have enough feathers, but most have decided to cheer on and congratulate the qualifying teams. Among these teams are Tino's Toughest, who are just a few feathers short of qualifying, but have unfortunately run out of teams to fight and out of time for a bout. Aside from the player characters' party, the other qualifying teams have already confirmed their place in the next round and entered the palace.

Once the characters step up to meet with Hao Jin, she holds her hand out and asks them to produce their *phoenix necklace* and 10 feathers. When she takes the items, she magically transforms them into a *phoenix fighting fan* (page 214) and returns the fan to the characters, welcoming them to the Ruby Palace. Just as she finishes speaking, a powerful *disintegrate* spell strikes Hao Jin in the back and she collapses into a pile of ash. The Ruby Phoenix has been attacked!

Creatures: Bitter that they can't secure a place in the next round, one of the teams, Fallen Moon, has chosen to take out their frustration on Hao Jin herself. With Hao Jin's apparent death, Tino's Toughest spring into action and engage some of the Fallen Moon members. Fallen Moon's remaining comrades—a mage and a warrior—charge the Ruby Palace's front doors, just a few feet past the player characters.

If they wish, the characters can intercept these members. Otherwise, the saboteurs soon realize they can't enter the palace without a *phoenix fighting fan* and turn their frustration toward the player characters. The pair fight to the death. Once the characters dispatch one opponent or after 10 rounds, whichever comes first, Hao Jin's ashes stir and a large, flaming phoenix rises from within. The sorcerer reappears a moment later and, if required, quickly dispatches any remaining members of Fallen Moon.

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the Top of the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



FALLEN MOON MAGE

Human elite mage of many styles (*Pathfinder Bestiary* 6; page 29)

Initiative Perception +24

CREATURE 14

FALLEN MOON WARRIOR CREATURE 14

Human elite weapon master
(*Pathfinder Bestiary* 6; page 26)

Initiative Perception +25

Treasure: As thanks for dealing with the treacherous contenders, Hao Jin gifts the player characters a *clear quartz crystal ball*. She also takes Fallen Moon's three silver feathers and passes them on to Tino's Toughest, who can now secure their place in the next round. Tino and his team let out an emotional cheer at this development.

XP Award: Once the characters secure their place in the Ruby Phoenix Tournament, award them each 120 XP.



DINNER WITH THE EMPRESS

Hao Jin invites the qualifying teams to dinner, which is scheduled an hour after sunset. All of the teams meet in a vast courtyard containing several stone tables. Dozens of servants run between the tables serving food and drink to the qualifying teams. In addition to Hao Jin, the dinner's attendance includes Empress Nai Yan Fei, the ruler of Goka. Hao Jin and Yan Fei developed a close partnership following Hao Jin's return from Axis 2 years ago. Since then, Hao Jin has occasionally consulted the empress on Gokan matters.

Yan Fei's presence here is mostly a result of this relationship, but it's also a way for her to oversee the changes

that Hao Jin has implemented for this year's Ruby Phoenix Tournament.

Empress Points: Although Lady Yan Fei doesn't control the tournament, she is still an influential figure in Goka and can help the player characters indirectly. Throughout this chapter, the lady's opinion of the characters is represented by Empress Points. The characters can earn a number of Empress Points during this evening, and the total number of points they earn will have a small effect on their sponsorship in the Ruby Phoenix Tournament in the next adventure.

First Impressions: During dinner, the empress meanders between tables to meet each qualifying team. This is the first chance the characters have to make an impression on the empress. She arrives at their table and asks the characters for their history, including where they first met each other and previous adventures they may have had. If the characters wish to impress the empress, they can attempt to do so with the following skills. The party can attempt a total of six skill checks before the empress moves on to the next table. Lower the DC of a check if a player roleplays particularly well or comes up with a creative way to make an impression on Lady Yan Fei.

Athletics: A character can attempt a DC 32 Athletics check to recount a match from the past days with enough dramatic flair to impress the empress.

THE RUBY PALACE

When Hao Jin arrived at Bonmu, she brought with her a vast palace that once belonged to her late parents. Using her magical abilities, Hao Jin first converted the palace into a portable form, then reverted it back to its original size as part of her announcement, dubbing this incredible demesne the Ruby Palace. The final few events of the tournament pre-qualifier on Bonmu take place within the Ruby Palace, which occupies several acres of the plateau atop Mount Haminabu.

The palace is full of attendants and servants who offer healing, repair services, and other amenities to the eight qualifying teams. Depending on when the player characters gain access to the Ruby Palace, they might have several hours to relax and prepare themselves for the night's events. The servants guide the characters to a large private guest room that includes several beds, a screened outdoor bathing area, and a scenic view of Bonmu. The characters are free to move about the palace and meet with the other qualifying teams during this time (see the Ruby Phoenix Fighting Roster article for more details on the other seven teams who have qualified for the tournament). Hao Jin strictly forbids any fighting once the teams are in the palace, so any meetings must be nonviolent.

Hao Jin primarily plays the role of host in this chapter. In the next adventure, she will serve as the Ruby Phoenix Tournament's grand judge, presiding



Deception: Lying to Yan Fei isn't particularly impressive, but a character can attempt a DC 37 Deception check to embellish a story just enough to earn her attention.

Diplomacy: The characters can attempt a DC 34 Diplomacy check to Make an Impression with Yan Fei.

Goka Lore: A character who succeeds at a DC 30 Goka Lore check impresses the empress with their knowledge of Gokan politics.

Nature: The empress loves unique flowers, and a character who succeeds at a DC 30 Nature check can detail some of Bonmu's flora to impress the empress.

Occultism: With a successful DC 37 Occultism check, a character can trace the empress's lineage and current position along the path of Sangpotshi (*Pathfinder Lost Omens Gods & Magic* 99).

Performance: The characters can impress the empress with beautiful piece of Gokan music, which requires a successful DC 34 Performance check.

Society: The characters can attempt a DC 32 Society check to impress the empress with their knowledge of local Tian mannerisms and dinner etiquette.

Empress Points: The characters earn 1 Empress Point if they succeed at two or more different checks, or 2 Empress Points if they succeed at five or more different checks.

XP Award: Award each character 30 XP as a story reward if they earn 1 Empress Point, or 80 XP each if they earn 2 points.

STRIKE LIKE A BUTTERFLY

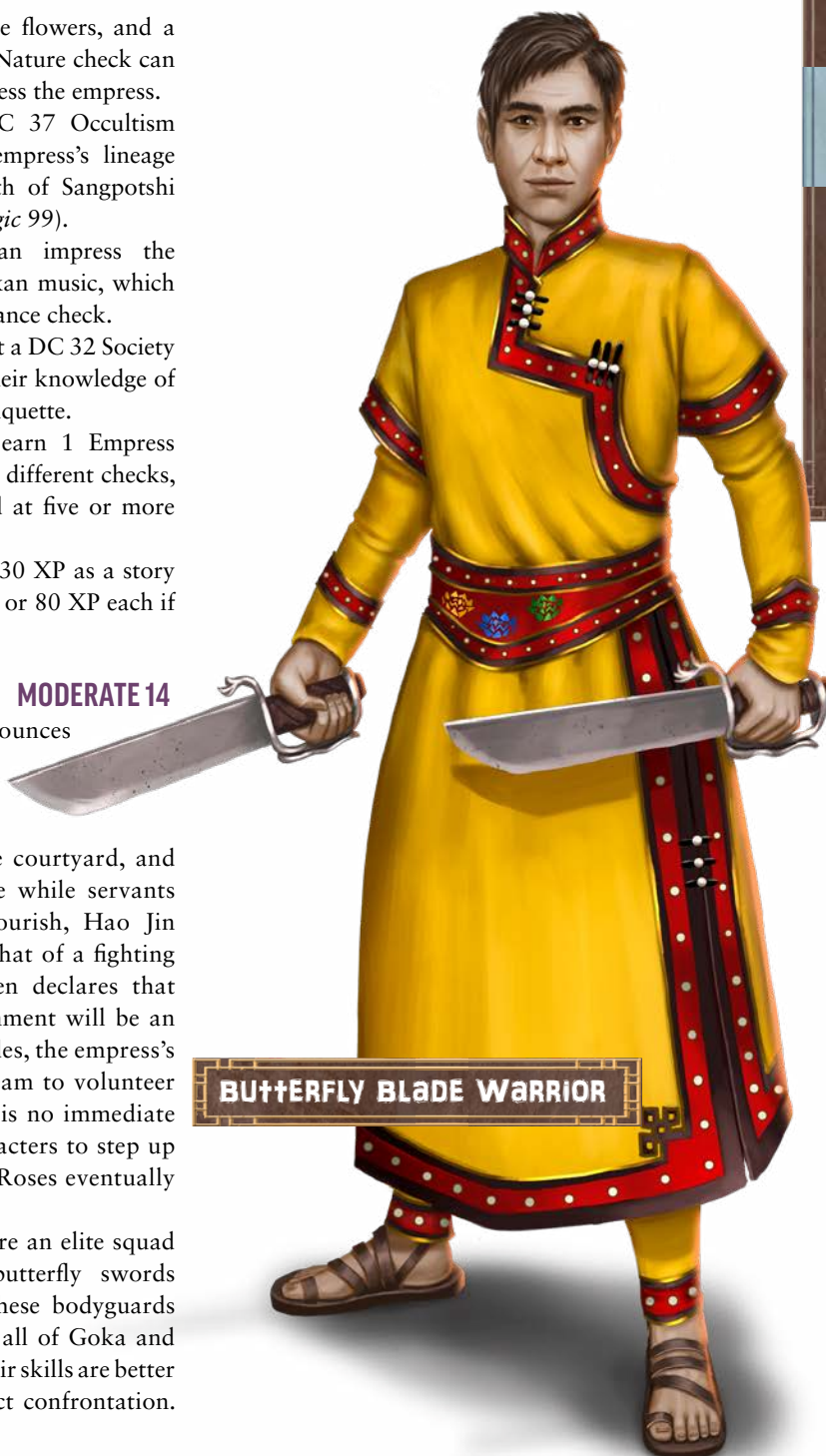
MODERATE 14

Once dinner is over, Hao Jin announces that the night will be marked by several more activities. Hao Jin and Empress Nai Yan Fei move to a marble platform overlooking the courtyard, and each take a seat at a large throne while servants clear away the tables. With a flourish, Hao Jin changes the courtyard's layout to that of a fighting arena (map on page 64). She then declares that the first act of the night's entertainment will be an exhibition against the Butterfly Blades, the empress's bodyguard detail. She asks for a team to volunteer to face the Butterfly Blades. There is no immediate volunteer, allowing the player characters to step up if they wish. Otherwise, the Biting Roses eventually rise to the occasion.

Creatures: The Butterfly Blades are an elite squad of assassin-warriors trained in butterfly swords who directly serve Goka's ruler. These bodyguards are among the greatest warriors in all of Goka and potentially all of Tian Xia, though their skills are better suited toward subterfuge than direct confrontation.

The trio of Butterfly Blades that participate in the exhibition are relatively new to their station, though they are still formidable foes.

In combat, the Butterfly Blades open with their mastermind's eye ability and Studied Strikes to understand their opponents. The Butterfly Blades make nonlethal attacks only. If two of them fall, the final Butterfly Blade surrenders and congratulates their opponents.



Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

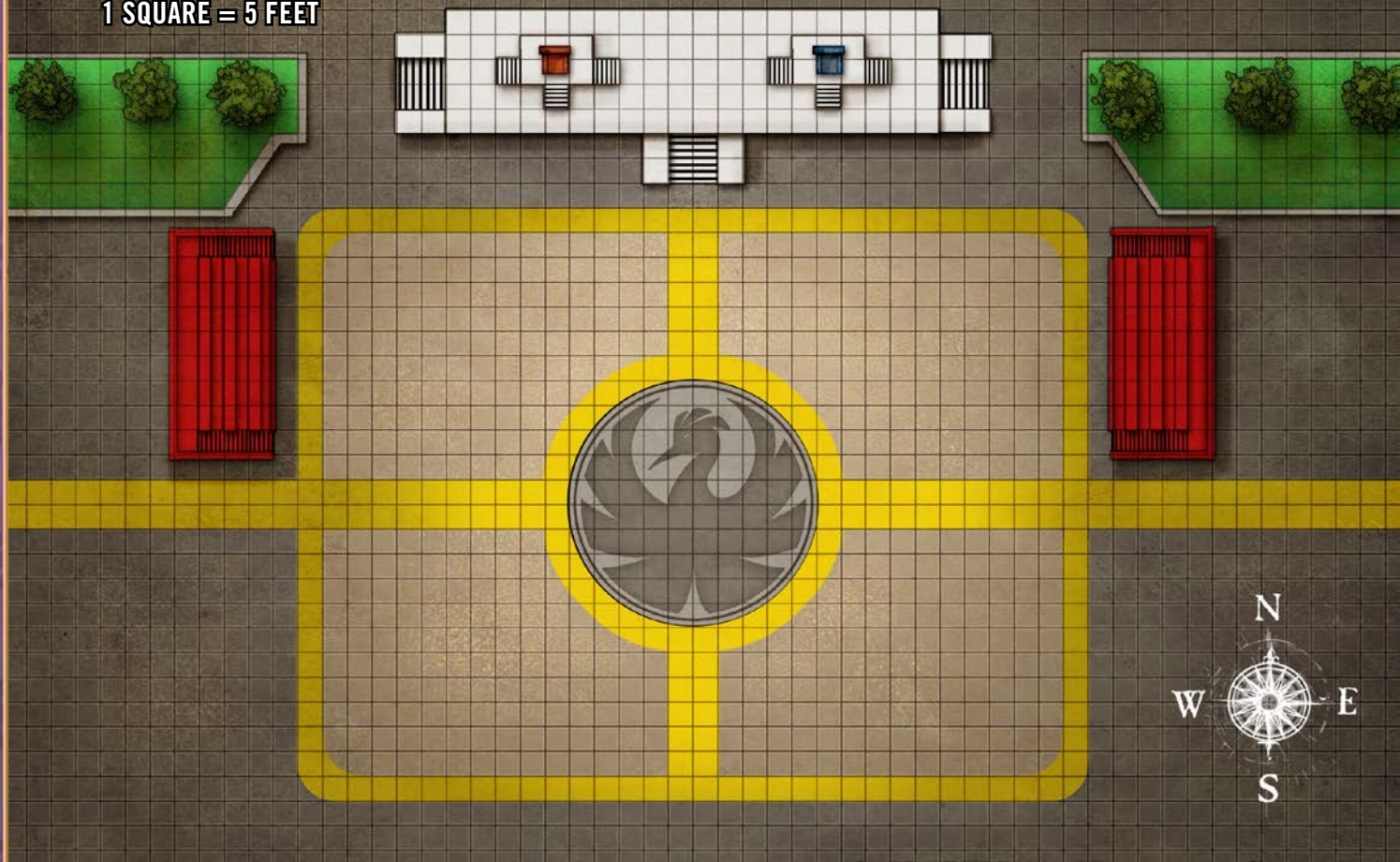
Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

RUBY PALACE ARENA

1 SQUARE = 5 FEET



BUTTERFLY BLADE WARRIORS (3) CREATURE 13

UNCOMMON LN MEDIUM HUMAN HUMANOID

Human royal assassins

Perception +23

Languages Elven, Goblin, Orcish, Taldane, Tien

Skills Acrobatics +27, Athletics +22, Deception +24, Goka Lore +23, Society +23, Stealth +24

Str +3, **Dex** +5, **Con** +3, **Int** +4, **Wis** +0, **Cha** +3

Items +1 striking butterfly swords (2), +1 resilient studded leather

AC 33; **Fort** +26, **Ref** +23, **Will** +20

HP 235

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ butterfly sword +25 (agile, disarm, finesse, magical, parry, twin), **Damage** 2d4+15 slashing

Butterfly's Kiss The warrior can make nonlethal Strikes with a butterfly sword without taking a penalty.

Mastermind's Eye When the warrior successfully identifies a creature using Recall Knowledge, that creature is flat-footed against their attacks until the start of its next turn; if they critically succeed, it's flat-footed against their attacks for 1 minute.

Sneak Attack The warrior's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

Studied Strike ♦ The warrior makes a telegraphed attack to learn about their foe. They make a melee Strike. On a hit, they can immediately attempt a check to Recall Knowledge about the target. On a critical hit, they gain a +2 circumstance bonus to the check to Recall Knowledge. The target is then temporarily immune to Studied Strike for 1 day.

Empress Points: If the characters volunteer to face the Butterfly Blades, they earn 1 Empress Point for the effort. If they win the match, they earn 2 Empress Points instead.

THE PHOENIX CHALLENGE

Half an hour after the exhibition match, Hao Jin announces the next part of the night's entertainment. With another flourish of her hand, the quadrants of the courtyard magically transform into different terrain. The northwest quadrant grows into a towering spire of earth, the northeast quadrant collapses into a pool of lava, the southwest quadrant



is consumed by a thick layer of ice, and the southeast quadrant sinks into a pit of quicksand. Hao Jin challenges two teams to simultaneously cross the transformed quadrants, one team member per quadrant. The first team to have each team member cross their quadrant wins; if both teams fail to cross all four quadrants, the team that completed the most quadrants wins. The Arms of Balance accept the challenge and, if the player characters choose not to participate, the Speakers to the Winds also take the stage.

Hazards: Each terrain quadrant requires a different set of checks to overcome. Hao Jin's challenge requires the teams to complete each hazard; however, only one person from each team needs to overcome each obstacle. Of course, the competing teams are permitted to obstruct one another—by combat if desired—so long as the interference is nonlethal.

Frozen Pool: This large pool of ice is particularly thin in certain areas. A character can attempt to cross the width of the pool (50 feet), but the slippery ice makes it difficult. Balancing to cross the ice requires a successful DC 32 Acrobatics check. Attempts to move across without checking the thickness of the ice first is a dangerous prospect. Without inspecting the ice, there is a 50% chance that a given square is thin ice and the character falls through. The character can attempt a DC 34 Perception check to Seek and notice the thin areas in the ice. On a success, the chance becomes only 10% for each square for the rest of the character's turn. On a critical success, there is no risk of falling through. On a critical failure, the chance increases to 75%. If a character falls through the ice, they take 4d8 cold damage and increase their drained condition by 1. The character can pull themselves up with a single action, but if the character becomes drained 4, they are at risk of frostbite and Hao Jin declares the team's attempt at overcoming that hazard a failure.

Molten Pool: Large stepping stones float across the surface of this lava pool. The flowing lava causes these stepping stones to sink and bob constantly, making it difficult to keep track of them. A character attempting to cross the lava pool must successfully Seek and then succeed at a DC 34 Athletics check to Leap to the next stone 10 feet away. Every round at the beginning of their turn, the character takes 4d6 fire damage (DC 32 basic Fortitude save; on a failed save, the character becomes enfeebled 1 or increases their enfeebled condition by 1; on a critical failure, enfeebled 2). A character who reaches enfeebled 4 becomes too tired and needs rescuing, failing to overcome this hazard. A character who makes it

across the width of the pool (50 feet) successfully completes the challenge.

Quicksand Pit: Crossing the pit of quicksand is a delicate process. A character attempting to do so must succeed at a DC 37 Acrobatics check to Balance across the thick parts of the pit that can support a person's weight. On a failure, the character begins to sink and must attempt to Swim the rest of the way. Swimming is slightly easier, requiring a DC 34 Athletics check to maneuver. However, the thick sand imposes a –5-foot penalty to a character's Speed as they Swim through it. If a character can't make it across the 50-foot pool within 1 minute of falling into the quicksand pit, Hao Jin declares the challenge a failure.

Spire of Heaven: This rocky spire rises 50 feet into the air. Attempting to Climb the spire requires a successful DC 30 Athletics check. Every round, a large rock breaks off from the top of the spire and comes tumbling down on a climber. (If there are multiple characters attempting to climb at once, select one randomly.) The climber can avoid the rock with a successful DC 32 Reflex save. On a failure, the character takes 3d10 bludgeoning damage. On a critical failure, the character also falls off, taking the appropriate amount of damage for the fall. Overcoming the Spire of Heaven requires reaching the top. Falling off twice is considered a loss and that hazard can't be overcome.

Empress Points: If the characters volunteer to take on the challenge, their boldness earns them 1 Empress Point for the effort. They earn 1 additional Empress Point if they win the challenge.

Treasure: If the characters are able to overcome all four hazards, Hao Jin rewards them with a set of five *greater rings of energy resistance*, one each for acid, cold, electricity, fire, and sonic.

XP Award: Award each character 30 XP if the party overcomes at least two of the hazards, or 80 XP each if they overcome all four hazards.

RELIC OF THASSILON

MODERATE 14

Following the phoenix challenge and after an hour-long intermission of conversation over tea and snack cakes, Hao Jin declares another challenge. She states that she has a powerful, terrifying creature from Golarion's past in her collection and will bring it out to allow one of the teams to face it. She wishes to make things even more interesting, however, and converts the northwestern and southeastern quadrants of the courtyard into pools of lava once more, dictating that the fight takes place in a volcanic climate. She doesn't reveal the creature's identity until a team volunteers to fight. The rival teams hesitate to

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



accept this challenge, allowing the player characters to step up to the task; otherwise it's several minutes before Winter's Roar volunteers.

Creature: During Hao Jin's initial journeys across Golarion, she often collected entire sites without taking the time to note each and every inhabitant or object she dragged into her tapestry. Among these collected sites was an ancient Thassilonian ruin known as the Rune-Crossed Crucible. In collecting the ruin, Hao Jin inadvertently collected a rune giant. Although Hao Jin no longer possesses the Rune-Crossed Crucible, she managed to convince the rune giant to stay in her employ for an occasion such as this.

Once the volunteering team has positioned itself in the center of the courtyard, Hao Jin tosses a scroll

onto the stone tiles in the southwestern quadrant. The trapped rune giant emerges from the scroll almost immediately, locks eyes with its opponents.

RUNE GIANT

CREATURE 16

Pathfinder Bestiary 175

Initiative Perception +28

Hazard: Hao Jin places a *wall of force* around the courtyard arena to prevent collateral damage. This wall traps the intense heat from the lava pools, and the team in combat takes 6d6 fire damage at the beginning of their turn each round (DC 30 basic Fortitude save). A character who falls into a lava pool takes 10d6 fire damage. Hao Jin has placed a ward on the rune giant to protect it from the heat, but not from direct contact with the lava.

Empress Points: If the player characters volunteer to take on the rune giant, their courage alone earns them 1 Empress Point. Defeating the rune giant earns them an additional 1 Empress Point.

FACING THE LIGHTKEEPERS

EXTREME 14

Another hour passes, and Hao Jin suggests one more entertaining match to bring the night to a close.

The Ruby Phoenix first returns the courtyard to its original state as a flat arena, then pits two of the qualifying teams against each other in a friendly bout with no stakes other than hurt pride. Rather than ask for volunteers this time, Hao Jin chooses two random teams to face off: the Lightkeepers and the player characters!

Creatures: The Lightkeepers have stood by in relative peace this entire evening, but they leap at the opportunity to face off against another team in direct combat. As Syu Tak-nwa and her wicked allies make their way to the center of the courtyard arena, the villains make no attempts to hide their sadistic grins.

As soon as combat begins, the Lightkeepers use their abilities to attack the player characters' weaknesses. Hakusa rushes spellcasters and attacks their pressure points to reduce their spellcasting capabilities. Syu Tak-nwa uses her hexes to vex the party's frontline fighters, and Ranto interposes himself between the player characters and his allies, tossing aside anyone who gets too close. Finally, Blue Viper does his best to poison all the player characters by running between them, then harries them from a distance with his bombs.

The Lightkeepers fight until they are all knocked unconscious, neither offering nor accepting any surrender until Hao Jin calls the match.





SYU TAK-NWA

CREATURE 14

UNIQUE N MEDIUM HUMAN HUMANOID

Female Tian-Hwan white-haired witch

Perception +26

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +26, Arcana +25, Deception +27, Medicine +23, Nature +23, Occultism +29, Society +27, Thievery +24

Str +0, **Dex** +4, **Con** +1, **Int** +5, **Wis** +3, **Cha** +5

Items +2 greater striking jian (as shortsword)

AC 34; **Fort** +21, **Ref** +27, **Will** +26

HP 220

Speed 25 feet

Melee ♦ hair +26 (agile, disarm, finesse, grapple, reach 10 feet, trip, unarmed), **Damage** 3d6+6 bludgeoning

Melee ♦ jian +24 (agile, finesse, magical, versatile S), **Damage** 3d6+10 piercing

Occult Prepared Spells DC 35, attack +27; **7th** duplicate foe, mask of terror, warp mind; **6th** feeblemind, repulsion, true seeing; **5th** black tentacles, chilling darkness, synesthesia; **4th** blink, confusion, phantom pain; **3rd** haste, paralyze, slow; **2nd** mirror image, paranoia, silence; **1st** fear, ray of enfeeblement, true strike; **Cantrips (7th)** daze, forbidding ward, guidance, shield, telekinetic projectile

Witch Hexes 3 Focus Points, DC 35; **7th** cackle (Pathfinder Advanced Player's Guide 237), curse of death (Advanced Player's Guide 237), evil eye (Advanced Player's Guide 238), malicious shadow (Advanced Player's Guide 238), needle of vengeance (Advanced Player's Guide 238); **Hex Cantrips (7th)** evil eye

Witch Patron fate

Empowered Hair Tak-nwa has mastered using her prehensile hair in combat. She can use her living hair to perform precise tasks such as picking up objects and performing simple Interact actions, and she can automatically Grab with her hair, as the creature ability. She can also deliver hexes through her hair. Whenever Tak-nwa successfully casts a hex focus spell that requires 2 or more actions to cast and that doesn't require a spell attack roll, if her target is within reach, as part of the spellcasting activity she can make a hair Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect.

Familiar Tak-nwa's familiar is an elephant hawk moth named Yon-so. Yon-so has a fly Speed of 40 feet, darkvision, and scent as an imprecise sense to a range of 30 feet.

BLUE VIPER

CREATURE 14

UNIQUE NE SMALL HUMANOID RATFOLK

Male ysoki poisoner

Perception +28; low-light vision

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +27, Athletics +16, Deception +23, Diplomacy +21, Stealth +27, Thievery +25

Str +0, **Dex** +5, **Con** +5, **Int** +5, **Wis** +2, **Cha** +1

Items dragon bile (applied to body), +1 resilient explorer's clothing, +2 striking shortsword

Infused Items Blue Viper carries the following infused items: 2 greater acid flasks, 4 greater alchemist's fires, 6 blightburn resins, 4 greater bottled lightnings, 3 deathcap powders, 4 greater elixirs of life, 2 greater frost vials, 3 malyass root pastes, 9 purple worm venoms, 6 shadow essences, and 3 spider roots. These items last for 24 hours, or until the next time Blue Viper makes his daily preparations.

Potent Poisoner Blue Viper's infused poisons have a DC of 34.

AC 34; **Fort** +27, **Ref** +28, **Will** +22

HP 260

Poisoned Coat ⤵ **Trigger** A creature adjacent to Blue Viper hits him with a melee unarmed Strike; **Effect** The triggering creature is exposed to dragon bile. This consumes the poison, and Blue Viper can't use Poisoned Coat again until he spends 10 minutes applying one dose of contact or injury poison to his clothing.

Speed 25 feet

Melee ♦ shortsword +27 (agile, finesse, magical, versatile S), **Damage** 2d6+6 piercing

Ranged ♦ alchemical bomb +29 (range increment 20 feet, splash), **Damage** varies by bomb

Quick Application ♦ Blue Viper Interacts to draw an injury poison and applies it to a weapon he is holding.

Pinpoint Poisoner When Blue Viper successfully Strikes a flat-footed creature with a poisoned weapon or exposes a flat-footed creature to an inhaled poison, the creature takes a -2 circumstance penalty to its initial save against that poison.

Poison Spray ♦ **Requirements** Blue Viper is holding a contact or injury poison; **Effect** Blue Viper swigs the poison and sprays it out of his mouth, affecting a 15-foot cone. Blue Viper isn't exposed to the poison. All creatures in the cone are immediately exposed to the poison and each creature must attempt a Fortitude save against the poison. Creatures that are exposed to a poison in this way ignore the onset time of the poison, if any.

SHINO HAKUSA

CREATURE 14

UNIQUE LE MEDIUM HUMAN HUMANOID

Female Tian-Shu assassin

Perception +22

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +28, Athletics +27, Deception +24,

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



Medicine +26, Occultism +21, Stealth +26, Thievery +26
Str +5, **Dex** +6, **Con** +4, **Int** +1, **Wis** +2, **Cha** +0

Items +2 greater striking handwraps of mighty blows, +1 striking shurikens (5)

AC 35; **Fort** +24, **Ref** +28, **Will** +22

HP 250

Nimble Dodge ➤ **Trigger** Hakusa is targeted with a melee or ranged attack by an attacker she can see; **Effect** Hakusa gains a +2 circumstance bonus to AC against the triggering attack.

Speed 35 feet

Melee ➤ *fist* +30 (agile, finesse, magical, nonlethal, unarmed), **Damage** 3d6+11 bludgeoning

Ranged ➤ *shuriken* +29 (agile, magical, reload 0, thrown 20 feet), **Damage** 2d4+11 piercing

Disorienting Tumble Hakusa leaps around and over her opponents, disorienting them, to gain the upper hand in combat. When she successfully Tumbles Through a

creature's space, that creature becomes flat-footed until the end of Hakusa's turn.

Powerful Fists Hakusa's fist Strikes are treated as cold iron and silver. She doesn't take penalties when making lethal attacks.

Pressure Point Attack ➤➤ Hakusa targets a foe's pressure points to debilitate them. Hakusa makes a fist Strike. On a hit, the target takes damage as normal and must attempt a DC 35 Fortitude save. Regardless of the result of the save, the target is temporarily immune to Pressure Point Attack for 1 minute.

Critical Success The target is unaffected.

Success The target's muscles become temporarily weaker. For 1 round, the target is enfeebled 2 and must succeed at a DC 5 flat check when attempting to use actions with the manipulate trait or the action is lost.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 1 minute, the flat check is DC 11, and the target also takes -10-foot status penalty to their Speed for the duration.

Sneak Attack Hakusa's Strikes deal an additional 3d6 precision damage to flat-footed creatures.



RAN-TO

CREATURE 14

UNIQUE LE SMALL GOBLIN HUMANOID

Male frost goblin wrestler

Perception +20; darkvision

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +24, Athletics +30, Intimidation +24, Survival +23, Wrestling Lore +19

Str +6, **Dex** +4, **Con** +6, **Int** -1, **Wis** +1, **Cha** +2

Items +2 greater striking gauntlet, +2 greater striking halfling sling staff (20 bullets), +1 resilient studded leather

AC 35; **Fort** +28, **Ref** +24, **Will** +21

HP 330

Attack of Opportunity ➤ When a creature triggers Ran-to's Attack of Opportunity, he can attempt an Athletics check to Grapple the triggering creature instead of making a melee Strike. He can still disrupt a triggering manipulate action if he critically succeeds his attempt.

Speed 20 feet

Melee ➤ *gauntlet* +30 (agile, free-hand, magical), **Damage** 3d4+14 bludgeoning

Ranged ➤ *halfling sling staff* +28 (magical, propulsive, range increment 80 feet, reload 1), **Damage** 3d10+10 bludgeoning

Body Slam ➤ **Requirements** Ran-to has a creature grabbed; **Effect** Ran-to throws his foe against the ground. The grabbed creature takes 8d6 bludgeoning damage and is knocked prone. The grapple ends.

Leaping Catch ➤➤ Ran-to makes a mighty leap and attempts to Grab a foe while he soars. He makes a



Leap, High Jump, or Long Jump. His maximum distance is 40 feet. He must succeed at an Athletics check to perform the leap as usual, but regardless of the type of leap, the DC is equal to the number of feet he moves in the air. Ran-to can attempt an Athletics check to Grapple at any point during the jump. Immediately after the attempt, he (and the creature, if the Grapple was successful) falls to the ground. Neither creature takes damage from this fall.

Titan Wrestler Ran-to can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than him.

Whirlwind Toss **Frequency** once per round; **Requirements** Ran-to has a creature grabbed; **Effect** Ran-to spins the creature he's holding, smashing them against any creatures within his reach, and then throws the creature aside. Ran-to attempts an Athletics check against the grabbed creature's Fortitude DC.

Critical Success Ran-to tosses his foe a great distance. The grapple ends. The grabbed creature is thrown into a space within 10 feet, takes 10d6 bludgeoning damage, and falls prone. All creatures adjacent to Ran-to take the same amount of bludgeoning damage (DC 34 basic Reflex save).

Success As critical success, except the grabbed creature is thrown into a space within 5 feet, and creatures take 6d6 bludgeoning damage.

Failure Ran-to tosses his foe aside. The grapple ends. The grabbed creature falls prone.

Critical Failure Ran-to loses hold of his foe and the grapple ends.

Witch Feats: If the player characters include a witch and survive the match against the Lightkeepers, the witch's patron greedily eyes Syu Tak-nwa's enhanced hair and reveals the secrets of such powers to the witch. This grants the witch access to the witch feats on page 213.

Empress Points: The characters earn 1 Empress Point for taking part in the match, or 2 Empress Points if they win by defeating the Lightkeepers.

ENDING THE NIGHT

With the night wrapping up, the empress, her attendants, and the Butterfly Blades take their leave from the palace, but not before taking note of the player characters. Nai Yan Fei's impression of the characters is dependent on the number of Empress Points their team collectively earned. This affects whether or not Yan Fei offers to sponsor the party in the tournament, as well as whether they earn any bonus XP for impressing the empress. See the next adventure "Ready? Fight!" for more details on Influence Points and the party's potential sponsors.

0–1 Empress Points: Not only are the characters unremarkable in the empress's eyes, they appear weak. The characters don't receive any bonus XP.

2–5 Empress Points: The characters don't particularly stand out among the other qualifying teams. They seem as likely to win as any other team, but also just as likely to lose in the empress's eyes. The characters gain 30 XP each.

6–8 Empress Points: The characters are obviously a team to keep an eye on. The empress is somewhat invested in the characters and speaks with Lady Qiu May Shai, her lady in waiting, to offer a minor sponsorship to the characters during the tournament. The characters start the next adventure with 1 Influence Point toward Lady Qiu May Shai as a potential sponsor. The characters gain 80 XP each.

9+ Empress Points: The party not only held the empress's full attention the entire night but dazzled the powerful ruler. She is particularly impressed with their comportment. She speaks with Lady Qiu May Shai, to offer a major sponsorship to the characters during the tournament. The characters start the next adventure with 3 Influence Points toward Lady Qiu May Shai as a potential sponsor. The characters gain 120 XP each.

CONCLUDING THE ADVENTURE

With the conclusion of the events at the Ruby Palace, the Ruby Phoenix Tournament pre-qualifier officially ends. The player characters are free to remain at the palace for the night or, if they prefer, they can make their way back to the temple of Irori.

In the morning, a squad of enforcers meets with every team still on the island and takes them back to their respective bases to collect the last of their things. Afterward, the enforcers escort the teams to the docks, where everyone boards boats that takes them back to the large sailing ship that brought them to Bonmu. Once they're all on the ship, the contenders begin the weeks-long journey toward Goka.

This is the perfect time for the player characters to buy new equipment, craft new items, learn new spells, and possibly retrain to make use of the techniques they learned on Bonmu. The travel is assumed to stop in several port cities on the way to Goka to allow the qualifying teams time to gather any supplies they need for the upcoming tournament. Once the ship arrives in Goka, there are a few more days before the tournament begins in earnest, so the characters have a chance to visit the city and learn about the upcoming events. Glory awaits in Goka—the Ruby Phoenix Tournament begins in the next adventure volume, "Ready? Fight!"

Introduction

Part One: Despair on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress
at the Top of
the World

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

BONMU ("DANGER ISLAND")
1 HEX = 1/2 MILE



RUINS SITE
1 SQUARE = 5 FEET







READY? FIGHT!

By David N. Ross

CHAPTER 1: IN SEARCH OF SPONSORSHIP.....74

CHAPTER 2: THE TOURNAMENT 100

CHAPTER 3: RAGE OF MOGARU124



CHAPTER 1: IN SEARCH OF SPONSORSHIP

Hao Jin, the sorcerer also known as the Ruby Phoenix, earned her place in legend as a collector of exceedingly powerful and historically significant items from across Golarion. For reasons alternately altruistic and enigmatic, Hao Jin often wove entire cities or regions into her own miniature plane of existence hidden inside an innocuous tapestry. Before her disappearance from the Material Plane over 300 years ago, she placed the *Hao Jin Tapestry*, along with much of her collection, in the keeping of the Grand Church of Abadar in Goka.

In accordance with Hao Jin's will, the church of Abadar in Goka founded the Ruby Phoenix Tournament over 300 years ago after its members concluded Hao Jin had died. The church offers some of Hao Jin's vast collection of priceless relics and legendary magic items as prizes for one of the greatest competitions Golarion has ever seen, attracting contenders from around the globe with the chance to take one treasure from the Ruby Phoenix's incredible vault of wonders.

Cheating is far from uncommon at the Ruby Phoenix Tournament, but the previous decade's competition was one of the most disruptive in history, when vengeful disqualified competitors enacted a conspiracy of kidnapping, sabotage, and attempted murder. Only the efforts of the eventual winners saved the event from total disaster. With the hopes of preventing a similar catastrophe this year, Hao Jin—who has returned from her sojourn across the multiverse and presides as the grand judge for this decade's tournament—has set forth added strictures. First among her restrictions was the prequalifying event on Bonmu, which whittled down the competitors to a far more reasonable number: just eight teams. Her second restriction is likewise new to the Ruby Phoenix Tournament: before a team enters the tournament, its members must obtain the willful sponsorship of a Gokan power broker. This provides the competitors with enough coin to afford the high price that comes with being in the spotlight



(participating in a world tournament is far from cheap), and ensures that a Gokan native personally vouches for each team's character and adherence to the tournament rules.

The time for the Ruby Phoenix Tournament draws near. During this adventure, the player characters get the chance to face off against their rivals to earn the title of Ruby Phoenix Champions. Before the contenders can defeat their final team and claim the trophy, however, Hao Jin's rival—Syndara the Sculptor—pulls the lever on his vile schemes to disrupt the tournament and enact his revenge, throwing Goka into chaos.

GETTING STARTED

This adventure begins shortly after the player characters reach Goka, several weeks after the events of the last adventure, "Despair on Danger Island." How the characters arrive in Goka isn't important; if they simply teleported there (rather than take a ship like most teams), they'll have had additional time to acquaint themselves with the city before this adventure begins, in which case you should allow them some downtime to explore the city using the Goka article at the back of this volume. Either way, the characters can't get a sneak peek at the tournament venue or meet any of their potential patrons before the adventure begins in earnest.

The Ruby Phoenix Tournament is only weeks away, but before the fighting begins, all competing teams must secure a patron from among Goka's elite. These wealthy and powerful benefactors cover all fees associated with the tournament for their team plus food and lodging, provide their team a stipend for incidentals (including equipment), and manage other aspects outside the arena such as promoting the team and commissioning a team costume.

None of this should come as a surprise to your players. Before beginning the adventure, you should read the Influencing Patrons section below, which explains how this chapter works, and summarize the rules to your players so everyone understands their goal of impressing patrons in the lead-up to the tournament and how to accomplish this. Establishing the rules at the adventure's outset will make running this part of the adventure much easier.

The player characters start the adventure gathered with the other contending teams at the Grand Bank of Abadar (page 81), where they all meet the potential patrons who will compete to sponsor the teams during the tournament. After the initial meet-and-greet at the Grand Bank, the characters are then free to explore Goka however they please. They can explore as many locations per day as you deem plausible, but you should try and spread out the influence rounds across the week so that the characters aren't left with an unduly large chunk of free time before the exhibition showcase at the end of this chapter.

Once you and your players are ready to begin the adventure, refer to page 81 in order to set the scene at the Grand Bank of Abadar. Here, Goka's archbanker introduces the tournament contenders to their potential patrons, and the contenders have their first chance to impress one patron over food and drinks. The characters can then ask the archbanker any questions they have before being set loose on the city of Goka for the rest of the week. After 7 days exploring Goka and interacting with their potential patrons and rivals, the contenders must all convene at the Cliffside Court to complete a final exhibition round of fighting matches, after which the patrons bid on which team they would each like to sponsor during the tournament proper. Each team can choose which sponsor's bid to accept.

CHAPTER 1 SYNOPSIS

The contenders have made it to Goka and have qualified to participate in the Ruby Phoenix Tournament. Before the tourney begins, however, the characters need to pay the historically prohibitive costs associated with participating in this year's main event. To do that, each team must impress one of Goka's wealthiest and most powerful elite. The contenders have 7 days before bidding begins to explore Goka and impress their potential sponsors. At the end of the week, the contenders all take part in one final round of exhibition matches to make any last impressions on the patrons. Each team then selects their patron of choice based on what each benefactor bids to aid the team members during the tournament.

WHAT IF THEY LOSE?

If the party loses a fight during the Ruby Phoenix Tournament, they simply continue the competition in the loser's bracket with no special adjustments necessary. If they lose again, however, you have other options to keep them in the competition. Every tournament, at least a couple teams are disqualified for cheating or unintentionally breaking the tournament rules; in such cases, the grand judge may choose a replacement to fight in the disqualified team's stead—typically a crowd favorite.

If the PCs repeatedly lose to the point that making excuses for them stretches credulity, talk to your players about whether it would spoil their fun if they lose the tournament but get to continue with other interesting and fun adventures in Goka in the meantime. Your party's tastes for spoilers should dictate whether you reveal at this juncture the fact that, win or lose, the PCs will still have a chance at winning the championship title in the third volume of this Adventure Path.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



FORESHADOWING THE SCULPTOR

Among the many things stored in the now-destroyed *Hao Jin Tapestry* was the *Glass Lighthouse*, a music box-like bauble that was in fact a doorway to a demiplane of the same name. Hao Jin's old friend turned nemesis, an axiomite named Syndara the Sculptor, created the *Glass Lighthouse* centuries ago to serve as a tyrant's playground. Before Syndara could complete the job, though, Hao Jin imprisoned the axiomite in his own demiplane. When the *Hao Jin Tapestry* was destroyed, its contents exploded back into the multiverse, and Syndara was in turn freed.

Liberated from his makeshift prison, Syndara began to plot his revenge on the Ruby Phoenix. Along with the Lightkeepers, he recruited a master bard named Razu to infiltrate the tournament. While his fighters earned their place among the final eight teams, Syndara lured the kaiju Mogaru to Goka through a combination of magic and trickery, including the theft of an egg containing Mogaru's presumed scion. Syndara used many powerful spells and rituals to coordinate Mogaru's movement toward Goka, and in the process strained the already magically thin boundaries around the city to other planes of existence. If all goes according to plan, Mogaru will arrive in Goka before the final match of the tournament, at which point the bard Razu will draw him into the city with music while Syndara lures Hao Jin into a trap on the axiomite's own demiplane, the *Glass Lighthouse*.

More details about Syndara the Sculptor and his relationship to Hao Jin are revealed in the next adventure volume "King of the Mountain." For the time being, your player characters will discover a number of strange phenomena that point to some external meddling, but provide little concrete or actionable evidence. To complicate matters further, during her time in Axis, Hao Jin willfully sacrificed her memories of the *Hao Jin Tapestry* to the powerful aeons of that realm; muddled among these memories were her tribulations with her powerful rival Syndara, whom she now only vaguely recalls as a collaborator.

All sponsors watch this exhibition and—based on the fights as well as their previous interactions with the teams—bid against one another to sponsor the team of their choice. The sponsors' bids include gold, magic items, and special perks to be used during or between tournament matches. The more the player characters influence a certain patron, the more that patron bids on them, providing even greater gifts and boons. A patron with no feelings at all toward the player characters' team bids nothing on them. The characters can choose only one patron, so once the influenced patrons make their offers the players will have to think carefully about which patron they'd like to sponsor their team.

Although each team can ultimately secure only one patron, it behooves the player characters to impress multiple patrons before the exhibition so that they can choose from multiple sets of gifts and boons. If the characters influence only one patron, they won't have a choice and must accept that patron's offer. If the characters somehow fail to influence any patrons, Lady Nai Yan Fei's lady in waiting, Lady Qiu May Shai, sponsors them.

RUNNING INFLUENCE ROUNDS

To determine how well the characters impress their potential patrons before the tournament begins, this chapter uses the influence subsystem from pages 151–153 of the *Pathfinder Gamemastery Guide*. The characters must accrue Influence Points by roleplaying and choosing skill checks to attempt based off of what they know of each patron's likes and dislikes. The pertinent parts of that subsystem are reprinted here for convenience, but for the full rules on the influence subsystem, refer to the text in the *Gamemastery Guide* or the Pathfinder Reference Document at www.paizo.com/prd.

Unlike most uses of the influence subsystem (which take place over a single event in a span of minutes or hours), the characters interact and accumulate Influence Points at different social events set at specific locations across multiple days. Each time the party goes to one of the locations listed under Exploring Goka on page 80, the characters have a chance to take part in 1 or 2 influence rounds as specified in that location's text. The entire party should be present for an influence round. Assuming good strategy, it is quite possible (though not necessarily easy or likely) for the party to gain upwards of 10 Influence Points for each patron by the end of the chapter.

During each influence round, each player character can use either the Influence or Discover activity (see page 151 of the *Gamemastery Guide* for details) to interact with potential patrons.

INFLUENCING PATRONS

Throughout this chapter, the player characters' goal is to prepare for the tournament and make a good impression on Goka's patrons—powerful Gokan aristocrats, business leaders, and influencers whose favors can make a big difference during the tournament. At the end of the week, the teams participate in one final round of preliminary exhibition matches before the Ruby Phoenix Tournament begins.



POTENTIAL PATRONS

Just as there are eight teams competing in the Ruby Phoenix Tournament, there are eight potential patrons sponsoring the event, one for each team. Three teams have already made strong connections to three of the patrons. This fact should become immediately obvious to the player characters, leaving them with the chance to influence up to five different patrons to sponsor them in the tournament. (The available patrons has been limited to avoid overcomplicating the adventure.)

The following influence stat blocks show all the pertinent details for the five patrons liable to sponsor the characters' team. These stat blocks include a description of the patron, their Perception and Will modifiers in case those become relevant, the DCs to Discover information about them or Influence them with certain skills, the different gifts and boons the patron offers depending on how many Influence Points the party accrues with that patron, and additional details the player characters can exploit to influence the patrons.

Influence: The numbered Influence lines in each stat block describe what money, boons, or gifts the patron bids on the player characters' team if they reach that Influence Point threshold by the time of the showcase auction (Bidding War on page 99). The thresholds are cumulative. For example, if the party has a total of 4 Influence Points with Malaika Tao by the time bidding starts, Malaika offers the player characters all of the money, items, and other perks listed under both the Influence 1 and Influence 4 entries in her stat block if they choose her as their patron. Unless they use the Discover activity (above) to glean such information, the players won't know what each patron intends to bid at each threshold until bidding starts, but the patron's background, interests, and vocation should give them some idea of what to expect. The players should likewise know that each patron's Influence Point thresholds are 1, 4, and 8, so they can keep track of which thresholds they have met for which patrons.

Weaknesses and Resistances: Characters who play off of a patron's Weaknesses entry to Influence them decrease the DC of the next Influence check against them by 2. Conversely, the DC increases by 2 for a character whose next Influence check aligns with the patron's Resistances entry. At your discretion, particularly suitable or egregiously inappropriate Influence attempts might decrease or increase the DC of the next Influence check by 4 instead.

Bidding: In addition to the usual lines for an Influence stat block, the following stat blocks contain one additional entry at the end, Bidding, that explains which other fighting team the patron bids on if the player characters reject the patron's offer.

MALAIKA TAO

UNIQUE NG MEDIUM HUMAN HUMANOID

Female Tian-Shu business leader

Perception +26

Will +28

Discovery DC 31 Academia Lore or Goka Lore, DC 34 Arcana or Society, DC 36 Perception

Influence Skills DC 34 Arcana (demonstrating novel magical techniques), DC 36 Diplomacy, DC 38 Deception, DC 38 Society (sharing helpful political information about other patrons), DC 40 Intimidation

Influence 1: Malaika bids 5,000 gp, a *robe of the archmagi*, a *greater shock rune*, a *stone bullet*, and one 8th-level scroll of any common spell (players' choice). In addition, Malaika offers to cast a *magnificent mansion* spell for the party each day—a significant improvement in accommodations—during the tournament, as well as teach the spell to anyone capable of learning it.

Influence 4: Malaika adds to her bid a *staff of power*, a *stormbreaker fulu* (page 217), and a *greater oil of object animation* (*Advanced Player's Guide* 258).

Influence 8: Malaika bids an additional 6,000 gp and a *diadem of intellect*. Finally, she offers a major boon: Up to once per night during the tournament, she can help one spontaneous spellcaster retrain one spell, allowing them to forget one spell they know and learn a new one in its place.

Resistances Malaika is both an accomplished administrator and a magical teacher. Raw destructive magic is not useful to her endeavors, and displays of power without political or practical utility likewise bore her (except fire and healing; see the Weaknesses entry below).

Weaknesses Malaika idolizes the sorcerer Hao Jin. Any displays of powerful healing or fire magic reminiscent of the Ruby Phoenix's own magic evoke ecstatic cheers from Malaika.

Background Malaika is descended from a long line of influential shipyard owners. Her company remains modestly successful, but her divided attention between her vocation at the Gokan docks and her true passion of teaching magic at the Five Pillars Academy hasn't done any favors for the family business. She stays on the lookout for anyone who can help her attract wealthy donors and talented teachers to the academy.

Appearance Malaika dresses in fine, comfortable silks, usually opting for bright yellow fabrics and geometric patterns. Middle-aged but still in excellent physical health, she bears many smile lines despite the sober demeanor she adopts in business matters.

Personality Restless, loud, easily bored except by unusual magic

Bidding Malaika bids moderately on the Speakers to the Winds; she respects their intellectual and magical pursuits.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Chapter 1:
In Search of
Sponsorship

Chapter 2:
The Tournament

Chapter 3:
Rage of Mogaru

Part Three:
King of the
Mountain

**Adventure
Toolbox**

**Glossary
& Index**



GENERAL KASO HIDA

UNIQUE LG MEDIUM HUMAN HUMANOID

Male Tian-Min mercenary leader

Perception +29

Will +27

Discovery DC 30 Goka or Warfare Lore, DC 34 Athletics, DC 36 Society

Influence Skills DC 34 Warfare Lore (exhibiting knowledge of sound battle tactics), DC 36 Athletics or Diplomacy, DC 39 Deception or Intimidation

Influence 1: Kaso bids 5,000 gp, an *antimagic rune*, a high-grade silver shield or buckler, and an *instant fortress*. He also offers the party a month of service from an entourage of four highly skilled mercenaries. These mercenaries won't fight alongside the player characters', but they can keep a lookout for cutpurses, protect the fighters' lodgings, and other basic guard tasks.

Influence 4: Kaso adds to his bid a suit of *dragonplate*, an apricot of bestial might (page 216), and a *flame navette*.

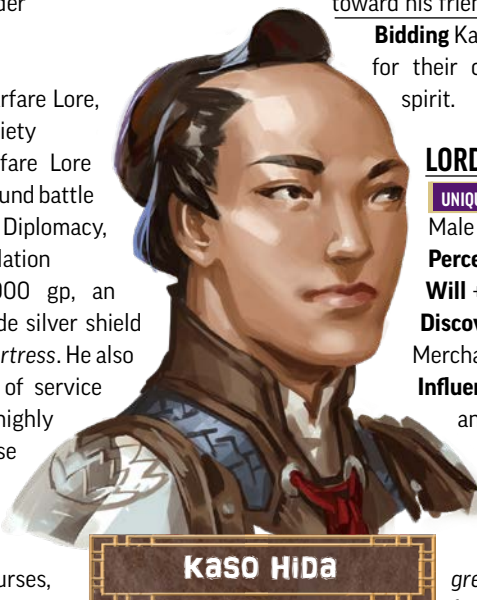
Influence 8: Hida's final bid includes 4,000 gp, a suit of *impenetrable scale*, and the chance to retrain up to three feats per character with his own personal legendary trainer in the week leading up to the tournament.

Resistances Kaso has no patience for petty politicking or rivalries. Any attempt to pit his bids against other patrons or to sway him with political maneuvering (such as promised favors from other aristocrats) is doomed to fail.

Weaknesses Kaso appreciates good coordination on the battlefield. Displays of teamwork—such as use of the Aid reaction, flanking, or spells that grant advantages to allies—impress the commander.

Background Kaso came to Goka as a poor Minkaian immigrant who quickly achieved scholastic renown thanks to his exemplary exam rankings. Despite his excellent formal education, however, Kaso chose to enter the murky waters of Goka's private mercenary companies. As the owner of his own highly successful mercenary company, the Crimson Lotus, Kaso commands respect from many of Goka's wealthy and powerful nobles. (Hida's title of "general" is just a nickname; Goka has no actual standing army.) The price for his elite guards' services is extraordinary, but Kaso is widely regarded as the fairest and most reliable mercenary broker in the city. His loyal customers gladly pay the high price for peace of mind.

Appearance Kaso is a middle-aged Tian-Min man with a heavy build. He is steely-eyed and attentive, and he wears red ceremonial armor with elaborate horn decorations.



KASO HIDA

Personality Kaso stays consistently formal until a relationship is solidified, then exudes warmth and support toward his friends.

Bidding Kaso bids on Winter's Roar, whom he admires for their close friendship, teamwork, and warrior spirit.

LORD ALDANAR UNMAR

UNIQUE LN MEDIUM HUMAN HUMANOID

Male Taldan-Tian-La alchemy magnate

Perception +23

Will +26

Discovery DC 31 Crafting or Goka Lore, DC 34 Merchant Lore or Society, DC 36 Perception

Influence Skills DC 33 Crafting (demonstrating an uncommon or rare alchemical item) or Intimidation, DC 35 Arcana, DC 37 Deception or Performance, DC 39 Diplomacy or Society

Influence 1: Lord Unmar bids 7,000 gp, a *greater corrosive rune*, a *wand of continuation* (6th-level *blink*), and four *greater potions of resistance* (players' choice which types). Additionally, Lord Unmar can pull some strings with his business contacts, lowering the Price of any alchemical items the player characters buy in Goka by 25% for the duration of the tournament.

Influence 4: Lord Unmar adds a *major slick runestone*, a *truesight potion*, and a dose of nightmare vapor to his previous bid.

Influence 8: Lord Unmar's final bid includes 9,000 gp and five greater mutagens; the player characters can choose from any common alchemical items with the word "mutagen" in their names. If chosen as sponsor, he also grants the party his personal alchemical services nightly through the end of the tournament, automatically restoring the characters to their maximum HP and removing the following conditions: doomed, drained, and fatigued.

Resistances Lord Unmar is something of a jealous type. He is quick to take offense if the party attempts to Influence him immediately after making an Influence check against another patron or if they in any way imply that he is a second choice.

Weaknesses Lord Unmar likes magic items and alchemical items, especially ones that augment physical strength or are otherwise combined with brawn and grace.

Background Lord Unmar is a business mogul who oversees the Gon-Yan Alchemy Company, one of the largest manufacturers of alchemical products in Tian Xia. He is the by-product of a passion-fueled merger between two prominent Gokan trading families some 50 years ago, so perhaps it is unsurprising that his own



life has been marked by similarly ardent romances. He married General Hida at the height of both their careers, but Hida's single-minded focus on his mercenary work strained their relationship. Aldanar divorced Hida in the hopes that he could find another man who would give him his time as well as his heart, but Aldanar's search for love has so far come up empty.

Appearance This short, stocky man wears an elegant cloth-of-gold cloak over stylishly tooled red leather armor. His dark hair remains black despite his late middle age.

Personality Aldanar is quiet, bookish, and prone to daydream.

Bidding Aldanar bids on the Biting Roses, taken by their unorthodox magic.



QIU MAY SHAI

LADY QIU MAY SHAI

UNIQUE N MEDIUM HUMAN HUMANOID

Female Tian-Shu lady in waiting

Perception +30

Will +26

Discovery DC 29 Goka Lore or Nature, DC 32 Society, DC 34 Perception

Influence Skills DC 32 Nature (demonstrating a strong connection with an animal), DC 34 Arcana (sharing exceptional insights on the needs of drakes and dragons), DC 34 Intimidation, DC 36 Performance or Society, DC 38 Diplomacy, DC 40 Deception

Influence 0: Lady Qiu automatically bids to sponsor the player characters if they did not earn any Influence Points with any other patrons. She offers 7,000 gp, a high-grade silver buckler or shield, and a *wondrous figurine (obsidian steed)*.

Influence 1: If chosen as their sponsor, Lady Qiu offers to arrange a 1-hour private audience with anyone in Goka for the party, including any of the patrons, any other team, Hao Jin, or even the Empress of Goka.

Influence 4: Lady Qiu ups her bid with a +3 *weapon potency rune* and one scroll of any common 9th-level spell.

Influence 8: Lady Qiu's final bid includes 7,000 gp, a *headband of inspired wisdom*, and a special offer: For the duration of the tournament and up to a month afterward, the player characters can retain the services of one frost drake mercenary per character from the Icefang Aerie for use as mounts. The drakes do not take hostile actions; in combat, the drakes are allied mounts with the minion trait.

Resistances Lady Qiu spends as little time as possible dealing with stuffy court formalities and quietly despises any attempts to win her favor with simple courtly manners or traditional offerings.

Weaknesses Lady Qiu enjoys good use of minions and

mounts in combat, plus exhilarating displays of speed.

Background The Qiu family has bred horses and exotic mounts for the royal family for centuries, and Empress Nai chose Lady Qiu as one of her ladies in waiting based on the latter's talents with animals. In addition to leading hunting trips for the empress and overseeing care of the royal mounts, Lady Qiu coordinates with the managers of the Icefang Aerie to ensure the city's working drakes are treated well and in good health.

Appearance Lady Qiu possesses a youthful beauty and simple grace, and while on duty she dresses in luxurious silks that complement but never overshadow the garments of the Empress of Goka. In her free time, Lady Qiu dons practical riding gear and lets her hair down so she can feel the breeze while riding one of her well-groomed horses.

Personality Lady Qiu is curt, practical, affectionate toward animals, and kind to those who serve her.

Bidding If the player characters choose a different patron to sponsor their team, Lady Qiu sponsors whichever other team ends up needing a patron.

LADY XHAI ZHIA

UNIQUE CG MEDIUM HUMAN HUMANOID

Female Tian-Shu arts patron

Perception +29

Will +27

Discovery DC 30 Art Lore or Theater Lore, DC 33 Society, DC 35 Perception

Influence Skills DC 33 Theater Lore or Society, DC 35 Intimidation or Performance, DC 37 Diplomacy, DC 39 Deception

Influence 1: Lady Xhai bids 9,000 gp, a *greater flaming rune*, a *necklace of fireballs type VI*, a *greater bravo's brew*, and a *major elixir of life*. She also offers the party unfettered lifetime access to her extensive personal costume wardrobe; the DC for the player characters to rally the crowd (sidebar on page 115) is reduced to 30.

Influence 4: Lady Xhai's second bid includes a *moonstone crystal ball*, four *potions of flying*, and a *scroll of uncontrollable dance*.

Influence 8: For her final bid, Lady Xhai offers 4,000 gp and a 7th-level *wand of manifold missiles*. In addition, she can arrange for some spectacular additions to the battlefield of one exhibition match of the player characters' choice. These "additions" come in the form of four 16th-level

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



snares and/or hazards, which can be any combination of hail of arrows snares, omnidirectional spear snares, floating flamethrower hazards (page 114), or freezing floor tiles hazards (page 115). Lady Xhai arranges for these snares and hazards be placed around the grand arena at the player characters' discretion.

Resistances Lady Xhai has little patience and scoffs at contenders who flee from their competition, show cowardice in any form, or remain quiet or aloof in conversation.

Weaknesses Lady Xhai has an obvious appreciation for bards, plus incapacitation effects, emotion effects, and auditory or visual effects. She also enjoys melodrama and successful appeals to the crowd.

Background Although she shares her surname with the founder of Goka, the gracious and kind Lady Xhai Zhia doesn't share Xhai Xen Xiao's love of buildings. Rather, her interests center on the operas, concerts, and other performances within Goka's most storied theaters. Zhia's incredible influence and financial aid have formed the foundation for many of the city's most beloved performers and troupes. However, she is notoriously picky with whom she chooses to patronize, so there is much hubbub this year about her selection of the famed Kwanlai singer Razu as a featured entertainer and guest of honor for the Ruby Phoenix Tournament.

Appearance Lady Xhai wears a wide variety of stately silk robes, some plucked straight from the costume wardrobes of her favorite performances.

Personality Lady Xhai is exuberant, curious, and warm.

Bidding Lady Xhai patronizes the Steps of the Sun, who share her love of music and art.



the player characters additional influence rounds. Aside from the Grand Bank of Abadar, which is where the party starts the adventure, these locations can be visited in any order.

The party is free to explore other parts of Goka as well.

Refer to the map on the inside front cover and the Goka article starting on page 202 for more details about this city.

This adventure also includes random events (see Events Around Goka on page 90) that can take place anywhere in Goka during the lead-up to the Ruby Phoenix Tournament. Once the characters have passed 7 days exploring the city, proceed to the Exhibition Showcase on page 94.

Gathering Information: Outside of influence rounds, the players might choose to spend time learning about their potential patrons by Gathering Information either with the Diplomacy skill as normal or with other skills if they can devise creative justifications. For example, a fighter might use Athletics to Gather Information by using her incredible strength to impress some royal guards, who in turn divulge an interesting rumor about one or more potential patrons.

In addition to learning about potential patrons, the characters can also use this time to study their competition. By succeeding at a DC 35 check to Gather Information, a character can learn the general background of any of their opponents as detailed in the Ruby Phoenix Fighting Roster article on page 196 of this adventure. The exception to this is the Lightkeepers, who are the primary antagonists of the Adventure Path and secretly serve the cruel demiplane crafter Syndara the Sculptor. If the player characters try to find out more about the Lightkeepers, they can learn the general backgrounds of each of the fighters on that team as well as the fact that some of their incredible powers seem to come from beyond the Material Plane. If a character critically succeeds on their check to Gather Information about the Lightkeepers, they learn that the Lightkeepers have whispered the name "Syndara" to one another on various occasions, though the implications of this mysterious benefactor should remain unclear. (Because Hao Jin has lost most memories of Syndara, mentioning this name to her means nothing for the time being.)

At any rate, to avoid making acquiring knowledge about their potential patrons and their adversaries too

EXPLORING GOKA

The player characters can explore Goka however they like in the week leading up to the Ruby Phoenix Tournament. They should have already received enough downtime during their journey to Goka to Retrain or Craft, but at your discretion the party might reach Goka early enough to do these things in the city rather than during their trip.

The locations detailed on the following pages all feature an opportunity to Influence one or more patrons using the influence subsystem (as described above). Each location lists how many influence rounds take place at that location (1 or 2), which patrons are at that location, and any special considerations for the influence round(s). Note that the listed influence rounds should occur at each location only once; multiple visits to the same location should not garner



easy, each player character should only be given one chance per day to Gather Information.

GRAND BANK OF ABADAR

The player characters begin the adventure within the halls of the Grand Bank of Abadar, one of Goka's oldest and most imposing buildings and the site of the organization primarily responsible for helping administer the Ruby Phoenix Tournament. The competitors have all been instructed to meet here this morning to learn more about the Gokan sponsorship process and meet the eight patrons for this year's teams. Alongside the heroes are the seven other qualifying teams, some of whom the player characters might not have seen since their adventures on Bonmu. Now is a good time for the player characters to catch up with any of the teams whom they made a connection with, such as Tino's Toughest.

The eight patrons soon arrive alongside Hao Jin, who is this year's grand judge, and **Archbanker Miang Mali** (LN female Tian-Dtang banker 13), the highest-ranking priest of Abadar in the city and executor of Hao Jin's estate. Read or paraphrase the following to set the scene.

Ten figures stand in a lavish banquet hall within the Grand Bank of Abadar, all bathed in the amber light of the morning sun: the Ruby Phoenix Hao Jin in her eponymous crimson finery, a Tian-Dtang woman in white and gold silks worn by the clergy of Abadar, and eight well-dressed aristocrats. The cleric of Abadar clears her throat before addressing you and the other seven teams of fighters standing at the entrance of the grand room. Between the fighters and the hosts stands a long table covered in immaculately decorated and carefully arranged local food and tea.

"Good morning, contenders. It is my honor to welcome you to Goka and congratulate you once more on successfully qualifying for the Ruby Phoenix Tournament.

"But I will waste no more time with pleasantries. You are here, two weeks in advance of the start of the tournament, to familiarize yourself with the glorious city of Goka. I present to you this tournament's eight patrons: business leaders and politicians hailing from the most prestigious quarters of Goka. These patrons will cover the substantial fees associated with entering and competing in the Ruby Phoenix Tournament, and perhaps more.



"Throughout the coming week, you are invited to attend a variety of events at different locales where you will have the opportunity to meet with one or more of these patrons. During these gatherings, your potential patrons will identify the teams whose personalities and goals most align with their own interests. At the end of the week, each patron will make offers to sponsor the teams who have most impressed them. If you receive multiple offers, you will get to choose the sponsor whose offer or personality you find most appealing. Following this process is a final week of rest and relaxation before the start of the Ruby Phoenix Tournament."

The archbanker introduces the eight patrons (summarized below) as well as the eight qualifying teams, then invites the patrons and the teams to acquaint themselves with one another for the next hour. She is also happy to answer any questions the player characters might have about the sponsorship process for the Ruby Phoenix Tournament or about the forthcoming events around Goka. Hao Jin, present purely as a formality, stays in the background and monitors the situation briefly before excusing herself.

Available Patrons: Of the tournament's eight patrons, the player characters can hope to win the favor of only five; the other three patrons have already made up their minds about who they will sponsor, and they make this fact obvious very quickly. (To simplify things at the game table, you might explain to your players the meta-game reason for this restriction: the adventure is more streamlined with five potential patrons rather than eight.)

Unavailable Patrons: The following three sponsors have already decided which fighting team they will sponsor for the tournament, and so are not present for the influence encounters in this chapter.

- **Lady Yen Tsing Jurai** is the owner of the Red Dragon Casino on Goka's Island of Endless Fortune; because she is also herself the gambling type, she decides right away to bid mightily to sponsor Tino's Toughest, the obvious underdogs of the tournament.
- **Lord Buken Tegora**, also known as the Spider of Goka, is a cold, calculating magnate who operates a generations-old private lending company who exploits the poor and hires unscrupulous

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



mercenaries to collect overdue payments from them on a regular basis. He takes an immediate liking to the equally ruthless Lightkeepers and decides immediately to sponsor them.

- **Lady Narswani Vangarath** has made a fortune in decades past selling replicas of famous weapons and armor used in the Ruby Phoenix Tournament. As a patron for this year's tournament, she has her eyes set on sponsoring the Arms of Balance, whose weapons she believes will be ideal for manufacturing cheap replicas thanks to her family's ties to the Vudran weapons market.

1 Influence Round: The player characters have enough time during the meet-and-greet for 1 influence round. Each player character can choose to either Influence a potential patron or attempt to Discover useful information about a patron.

RUBY VILLAGE

Goka's tournament organizers have arranged for the construction of a special block of housing in the Cliffside Court specifically for this year's grand occasion. The immaculate and well-appointed private houses are in a typical Gokan style in order to give the visiting teams a glimpse of daily life in the city. The houses are identical in layout as well as accommodations. The floors and roofs are made of glazed tiles. The walls are made of stone halfway up the first story and then thick darkwood from there to the awnings. Each domicile measures roughly 2,000 square feet, with a single main entrance that leads to a broad courtyard surrounding a large fruit tree; the building itself surrounds the courtyard on three sides. Doorways from the courtyard lead to separate small sleeping rooms for each contender, a spacious living room with a small hearth, and—best of all—a communal bathing area with a small stone pool that overlooks the Cliffside Court and the bay beyond. Attendants are on hand at all hours to provide the contenders with hot water, meals from the communal kitchen, collapsible privacy screens, and anything else they might need during their stay.

Unless they have arranged for accommodations elsewhere, all of the Ruby Phoenix Tournament contenders are expected to stay at the Ruby Village for the duration of the tournament. This makes it easy for the player characters to meet with other teams or even perform a bit of espionage, though they risk the usual penalties for breaking the law as long as they are in Goka, and the walled entrances to each house means some wall-scaling might be necessary. Throughout this chapter, all of the other teams stay at the Ruby Village,

but after patrons are chosen many of the teams move to different housing.

1 Influence Round: Lady Qiu May Shai and Lady Xhai Zhia are both at the Ruby Village when the player characters first arrive. They offer to show the characters their accommodations. Shai answers any questions the characters might have about a typical day in the life of a Gokan, whereas Zhia can explain the basics of popular Gokan architecture.

ICEFANG AERIE

MODERATE 16

The massive rookery known as Icefang Aerie towers over Goka's northern shoreline, but in terms of grandeur it competes with many other incredible structures in that area—like the Seven Dragons Bridge to the west and Goka Imperial University to the north. Styled like a pagoda with ten enormous levels, the Aerie houses over 500 of Goka's drake inhabitants and is the launching point for nearly all of the city's famous drake races.

The characters are greeted by attendants at the door of Icefang Aerie, who bid the contenders to go upstairs to the third floor where their hosts await. Although Malaika Tao, General Kaso Hida, and Lady Qiu May Shai are supposed to be at the rookery, the player characters find the building's first two floors empty except for roosting drakes. Upon reaching the third floor, they see the following.

Four humanoid fighters in furs and hide armor—the members of team Winter's Roar—stand in the center of the massive but empty room that composes the entire third floor of Icefang Aerie. They are surrounded on all sides by twelve drakes that snort with disdain and paw the floor angrily.

This entire floor has been cleared as a training space for both drakes and tournament contenders, though it normally functions as a social space for the drakes to roughhouse. An open wall to the north leads to a balcony where drakes can take off or land.

Another team, Winter's Roar, has upset the drakes by peppering them with probing questions about their weaknesses and information about linnorms without any offer of compensation for their time. The agitated drakes now feel they must make all the interloping Ruby Phoenix Tournament entrants pay until they learn to properly respect their hosts. If the characters offer a bribe of at least 6,000 gp and apologize on behalf of Winter's Roar, the drakes are calmed and give them no further trouble. A series of no fewer than three successful DC 38 Diplomacy, Deception, or Intimidation checks and some excellent roleplaying



can likewise quell the drakes' ire. Otherwise, the drakes soon attack all the humanoid in the area, refusing to distinguish between their antagonists and the player characters.

Creatures: Six of the drakes split off from the larger group to attack the player characters, while the six others fight Winter's Roar on the other side of the room.

DRAKE COURSERS (6)

CREATURE 12

UNCOMMON CN LARGE COLD DRAGON

Variant frost drakes (*Pathfinder Bestiary* 134)

Perception +22; darkvision, scent (imprecise) 30 feet, snow vision

Languages Draconic, Tien

Skills Acrobatics +27, Athletics +23, Intimidation +19

Str +5, **Dex** +7, **Con** +5, **Int** -1, **Wis** +4, **Cha** +1

Snow Vision Snow doesn't impair a drake courser's vision. It ignores concealment from snowfall.

AC 32; **Fort** +23, **Ref** +25, **Will** +18

HP 230; **Immunities** cold, paralyzed, unconscious;

Weaknesses fire 15

Attack of Opportunity ➤ Tail only. On a critical hit, the target is knocked prone; if the target was using a move action, its movement ends.

Speed 35 feet, fly 65 feet, swim 35 feet, ice climb 35 feet

Melee ➤ fangs +25, **Damage** 3d12+11 piercing plus 1d6 cold

Melee ➤ tail +25 (reach 10 feet), **Damage** 3d10+11 bludgeoning plus Knockdown

Battle Dance ➤➤ The drake courser makes two fangs Strikes and one tail Strike in any order. It can replace any of these Strikes with Demoralize or Step.

Buffeting Surge ➤ (move) **Frequency** three times per day; **Effect** The drake courser moves up to twice its Speed. It can attempt to Trip with its tail once at any point during its movement.

Freezing Mist Breath ➤➤ The drake spits a ball of liquid up to 60 feet that explodes into a 20-foot burst of freezing mist. Those in the burst take 13d6 cold damage (DC 31 basic Reflex save). The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds. It can't use Freezing Mist Breath again for 1d6 rounds.

Ice Climb A drake courser can climb on ice as though it had the listed climb Speed. It ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

Patrons Emerge: Once just two drakes remain or all the humanoid competitors seem handily beaten, someone near one of the stairwells claps their hands loudly and shouts something in Draconic that stops the drakes dead in their tracks. Three of the potential sponsors—Malaika Tao, General Kaso Hida, and

Lady Qiu May Shai—emerge from the shadows, having been enshrouded by illusions both mundane and magical. The patrons reveal that the drakes had previously been instructed to confront the humanoids and that this encounter was a test to see how the teams would fare. The various patrons might feel more or less disposed toward the characters' Influence attempts depending on if the characters fought the drakes or managed to dispel their rage. In fact, Hida and Shai made bets to this effect, respectively, and they good-naturedly exchange a few gold pieces depending on the outcome of the encounter.

1 Influence Round: The player characters have less than an hour (1 round) to Influence or Discover information about the three patrons here, who might be alternately impressed or disgusted by the characters' handling of the drake encounter. Hida, for instance, appreciates a good fight and sound tactics, whereas Shai hoped that the competitors would resolve the situation peacefully.

Treasure: If the player characters either resolved the encounter peacefully or made a spectacular show of trouncing the drakes, Malaika Tao thanks them for the performance with three doses of dragon bile poison, which they are free to use as they like (including during the tournament).

FIVE PILLARS ACADEMY

SEVERE 15

The Five Pillars Academy is a series of wizards' towers with alternating floors of libraries, scriptoriums, training dojos, and classrooms. Each tower is constructed of varicolored porcelain inlaid with a dizzying array of magical icons. The academy features prominently in Goka's magic item exports and book trade. Currently, the school is graduating its first small class from a newly constructed tower, where professors teach the bevy of new techniques brought back by Hao Jin when she returned to Goka a few years ago. In honor of the Ruby Phoenix Tournament as well as the graduation, the Five Pillars Academy also hosts a festival of magical displays. Competing teams have each been invited to the academy during the week for a short exhibition.

Just two patrons are present at the academy's jubilee when the player characters arrive: Malaika Tao and Lord Aldanar Unmar. Hao Jin, incidentally, is also present as a guest of honor. In a short speech to all the gathered guests, Tao explains that the new department, the Tower of Balance, focuses on the training of unconventional magical gifts, especially sorcerers. Rather than focusing on texts, students here are given space to channel their emotions and explore the personal nature of their gifts with master sorcerers who have made similar self-discoveries.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



One other team of tournament contenders is also on the scene at the same time as the player characters: the Speakers to the Winds, a group of academics from the Magaambya Academy in central Garund. When Tao notices the player characters and the Speakers to the Winds, she invites them all to join her onstage, then introduces them to the crowd. She then asks the teams if they would be interested in a short demonstration of some of the most promising students' sorcerous techniques. If they comply, the player characters face off against a group of four sorcerers (the Speakers to the Winds fight a separate group) and then have a short time afterward to mingle with the sponsors. The demonstration calls for the player characters to demonstrate their preferred techniques for dealing with powerful sorcerer spells aimed at them. They can respond in any manner they wish, although the students (and the patrons) are most interested in

spells that counteract the originals or that render the example spells ineffective.

Creatures: The fight takes place in a cleared open courtyard outside. To prevent damage to the school or injuries to the onlookers, Hao Jin places four powerful walls of force around the battlefield, essentially creating a 50-foot-by-50-foot cage for the characters and students to fight in.

SIXTH PILLAR STUDENTS (4)

CREATURE 14

RARE LN MEDIUM HUMAN HUMANOID NAGAJI

Nagaji and human sorcerous monks

Perception +23; darkvision

Languages Aklo, Nagaji, Tien

Skills Acrobatics +25, Arcana +25, Athletics +26

Str +4, **Dex** +3, **Con** +2, **Int** +3, **Wis** +1, **Cha** +5

Items +2 greater striking handwraps of mighty blows

AC 34; **Fort** +24, **Ref** +25, **Will** +23; +1 status to all saves vs. magic

HP 220

Speed 30 feet

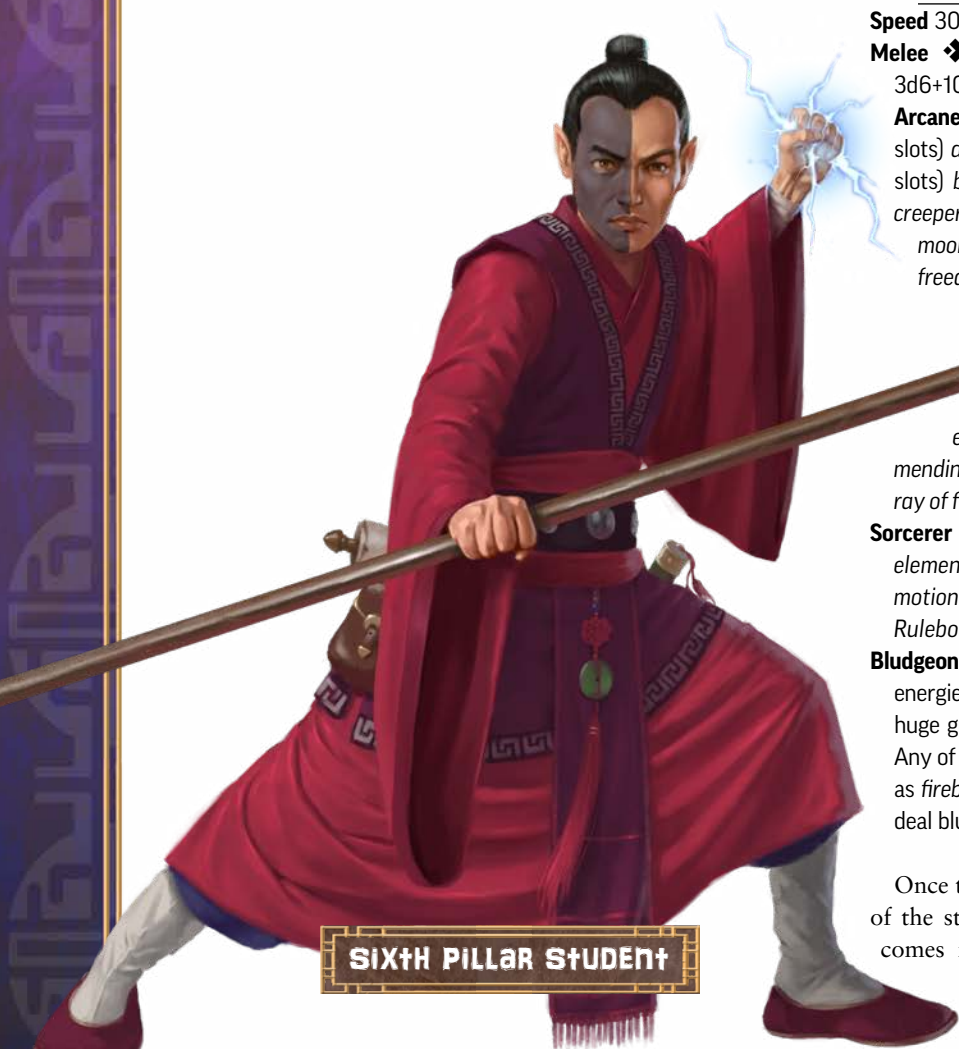
Melee ✎ fist +26 (agile, finesse, unarmed), **Damage** 3d6+10 bludgeoning

Arcane Spontaneous Spells DC 35, attack +27; **7th** (3 slots) *disappearance*, *monstrosity form*, *polar ray*; **6th** (4 slots) *baleful polymorph*, *field of life*, *repulsion*, *tangling creepers*; **5th** (4 slots) *elemental form*, *mariner's curse*, *moon frenzy*, *wall of ice*; **4th** (4 slots) *fire shield*, *freedom of movement*, *stoneskin*, *wall of fire*; **3rd** (4 slots) *earthbind*, *fireball*, *wall of thorns*, *wall of wind*; **2nd** (4 slots) *dispel magic*, *glitterdust*, *humanoid form*, *resist energy*; **1st** (4 slots) *burning hands*, *fleet step*, *jump*, *mending*; **Cantrips (6th)** *detect magic*, *light*, *produce flame*, *ray of frost*, *shield*

Sorcerer Bloodline Spells DC 35; **7th** (3 Focus Points) *elemental blast* (air; Core Rulebook 404), *elemental motion* (air; Core Rulebook 404), *elemental toss* (air; Core Rulebook 404)

Bludgeoning Energy The students' combine elemental energies with physical brawn, blasting opponents with huge gusts of compressed air instead of typical energies. Any of the students' spells that deal energy damage (such as *fireball*, *burning hands*, *ray of frost*, and so on) instead deal bludgeoning damage.

Once the player characters have incapacitated three of the students or 4 rounds have passed (whichever comes first), Tao calls off the demonstration and thanks everyone involved. She asks the audience to enjoy the rest of the festival then quietly invites the player characters and the



SIXTH PILLAR STUDENT



Speakers to the Winds to recuperate and enjoy some refreshments in a quiet faculty lounge.

1 Influence Round: In the lounge, the player characters have about a half-hour (1 round) to Discover information about or Influence the patrons here: Malaika Tao and Lord Aldanar Unmar. Depending on how they fared in the demonstration, the DCs to Influence either of these patrons might be lower than usual.

Magic Item Reward: As thanks for taking part in the festivities, Malaika Tao pulls some strings for the player characters and offers to commission one magic item for each of them of their choice (15th level or lower) at half the usual Price. She can have the items ready for them after the exhibition showcase and before the Ruby Phoenix Tournament.

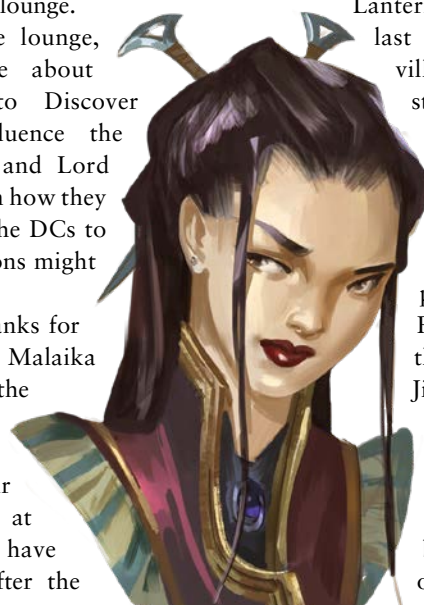
New Archetype: For participating in the demonstration, the sorcerers offer to teach the player characters some of their techniques, granting access to the Sixth Pillar archetype (page 223).

LANTERN LODGE GALLERY

To promote the Pathfinder Society, Venture-Captain Amara Li has outfitted the Lantern Lodge as a sort of museum gallery for the duration of the Ruby Phoenix Tournament. Agents of the Pathfinder Society won the previous tournament a decade ago while also thwarting the corrupt schemes of the Golden League crime syndicate. This year, Li is eager to expand the Society's reputation by promoting memories of the last tourney and drawing new visitors to the Pathfinders' Gokan headquarters.

The player characters arrive at the Lantern Lodge at the same time as their friendly rivals, Tino's Toughest. Tino and his friends are eager to learn more about Hao Jin's famous treasures, and Tino and Takatorra in particular gush about their excitement with the player characters. Ji-yook and Yabin, on the other hand, offer respectful silence as they peruse the gallery of relics from the last tournament.

Alongside the two fighting teams here are the tournament's eight potential patrons. Besides the introduction at the Grand Bank of Abadar and the showcase exhibition, this is the only event at which all eight patrons are present.



VENTURE-CAPTAIN AMARA LI

The Pathfinder Chronicles: Li has filled the Lantern Lodge with memorabilia from the last decade's tournament, including the villain Wu Jefeng's magical adamantine staff and broken pieces of armor that once belonged to the Pathfinder heroes. More importantly, however, she has also included choice excerpts from the *Pathfinder Chronicles* that describe some of the potential prizes being offered to this year's Ruby Phoenix Champions. The prizes themselves are all still within Hao Jin's vast vault of treasures, but the *Chronicles* describe a few of them in fabulous, tantalizing detail.

The guests can peruse the excerpts from the *Chronicles* themselves, but Amara Li is happy to expound on the excerpts herself. In particular, the chronicler describes the following five items from the Ruby Phoenix's collection.

(The player characters will receive the *sky-piercing bow* from Hao Jin at the beginning of Chapter 3. Likewise, the player characters gain access to the *Solar Jian II* during the next adventure, "King of the Mountain." The other items are meant solely as inspiration so you can create a suitably incredible prize for the player characters to claim if they win the championship title at the end of this Adventure Path. Depending on your group and what you think you might like to do after this campaign, consider including descriptions of pre-written legendary artifacts like *shots of the First Vault*, a *deck of many things*, or an *orb of dragonkind*, all described in the *Pathfinder Gamemastery Guide*.)

- The *Solar Jian* is a magical airship of exceptional make, with two parallel hulls and half a dozen wings, said to have been given flight by the spirits of two sacred birds called pengs. Although no one knows who built the original massive flying vehicle, it has spawned a few imitators, including the audaciously named *Solar Jian II*, built by the Goka-based Souran family and presented at the celebratory parade following each Ruby Phoenix Tournament for the past two centuries.
- Hao Jin's personal *amulet of the planes* looks like a jade crescent moon on a chain of ruby beads. It is said to be flawless in accuracy, delivering the wielder unerringly to where they need to be (though not necessarily where they meant to go).

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Chapter 1:
In Search of
Sponsorship

Chapter 2:
The Tournament

Chapter 3:
Rage of Mogaru

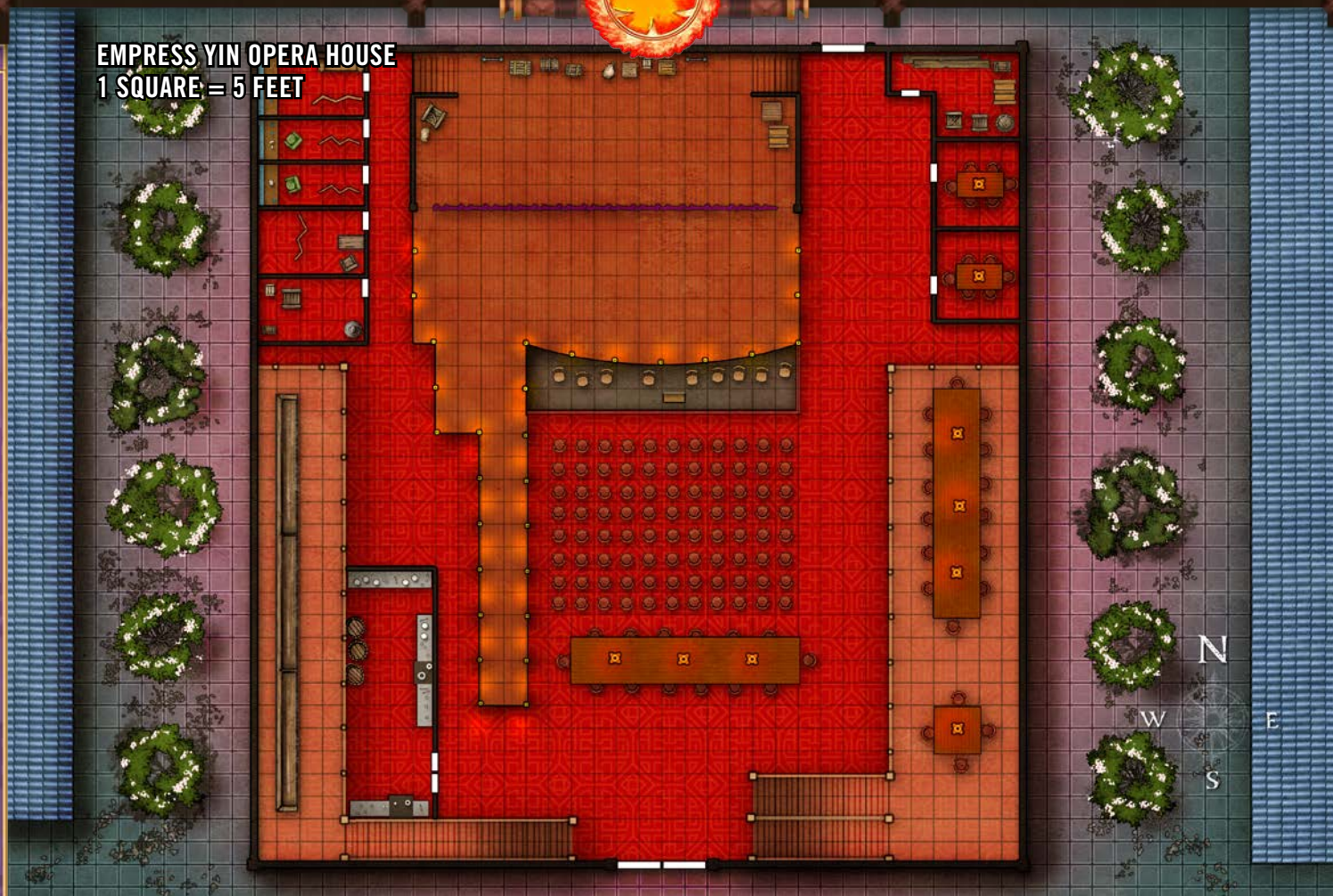
Part Three:
King of the
Mountain

Adventure
Toolbox

Glossary
& Index

EMPRESS YIN OPERA HOUSE

1 SQUARE = 5 FEET



- A clockwork “spell engine” retrieved from the Clicking Caverns under Nagajor has served Hao Jin in a few legendary battles. With enough calibration, the machine is supposedly capable of casting powerful spells all on its own.
- A Mahwek master bowyer from northern Arcadia supposedly crafted the *sky-piercing bow* (page 217) to summon rain in times of drought. The legendary longbow can split the sky and let its wielder travel as swiftly as an arrow. Hao Jin won it in a contest when she used a cantrip to split an arrow shot from the bow in midair.
- Hao Jin stole an indestructible shield called the *August Dilemma* from a centaur hero-god in Ibydos, though she failed to slay its villainous creator, who is hell-bent on reclaiming his relic.

2 Influence Rounds: The player characters have two chances to influence patrons during their visit to the Lantern Lodge. The first influence round takes place at the reception area, where everyone is enjoying food and drink while perusing the excerpts from the *Pathfinder Chronicles*. The characters have an hour to chat with any of the patrons; each character can make

a single attempt to Influence a patron or Discover more information about a patron. They might comment about a particular historical item or ask any of the patrons about what they know of the history of Goka; the patrons are all excited to share their knowledge and expertise with visitors.

The second influence round occurs halfway through the characters’ visit to the gallery, when Amara Li approaches both the characters’ team and Tino’s Toughest and asks them to step up to a small stage she has assembled in one corner of the gallery. Read or paraphrase the following aloud.

Venture-Captain Amara Li bows and says, “Esteemed guests of the Pathfinder Society, Hao Jin, the Ruby Phoenix, I hope you have enjoyed our selections from the *Pathfinder Chronicles*. It is rare that we have an opportunity to meet adventurers as storied as yourselves. Before you leave today, I ask but one favor of you.” Li motions to the small stage and continues, “If you enjoyed what you have read, I ask that you add your own stories to our records. Please, approach the stage and tell us whatever you like of your life. My chronicler



Suen will carefully record the tales of your adventures for posterity. My co-hosts and I hope you will honor us with the choicest regalements before your departure."

During this second hour-long influence round, the characters have the undivided attention of Amara Li and the eight prospective patrons in attendance. Each character can take the stage in any order to tell a story from their past (including any notable events on Bonmu).

Like a typical influence round, each player character can Influence or Discover, but this round is a little different in one important regard: a character's check applies to all five potential patrons simultaneously. When a character tells a story, have the player roll a single Influence or Discover check, whichever they prefer. Compare the result of this check to each patron's DC for that skill. If a character's story obviously coincides with the likes or dislikes of any patrons, adjust the DC to Influence that patron or Discover information about that patron appropriately. The player characters can choose to forego this influence round at no penalty.

Amara Li's Note: If the player characters impressed Amara Li with their tales of adventure, she gives the party a sealed thank-you note. Encrypted in the note's text is information about each of the patrons. The player characters can deduce this hidden content in the note with a successful DC 20 Society or DC 30 Perception check; doing so grants the party one piece of information about each of the patrons as if the characters had succeeded at a skill check to Discover.

EMPRESS YIN OPERA HOUSE

TRIVIAL 15

All of the teams have been invited to attend the various dress rehearsals for the performance of Master Razu, a famous tengu virtuoso whose presence at the Ruby Phoenix Tournament has been strongly promoted in advance of the competition. The bard is performing at one of Goka's oldest theaters, the Empress Yin Opera House, and will be practicing his set every evening, so the player characters have a chance to see him any day they show up. Whenever the player characters arrive at the opera house, the Steps of the Sun and the Lightkeepers are also present. The potential patrons in attendance are General Kaso Hida, Lady Qiu May Shai, and Lady Xhai Zhia.

The opera house (shown in the map on page 86) features a wide L-shaped stage set before an array of

seats, a long table on the main floor, and exclusive balcony seating for those with ample money to spend. The fighting teams, prospective patrons, and

Razu's personnel are the only ones in attendance during the dress rehearsal. Onstage, Razu is accompanied by his two elemental assistants, called melodies on the wind, who provide sound effects and illusions of other voices and instruments.

1 Influence Round: The player characters have about half an hour (1 round) to chat with the patrons in attendance over dinner before the dress rehearsal starts. Lady Zhia roped General Hida into attending the rehearsal, but the mercenary is more interested in the snacks and tea than the music.

Zhia and Shai, on the other hand, are very much interested in the show, as well as Goka's music scene in general.

Hazard: In the middle of Razu's engaging performance, his melodies on the

wind ripple with excitement just before a magical rift forms in the middle of the stage (use the map on page 86 to run this encounter). The portal leads to the Plane of Air and causes the elemental magic of that plane to seep onto the Material Plane. At first, a sudden rush of wind is the only apparent effect of this bright blue rift, but the portal's dangers quickly become apparent when a blast of wind knocks a prop ship onto a stagehand and sprays shrapnel over the audience, including the player characters. At this point, roll initiative. During the ensuing catastrophe, the Steps of the Sun rush to the back of the stage to help evacuate Razu's personnel, but the Lightkeepers merely stand to the side and look about helplessly. If something isn't done soon, the patrons in attendance could be in imminent danger.

Terrain: The tables provide partial cover and are difficult terrain to walk over. The stage is 3 feet off the floor, generally requiring a Leap to get up to. The balcony level is 20 feet above the main floor.

AIR RIFT

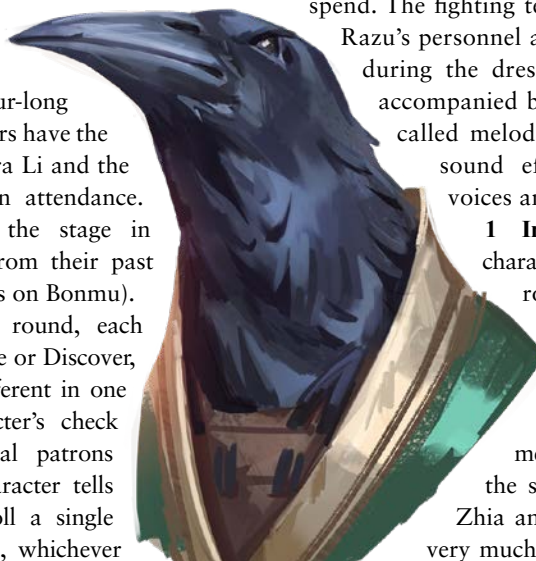
HAZARD 14

UNIQUE AIR COMPLEX ENVIRONMENTAL MAGICAL

Stealth +22 (master) to notice the sudden breeze in the theater

Description A portal to the Plane of Air rips open onstage, causing roaring winds to tear through the opera house.

Disable DC 38 Arcana (master) to sew the magical threads of the rift shut, DC 40 Nature or Survival (legendary) to open enough windows and doors to reduce its intensity, or *dispel magic* (7th level; counteract DC 34) to counteract the air rift



MASTER RAZU

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox


Glossary & Index



AC 35 (40 vs. reactions and ranged weapon attacks);
Fort +30

HP 220; **Weaknesses** earth vulnerability

Earth Vulnerability The Elemental Plane of Air is opposed by the Plane of Earth. Any spell or magical effect with the earth trait that targets a creature or area within 50 feet of the rift deals 10 damage to the rift per spell levels (or per 2 levels for magic items, feats, and so forth). For example, a 3rd-level *earthbind* spell cast on a creature near the air rift deals 30 points of damage to the rift.

Weightlessness  **Trigger** A creature comes within 50 feet of the rift;
Effect The air rift creates a shroud of subjective gravity around the creature for 1 minute. The creature can use a free action, which has the concentrate trait, to choose any direction they wish for gravity to pull them. This allows a creature to Stride along any surface or Fly in a straight line by choosing a direction into midair. For unattended objects and mindless creatures, this is microgravity: they float in place unless pushed off a surface.

Routine (1 action) Winds blow through the area in a random direction, causing creatures and objects within 50 feet of the air rift to float up, down, north, south, east, or west (roll a d6 to determine which direction). Creatures and objects in the area must attempt a DC 37 Fortitude save. If a creature is pushed into a solid object or another creature by this effect, both take 3d8+15 bludgeoning damage on impact.

Critical Success The creature is unaffected.

Success The creature is pushed 10 feet, but takes only half damage from impact.

Failure The creature is pushed 20 feet, falls prone, and takes full damage from impact.

Critical Failure The creature is pushed 40 feet, falls prone, and takes double damage from impact.

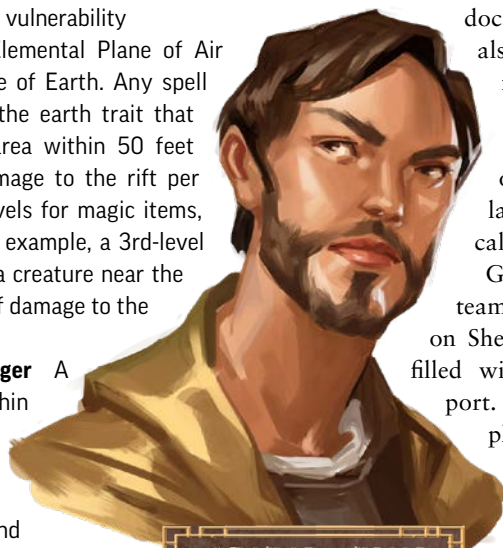
Magical Catastrophe: The strange phenomenon is a result of the interplay of elemental music here, the remnants of Syndara the Sculptor's interplanar magic affecting the Lightkeepers, and Hao Jin's own incredible ambient aura. The source is not immediately clear, and the incredible surge in magical energy makes it impossible to precisely pinpoint the cause. Nevertheless, it should be obvious to the player characters that some magical foulness is afoot.

A7. SHELYN'S COMB

MODERATE 15

Goka's shoreline is mostly a jagged array of docks and marinas, new and old, but it also features locations of unparalleled natural beauty. Although primarily an industrial sector, the Oldtown district also offers access to one of Goka's most famous natural landmarks, a series of tall basalt cliffs called Shelyn's Comb.

General Hida has invited all of the teams to join him at a prominent overlook on Shelyn's Comb in order to watch ships filled with tournament spectators sail into port. When they arrive, however, the player characters are the only team in attendance, and General Hida is not the only patron there to meet them.



ALDANAR UNMAR

As the contenders approach, the sound of harsh bickering can be heard from around the corner of a jagged basalt rock formation, contrasting sharply against the soothing ocean breeze and peaceful view of the glittering bay below. The voices belong to none other than General Kaso Hida and Lord Aldanar Unmar, who cease arguing the moment they realize they are not alone.

A mix-up of invitations has resulted in an awkward meeting for Hida and Unmar, former spouses who separated from one another in recent years. The only thing they agree on is that it's an unfortunate coincidence both of them ended up as patrons for the Ruby Phoenix Tournament. When the player characters arrive on the scene, they are just in time to witness the tail-end of fiercely emotional argument. The disagreement started when Unmar innocently asked Hida which team he was planning to bid on. When Hida mentioned the player characters' team, Unmar muttered that "such a bold choice suits the general's tastes," and the discussion went downhill from there.

Depending on the time of day, the characters and their patrons can either watch the sun set over the sea in the west, witness it rise over the Wall of Heaven to the east, or enjoy the midday ocean breeze and glittering waves under a blossoming (and pungent) ginkgo tree.

1 Influence Round: The player characters have just 15 minutes to Influence the patrons here or Discover more about their potential sponsors before other matters take precedence (see Creatures, below). Any attempt to resolve the ex-lovers' quarrel increases the



DC of an Influence check by 2, awards 1 additional Influence Point on a success or critical success, and costs the team 1 additional Influence Point on a failure or critical failure.

Creatures: The awkward rendezvous is interrupted when a pair of ankou assassins either make themselves known or are spotted by the player characters (Perception DC 40). The ankous were summoned by Syndara the Sculptor to injure the player characters or, better yet, implicate them in the murder of these two potential patrons. Both ankous attempt to sneak up on the gathering, having bypassed Hida and Unmar's guards just down the path. Hida and Unmar stay out of the fray—neither are as strong as they used to be, and they've no wish to be injured—but the ankous attack the old men viciously until reduced to half their Hit Points, at which point they divert their attention to the player characters.



SYNDARA'S COIN

ELITE ANKOUS (2)

CREATURE 15

Pathfinder Bestiary 2 6, 19

Initiative Perception +27 or Stealth +30

Clue: If captured, the ankous won't respond to questioning, but if magically compelled to do so the ankous telepathically give the reason for their attack. A mysterious "outworlder" paid their fey liege on the First World a handsome sum for their services. They were to either injure the player characters to prevent them from competing or make it seem as though their team killed a high-ranking Gokan official. At this point, the ankous might display one of the platinum coins used to pay their liege, a currency no longer used in modern-day Golarion and that has an aura which registers faintly of conjuration magic. Beyond that, the ankous know nothing of who hired them.

Even if the ankous are killed, the player characters should find the mysterious coin amid their remains—perhaps embedded in the back of a shadowy fist or in one of their eye sockets.

The coin previously belonged to Syndara the Sculptor, who in turn received it from the Hwanggot despot who originally commissioned the demiplane called the Glass Lighthouse. In its 300 years in the Glass Lighthouse, the coin has inherited some of that plane's magical energy, and its surface has become slightly warped with powerful conjuration magic.

Additional Influence: If the player characters reduce the ankous to fewer than half their Hit Points within 2 rounds, they save Hida and Unmar from much of the fey assassins' violence, and the party automatically gains 1 Influence Point with each patron.

A8. NEVERENDING MARKET MODERATE 15

Goka's Neverending Market is a ring-shaped open-air marketplace that sells countless varieties of equipment, magic items, and food delicacies from around the entire world. Day and night, vendors endlessly hock their wares at the thousands of tourists and locals who pour through the market's four entrances, one in each cardinal direction. For first-time visitors of Goka, the shopping experience can be either thrilling or traumatizing.

When the player characters arrive, they see that three potential sponsors—Malaika Tao, Lord Aldanar Unmar, and Lady Xhai Zhia—already seated at one of the dining tables set in a cleared area of the open market. The sponsors have gathered to discuss the tournament, but when they see the player characters (whom they agree are among the more interesting contenders) the sponsors cheerfully invite the characters to join them for a long breakfast, lunch, or dinner (depending on the time of day) as well as drinks (tea or spirits).

Creatures: Unfortunately, the impromptu meal is cut short when a nearby market stall explodes with activity. Two felines with tentacled faces flee the stall, chased by a floating bestial humanoid in a shimmering purple cloak bearing glowing needles. The feline creatures are angoyangs, evil beings who rejoice in manipulation. They just stole a valuable dreams from a dramofir, who is intent on reclaiming his property. The player characters and their hosts hardly have time to react before the angoyangs dive behind the player characters. The dramofir, too incensed to distinguish bystander from foe, attacks the party, assuming them to be in league with the angoyangs. The patrons could call for their guards to handle the matter, but instead all silently agree to see how the player characters can stop the madness.

ANGOYANGS (2)

CREATURE 14

Page 225

Initiative Perception +25

DRAMOFIR

CREATURE 14

Pathfinder Bestiary 3 86

Initiative Perception +28

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



1 Influence Round: In the aftermath of the monster attack, the player characters have a few minutes (1 influence round) to Influence or Discover information about Malaika Tao, Lord Aldanar Unmar, and Lady Xhai Zhia before the patrons depart, their appetites subdued by the monster attack.

EVENTS AROUND GOKA

As the player characters explore Goka and earn marks with their potential patrons, you should complicate their mission or spice up any lulls in the action with the following events. These encounters are intended to take place on the streets of Goka as the characters travel between locations, but you can easily modify

the events to take place at any of the previously mentioned Goka locations—in which case the fight should have some effect on that location's influence round (such as making it easier to Influence a patron if a player character performed some combat action that the patron likes). Similar to how the location-based encounters above are written, consider including one or two other tournament teams in any or all of the following scenes in order to give the players more opportunities to roleplay with their competition before the Ruby Phoenix Tournament begins. You can run the events in any order.

EVENT 1: DRAKE CRASH

LOW 15

The hundreds of drake inhabitants in Goka have legendary reputations, and few visitors can help but marvel at the sight of drakes and their skilled riders flying overhead. Of course, accidents do happen.

When a trio of professional drake racers takes a joyride through the city's high-rises, the worst comes to pass as one of the drakes crashes into a flag pole. All three riders and their mounts get caught in the tangle and come crashing down on the streets below. The riders have either been knocked unconscious or otherwise rendered unable to control their mounts, and the drakes begin to stomp around and flap their wings in rage as they try to loosen their tangled reins. Someone needs to quell the shrieking beasts' ire before they cause even more damage!

This encounter can take place anywhere in Goka, but if it happens in a crowded area (such as the Neverending Market) or near some interesting geographical feature (such as near the docks), consider incorporating the environment into the fight. The player characters' derring-do in calming the drakes will look that much more impressive to their potential patrons if they also manage to save a vendor trapped under a collapsed food stall or rescue one of the drake riders from drowning in Xu Hong Bay.

Creatures: Three elite drake coursers have crashed onto the street. In their confused rage, the drakes threaten to destroy nearby property or harm



DRAKE COURSER AND RIDER





innocent pedestrians caught in the fray. Because their reins are all tangled up, the riding drakes can't move more than 5 feet away from each other; this also makes flight extremely difficult or outright impossible.

ELITE DRAKE COURSERS (3)

CREATURE 13

Pathfinder Bestiary 6; page 83

Initiative Perception +24

Although this is written as a combat encounter, the player characters should be equally rewarded if they calm the drakes through other means (such as a *calm emotions* spell) or allow the drakes to escape in favor of saving bystanders caught in harm's way. If they do resort to physical means, the drakes calm down when at least two of them are reduced to fewer than 50 Hit Points each.

EVENT 2: UNEXPECTED REMATCH

SEVERE 15

Creatures: While traveling at night or through some dicey-looking alleyway, the player characters are jumped by a gang of four jiang-shi vampires. Rather than just a quartet of random muggers, however, these vampires look strangely familiar. In fact, they're all fighters from a team that failed to qualify for the Ruby Phoenix Tournament on the isle of Bonmu! The team has come to Goka looking for a rematch against the player characters.

JIANG-SHI RIVALS (4)

CREATURE 14

Ministers of tumult (*Pathfinder Book of the Dead* 159)

Initiative Stealth +24

These jiang-shi vampires can be members of any of the losing teams the player characters competed against during the last adventure, or even members of two or three separate teams who have combined their forces. Particularly suitable teams include Under the Pale Sun, the Glowing Embers, or a select foursome from Hana's Hundreds or Golarion's Finest. You should choose whichever team you think would be most entertaining for your players to face off against one last time.

Unwitting Servants of Syndara: If defeated and interrogated, the undead fighters admit their bitter hatred for the player characters and boast that they would do anything to avenge their defeat. Anyone who is trained in Vampire Lore or an expert in Goka Lore, however, knows that the process to become a jiang-shi is no mean feat, and few would willfully die in order to achieve such power—especially just to exact a single

instance of petty revenge. A character who succeeds at a DC 37 Perception check while talking with the jiang-shi can deduce this fact. If pressed for more details or affected by an ability such as a *zone of truth* spell, the jiang-shi reveal that they each have alarming gaps in their memory. The last thing any of the vampires remembers is riding in the same boat back to Goka with a team called the Lightkeepers. The two teams got to drinking some strong wine, and the jiang-shi remember feeling quite ill, but that's the last thing they can recall with any certainty.



JIANG-SHI RIVAL

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



In fact, the Lightkeepers lethally poisoned their boatmates before transporting their bodies back to Syndara's extraplanar realm, the Glass Lighthouse. There, Syndara took his time researching foul texts and enacting equally evil rituals to transform the fighters into undead minions, further brainwashing them into hating the player characters' team and then scrubbing their memories of his meddling. The players obviously have no way to piece this all together yet, but by the end of the tournament they'll have a good idea that the Lightkeepers are far from benign opponents.

EVENT 3: A GOLDEN OPPORTUNITY **SEVERE 15**

As the player characters walk down some less-trafficked street or wander off the beaten path in the city, the player characters are approached by a striking Tian-Shu woman and two cloaked accomplices. The woman bids the contenders a good day and asks to speak with them for a moment. She introduces herself as Kas Xi Rai, a Ruby Phoenix Tournament enthusiast and flashes a metal pin hidden beneath her robes as she says this. The pin bears the sigil of the Golden League, a famous crime syndicate first formed in the distant nation of Minkai with strong ties to the city of Goka. Anyone familiar with Goka, Minkai, or the events of the last Ruby Phoenix Tournament readily recognizes the symbol of the Golden League and knows that whatever this gang of rogues wants, it certainly isn't on the straight and narrow.

Kas Xi Rai keeps the conversation light and airy as she innocently asks the player characters what they think of their competition and how they believe they'll fare in the tournament. She doesn't openly talk about her affiliation with the Golden League or introduce her accomplices—highly trained Golden League toughs known locally as “xuns”—and she respectfully listens to the characters as they answer her leading questions.

“The competition certainly is fierce,” Kas Xi Rai says with a low whistle. “Quite exciting that it's a double-elimination tournament this year, though. That means that even if you lose the first round, you're still in the running. It might even be easier that way, come to think of it, right? That is, if you're in the loser's bracket from the get go, you just have to beat second-rate teams until the very end. Not a bad deal.

“As a matter of fact,” she continues, “and this is a bit silly, but have you made any bets on the outcome of the tournament yet? I have, and let me tell you, there's a lot of money to be made. It's actually quite the... coincidence, running into you here today. Because I made a pretty hefty bet—and I mean no offense by this—that your team

would lose the first round of the tournament. Funny, right? Now, getting a better look at you, I'm having my doubts... Perhaps such a bet was foolish, I'm thinking now. Unless, that is, you'd be interested in striking a deal?”

If she hasn't yet lost her audience by this point, Kas Xi Rai drops the insinuations and lays out her offer in plain terms: if the player characters throw their first match of the tournament proper (not an exhibition match), she promises them a cut of her winnings—20,000 gp in all. If this isn't enough, she sweetens the deal and says that she'll also teach the player characters some “intriguing” martial arts techniques if they go along with her plan. This grants the party access to the Golden League xun archetype (page 222).

The player characters stand to make quite a bit of money if they agree to Kas Xi Rai's terms and follow through on the deal, but throwing the first match takes away the safety net of the loser's bracket, meaning the characters can't lose any other match or they'll lose the whole tournament.

It's up to the players whether or not they want to go along with this illicit deal. If they agree, then Kas Xi Rai shakes their hands and gives them some information on Winter's Roar, their first opponents, to help them convincingly lose the match without making it look like a setup. She offers to train them in the ways of the xun before the tournament, meaning any characters who wish to do so can retrain any archetype they might already have in exchange for taking the Golden League xun archetype. Once the characters follow through on their end of the bargain, Kas Xi Rai pays the party as promised.

Through clever wordplay and perhaps a successful DC 36 Deception, Diplomacy, or Intimidation check, the player characters might be able to learn about Winter's Roar or the team throwing the match without agreeing to Kas Xi Rai's deal. Alternatively, the player characters can succeed at one of these checks to convince Kas Xi Rai to pay them half the promised 20,000 gp up front. In either case—or if the characters otherwise betray her in any way—Kas Xi Rai feels bitterly spurned and brings along two more xuns with her when she attempts to burglarize the characters' domiciles on the sixth night of the tournament (page 121).

Creatures: Kas Xi Rai and her underlings have no interest in fighting at this point and politely excuse themselves if the player characters reject her proposal. If the player characters insist on fighting, the three criminals hold their own and fight with particularly nasty tactics, reasoning that permanently injuring the player characters here is as good a way as any to ensure the characters don't win their first round.



If Kas Xi Rai is incapacitated or the two xuns are taken down, any remaining foes flee for their lives. If arrested, Kas Xi Rai has a few bribes and favors she can call in to avoid hard time. The player characters are destined to have one more run-in with these rogues during this adventure (page 121), so however this meeting is resolved, it's important that Kas Xi Rai makes a strong impression on the players.

KAS XI RAI CREATURE 17

UNIQUE LE MEDIUM HUMAN HUMANOID

Female Tian-Shu high-ranking criminal

Perception +26

Languages Goblin, Tien, Taldane

Skills Acrobatics +31, Athletics +29, Crime Lore +27, Deception +30, Intimidation +30, Stealth +31, Thievery +31

Str +4, **Dex** +6, **Con** +0, **Int** +2, **Wis** +3, **Cha** +5

Items *bracers of armor II*, +2 *greater striking greater corrosive handwraps of mighty blows*, *potion of undetectability*

AC 38 (42 vs. reactions and ranged weapon attacks);

Fort +26, **Ref** +32, **Will** +29

HP 300

Tangled Forest Trip ♦ **Requirements** Kas Xi Rai is in tangled forest stance; **Trigger** A creature leaves a space within Kas Xi Rai's reach; **Effect** The triggering creature must attempt a DC 37 Reflex save, Acrobatics check, or Athletics check. On a failure, the creature is immobilized for that action.

Speed 50 feet, climb 35 feet

Melee ♦ *fist* +31 (agile, finesse, magical, nonlethal, unarmed), **Damage** 3d6+12 bludgeoning plus 1d6 acid

Melee ♦ *lashing branch* +31 (agile, finesse, magical, nonlethal, unarmed), **Damage** 3d8+12 slashing plus 1d6 acid

Monk Ki Spells DC 38, 3 Focus Points; **8th** *ki rush* (Core Rulebook 401), *ki strike* (Core Rulebook 401), *wind jump* (Core Rulebook 402)

Exhausting Flurry When Kas Xi Rai targets the same creature with two Strikes from her Flurry of Blows and at least one hits and deals damage, the target must succeed at a DC 39 Fortitude save or be enfeebled 1 and take a -5-foot status penalty to land Speed while enfeebled. On a critical failure, the creature is enfeebled 2 and takes a -10-foot status penalty to land Speed while enfeebled.

Flurry of Blows ♦ (flourish) Kas Xi Rai makes two Strikes with her fist. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.



Kas Xi Rai

Tangled Forest Rake ♦ Kas Xi Rai makes a lashing branch Strike. If she hits and deals damage, she forces the target to move 5 feet into a space within her reach.

Tangled Forest Stance ♦ (stance) Kas Xi Rai extends her arms and enters a deadly tree-like combat stance. As long as she is in this stance, Kas Xi Rai can use Tangled Forest Trip and Tangled Forest Rake and make lashing branch Strikes with her fists.

MASTER XUNS (2) CREATURE 14

RARE LE MEDIUM HUMAN HUMANOID

Tian-Shu Golden League ruffians

Perception +25

Languages Tien

Skills Acrobatics +26, Athletics +27, Deception +24, Intimidation +26, Stealth +26, Thievery +26

Str +5, **Dex** +4, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Items +2 *striking shock dagger*

AC 36; **Fort** +26, **Ref** +24, **Will** +23

HP 250

Speed 25 feet, climb 15 feet

Melee ♦ *dagger* +28 (agile, finesse, versatile S),

Damage 2d4+13 piercing plus 1d6 electricity

Ranged ♦ *dagger* +28 (agile, finesse, thrown 10 feet),

Damage 2d4+13 piercing plus 1d6 electricity

Lasting Debilitating Strike ♦ **Trigger** The xun's Strike hits a flat-footed creature and deals damage; **Effect** The xun applies one of the following debilitating, which lasts until the end of the xun's next turn or for 1 week on a critical hit.

Debilitation The target takes a -10-foot status penalty to its Speeds.

Debilitation The target becomes enfeebled 1.

Looming Threat ♦ The master xun Steps or Feints, then Demoralizes.

Sneak Attack The master xun deals an extra 3d6 precision damage to flat-footed opponents.

EVENT 4: ECLIPSE

SEVERE 15

One sunny morning or afternoon as the party is making its way across the city via the shoreline, a sudden chill fills the air, the light dims, and everything around is cast in an ominous shade of electric purple. Dappled shadows on the water change shapes strangely as a truly massive extraplanar portal inexplicably manifests in the sky above. The circular rift looks like a tear in the fabric of reality itself, a rippling black disc warping the very sky around it.

Creatures: As quickly as the portal forms, a group of mythological beasts—an ancient underworld dragon named Igaara and three scaly kuns—

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1:
In Search of
Sponsorship

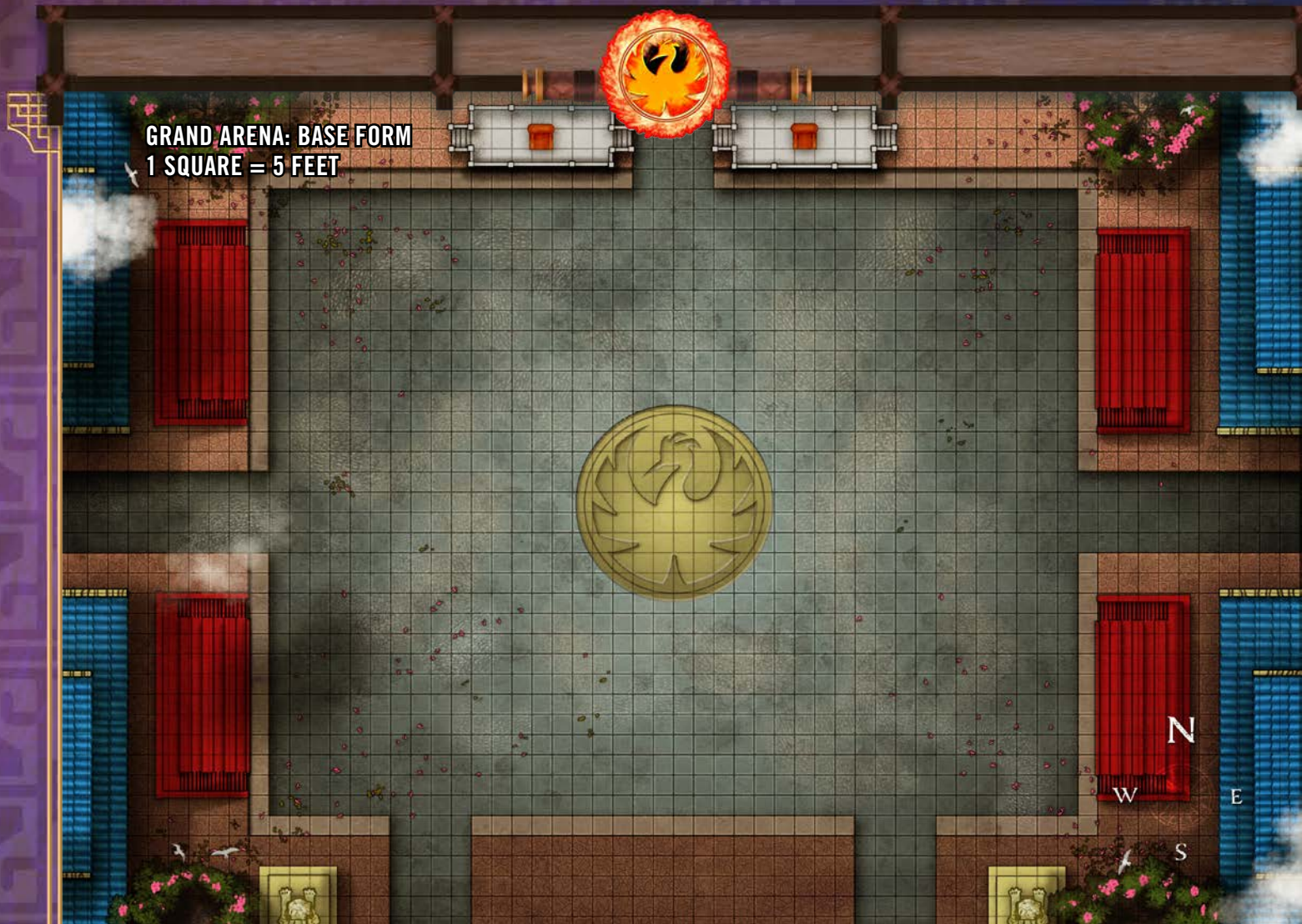
Chapter 2:
The Tournament

Chapter 3:
Rage of Mogaru

Part Three: King of the Mountain

Adventure
Toolbox

Glossary
& Index



GRAND ARENA: BASE FORM
1 SQUARE = 5 FEET

emerges from the center of the eclipse. The dragon writhes in the sky as the kuns plummet into the bay below. Soon, all four begin attacking the city in their confused rage. Either to protect themselves or to impress their potential patrons, the player characters must fend off these monsters and save any citizens caught in the chaos.

IAGAARA

CREATURE 16

Ancient underworld dragon (*Pathfinder Bestiary* 3 85)

Initiative Perception +28

KUNS (3)

CREATURE 14

Page 235

Initiative Perception +27

Demiplane Weirdness: Syndara the Sculptor used dimension-spanning magic to create the rift that has cast Goka in shadow. In order to sow chaos in the days leading up to the Ruby Phoenix Tournament—and no doubt give his own team, the Lightkeepers, an edge against all rivals (including foolish heroes who would no doubt help save the city)—Syndara manifested an

intersection between an underworld dragon's infernal den, the dark depths of the ocean where kuns dwell, and the skies above Goka. While the monsters rage across the Gokan shoreline, the Lightkeepers relax in a distant inland teahouse.

Any subsequent research into the phenomenon reveals that the portals were created by fell extraplanar energies and have something to do with a demiplane (the portal bears similar magical energies to the air rift that formed in the Empress Yin Opera House, page 87), but beyond that it is impossible for the characters to accurately determine the cause of the sudden eclipse.

EXHIBITION SHOWCASE

A week after the player characters' meeting with their potential patrons at the Grand Bank of Abadar, all the fighting teams and patrons convene once more, though this time they meet at the grand arena at Goka's Cliffside Court, where the main events of the Ruby Phoenix Tournament are set to take place. Now that all the teams have had a chance to acquaint themselves with the city of Goka and the tournament's various patrons, the time has finally come for the patrons to bid on the teams they'd



FISTS OF THE RUBY PHOENIX

most like to sponsor during the tournament. But before that, the patrons want one final chance to see how the teams fare in an actual arena.

To that end, each team is scheduled to take part in two fights: one against another team, and one against a pair of monsters. Both showcase fights take place in the grand arena (use the map on page 94), where all tournament matches take place. Whenever one or more teams is taken to the fighting grounds, the remaining six or seven teams are sequestered indoors in order to prevent them from seeing their competition in action before the tourney. The only people in the audience are the patrons, the patrons' closest friends or attendants, Empress Nai Yan Fei, Hao Jin, Archbanker Miang Malii, and Master of Ceremonies Tagada Emmi (described in the sidebar).

After all teams have completed their exhibition matches, they will march down the tree-lined plaza adjoining the arena toward a podium where Archbanker Miang is standing. There, each team will sign the contract that officially swears them in as contestants in the Ruby Phoenix Tournament (as described in Signed Lives on page 98).

The player characters have two final chances to make a strong impression on the sponsors during the exhibition showcase: they can take part in 1 influence round after the exhibition showcase (page 98) and 1 influence round while signing the contract to formally enter the tournament (page 99).

TEAM SHOWCASE

MODERATE 15

The player characters' team match is against Tino's Toughest, the decided underdogs of the tournament. Tino and his friends have gotten a little stronger since the last time they sparred with the player characters on Bonmu, but their odds in the tournament are still a far cry from every other team (a fact anyone can readily deduce by asking a bookie about the payout for betting on the victory of Tino's Toughest).

The rules for this fight are simple: incapacitate the other team by any means necessary. (Clerics and healers stand at the ready in the adjoining buildings in case any of the fighters are at risk of death or permanent injury.)

Opponents: Tino, Ji-yook, Takatorra, and Yabin the Just all shake hands with or bow to the player character standing opposite them as a sign of respect before the fight begins.

"We've come a long way, my friends," says Tino in a hoarse voice. It's hard to tell whether he's speaking to his own teammates or to the player characters; he seems genuinely moved to be facing the heroes once more. Tino's Toughest gives the exhibition fight their all, but whatever the outcome of the match, all four fighters heartily congratulate their opponents on a match well fought.



Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

IAGAARA

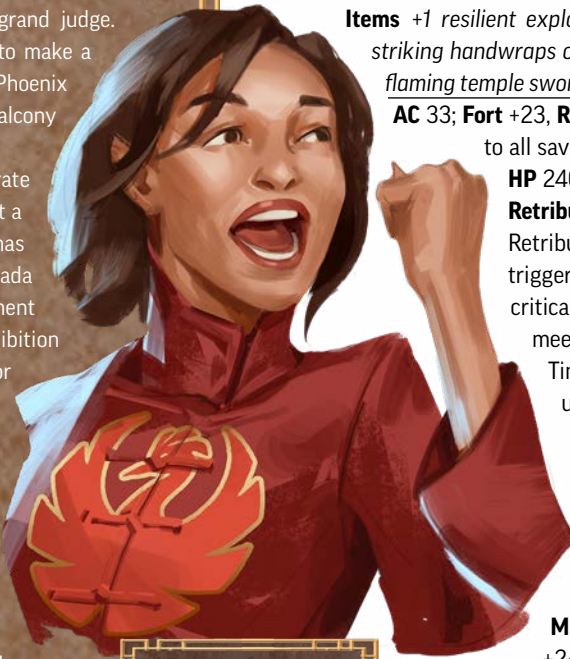


TAGADA EMMI

The exhibition showcase and the rest of the Ruby Phoenix Tournament is officially hosted by Hao Jin, who is also the tournament's grand judge. However, unless she is needed to make a ruling during a match, the Ruby Phoenix stands in silence on the balcony overlooking the arena.

To excite the crowd and narrate the fights for spectators without a good view of the arena, Hao Jin has hired a Gokan native named Tagada Emmi to emcee the tournament as well as the preliminary exhibition showcase. Emmi is well suited for the job—she has served as the announcer of dozens of drake races at the Icefang Aerie and has hosted more than her fair share of sporting events, both high-profile and commonplace. For the Ruby Phoenix Tournament, Emmi has chosen to wear red traditional Tian-Shu attire in honor of the Ruby Phoenix, and she has adopted her most excitable and enthusiastic persona (which, conveniently, is her natural disposition). She is bombastic, hyperbolic, and unnecessarily descriptive, filling in gaps in the action with open questions about the fighters' next moves or what they could be thinking. Rare is the moment during a fight when Emmi fails to offer some truly colorful commentary.

To ensure she has a good view of the fight and can accurately narrate the competition, Emmi flies (using a 7th-level *fly* spell cast by Hao Jin) all around the arena. She has an sonorous voice and enormous vocal range, but she also utilizes a customized version of the *ghostly transcription* focus spell (*Pathfinder Lost Omens: Gods & Magic* 115) to continually project a transcription of her monologue in Tian in the air above the arena for all to see.



Tagada EMMI

Languages Nagaji, Tengu, Taldane, Tien

Skills Acrobatics +26, Athletics +25, Diplomacy +22, Irori Lore +19, Medicine +20

Str +4, **Dex** +5, **Con** +4, **Int** +0, **Wis** +1, **Cha** +3

Items +1 resilient explorer's clothing, +2 greater striking handwraps of mighty blows, +1 striking flaming temple sword

AC 33; **Fort** +23, **Ref** +26, **Will** +20; +1 status to all saves vs. disease

HP 240

Retributive Strike ➤ If Tino's Retributive Strike against the triggering creature doesn't critically miss, that creature meets the requirements for Tino to use Defiant Shove until the end of his next turn.

Speed 45 feet

Melee ➤ *fist* +26 (agile, finesse, nonlethal, unarmed), **Damage** 3d8+10 bludgeoning

Melee ➤ *temple sword* +24 (trip), **Damage** 2d8+10 slashing plus 1d6 fire

Focus Spells DC 30; **7th** (3 focus points) *ki blast* (Core Rulebook 401), *ki strike* (Core Rulebook 401), *lay on hands* (Core Rulebook 387)

Defiant Shove ➤ **Requirements** Tino used Retributive Strike on a creature since the start of his previous turn, attempted the Strike it permitted, and didn't critically miss; **Effect** Tino throws his whole body into a powerful push. He moves the target 5 feet in any direction and can then attempt to Trip that creature. This is forced movement.

Divine Smite If Tino hits with his Retributive Strike, the target takes 3 persistent good damage.

Flurry of Blows ➤ (flourish) Tino makes two Strikes with his fist or with a monk weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Powerful Fists Tino's fist Strikes don't take penalties when making lethal attacks.

Each team is placed on an opposite side of the arena before the emcee raises her crimson flag and waves it to begin the fight.

TINO TUNG

CREATURE 13

UNIQUE **LG** **MEDIUM** **HUMAN** **HUMANOID**

Male Tian-Shu paladin of Irori

Perception +23

JI-YOOK

CREATURE 13

UNIQUE **CG** **MEDIUM** **HUMANOID** **KITSUNE**

Female kitsune ninja

Perception +26; low-light vision

Languages Kitsune, Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +26, Deception +25, Stealth +24, Thievery +24

Str +0, **Dex** +5, **Con** +3, **Int** +4, **Wis** +1, **Cha** +4



Items +2 striking returning darts (5), +2 greater striking handwraps of mighty blows, +1 explorer's clothing, greater smokesticks (2)

AC 35; **Fort** +20, **Ref** +26, **Will** +20

HP 190

Speed 25 feet

Melee ♦ *claw* +26 (agile, finesse, nonlethal, unarmed), **Damage** 3d4+11 slashing

Ranged ♦ *dart* +26 (agile, reload 0, thrown 20 feet), **Damage** 2d4+6 piercing

Ranged ♦ *foxfire* +24 (range 20 feet), **Damage** 3d4 electricity

Divine Innate Spells DC 33; **5th** *illusory scene*; **1st** *sanctuary*; **Cantrips (7th)** *daze*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) Ji-yook transforms into her human form. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. Ji-yook can remain in her human form indefinitely, and she can shift back to her kitsune form by using this action again.

Foxtire Blast ♦♦ (electricity, evocation, flourish, magical) Ji-yook makes a fist Strike. On a hit the target takes an additional 3d4 electricity damage and is pushed back 10 feet. On a critical hit, the target is pushed back and then knocked prone.

Pinning Shot ♦ Ji-yook expertly aims and flings a dart to peg an opponent to a nearby wall or floor. Ji-yook makes a dart Strike. If the attack hits, it deals no damage and instead pins the target to an adjacent surface. The target is immobilized and must spend an Interact action to attempt a DC 10 Athletics check to pull the dart free; it can't move from its space until it succeeds. If Ji-yook's dart Strike was a critical hit, the target must succeed at two separate Athletics checks to pull the dart free. The target is flat-footed while it remains immobilized in this way.

Sneak Attack Ji-yook Strikes deal an additional 3d6 precision damage to flat-footed creatures.

Perception +25; low-light vision

Languages Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +21, Athletics +28, Intimidation +19, Performance +19

Str +5, **Dex** +2, **Con** +5, **Int** +1, **Wis** +3, **Cha** +0

Items +1 resilient hide armor, +2 greater striking tengu gale blades (2; *Pathfinder Advanced Player's Guide* 248) +1 striking frost composite longbow (20 arrows)

AC 32; **Fort** +26, **Ref** +23, **Will** +25

HP 300

Attack of Opportunity ↻ If Takatorra's Attack of Opportunity is a critical success, they can choose to automatically Disarm the targeted creature in addition to dealing damage.

Speed 25 feet

Melee ♦ *tengu gale blade* +26 (agile, disarm, finesse, tengu), **Damage** 3d6+13 slashing

Melee ♦ *beak* +24 (finesse, unarmed), **Damage** 1d6+13 piercing

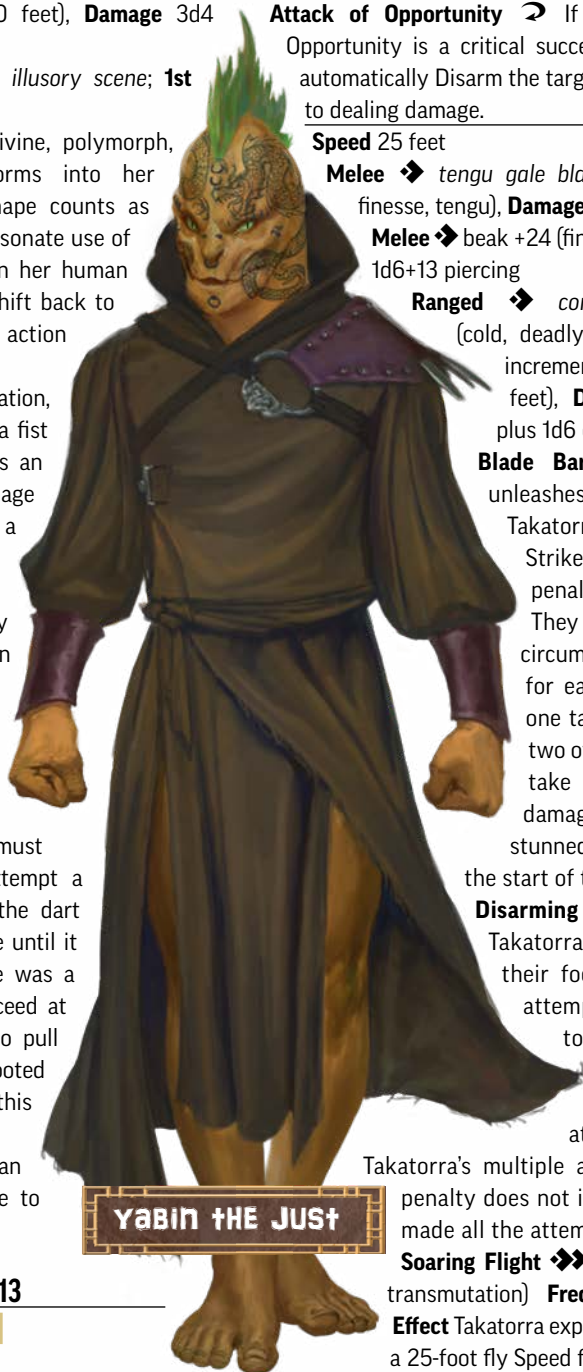
Ranged ♦ *composite longbow* +22 (cold, deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 2d8+8 piercing plus 1d6 cold

Blade Barrage ♦♦♦ Takatorra unleashes a flurry of attacks. Takatorra makes five melee Strikes. Their multiple attack penalty applies as normal. They gain a cumulative +2 circumstance bonus to damage for each successful Strike. If one target is hit with at least two of these Strikes, they also take 2d6 persistent bleed damage. They then become stunned 1 and flat-footed until the start of their next turn.

Disarming Whirl ♦♦ (flourish) Takatorra spins, striking at their foes' weapons. Takatorra attempts an Athletics check to Disarm against each enemy within melee reach. Each attempt counts toward

Takatorra's multiple attack penalty, but the penalty does not increase until they have made all the attempts.

Soaring Flight ♦♦ (morph, primal, tengu, transmutation) **Frequency** once per day; **Effect** Takatorra expands their wings, gaining a 25-foot fly Speed for 5 minutes.



YABIN THE JUST

TAKATORRA

CREATURE 13

UNIQUE CG MEDIUM HUMANOID TENGU

Non-binary tengu sword master

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



YABIN THE JUST

CREATURE 13

UNIQUE NG MEDIUM HUMANOID NAGAJI

Male nagaji dragon sorcerer

Perception +23; low-light vision

Languages Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +22, Arcana +26, Diplomacy +24, Intimidation +24, Occultism +21

Str +0, **Dex** +3, **Con** +5, **Int** +2, **Wis** +0, **Cha** +5

Items +2 greater striking *bo staff*, +2 explorer's clothing, greater tanglefoot bag

AC 33; **Fort** +24, **Ref** +22, **Will** +19; +1 status to all saves vs. poison

HP 175

Speed 25 feet

Melee ♦ *bo staff* +22 (parry, reach, trip), **Damage** 3d8+7 bludgeoning

Ranged ♦ venom +22 (range 10 feet), **Effect** nagaji venom

Arcane Spontaneous Spells DC 32, attack +24; **7th** (3 slots) *haste*, *mask of terror*, *reverse gravity*; **6th** (4 slots) *dragon form*, *flesh to stone*, *magic missile*, *repulsion*; **5th** (4 slots) *chromatic wall*, *cloak of colors*, *cone of cold*, *summon dragon*; **4th** (4 slots) *confusion*, *freedom of movement*, *spell immunity*, *wall of fire*; **3rd** (4 slots) *fireball*, *haste*, *lightning bolt*, *slow*; **2nd** (4 slots) *blur*, *mirror image*, *resist energy*, *touch of idiocy*; **1st** (4 slots) *charm*, *fear*, *ray of enfeeblement*, *true strike*; **Cantrips (5th)** *acid splash*, *detect magic*, *light*, *shield*, *telekinetic projectile*

Sorcerer Bloodline Spells DC 32; **7th** (3 Focus Points) *dragon breath* (Core Rulebook 403), *dragon claws* (Core Rulebook 403), *dragon wings* (Core Rulebook 403)

Nagaji Venom (poison); **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison (1 round); **Stage 2** 3d6 poison and dazzled (1 round); **Stage 3** 4d6 poison and blinded (1 round)

Quickened Casting ♦ (concentrate, metamagic) If Yabin's next action is to cast a sorcerer cantrip or a sorcerer spell of 5th level or lower, he reduces the number of actions to cast it by 1 (minimum 1 action).

1 Influence Round: After their fight against Tino's Toughest, both teams are each given 15 minutes to make a final statement from the arena floor to the patrons observing from the spectator stands. Tino provides the patrons with a passionate (but clearly rehearsed) story of how he and his friends all first met, concluding his tale with a simple statement that he would be honored to fight on behalf of any of the sponsors gathered today. Afterward, the player characters have 15 minutes to make their own presentation, which they can do either as a group, dividing the time evenly amongst themselves,

or by nominating a single presenter. Either way, each player character can make a single check to Influence one patron to whom they poignantly direct their speech.

MONSTER SHOWCASE

EXTREME 15

To prepare the grand arena for the player characters' final fight of the exhibition showcase, Tino's Toughest are ushered off the arena grounds. Hao Jin's assistants clear the field of any rubble and magically return it to its original, unblemished state if necessary.

Creatures: With little preamble, Hao Jin waves her hands and casts an immensely powerful summoning spell. From a rift that forms near the center of the arena, she calls forth two titanic ursine creatures from the First World: thrasfyr. As though she had prepared them beforehand, the thrasfyr have been chained together, preventing them from moving more than 20 feet away from one another. Either one of them can spend a single action to easily break the flimsy restraints. The thrasfyr rage mightily against the player characters, compelled by Hao Jin's magic to keep their ire restricted to the ring's occupants. The thrasfyr fight until they are destroyed and sent back to their home plane.

THRASFYRS (2)

CREATURE 17

Pathfinder Bestiary 2 258

Initiative Perception +31

SIGNED LIVES

Once all the teams have competed in their team and monster showcase matches, the time has finally arrived for the competitors to sign a contract stating they will adhere to the rules of the Ruby Phoenix Tournament. The contract also serves as a waiver; the undersigned agree that permanent injury or death are a very real possibility in the tournament, and the tournament staff can't be held liable if such a tragedy occurs.

The sparsely attended occasion is nonetheless marked with a bit of fanfare. Lanterns line the plaza as the teams approach a stone podium in a meticulously maintained garden space, and Aldanar Unmar hands out firecrackers that explode with colorful smoke. Lady Qiu May Shai congratulates the teams on making it this far and thanks them for the splendid show today. She explains what they are about to sign, and reads aloud all the rules for fighting in the Ruby Phoenix Tournament. For the sake of convenience, the Tournament Rules are printed on page 102 in Chapter 2, closer to the text



of the tournament itself. To make it easier for your players to remember the tournament's rules, you should probably share the rules with them at the beginning of the first game session in which they fight in the tournament, rather than now. It is likely safe to assume the player characters sign the contract and waiver regardless of the rules, since failing to do so means they forfeit their place in the tournament.

1 Influence Round: As each team approaches the podium to sign the contract, they are each given one final opportunity to impress the assembled patrons. As Archbanker Malii hands the contenders a quill, Lady Qiu May Shai, speaking for all the patrons, asks each team a single question, "What will you do if you win the Ruby Phoenix Tournament?"

The player characters are neither the first nor the last team to sign the tournament contracts, so they can listen to a few other teams' answers before being asked to provide their own.

Syu Tak-nwa speaks cryptically for the Lightkeepers in a grave voice: "After we complete our mission, our names will be spoken of in legends for centuries to come, and we will take our own piece of history as our prize." Most of the patrons look at each other quizzically, some of them shuffling their feet uneasily, but Lord Buken Tegora smirks and says to Tak-nwa, "From your reputation, I think you will."

Going down the line, Tino speaks next for his team, "If we win the tournament, my friends and I will have the glory of a once-in-a-decade victory—and that's good enough for us!" This elicits slight smiles from nearly all of the patrons.

Next is the player characters' turn to speak. However they respond, allow one player to attempt a skill check to Influence all of the patrons at once; this can be any skill check as long as the player comes up with a creative reason for why it should be valid. Compare the result of this skill check against the DC to Influence each of the prospective patrons with that particular skill. This is a single roll, but it can potentially Influence all five patrons if it is a skill that shows up in each patron's Influence Skills line (such as Deception, Diplomacy, or Intimidation).

BIDDING WAR

Back at the arena grounds, the teams all stand in the center of the arena and face one side of the stands, where Hao Jin and the eight Gokan patrons stand, ready to pronounce their bids.

For the sake of expediency, the bidding structure presented here has been simplified and doesn't follow a typical auction format. Here is how it works.

All the fighting teams are sent to dinner at a nearby high-class restaurant, where they can mingle while the patrons negotiate among themselves and coordinate their bids so that no one is left without a patron. Each fighting team is called upon one by one, and all the patrons interested in bidding on that team present their offers in quick succession. The team can then choose whichever patron whose offer the team finds most appealing. Each team can have only one patron, but each patron can sponsor any number of teams (or no teams at all). That said, in this adventure, each of the eight patrons ends up sponsoring a different team.

The order in which the teams are called upon is said to be random, but for the purpose of this game the order is predetermined. The player characters' team goes fourth in order, after Tino's Toughest, the Lightkeepers, and the Biting Roses, who have secured Lady Yen Tsing Jurai, Lord Buken Tegora, and Lady Narswani Vangarath as their patrons, respectively. It's up to you what types of items and boons these patrons offer their teams, but in general they should be relatively minor and shouldn't affect the tournament as presented in Chapter 2.

When the player characters meet with the patrons, the five remaining patrons bid on them. Each patron bids a certain amount of money, various magic items, and certain special boons depending on how many Influence Points the player characters managed to earn with that patron. To make it easier for your players to compare the offers, you might want to print or write all the applicable bids on a sheet of paper for the players to study. Your players can choose to accept the sponsorship of any patron whose bid they find most appealing, but they can choose only one patron. Once chosen, a patron can't be changed.

Aftermath and Treasure: The characters receive everything their patron bid on them immediately. Once all the teams have accepted a patron, Hao Jin informs everyone that they have 1 week to prepare for the tournament. In the meantime, the fighters can continue to explore Goka, rest and relax, retrain if necessary, and make use of the payment from their new patron. After a week, each team will report back to the grand pavilion at the Cliffside Court, where the Ruby Phoenix Tournament will commence at noon sharp.

XP Award: Award each player character 80 XP as a story award for securing a patron. If the player characters have still not earned enough XP to level up to level 16, consider awarding enough additional XP to cover the deficit.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



CHAPTER 2: THE TOURNAMENT

The time has finally come for the Ruby Phoenix Tournament. The player characters have taken part in multiple preliminary events up to this point and are likely as eager as their rivals to compete in the actual tournament. Over the course of 8 days, the eight qualifying teams will compete in a bracket-style competition to determine who is worthy of the title of Ruby Phoenix Champions. While all of the events take place at the grand arena in the Cliffside Court, the teams are free to continue exploring Goka in their downtime.

TOURNAMENT FORMAT

The Ruby Phoenix Tournament takes place over 8 days and uses a double-elimination bracket system to eliminate competitors and determine the competition's champions. The tournament also features a number of special events. The following terms are commonly used throughout this chapter.

Tournament matches are the big events of the Ruby Phoenix Tournament—the fights that ultimately

determine the competition's champion team. Each tournament match takes place on the flat main arena (use the Grand Arena: Base Form map on page 94) of the Cliffside Court. Any matches in the winners' bracket or losers' bracket are tournament matches.

Exhibition matches are special showcase fights designed to titillate the crowd and fill the lulls between tournament matches. Exhibition matches have no effect on any team's standing in the tournament, but still award prizes of gold and items, making it worth each team's while to give their all during such matches.

Tournament and exhibition matches might also be called "bouts," which is a catch-all term that describes any Ruby Phoenix Tournament fighting event. Although the brackets and the tournament matches are publicly posted, the nature of each exhibition match is a secret until the start of the event.

The main tournament bracket is called the **winners' bracket**. All eight teams begin the tournament in this bracket. The losing teams from these matches are



moved to the **losers' bracket**, where they compete against subsequent losing teams in a separate, smaller tournament. The winner of the losers' bracket gets to move on to the final round of the tournament to compete against the winner of the winners' bracket. (Essentially this means that a team must lose two matches in order to be disqualified from the tournament.) All bouts in either the winners' or the losers' brackets are tournament matches.

The following diagram shows the lineup for the first four matches of the tournament, which are public knowledge. The diagram also shows the outcomes of fights that don't involve the player characters' team, which are scripted in this adventure's text for convenience, but these outcomes are obviously unknown to the participants and spectators of the Ruby Phoenix Tournament until the match is completed.

As written in this adventure, during the first round of the winners' bracket, the Speakers to the Winds defeat the Biting Roses, the Steps of the Sun defeat the Arms of Balance, and the Lightkeepers defeat Tino's Toughest. In the second match of the second round of the winners' bracket, the Lightkeepers defeat the Steps of the Sun. In the losers' bracket, Tino's Toughest is scripted to defeat the Arms of Balance in the second match of the first round of the losers' bracket.

The blank slots in the brackets signify matches where one or more of the participants depends on how the player characters do in their bouts. For example, in the first match of the first round of the losers' bracket, the Biting Roses face either the player characters or Winter's Roar, whichever team lost the first bout in the winners' bracket.

Assuming the player characters don't lose two matches during the tournament, then no matter how exactly they fare in the winners' bracket they should still be able to fight each team at least once and should still be able to take part in all the exhibitions (even if this means they take part in an exhibition and a tournament match in the same day). The text underneath each day describes the possible contingencies for if the player characters win or lose any of the fights in the winners' bracket. For potential ways to keep the adventure on track if the characters lose a

CHAPTER 2 SYNOPSIS

Over the course of 8 days, the player characters compete in a bracketed tournament for the title of Ruby Phoenix Champions and a grand prize from Hao Jin's legendary vault of treasures. By tournament's end, eight teams are whittled down to just two—the player characters versus the Lightkeepers. In addition to their regularly scheduled bouts, all the contenders also must take part in a variety of exhibition matches. After they defeat the Lightkeepers in the final match of the tournament but before they are crowned the competition's winners, the player characters' celebration is interrupted when a terrible kaiju comes crashing through the city of Goka.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

RUBY PHOENIX TOURNAMENT BRACKET

WINNERS BRACKET

Day 1

- 1. Player Characters
- 3. Winter's Roar
- 5. Biting Roses
- 4. Speakers to the Winds

Day 2

- Exhibition: Boar and Tiger
- 3. Arms of Balance
- 6. Steps of the Sun
- 7. Tino's Toughest
- 2. Lightkeepers

Day 3

- Exhibition: Drake Race
- Winner Day 1, Match 1
- 4. Speakers to the Winds

- 6. Steps of the Sun
- 2. Lightkeepers

Day 6

- Winner Day 3, Match 1
- 2. Lightkeepers

Day 8

- Winner Day 6, Winners Bracket
- Winner Day 7, Losers Bracket
- If necessary
- If necessary

Champion!

LOSERS BRACKET

Day 4

- Exhibition: Challenge of Falling Stars
- Loser Day 1, Match 1
- 5. Biting Roses

- 3. Arms of Balance
- 7. Tino's Toughest

Day 5

- Exhibition: Blood and Beauty
- Winner Day 4, Match 1
- 6. Steps of the Sun

- Loser Day 3, Match 1
- 7. Tino's Toughest

Day 7

- Exhibition: Cage Match
- Winner Day 5, Match 1
- Winner Day 5, Match 2

- Loser Day 6, Winners Bracket
- Winner Day 6, Losers Bracket



fight in the losers' bracket, see the What if They Lose? sidebar on page 75.

Prizes: For each exhibition match or tournament match, each team earns a set prize in gold, win or lose. The winning team also gets a magic item. These prizes are noted in the Prize entry at the end of each match.

XP Awards: Regardless of whether or not the player characters win a fight, award them the full experience points for each match. Because it is impossible to predict which team the player characters will fight in most cases, the threat category for each encounter has been omitted from its usual place in the headlines for these encounters, meaning you will have to calculate the party's XP award yourself.

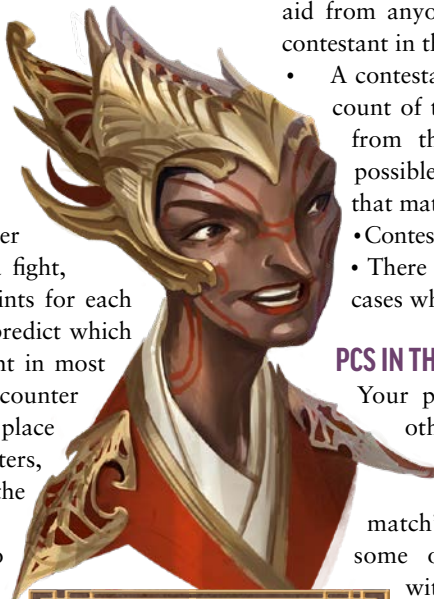
The player characters are likely to reach 1,000 XP before the end of this chapter. To keep the matches as challenging as intended, you can either wait to allow the party to level up until after their final fight against the Lightkeepers on Day 8, or else you can allow the party to level up and then adjust the statistics of each of their remaining opponents by using the elite adjustments from page 6 of the *Pathfinder Bestiary*. Because the player characters often have just one or two bouts per day and can thus expend all their resources without worrying about conserving spells or other abilities, each bout is a significant challenge, typically severe or extreme.

TOURNAMENT RULES

At the end of the last chapter, the teams contending for the title of Ruby Phoenix Champions signed a contract explaining that they agreed to the tournament's rules and waived their rights in the case of death or permanent injury on the arena floor. You might have already shown your players the tournament rules at that time, but either way you should show them the rules below now, before their first fight against Winter's Roar.

Some of the rules for this year's Ruby Phoenix Tournament might be familiar to players who played the First Edition adventure *Pathfinder Module: The Ruby Phoenix Tournament*. Breaking any of these rules results in forfeiture of the tournament.

- Grand Judge Hao Jin's orders must be followed and her rulings are final. Contestants shall not purposefully attack Hao Jin or any of her emissaries.
- Contestants shall not leave the boundaries of Goka until the end of the tournament.



KYUBIA BONE-PILLAR

- Once a round begins, contestants shall not accept aid from anyone who is not participating as a contestant in that round.
- A contestant who yields or fails to act for a count of three (3 rounds) shall be removed from the field of battle as quickly as possible and is no longer a contestant in that match.
- Contestants shall not loot fallen opponents.
- There are no ties. Hao Jin shall rule in cases when the winner is not obvious.

PCS IN THE AUDIENCE

Your players might be eager to watch other teams compete in order to learn about their abilities. In this case, describe a few of the match's highlights, perhaps describing some of the fighters' special powers without getting into the mechanical details, then move on.

Once it's time for the party to fight a team they have observed in a previous bout, any player character can attempt to Recall Knowledge once per fight to remember details about how their opponents' abilities function. The DC is generally 35 or the target's Deception DC, whichever is higher. On a success, a character might learn about one opponent's special ability; on a critical success, the character should learn their general tactics (that is, the tactics that you will use to run that fighter) as well.

Betting on Matches

Player characters can gamble on tournament bouts by placing wagers with any of a number of bookies in the city. Upscale establishments accept wagers with the house for up to 500 gp, and the Golden League and other rich backers fund gray market bookies who accept wagers of up to 2,000 gp. Finding a highest-stakes bookie requires either a referral from a current client or member (such as Kas Xi Rai of the Golden League) or a successful DC 35 Diplomacy check to Gather Information. The most readily available high-stakes bookie is **Kyubia Bone-Pillar** (LE female wayang bookie 12), who uses the looser regulation of Goka's Undermarket to run her gambling hall how she likes. Kyubia runs a small stall not far from the arena. She likes to make snide jokes about the matches she accepts bids on and also sells spiced mushroom spears.

Betting odds and thus payouts are determined by teams' seeds in the tournament, which were decided during the prequalifier on Bonmu and are denoted on the tournament bracket diagram on page 101. The



player characters are seeded 1st, the Lightkeepers 2nd, and so on. The payout for betting on a team depends on the difference between that team's seed and the seed of their opponents. Betting on a team seeded higher (such as 1st or 2nd) than their opponents (like 7th or 8th) results in a lower payout than the inverse, betting on a lower-seeded team.

For example, if the characters bet that the Speakers to the Winds (seeded 4th) will win their match on Day 1 against the Biting Roses (seeded 5th), their payout would be 1 gp for every 2 gp they wagered, since the Speakers' seed is 1 higher than the Biting Roses. This might seem a little confusing because the highest seed (1st) has the lowest number, but just keep that in mind for wagers; it is otherwise irrelevant to the competition.

This adventure assumes the player characters have been seeded 1st. If they did not, devise a reason to explain why they are in this slot (perhaps something happened on Bonmu during the prequalifier that has caused positive rumors to circulate about the player characters) or be prepared to make significant changes to the tournament bracket throughout the adventure. Likewise, to keep things simple, a team's seed doesn't change during the tournament for the purposes of making wagers. Bookies on high-stakes bids generally only accept one bid per match from each team. To avoid creating incentives for cheating or throwing matches, fighters can't bet on any bout in which they are a participant.

BOUT BETTING ODDS

Seed Difference	Payout
-4	1 gp pays 10 gp
-3	1 gp pays 5 gp
-2	1 gp pays 3 gp
-1	1 gp pays 2 gp
-	1 gp pays 1 gp
+1	2 gp pays 1 gp
+2	3 gp pays 1 gp
+3	5 gp pays 1 gp
+4	10 gp pays 1 gp

TOURNAMENT TEAMS

Although this adventure presents opportunities for the player characters to fight every other competing team, the day and place the party fights each team is highly variable depending on how the characters fare in the winners' bracket. For convenience, all the fighting teams' statistics are presented on the following pages, organized alphabetically by team name. To begin the tournament, refer to Day 1 on page 113, where the player characters are pitted against Winter's Roar for the tournament's first bout.

ARMS OF BALANCE

Each competitor on this team of elementalists has a unique special ability that only they can use; a fighter's ability is denoted by the individual's name in the traits parenthetical in the stat block below. Only that individual can use the ability (so, for instance, the Arms of Balance can't use Breath of the Volcano four times per round, since only Usvani knows that ability). Each fighter has a different rune on their *handwraps of mighty blows*, allowing each to deal a different type of energy damage with their fist Strikes.

ARMS OF BALANCE (4)

CREATURE 15

UNCOMMON LN MEDIUM HUMAN HUMANOID

Male and female human, vanara, and vishkanya monks

Perception +27

Languages Goblin, Taldane, Tien

Skills Acrobatics +29, Athletics +30, Performance +26

Str +5, **Dex** +4, **Con** +4, **Int** +0, **Wis** +4, **Cha** +1

Items *bracers of armor II*, +2 *greater striking handwraps of mighty blows* (with *corrosive*, *flaming*, *frost*, or *shock* rune)

AC 35 (37 vs. ranged attacks); **Fort** +27, **Ref** +27, **Will** +27

HP 300

Speed 45 feet

Melee ✨ *fist* +27 (agile, magical, unarmed), **Damage** 3d6+13 bludgeoning plus 1d6 acid, cold, electricity, or fire

Melee ✨ *tornado lunge* +27 (agile, reach 10 feet, unarmed), **Damage** 3d8+13 bludgeoning plus 1d6 acid, cold, electricity, or fire plus Improved Knockdown

Ranged ✨ *wind crash* +27 (agile, nonlethal, propulsive, range 30 feet, unarmed), **Damage** 3d6+13 bludgeoning plus 1d6 acid, cold, electricity, or fire

Monk Ki Spells 2 Focus Points, DC 34; **8th** *wild winds stance* (Core Rulebook 402), *wind jump* (Core Rulebook 402)

Flurry of Blows ✨ (flourish) The monk makes two Strikes with their fists. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Breath of Energy Technique ✨ The monk lets loose a powerful breath of air, whose effect depends on the type of energy to which the monk is attuned. The monk can't use this ability again for 1d4 rounds.

Breath of the Glacier (Pravan Majinapti; cold) Pravan blows icy winds in a 30-foot cone, dealing 10d6 cold damage. Creatures in the area must attempt a DC 33 Reflex save as ice forms around them. The Speed penalty or immobilized condition caused by this ability persist until a creature either Breaks Open the ice or Escapes (DC 37 in either case), or if the creature takes at least 30 fire damage.

Critical Success The creature is unaffected.

Success The creature takes half damage and takes a -5-foot status penalty to its Speeds.

Failure The creature takes full damage and takes a -15-foot status penalty to its Speeds.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



Critical Failure The creature takes double damage and is immobilized.

Breath of the Volcano (Usvani; acid) Usvani exhales a miasma of acidic fumes in a 15-foot emanation. A creature that starts its turn in the area takes 12d6 acid damage and must attempt a DC 33 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is sickened 1.

Failure The creature takes full damage and is sickened 2.



PraVan Majinapti

Critical Failure The creature takes double damage and is sickened 3.

Draw of the Aurora (Ranya Shibhatesh; electricity) Ranya looses four lightning bolts, electrifying creatures and magnetizing them closer to her. Four 60-foot lines of electricity stretch out from Ranya's space, one in each cardinal direction, dealing 4d12 electricity damage. Each creature in an affected area must attempt a DC 33 Reflex save. If this ability causes an undetected creature to glow, that creature becomes hidden instead to creatures that can see any part of its space (even if it is invisible or Sneaks).

Critical Success The creature is unaffected.

Success The creature takes half damage, glows until the end of the monk's next turn, and is pulled 5 feet toward Ranya.

Failure The creature takes full damage, glows until the end of the monk's next turn, and is pulled 15 feet toward Ranya.

Critical Failure The creature takes double damage, glows for 1 minute, and is pulled 30 feet toward Ranya.

Magma's Gasp (Jivati Rovat; fire) Jivati's breath ignites a fire in the spirit of each creature within 10 feet of Jivati, dealing 8d6 fire damage. Each creature in the area must attempt a DC 33 Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 1d6 persistent fire damage and loses 1 Focus Point. If it has no Focus Points, the creature instead loses a random prepared spell or spell slot from the highest level it has left (maximum 6th level).

Critical Failure As failure, but the creature takes double damage and 2d6 persistent fire damage.

BITING ROSES

YARRIKA MULANDEZ

CREATURE 15

UNIQUE LG MEDIUM HUMAN HUMANOID

Female human spiritualist

Perception +27

Languages Arcadian, Tien, Taldane

Skills Athletics +23, Occultism +24, Religion +28

Str +2, **Dex** +4, **Con** +3, **Int** +1, **Wis** +5, **Cha** +3

Items +2 greater striking handwraps of mighty blows, +1 resilient leather armor

AC 37; **Fort** +24, **Ref** +27, **Will** +28

HP 250

Mantis Ambush **Trigger** A creature within Yarrika's reach is hit by an ally's melee attack; **Effect** Yarrika makes a mantis strike against the triggering creature.

Speed 25 feet

Melee fist +27 (agile, finesse, unarmed), **Damage** 3d4+10 bludgeoning



Melee ♦ *mantis strike* +25 (agile, finesse, twin, unarmed),
Damage 3d12+10 slashing plus Grab

Occult Spontaneous Spells DC 36; **8th** (2 slots) *scintillating pattern, uncontrollable dance*; **7th** (3 slots) *dimensional lock, duplicate foe, energy aegis*; **6th** (3 slots) *collective transposition, spellwrack, spirit blast*; **5th** (3 slots) *banishment, shadow siphon, synaptic pulse*; **4th** (3 slots) *confusion, remove curse, telepathy*; **3rd** (3 slots) *circle of protection, invisibility sphere, nondetection*; **2nd** (3 slots) *dispel magic, paranoia, spiritual weapon*; **1st** (3 slots) *sanctuary, summon fey, true strike*; **Cantrips (8th)** *daze, detect magic, guidance, light, message*

Occult Strike ♦ **Trigger** Yarrika casts an occult spell;
Effect Yarrika makes a fist Strike against a creature within reach.

GRANDFATHER MANTIS

CREATURE 15

UNIQUE NG MEDIUM MINION MONITOR SPIRIT

Yarrika's spirit guardian

Perception +27

Languages Arcadian; telepathy 100 feet

Skills Athletics +28, Occultism +25, Religion +25

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

AC 36; **Fort** +26, **Ref** +30, **Will** +25

HP 300; **Weaknesses** force 15, positive 15

Mantis Ambush ↻ **Trigger** A creature within Grandfather Mantis's reach is hit by an ally's melee attack; **Effect** Grandfather Mantis makes a claw Strike against the triggering creature.

Speed 35 feet, climb 35 feet

Melee ♦ *claw* +28 (agile, magical), **Damage** 3d10+13 slashing plus Improved Grab

Occult Innate Spells DC 35; **5th** *fly, shadow blast*

Pounce ♦ Grandfather Mantis Strides, then Strikes.

ARTUS RODRIVAN

CREATURE 15

UNIQUE LN MEDIUM ELF HUMAN HUMANOID

Male half-elf soul archer

Perception +27

Languages Arcadian, Elven, Tien

Skills Acrobatics +26, Nature +27, Occultism +25

Str +4, **Dex** +5, **Con** +3, **Int** +2, **Wis** +4, **Cha** +0

Items +2 greater striking composite longbow, +2 striking *elven curve blade*, +1 resilient explorer's clothing

AC 35; **Fort** +25, **Ref** +29, **Will** +26

HP 330

Attack of Opportunity ↻ Artus can use his soul arrow for attacks of opportunity against creatures within 10 feet.

Veering Miss ↻ **Trigger** Artus misses but doesn't critically miss with a soul arrow longbow Strike; **Effect** The arrow veers back and attempts to hit the target again. Artus attempts a new ranged Strike using the same multiple attack penalty as the missed Strike. This veering attack

doesn't count toward Artus's multiple attack penalty. This new attack roll ignores cover and greater cover.

Speed 25 feet

Melee ♦ *elven curve blade* +23 (finesse, forceful, magical),
Damage 2d8+12 slashing

Ranged ♦ *composite longbow* +30 (deadly d10, magical, propulsive, range increment 100 feet, volley 30 feet),
Damage 3d8+12 piercing

Soul Arrow When Artus Strikes with his longbow, he can shoot an arrow made from his soul. This arrow appears to be made of pure light and casts bright light in a 20-foot burst (and dim light for another 20 feet). When Artus rolls a critical hit on a longbow Strike with a soul arrow, the target is dazzled until the end of Artus's next turn.

LANTONDO

CREATURE 15

UNIQUE LN SMALL CONSTRUCT WYRWOOD

Agender wyrwood harrower

Perception +27

Languages Arcadian, Wyrwood

Skills Acrobatics +27, Deception +28, Occultism +24

Str +2, **Dex** +5, **Con** +3, **Int** +0, **Wis** +4, **Cha** +4

Items *bracers of armor II*, +2 greater striking dagger, wooden harrow deck

AC 36; **Fort** +24, **Ref** +26, **Will** +27

HP 275

Speed 25 feet

Melee ♦ *dagger* +28 (agile, finesse, versatile S), **Damage** 3d4+10 piercing

Ranged ♦ *harrow card* +30 (agile, magical, thrown 20 feet), **Damage** 3d4+10 slashing plus 3d6 force

Occult Spontaneous Spells DC 36; **8th** (2 slots) *scintillating pattern, uncontrollable dance*; **7th** (3 slots) *dimensional lock, prismatic spray, project image*; **6th** (3 slots) *collective transposition, spellwrack, spirit blast*; **5th** (3 slots) *banishment, shadow siphon, synaptic pulse*; **4th** (3 slots) *confusion, remove curse, telepathy*; **3rd** (3 slots) *circle of protection, invisibility sphere, nondetection*; **2nd** (3 slots) *dispel magic, paranoia, spiritual weapon*; **1st** (3 slots) *sanctuary, summon fey, true strike*; **Cantrips (8th)** *daze, detect magic, guidance, light, message*

Control Harrow Cards Lantondo can Strike with any of their harrow cards as long as they can see their target. When Lantondo Strikes with a harrow card, they can leave the card on any surface in the target's space or return the card to their deck at the end of the action.

LIGHTKEEPERS

SYU TAK-NWA

CREATURE 16

UNIQUE N MEDIUM HUMAN HUMANOID

Female Tian-Hwan white-haired witch

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



Perception +29

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +28, Arcana +27, Deception +29, Medicine +25, Nature +25, Occultism +31, Society +29, Thievery +26

Str +0, **Dex** +4, **Con** +2, **Int** +5, **Wis** +3, **Cha** +5

Items +3 *greater striking jian* (as shortsword)

AC 37; **Fort** +26, **Ref** +29, **Will** +28

HP 250

Speed 25 feet

Melee hair +28 (agile, disarm, finesse, grapple, reach 10 feet, trip, unarmed), **Damage** 3d6+8 bludgeoning plus Grab

Melee *jian* +27 (agile, finesse, magical, versatile S), **Damage** 3d6+12 piercing

Occult Prepared Spells DC 38, attack +30; **8th** *antimagic field, dominate, mind blank*; **7th** *duplicate foe, mask of terror, warp mind*; **6th** *feblemind, repulsion, true seeing*; **5th** *black tentacles, chilling darkness, synesthesia*; **4th** *blink, confusion, phantom pain*; **3rd** *haste, paralyze, slow*; **2nd** *mirror image, paranoia, silence*; **1st** *fear, ray of enfeeblement, true strike*; **Cantrips (7th)** *daze, forbidding ward, guidance, shield, telekinetic projectile*

Witch Hexes (*Pathfinder Advanced Player's Guide* 237) 3 Focus Points, DC 38; **8th** *cackle, curse of death, malicious shadow, needle of vengeance*; **Hex Cantrip (8th)** *evil eye*

Witch Patron fate

Choking Hair As long as Tak-nwa has a creature grabbed with her hair, the creature cannot breathe and must succeed at a DC 5 flat check any time they attempt an action that involves speaking (including linguistic effects and Casting a Spell with a verbal component). On a failure, the action is disrupted.

Empowered Hair Tak-nwa has mastered using her prehensile hair in combat. She can use her living hair to perform precise tasks such as picking up objects and performing simple Interact actions. She can also deliver hexes through her hair. Whenever Tak-nwa successfully casts a hex focus spell that requires 2 or more actions to cast and that doesn't require a spell attack roll, if her target is within reach, as part of the spellcasting activity she can make a hair Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect.

Familiar Tak-nwa's familiar is an elephant hawk moth named Yon-so. Yon-so has a fly Speed of 40 feet, darkvision, and scent as an imprecise sense to a range of 30 feet.

Items dragon bile (applied to body), +2 *resilient explorer's clothing*, +2 *greater striking shortsword*

Infused Items Blue Viper carries the following infused items: 2 greater acid flasks, 4 greater alchemist's fires, 6 blightburn resins, 4 greater bottled lightnings, 3 deathcap powders, 4 greater elixirs of life, 2 greater frost vials, 3 malyass root pastes, 9 purple worm venoms, 6 shadow essences, and 3 spider roots. These items last for 24 hours, or until the next time Blue Viper makes his daily preparations.

AC 36; **Fort** +30, **Ref** +29, **Will** +24

HP 300

Poisoned Coat **Trigger** A creature adjacent to Blue Viper hits him with a melee unarmed Strike; **Effect** The triggering creature is exposed to dragon bile. This consumes the poison and Blue Viper can't use Poisoned Coat again until he spends 10 minutes applying one dose of contact or injury poison to his clothing.

Speed 25 feet

Melee *shortsword* +29 (agile, finesse, versatile S), **Damage** 3d6+8 piercing

Ranged *alchemical bomb* +31 (range increment 20 feet, splash), **Damage** varies by bomb

Quick Application Blue Viper Interacts to draw an injury poison and applies it to a weapon he is holding.

Pinpoint Poisoner When Blue Viper successfully Strikes a flat-footed creature with a poisoned weapon or exposes a flat-footed creature to an inhaled poison, the creature takes a -2 circumstance penalty to its initial save against that poison.

Poison Spray **Requirements** Blue Viper is holding a contact or injury poison; **Effect** Blue Viper swigs the poison and sprays it out of his mouth, affecting a 15-foot cone. Blue Viper is not exposed to the poison. All creatures in the cone are immediately exposed to the poison and each creature must attempt a Fortitude save against the poison. Creatures that are exposed to a poison in this way ignore the onset time of the poison, if any.

Potent Poisoner Blue Viper's infused poisons have a DC of 37.

Toxic Escape Blue Viper Interacts to draw an inhaled poison, deploys the poison in a smoke cloud that provides concealment in a 5-foot emanation, then Sneaks up to his Speed. He is not exposed to the inhaled poison.

BLUE VIPER

CREATURE 16

UNIQUE NE SMALL HUMANOID RATFOLK

Male ysoki poisoner

Perception +30; low-light vision

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +31, Athletics +18, Deception +25, Diplomacy +23, Stealth +29, Thievery +27

Str +0, **Dex** +5, **Con** +6, **Int** +5, **Wis** +2, **Cha** +1

SHINO HAKUSA

CREATURE 16

UNIQUE LE MEDIUM HUMAN HUMANOID

Female Tian-Shu assassin

Perception +30

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +32, Athletics +30, Deception +26, Medicine +28, Occultism +24, Stealth +28, Thievery +28

Str +6, **Dex** +6, **Con** +4, **Int** +1, **Wis** +2, **Cha** +0



Items +2 greater striking greater shock handwraps of mighty blows, potion of flying, potion of haste, +2 greater striking returning shuriken

AC 38; **Fort** +27, **Ref** +31, **Will** +25

HP 300

Nimble Dodge ➤ **Trigger** Hakusa is targeted with a melee or ranged attack by an attacker she can see; **Effect** Hakusa gains a +2 circumstance bonus to AC against the triggering attack.

Speed 40 feet

Melee ➤ **fist** +32 (agile, finesse, nonlethal, unarmed), **Damage** 3d6+14 bludgeoning plus 1d6 electricity

Ranged ➤ **shuriken** +32 (agile, reload 0, thrown 20 feet), **Damage** 3d4+14 piercing

Disorienting Tumble Hakusa constantly leaps around and over her foes in combat. When she successfully Tumbles Through a creature's space, that creature becomes flat-footed until the end of Hakusa's turn.

Powerful Fists Hakusa's fists are treated as cold iron and silver and don't take penalties when making lethal attacks.

Pressure Point Attack ➤➤ Hakusa makes precise attacks that can debilitate a foe's movements. Hakusa makes a fist Strike. On a hit, the target takes damage as normal and must attempt a DC 38 Fortitude save. Regardless of the result of the save, the target is then temporarily immune to Pressure Point Attacks for 1 minute.

Critical Success The target is unaffected.

Success The target's muscles become temporarily weaker. For 1 round, the target is enfeebled 2 and must succeed at a DC 5 flat check when attempting to use actions with the manipulate trait or the action is lost.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 1 minute, the flat check is DC 11, and the target also takes -10-foot status penalty to their Speed for the duration.

Sneak Attack Hakusa's Strikes deal an additional 4d6 precision damage to flat-footed creatures.

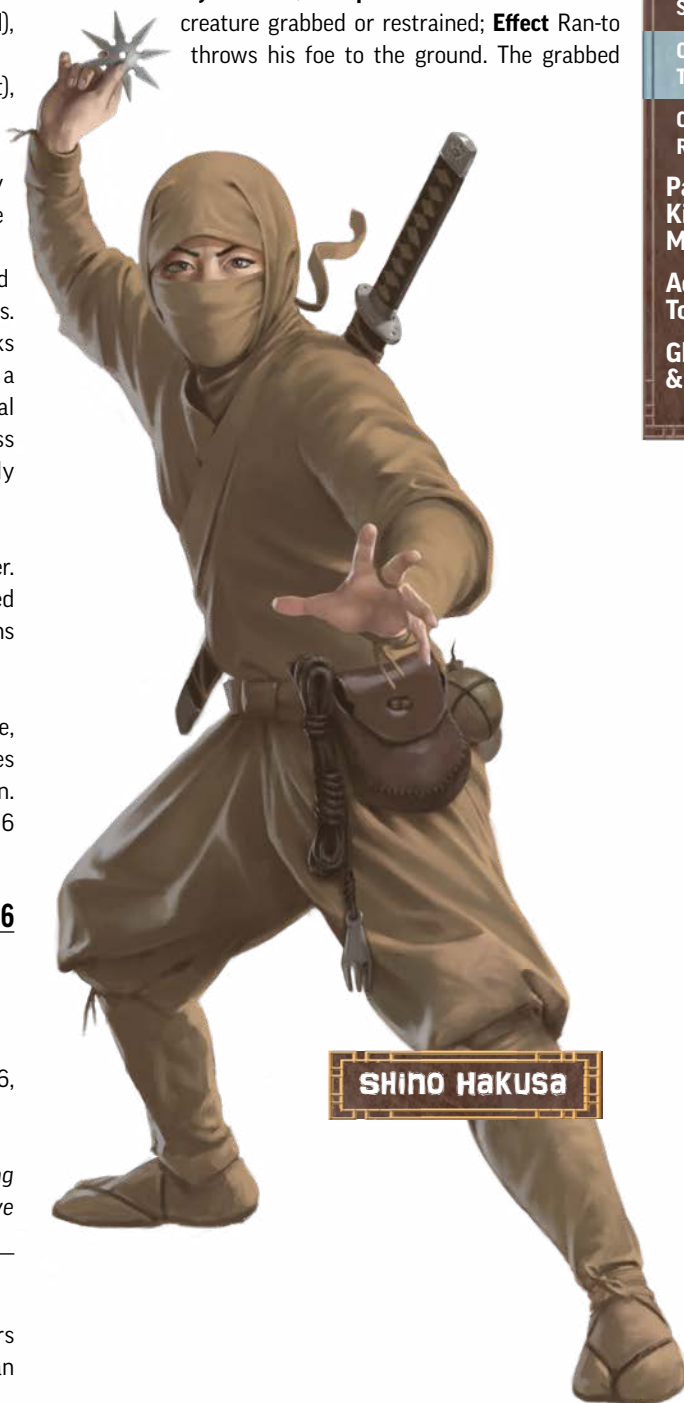
Athletics check to Grapple the triggering creature instead of making a melee Strike. He can still disrupt a triggering manipulate action if he critically succeeds at his attempt.

Speed 25 feet

Melee ➤ **gauntlet** +33 (agile, free-hand), **Damage** 3d4+17 bludgeoning plus Improved Grab

Ranged ➤ **halfling sling staff** +30 (propulsive, range increment 80 feet, reload 1), **Damage** 3d10+11 bludgeoning

Body Slam ➤ **Requirements** Ran-to has a creature grabbed or restrained; **Effect** Ran-to throws his foe to the ground. The grabbed



RAN-TO

CREATURE 16

UNIQUE LE SMALL GOBLIN HUMANOID

Male frost goblin grapppler

Perception +23; darkvision

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +26, Athletics +35, Intimidation +26, Survival +25, Wrestling Lore +21

Str +7, **Dex** +4, **Con** +6, **Int** -1, **Wis** +1, **Cha** +2

Items +2 greater striking gauntlet, +2 greater striking halfling sling staff (20 bullets and 5 greater explosive bullets), +2 resilient studded leather

AC 38; **Fort** +30, **Ref** +26, **Will** +23

HP 380

Attack of Opportunity ➤ When a creature triggers Ran-to's Attack of Opportunity, he can attempt an

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



creature takes 10d6 bludgeoning damage (DC 37 basic Fortitude save) and is knocked prone. The grab ends.

Greater Leaping Catch ♦♦ Ran-to bounds up and attempts to Grab a foe while he soars. He makes a Leap, High Jump, or Long Jump. His maximum distance is 75 feet. He must succeed at an Athletics check to perform the leap as usual, but regardless of the type of leap the DC is equal to half the number of feet he moves in the air. Ran-to can attempt an Athletics check to Grapple at any point during the jump. Immediately after the attempt, he (and the creature, if the Grapple was successful) falls to the ground. Ran-to takes no falling damage when using this ability, but the grabbed creature takes the appropriate amount of falling damage as if they had fallen the distance moved.

Titan Wrestler Ran-to can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than him.

Whirlwind Toss ♦♦♦ **Frequency** once per round; **Requirements** Ran-to has a creature grabbed or restrained; **Effect** Ran-to spins the creature he's holding, smashing them against any creatures within his reach, and then throws the creature aside. Ran-to attempts an Athletics check against the grabbed creature's Fortitude DC.

Critical Success Ran-to tosses his foe a great distance. The grab ends. The grabbed creature is thrown into a space within 10 feet, takes 12d6 bludgeoning damage, and falls prone. All creatures adjacent to Ran-to take the same amount of bludgeoning damage (DC 37 basic Reflex save).

Success As critical success, except the grabbed creature is thrown into a space within 5 feet, and creatures take 8d6 bludgeoning damage.

Failure Ran-to tosses his foe aside. The grab ends. The grabbed creature falls prone.

Critical Failure Ran-to loses hold of his foe, causing the grapple to end.

SPEAKERS TO THE WINDS

MAFIKA AYUWARI

CREATURE 17

UNIQUE NG MEDIUM HUMAN HUMANOID

Male Zenj Tempest-Sun halcyon speaker

Perception +29

Languages Celestial, Draconic, Gnoll, Orc, Keleshite, Mwangi, Taldane, Tien

Skills Academia Lore +32, Arcana +34, Diplomacy +30, Nature +30, Society +30, Stealth +32

Str +0, **Dex** +4, **Con** +2, **Int** +6, **Wis** +4, **Cha** +4

Items *bracers of armor III*, +2 *greater striking staff*

AC 37; **Fort** +27, **Ref** +29, **Will** +29

HP 250

Brilliant Wordplay (abjuration, primal) ⤴ **Trigger** Mafika is the target of a linguistic effect; **Effect** Mafika attempts

to counteract the effect (counteract modifier +30). If he counteracts the effect, he can use that effect on a new target of his choice within 30 feet.

Tempest-Sun Shielding ⤴ Mafika transforms unrealized spell energy into a protective shield; **Trigger** Mafika or an ally within 30 feet takes damage; **Effect** Mafika expends a prepared spell in a spell slot. He reduces the triggering damage by four times the spell slot's level.

Speed 25 feet

Melee ♦ *staff* +28 (magical, two-handed 3d8), **Damage** 3d4+6 bludgeoning

Arcane Prepared Spells DC 41, attack +33; **9th** *foresight*, *meteor swarm*, *summon elemental*; **8th** *disappearance*, *polar ray*, *power word stun*, *punishing winds*; **7th** *chain lightning*, *dispel magic*, *reverse gravity*, *spell turning*; **6th** *dispel magic*, *flesh to stone*, *mislead*, *tangling creepers*; **5th** *black tentacles* (×2), *heal*, *tongues*; **4th** *dimension door*, *fly* (×2), *resilient sphere*; **3rd** *heal* (×2), *stinking cloud*, *wall of wind*; **2nd** *dispel magic*, *glitterdust* (×2), *obscuring mist*; **1st** *alarm*, *fleet step*, *heal*, *ventriloquism*; **Cantrips (9th)** *detect magic*, *electric arc*, *light*, *ray of frost*, *shield*

Druid Order Spells 2 Focus Points, DC 41; **9th** *impaling briars* (Core Rulebook 400), *tempest surge* (Core Rulebook 400)

Halcyon Surge ♦♦♦ Mafika casts an arcane spell that takes 2 actions or fewer to Cast, then casts a druid order spell that takes 2 actions or fewer to Cast (paying 1 Focus Point, as normal).

Shift Spell ♦ (concentrate) **Requirements** Mafika has an area spell active with a remaining duration and he is within the spell's range; **Effect** Mafika moves the spell's area to a new point of origin. The spell's remaining duration is reduced by half. Instantaneous or permanent effects of the spell (such as damage or healing) are unaffected and aren't repeated.

AKILA STORMHEEL

CREATURE 13

UNIQUE LN SMALL HALFLING HUMANOID

Female halfling Emerald Boughs attendant

Perception +24; low-light vision

Languages Halfling, Mwangi, Taldane

Skills Acrobatics +26, Athletics +25, Nature +24, Stealth +26

Str +4, **Dex** +5, **Con** +3, **Int** +2, **Wis** +3, **Cha** +0

Items +2 *greater striking composite longbow* (20 arrows), +1 *striking katar*

AC 34; **Fort** +22, **Ref** +26 (+28 to Grab an Edge), **Will** +20
HP 230

Agile Faller Akila takes half damage from falls.

Speed 35 feet

Melee ♦ *katar* +24 (agile, deadly 1d6, magical), **Damage** 2d4+10 piercing

Ranged ♦ *composite longbow* +28 (deadly 2d10, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 3d8+10 piercing



Change Shape ♦ (concentrate, polymorph, primal, transmutation) Akila's mask melds into her face and she takes on the form of a leopard, or she returns to her halfling form. As a leopard, the only Strikes she can make are a jaws Strike (which deals 3d6+10 piercing damage plus Grab) and an agile claws Strike (which deals 3d4+10 slashing damage).

Pounce ♦ Akila Strides, then Strikes. If she was hidden at the start of this action, she remains hidden until after the Strike.

Powerful Leap ♦♦ Akila Leaps either up to 50 feet horizontally and 10 feet vertically or up to 25 feet vertically and up to 10 feet horizontally. She can make a Strike at any point during the Leap. If she hits, she deals an extra 8 bludgeoning damage from the impact.

Sneak Attack Akila deals an extra 1d6 precision damage to flat-footed targets.

HUMMINGBIRD AND PHUTHI (2) CREATURE 13

UNIQUE N MEDIUM GNOLL HUMANOID

Female gnoll Cascade Bearer transmuters

Perception +27; darkvision

Languages Draconic, Gnoll, Keleshite, Mwangi, Taldane

Skills Athletics +26, Arcana +26

Str +3, **Dex** +3, **Con** +4, **Int** +5, **Wis** +2, **Cha** +0

Items +2 greater striking staff

AC 31; **Fort** +23, **Ref** +24, **Will** +23

HP 260

Speed 25 feet

Melee ♦ staff +24 (magical, two-handed 3d8), **Damage** 3d4+9 bludgeoning

Arcane Prepared Spells DC 35, attack +27; **7th** *elemental form, haste, unfettered pack*; **6th** *baleful polymorph, barkskin, flesh to stone, moon frenzy*; **5th** *black tentacles* (×2), *heal, tongues*; **4th** *enlarge, heal, fly* (×2); **3rd** *haste, jump* (×2), *slow*; **2nd** *glitterdust* (×2), *invisibility, longstrider*; **1st** *fear, fleet step, true strike, unseen servant*; **Cantrips** (**7th**) *detect magic, electric arc, light, produce flame, shield*

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The transmuter becomes a Medium air elemental or returns to her gnoll form. As an elemental, she has a fly Speed



AKILA STORMHEEL

of 60 feet, her movement doesn't trigger reactions, and the only Strike she can make is an agile gust Strike (which deals 3d8+5 bludgeoning damage plus Knockdown). She can't cast spells in this form.

Drain Bonded Item ♦ (arcane) **Frequency** once per day; **Requirements** The transmuter hasn't acted yet on this turn; **Effect** During this turn, the transmuter can cast one prepared spell she has already cast, without spending a spell slot.

SURJIT HAMELAN CREATURE 13

UNIQUE LN SMALL GNOME HUMANOID

Male gnome Rain-Scribe attendant

Perception +25; low-light vision

Languages Gnome, Mwangi, Taldane, Tien

Skills Acrobatics +26, Nature +25, Stealth +26, Survival +25

Str +3, **Dex** +5, **Con** +5, **Int** +0, **Wis** +4, **Cha** +0

Items +2 greater striking composite shortbow with 20 arrows, +2 striking hook sword (Pathfinder Adventure Path #166: Despair on Danger Island 76)

AC 33; **Fort** +24, **Ref** +26, **Will** +23

HP 220

Attack of Opportunity ↻ Surjit can use a ranged weapon to make an Attack of Opportunity as though the weapon had a reach of 10 feet.

Sense the Unseen ↻ **Trigger** Surjit fails a Perception check to Seek; **Effect** Surjit automatically senses any undetected creatures in the area where he was Seeking, making them merely hidden to him.

Speed 25 feet, climb 20 feet, swim 20 feet

Melee ♦ hook sword +26 (disarm, parry, trip, twin),

Damage 2d6+11 slashing

Ranged ♦ composite shortbow +28 (deadly 2d10, magical, range increment 60 feet, reload 0), **Damage** 3d6+11 piercing

Camouflage While in natural terrain, Surjit can Sneak even while observed.

Clear the Rain ♦♦ (primal, transmutation) Surjit Strides twice. Difficult terrain doesn't slow his movement. Any space Surjit enters becomes normal terrain rather than difficult terrain (or difficult terrain rather than greater difficult terrain)

until the start of his next turn.

Rain-Scribe Arrow When Surjit critically hits a creature with a ranged weapon or hits a creature for the second time on a turn with a ranged weapon, Surjit can attempt to counteract one magic effect on the creature (counteract level 7th). He uses his attack modifier as his counteract modifier.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



Sneak Attack Surjit deals an extra 2d6 precision damage to flat-footed targets.

UMBASI

CREATURE 13

UNIQUE N MEDIUM ELF HUMANOID

Pangender elf Uzunjati attendant

Perception +21; low-light vision

Languages Elven, Hallit, Mwangi, Taldane, Tien, Vudrani

Skills Arcana +23, Bardic Lore +23, Diplomacy +26, Occultism +25, Performance +28

Str +3, **Dex** +4, **Con** +1, **Int** +4, **Wis** +0, **Cha** +5

Items +1 striking composite longbow (20 arrows), +1 resilient explorer's clothing

AC 33; **Fort** +20, **Ref** +27, **Will** +23



HALSPIN THE STUNG

HP 190

Speed 25 feet

Ranged ♦ fist +19 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ♦ composite longbow +23 (deadly 1d10, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 2d8+11 piercing

Occult Spontaneous Spells DC 34; **7th** (2 slots) *mask of terror*, *true target*; **6th** (3 slots) *collective transposition*, *true seeing*, *zealous conviction*; **5th** (3 slots) *illusory scene*, *shadow blast*, *shadow siphon*; **4th** (3 slots) *blink*, *dimension door*, *fly*; **3rd** (3 slots) *enthrall*, *heroism*, *invisibility sphere*; **2nd** (3 slots) *dispel magic*, *silence*, *sound burst*; **1st** (3 slots) *sanctuary*, *spirit link*, *true strike*; **Cantrips (7th)** *daze*, *detect magic*, *guidance*, *light*, *message*

Bard Composition Spells 3 Focus Points, DC 34; **7th** *counter performance* (Core Rulebook 386), *inspire heroics* (Core Rulebook 387); **Cantrips (7th)** *inspire courage* (Core Rulebook 386), *inspire defense* (Core Rulebook 386)

Story of Valor ♦ (auditory, linguistic) Umbasi expounds on the values of courage and respect. They remove the fleeing condition from and reduce the frightened value of each ally within 30 feet by 1. If this is the first time they've used this action in combat, Umbasi automatically rallies the crowd for their team (see the sidebar on page 115).

STEPS OF THE SUN

AMIHAN AND MAALYA (2)

CREATURE 15

RARE N MEDIUM HUMAN HUMANOID

Female Tian-Sing battle dancers

Perception +21

Languages Minatan, Tien, Wayang

Skills Acrobatics +30, Athletics +27, Intimidation +28, Performance +32

Str +4, **Dex** +5, **Con** +4, **Int** +0, **Wis** +0, **Cha** +5

Items 3 greater alchemist's fires, *bracers of armor* I, +2 striking flaming scimitar, greater sturdy shield (Hardness 15, HP 120, BT 60) with a +2 striking shield boss

AC 37 (39 with shield raised); **Fort** +25, **Ref** +28, **Will** +21
HP 275

Attack of Opportunity ↻

Shield Block ↻

Speed 25 feet

Melee ♦ scimitar +31 (forceful, magical, sweep), **Damage** 2d6+12 slashing plus 1d6 flaming

Melee ♦ shield boss +31 (magical), **Damage** 2d6+12 bludgeoning

Ranged ♦ greater alchemist's fire +32 (splash 3 fire, thrown 20 feet), **Damage** 3d8+3 fire plus 3 persistent fire



Quick Draw ♦ The battle dancer Interacts to draw a weapon and Strikes with it.

Shield Drum ♦ The battle dancer Raises a Shield, then Demoralizes.

Threatening Dance ♦ The battle dancer either Steps and then Performs, or Performs and then Steps. Compare the Performance result to the Will DC of one creature in the battle dancer's reach.

Critical Success The creature is flat-footed to all attacks until the start of the battle dancer's next turn.

Success The creature is flat-footed to the next attack by a creature other than the battle dancer before the start of the battle dancer's next turn.

HALSPIN THE STUNG

CREATURE 15

UNIQUE NG MEDIUM CATFOLK HUMANOID

Male catfolk beast-singer

Perception +24; low-light vision

Languages Amurrun, Taldane, Tien

Skills Acrobatics +28, Diplomacy +28, Nature +24, Occultism +25, Performance +28

Str +2, **Dex** +5, **Con** +3, **Int** +2, **Wis** +1, **Cha** +5

Items +2 striking corrosive composite longbow with 20 arrows, +2 striking handwraps of mighty blows, +1 resilient leather armor, morin khurr

AC 35; **Fort** +26, **Ref** +28, **Will** +26

HP 250

Cat's Luck ☞ (fortune) **Frequency** once per day; **Trigger** Halspin fails or critically fails a Reflex saving throw; **Effect** Halspin rerolls the save and takes the better result.

Speed 25 feet, climb 10 feet

Melee ♦ *claw* +30 (agile, finesse, magical), **Damage** 2d6+10 slashing

Ranged ♦ *composite longbow* +30 (deadly d10, magical, propulsive, range increment 100 feet, volley 30 feet), **Damage** 2d8+10 piercing plus 1d6 acid

Occult Spontaneous Spells DC 34; **8th** (2 slots) *scintillating pattern, uncontrollable dance*; **7th** (3 slots) *dimensional lock, energy aegis, prismatic spray*; **6th** (3 slots) *collective transposition, phantasmal calamity, vampiric exsanguination*; **5th** (3 slots) *cloak of colors, shadow blast, shadow siphon*; **4th** (3 slots) *blink, dimension door, fly*; **3rd** (3 slots) *haste, invisibility sphere, slow*; **2nd** (3 slots) *dispel magic, resist energy, silence*; **1st** (3 slots) *sanctuary, spirit link, true strike*; **Cantrips (8th)** *detect magic, forbidding ward, guidance, light, message*

Bard Composition Spells 3 Focus Points, DC 34; **8th** *counter performance (Core Rulebook 386), inspire heroics (Core Rulebook 387), soothing ballad (Core Rulebook 387)*; **Cantrips (8th)** *allegro (Core Rulebook 386), inspire courage (Core Rulebook 386)*

JOON-SEO

CREATURE 15

UNIQUE NG MEDIUM HUMANOID SAMSRAN

Male samsaran song striker

Perception +28

Languages Minatan, Tien

Skills Acrobatics +26, Deception +28, Performance +28

Str +2, **Dex** +3, **Con** +3, **Int** +0, **Wis** +5, **Cha** +5

Items +1 resilient studded leather, +2 greater striking whip

AC 35; **Fort** +26, **Ref** +26, **Will** +28

HP 250

Speed 25 feet

Melee ♦ *whip* +28 (disarm, finesse, magical, nonlethal, reach, trip), **Damage** 3d4+8 slashing

Ranged ♦ sound blast +28 (concentrate, evocation, occult, sonic), **Damage** 4d6 sonic

Occult Spontaneous Spells DC 36; **8th** (2 slots) *disappearance, spirit song*; **7th** (3 slots) *energy aegis, mask of terror, true target*; **6th** (3 slots) *collective transposition, phantasmal calamity, spirit blast*; **5th** (3 slots) *cloak of colors, shadow blast, prismatic wall*; **4th** (3 slots) *blink, dimension door, fly*; **3rd** (3 slots) *dispel magic, haste, slow*; **2nd** (3 slots) *faerie fire, invisibility, resist energy*; **1st** (3 slots) *sanctuary, spirit link, true strike*; **Cantrips (8th)** *detect magic, forbidding ward, guidance, light, message*

Bard Composition Spells 3 Focus Points, DC 36; **8th** *counter performance (Core Rulebook 386), inspire heroics (Core Rulebook 387), lingering composition (Core Rulebook 387)*; **Cantrips (7th)** *inspire defense (Core Rulebook 386), inspire courage (Core Rulebook 386)*

TINO'S TOUGHEST

The statistics for Tino's Toughest are presented in Chapter 1 on page 96. To represent their growth since the showcase match, apply the elite creature adjustment (*Pathfinder Bestiary* 6) to each fighter, effectively increasing each team member's levels from 13 to 14.

WINTER'S ROAR

URNAK LOSTWIND

CREATURE 14

UNIQUE NG MEDIUM HUMAN HUMANOID ORC

Male half-orc viking

Perception +25

Languages Orc, Skald, Taldane

Skills Athletics +27, Intimidation +23, Sailing Lore +23, Survival +25

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

Items +2 greater striking frost greataxe, +2 resilient hide armor

AC 34; **Fort** +27, **Ref** +23, **Will** +25

HP 310; **Resistances** cold 10

Attack of Opportunity ☞ Urnak gets 1 extra reaction each turn that he can use only to make an Attack of Opportunity.

Speed 20 feet

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



Melee ♦ *greataxe* +27 (magical, sweep), **Damage** 3d12+13 slashing plus 1d6 cold

Brutally Disarm ♦ **Requirements** Urnak is wielding a two-handed weapon in both hands; **Effect** Urnak attempts to Disarm a creature within reach. On a success or critical success, Urnak deals 13 damage of the weapon's type to the Disarmed creature. If he rolls a failure to Disarm, he gets a success instead.

Felling Throw ♦ Urnak makes a ranged Strike with his greataxe. He has a +25 attack modifier for this Strike and the thrown greataxe's range increment is 40 feet. If he damages a flying creature, it descends 120 feet, possibly falling on the ground.

Ricochet Throw When Urnak uses Felling Throw, his greataxe bounces back to him at the end of the action and he can catch it as a free action. If he uses Felling Throw again before the end of his turn (even if it's not at the same target), the attack ignores all cover.

Sweep Aside ♦ Urnak makes a melee greataxe Strike. If he hits a creature of his size or smaller, he can move it 5 feet in any direction, or 10 feet on a critical hit.

HULDRIN SKOLSDOTTIR

CREATURE 14

UNIQUE LN MEDIUM HUMAN HUMANOID

Female human shieldmaiden

Perception +25

Languages Skald, Taldane

Skills Athletics +27, Intimidation +20, Warfare Lore +25

Str +5, **Dex** +2, **Con** +5, **Int** +3, **Wis** +3, **Cha** +0

Items +2 resilient hide armor, greater sturdy shield (Hardness 15, HP 120, BT 60) with +2 striking shield spikes, +2 striking flaming trident

AC 34 (36 with shield raised); **Fort** +26, **Ref** +25, **Will** +27

HP 280; **Resistances** cold 10

Attack of Opportunity ⤵ Huldrin gets 1 extra reaction each turn that she can use only to make an Attack of Opportunity.

Shield Block ⤵ This reaction also triggers when an ally adjacent to Huldrin takes damage from an attack or when Huldrin takes any damage (even non-physical damage) as a result of a Reflex save. It prevents damage to that ally or to Huldrin, respectively.

Speed 20 feet

Melee ♦ *trident* +29 (magical), **Damage** 2d8+13 piercing plus 1d6 fire

Melee ♦ *shield spikes* +29 (magical), **Damage** 2d6+13 piercing plus Improved Knockdown

Ranged ♦ *trident* +26 (magical, thrown 20 feet), **Damage** 2d8+13 piercing plus 1d6 fire

Iron Maiden Stance ♦ (stance) **Requirements** Huldrin is wielding a shield; **Effect** Huldrin gains the benefits of Raise a Shield until she no longer meets this stance's requirements. While in this stance, whenever an ally's Strike deals damage to an enemy within Huldrin's reach, that enemy takes 1d6 piercing damage.

JUSPIX RAMMEL

CREATURE 14

UNIQUE N SMALL HALFLING HUMANOID

Male halfling witch

Perception +27; keen eyes

Languages Goblin, Halfling, Orc, Skald, Taldane, Tien

Skills Acrobatics +27, Arcana +27, Nature +27, Occultism +27, Stealth +27



HULDRIN SKOLSDOTTIR



Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

Str -1, **Dex** +5, **Con** +2, **Int** +5, **Wis** +5, **Cha** +2

Items *bracers of armor II*, +2 striking *filcher's fork*

Ceaseless Shadows Juspix doesn't need concealment or cover to Hide or Sneak. If he has lesser cover from creatures, he instead has cover and can Take Cover. If he has cover from creatures, he instead has greater cover.

AC 33; **Fort** +22, **Ref** +27, **Will** +27

HP 240; **Resistances** cold 10

Speed 25 feet

Melee ♦ *filcher's fork* +25 (agile, backstabber, deadly 1d6, finesse, magical), **Damage** 2d4+3 piercing plus 3d6 cold

Ranged ♦ *filcher's fork* +25 (agile, backstabber, deadly 1d6, magical, thrown 20 feet), **Damage** 2d4+3 piercing plus 3d6 cold

Primal Prepared Spells DC 35, attack +27; **7th** *dragon form*, *eclipse burst*, *energy aegis*, *unfettered pack*; **6th** *baleful polymorph*, *chain lightning*, *true seeing*, *blinding fury* (*Advanced Player's Guide* 216); **5th** *cone of cold*, *dispel magic*, *wall of ice* (×2); **4th** *air walk* (×3), *freedom of movement*; **3rd** *earthbind* (×2), *haste*, *heal*; **2nd** *dispel magic*, *glitterdust* (×2), *obscuring mist*; **1st** *alarm*, *fleet step*, *heal*, *jump*; **Cantrips (7th)** *detect magic*, *electric arc*, *light*, *ray of frost*, *stabilize*

Witch Hexes (*Pathfinder Advanced Player's Guide* 237) 3 Focus Points, DC 35; **7th** *cackle*, *elemental betrayal*, *life boost*, *phase familiar*, *personal blizzard*; **Hex Cantrip (7th)** *clinging ice*

Witch Patron winter

Familiar Juspix's familiar is a wildcat named Ontiok. Ontiok has a Speed of 40 feet, darkvision, and the damage avoidance (Reflex) familiar ability. Juspix has the lifelink and spell delivery master abilities.

TROFF FROSTKNUCKLES

CREATURE 14

UNIQUE N MEDIUM GOBLIN HUMANOID

Male hobgoblin brawler

Perception +23; darkvision

Languages Goblin, Skald, Taldane

Skills Acrobatics +27, Athletics +27, Stealth +27

Str +5, **Dex** +5, **Con** +4, **Int** +1, **Wis** +3, **Cha** +0

Items *bracers of armor II*, +2 striking *frost handwraps of mighty blows*

AC 36; **Fort** +26, **Ref** +27, **Will** +25

HP 250; **Resistances** cold 10

Icicle Stance ☞ (stance) **Trigger** Troff rolls initiative or his turn starts; **Effect** Troff readies himself to strike suddenly, like a falling icicle. While in this stance, Troff can make icicle gouge Strikes. While Troff is above a creature and in icicle stance, that creature is flat-footed to him.

Speed 30 feet, climb 20 feet

Melee ♦ fist +28 (agile, finesse, unarmed), **Damage** 2d6+13 bludgeoning plus 1d6 cold

Melee ♦ icicle gouge +28 (agile, backstabber, finesse, unarmed), **Damage** 2d8+13 piercing plus 1d6 cold and Trip

Avalanche Pummel ♦ Troff makes an icicle gouge Strike against a flat-footed creature. On a hit, the creature is dazzled. On a critical hit, the creature is blinded. Either way, the effect lasts until the start of Troff's next turn. If his Strike fails (but isn't a critical failure), Troff still deals 13 piercing damage to the creature.

Chattering Blow ♦ (cold, press) **Requirements** Troff is within reach of a creature that has taken cold damage since the end of Troff's last turn; **Effect** Troff jabs a pressure point on the creature made vulnerable by cold. The creature must attempt a DC 31 Fortitude save as its skin freezes and its limbs turn sluggish and clammy.

Critical Success The creature is unaffected.

Success The creature takes 2d4 persistent cold damage and a -5-foot status penalty to its Speeds until the persistent cold damage ends. Dealing fire damage to the creature is an especially effective way to help end the persistent cold damage (allowing a new flat check to end it at DC 10).

Failure As success, but the damage is 4d4 and the penalty is -15-foot.

Critical Failure As success, but the damage is 6d4 and the creature is immobilized instead of taking a Speed penalty.

Flurry of Blows ♦ (flourish) Troff makes two Strikes with his fist. If both hit the same creature, combine their damage to overcome resistances and weaknesses.

DAY 1

The first day of the Ruby Phoenix Tournament opens to much fanfare and celebration. Officials struggle to prevent ticket scalping for the limited seating in the grand arena. Most spectators must make do with sitting at the hundreds of tables set outside the arena where they can listen to the emcee's narration of the fight. The player characters and the other competing teams are flown via drake-drawn carriages from the Ruby Village to the Cliffside Court to make their grand entrance at the main arena. Hao Jin gives a short speech and lights a towering brazier to signify the beginning of the tournament, but the preamble is short, and it isn't long before the day's events kick off in earnest.

Two bouts are scheduled for today, both in the main arena in its basic arrangement (Grand Arena: Base Form map on page 94). As the top seed in the tournament, the player characters have the honor of taking part in the first tournament match. In this match, they'll face off against Winter's Roar, the last-place seed.



GRAND ARENA: MOAT FORM
1 SQUARE = 5 FEET

TOURNAMENT MATCH: COLD FEET EXTREME 16

The first match of this decade's Ruby Phoenix Tournament is hotly anticipated, and Emcee Emmi works the crowd into a frenzy before the start of the match pitting the players' against Winter's Roar.

Opponents: After their embarrassing faux pas at the Icefang Aerie last week, Winter's Roar seem eager to prove themselves worthy of the champion title. The fighters surround a single opponent at a time, taking out that creature before moving onto the next.

Winter's Roar are good losers but bad winners. If they win, they gloat, parade, and boast their greatness. If they lose, they're respectful and gracious.

Hazards: Even though this is the first match of the tournament, Hao Jin has made some modifications to the grand arena in order to excite the crowd and keep the fighters on their toes. The two magical traps installed in the arena trigger and roll initiative on the first round of combat. Although the traps attack both teams indiscriminately, this fight will likely be fairly easy for the player characters, so you might have the traps "randomly" target the player characters a bit more often than Winter's Roar.

FLOATING FLAMETHROWER

HAZARD 16

RARE COMPLEX FIRE MAGICAL TRAP

Stealth +23 (expert) or DC 38 (master) to notice the pattern of the orb's trajectory

Description A floating skull of fire swoops around the arena, rotating as it weaves through the ring and releasing huge goutts of flame in random directions.

Disable three DC 40 Thievery (legendary) checks or castings of *dispel magic* (7th level; counteract DC 40), one each to pull out or disable the elemental cores hidden in the floating skull's right eye, left eye, and mouth

AC 42; **Fort** +30, **Ref** +33

Hardness 25, **HP** 100 (BT 50); **Immunities** fire; **Weaknesses** cold 15

Blaze ⤴ (evocation, fire); **Trigger** Hao Jin signals the start of the bout; **Effect** The trap roars with fire and rolls initiative.

Routine (3 actions) The trap loses 1 action per turn per successful check to disable. The floating flamethrower uses its first action to release a gout of flame in a 15-foot cone that deals 4d6+4 fire damage (DC 40 basic Reflex save), its second action to fly in a U-shape in a random direction, and its third action to release another gout of flame.

Speed fly 50 feet



FREEZING FLOOR TILES

HAZARD 16

RARE COLD COMPLEX MAGICAL TRAP

Stealth +23 (expert) or DC 38 (master) to notice the four sensors

Description Four remote sensors at each corner of the arena cause bursts of freezing magic to erupt from random tiles on the arena and stop creatures in their tracks.

Disable DC 40 Thievery (legendary) or *dispel magic* (6th level; counteract DC 38) to disable one of the sensors

AC 36; **Fort** +33, **Ref** +30

Sensor Hardness 20, **Sensor HP** 40 (BT 20); **Immunities** cold; **Weaknesses** fire 15

Frigid Floor (cold); **Trigger** Hao Jin signals the beginning of the match. **Effect** The trap rolls initiative.

Routine (4 actions) The trap loses 1 action per disabled sensor. On each action, the trap causes a random 10-foot-by-10-foot space in the arena to suddenly freeze. Each creature that begins its turn in a frozen space takes 2d6+2 cold damage (DC 40 basic Reflex save). A creature that critically fails its save also becomes slowed 1 for 1 round; if it was already slowed, the creature instead becomes immobilized for 1 round. Any amount of fire damage dealt to a slowed or immobilized creature removes the condition. Frozen tiles become unfrozen at the beginning of the trap's next turn.

Prize: Both teams win 1,000 gp for participating in the match. The match's winner receives a *frost brand*.

DAY 2

Regardless of whether they won or lost their match yesterday, the party participates in today's exhibition match, which pits them against the Arms of Balance.

Afterward, the characters can spectate the day's two main matches, which feature the remaining four teams: The Arms of Balance versus the Steps of the Sun (the Steps of the Sun win handily) and Tino's Toughest versus the Lightkeepers (in which the Lightkeepers mercilessly trounce Tino's team).

EXHIBITION MATCH: BOAR AND TIGER SEVERE 16

This traditional exhibition has been modified with the assistance of Hao Jin. Each team must choose a member to be polymorphed into a powerful boar or a tiger with some special benefits. The rest of that team is connected to their polymorphed teammate by one of two 15-foot-long chains, with their polymorphed teammate in the center. Each team member is chained to one or two others; the polymorphed character's belt is a harness in the center, and that character must be chained to two others. The teams then fight one another in a standard combat bout with all the usual rules for tournament fights, with only one key difference: the

CROWD APPEAL

Competitors can excite the crowd by taking flashy or risky actions. When the crowd cheers for a team, that team gets a +1 status bonus to all checks (including attack rolls and saving throws) for 1 round. The crowd automatically cheers for a critical hit, dropping an opponent within the first 2 rounds of a fight, or critically succeeding at a skill check. At your discretion, particularly risky or dangerous actions might also evoke the crowd's cheers.

A character can intentionally try to rally the crowd by spending a single action to Perform (*Core Rulebook* 250). The first time a character Performs to impress the crowd, whether or not they are successful, the DC is 33. The DC increases by 2 for each subsequent attempt. On a successful check, the crowd is impressed for 1 round, as described above. On a critical success, the crowd is overwhelmed with enthusiasm and grants a +2 status bonus instead of +1. The crowd can cheer multiple teams at the same time.

first team to knock out the other team's polymorphed character wins. A team loses when their polymorphed teammate loses consciousness or changes form, or when any member of their team intentionally breaks or releases a chain.

The arena has been specially reconfigured for this exhibition match: Hao Jin has shaped the arena into a circle and placed a magical moat around it. The moat is filled with 5 feet of water. Beyond simply making the battlefield more dynamic and perilous, there's no special match penalty or loss condition for falling into the water.

Opponents: The player characters' opponents for this match are the Arms of Balance, who choose the tiger form if given the option. They choose Usvani to be their polymorphed contender.

First Choice: Before the match begins, the two competing teams are asked to play a simple game of mace-shield-arrow (identical to rock-paper-scissors; mace beats shield, shield beats arrow, and arrow beats mace) to determine which team gets to pick their animal form. The other team must pick the other animal form.

Polymorphed Statistics: The polymorphed character transforms into a Large animal. Each polymorphed character gains the following statistics and abilities regardless of which form they choose.

- AC = 36.
- 30 temporary Hit Points.
- Low-light vision and scent (imprecise) 30 feet.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



- One or more unarmed melee attacks specific to the battle form, which are the only attacks you can use. (You are trained with them.) You can use your own unarmed attack modifier if it is better.
- Athletics modifier of +26 unless yours is better.
- **Rallying Display** ♦ (auditory, visual) You roar or otherwise make a show of bestial strength. You automatically roll a success to rally the crowd for your team (Crowd Appeal sidebar on page 115).
- **Reposition Chains** ♦ You pull on the chains, moving a willing chained ally up to 10 feet to a space within your reach.

The following statistics and abilities are specific to the boar or tiger form.

Boar

Speed 40 feet

Melee ♦ tusk +25, **Damage** 3d10+16 piercing

Chained Charge ♦♦ You Stride and then make a tusk Strike at the end of your movement. If you move farther than 15 feet from your chained allies, you pull them along into the nearest open space 15 feet behind you. The creature you hit must succeed at a DC 35 Reflex save or fall prone.

Tiger

Speed 30 feet

Melee ♦ jaws +25, **Damage** 3d6+16 piercing plus Grab

Melee ♦ claw +25 (agile), **Damage** 2d8+16 slashing

Wrestle ♦ You make a claw Strike against a creature grabbed or restrained by you. If you hit, you deal damage as usual and that creature is knocked prone.

Prize: Both teams receive 2,000 gp for fighting in the exhibition match. The winning team receives four *tusk and fang chains* (page 217).

Day 3

If party is still in the winners' bracket, then they face the Speakers to the Winds in a tournament match.

Whether or not they are still in the winners' bracket, the party takes part in today's exhibition match.

TOURNAMENT MATCH: FIGHTING WORDS

Opponents: The player characters fight the Speakers to the Winds if they are still in the winners' bracket. The loser of this match will go on to fight Tino's Toughest in the second match of the losers' bracket bouts on Day 5.

Prize: Both teams earn 3,000 gp for fighting in today's match. The winner of the match earns a high-grade darkwood shield (either a buckler, shield, or tower shield [winners' choice]).

EXHIBITION MATCH: DRAKE RACE

The teams all compete in a race around Goka's harbor using drake-drawn flying chariots.

Opponents: The race consists of two heats, with four teams racing in each heat. For the player characters' heat, their opponents are the Steps of the Sun, Tino's Toughest, and the Lightkeepers.

Chase Subsystem: This exhibition match uses Pathfinder's chase subsystem. Refer to pages 156–159 of the *Pathfinder Gamemastery Guide* or the Pathfinder Reference Document (www.paizo.com/prd).

Rules: Each team's goal is to complete a circuit around Goka's large harbor, starting at Icefang Aerie, circling north around the Guillotine and Heads and then the Isle of Endless Fortune, skirting west around the Xielan Island, then along Shelyn's Comb and the statues at Xu Hong Bay before returning to the Aerie. The team whose chariot completes the circuit and returns to the finish line first wins. The competitors are free to attack one another, but can't purposefully harm the drakes (catching a drake in a *fireball* or similar area spell, for example, is fine, but targeting only the drakes with the *fireball* is not).

Vehicles: Each team is given their choice of either a medium or heavy sky chariot (page 214); this choice doesn't impact the race. Lady Shai gives all the teams a brief presentation on how to pilot their chariots, but she assures the competitors that their highly trained drakes will take care of most of the work. Since none of the teams have any experience piloting sky chariots, no one is at a particular advantage or disadvantage.

Although the race involves vehicles, for the sake of simplifying this event at the game table the race does not use the vehicle rules from the *Gamemastery Guide*.

Common Special Actions: On the player characters' turn, a character can either roll a check to overcome the current obstacle or they can perform some other action such as casting a spell, attacking a rival team, or using a special ability.

A character can cast *haste* or any other spell that quickens the drake or increases their fly Speed to automatically gain 1 Chase Point against any obstacle. Effects that confer the slowed condition, stunned condition, or a Speed penalty cost the affected team 1 Chase Point. A team can gain or lose a maximum of 1 Chase Point from either such effects (meaning that one type of effect essentially cancels out the other). Ranged effects used on other teams generally can't reach beyond the same obstacle unless they have a range of 1,000 feet or more. Close-range effects, including melee attacks, can be used only against a team at the same obstacle.

Damage: Rather than tracking each racer's Hit Points, record the amount of damage the player characters deal to each team per turn. For every 50



points of damage a team takes in a single turn, that team loses 1 Chase Point on their next turn (so, for example, a team that takes 70 points of damage on the same turn gains only 1d4+1 Chase Points on their turn, but if they took 100 points of damage they'd gain only 1d4 Chase Points on their next turn, and so on).

Other Teams' Actions: Each opposing team automatically earns 1d4+2 Chase Points on their turn. To speed up play at the table, the players' rival teams don't generally use abilities, spells, or attacks to waylay the player characters. However, if the player characters critically fail on a check to delay another team, you might have that team take advantage of the opportunity to retaliate. The exception to this is the Lightkeepers, at least two of which use their attacks and abilities to delay the player characters' team whenever they are both at the same obstacle.

Creatures: Each sky chariot is pulled by four or six drake coursers (page 83). Tournament emissaries stationed at each obstacle ensure none of the teams cheat, and Grand Judge Hao Jin waits at the finish line to declare the match's winner. Crowds of spectators have gathered along Goka's shoreline to watch the race.

Obstacles: This chase consists of six obstacles. Each obstacle takes place over Goka's harbor. Refer to the inside front cover for a detailed map of Goka. A team must clear all of the obstacles in order to reach the finish line and win. Keep track of each team's position in the race either by using the map or by listing out the obstacles and placing three tokens (each representing a different rival team) at the appropriate points on the list.

SEVEN DRAGONS GAUNTLET **OBSTACLE 15**

Chase Points 5; Overcome DC 32 Survival or Sailing Lore to predict the movement of the hoops based on the wind pattern, DC 34 Acrobatics to tilt the chariot in response to movements of the hoops, DC 36 Athletics to grab the reins and guide the drakes through the hoops by force

Huge metal hoops have been hung along the towers of the Seven Dragons Bridge, through which each team must pass through in order to proceed. Although the hoops have been arranged in a straight line, there is little room for error, and the wind moves the hoops unpredictably.

WATERSPOUT GAUNTLET **OBSTACLE 16**

Chase Points 4; Overcome DC 33 Arcana or Nature to alter the movement of the water funnels, DC 35 Athletics to ride the spiraling outer winds without being dragged inward, DC 37 Stealth to duck and weave through the water funnels and catch opponents by surprise

Magical funnels of water dance around the Heads, the tiny islands along Goka's northern coast, which the racers must carefully thread in order to proceed.

FIREWORKS DISPLAY

OBSTACLE 14

Chase Points 5; Overcome DC 30 Crafting or Performance to accurately determine the size of fireworks based on the sound of their discharge, DC 30 Goka Lore or DC 32 Society to remember the fireworks pattern from a previous display, DC 34 Arcana or Occultism plus expenditure of one prepared spell or spell slot to magically direct the fireworks out of the way

Fireworks explode in mid-air over the extravagant casinos and pleasure palaces on the Isle of Endless Fortunes. The racers must take care to look away from the blinding flares and explosions as they soar over the island.

Any character who critically fails their check to overcome this obstacle is dazzled for 1 round.

LEAPING MEGALODONS **OBSTACLE 13**

Chase Points 7; Overcome DC 29 Ocean Lore or Survival to predict the movement of the sharks under the water, DC 29 Goka Lore to remember a secret shortcut across Xielan Island, DC 31 Nature to coax the animals out of the way with food or a good imitation, DC 36 Intimidation to scare away the animals

The hoops perched on floating platforms are large and easy to fly through, but many of the leaping wild porpoises, whales, and sharks around Xielan Island menace the drakes and their tasty-looking riders.

SEVEN WINDS OF SHELYN **OBSTACLE 17**

Chase Points 3; Overcome DC 34 Mountain Lore to intuit how the uneven cliffs channel the winds, DC 36 Thievery to deftly guide the drakes through the fissure, DC 41 Athletics to bank the chariot off a cliff face

The winds that billow through Shelyn's Comb are legendary for their strength, persistence, and unpredictability. To pass this part of the course, the racers must thread their chariot through a narrow fissure in the easternmost cliff of the Comb.

MOVING STATUE MIRAGES **OBSTACLE 16**

Chase Points 4; Overcome DC 33 Religion or Goka Lore to remember the exact details and orientation of the statues, DC 35 Occultism to see the true statues through the illusion, DC 37 Deception to approach a statue head-on and feint out of the way just in time

Goka's famous massive statues of Shizuru and Tsukiyo at the harbor's mouth are the final obstacle before the finish line. Hao Jin has enshrouded the statues in a powerful illusion so that they appear like they are moving, making it difficult to tell where the statues actually are.

Prize: Each participating team earns 3,000 gp for taking part in the race. The winning team earns a *speed* weapon property rune.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

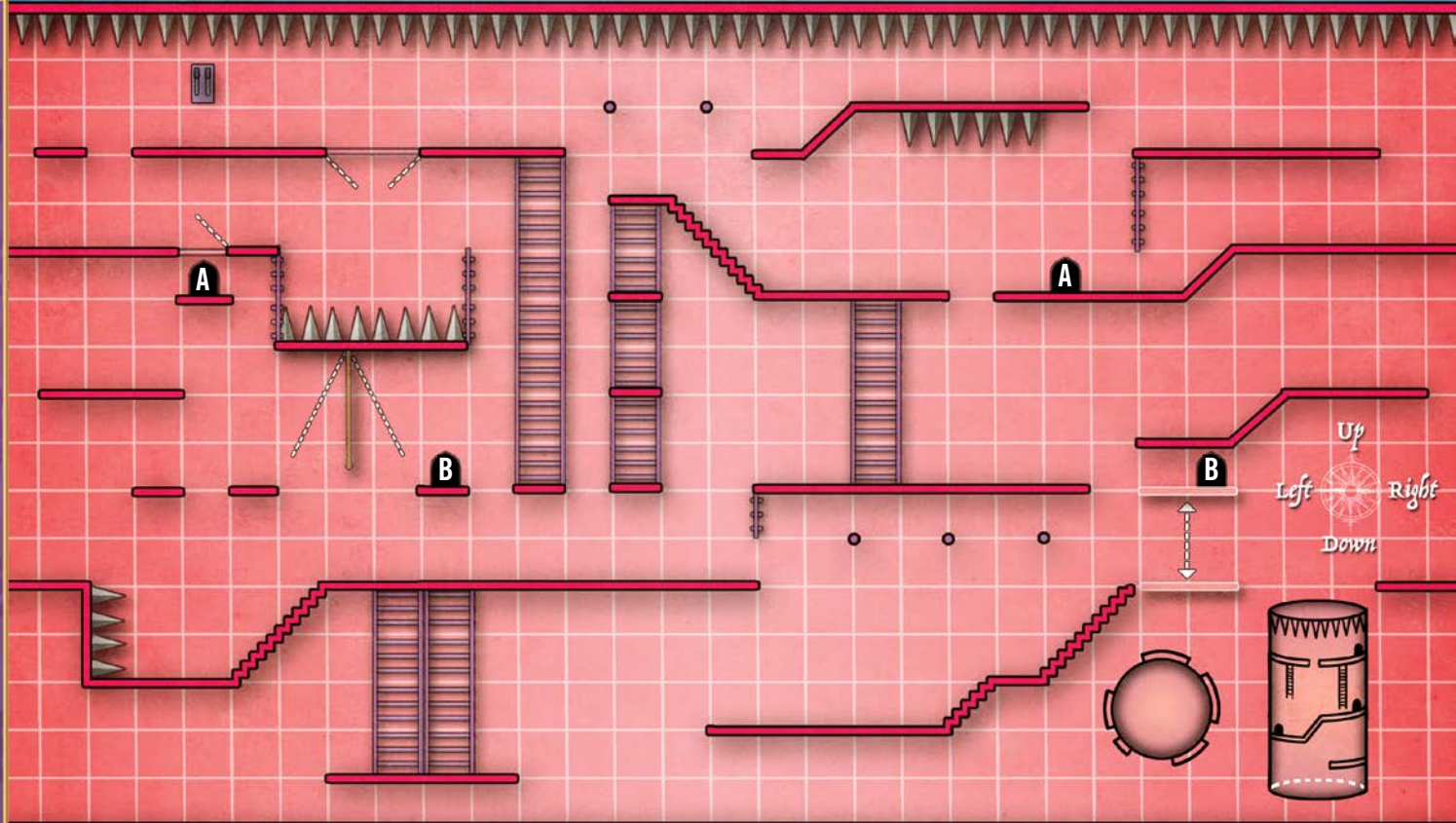
Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

GRAND ARENA: RUBY TOWER FORM



1 SQUARE = 5 FEET

DAY 4

If the player characters lost their first match against Winter's Roar on Day 1, then they take part in the first round of the losers' bracket, facing off against the Biting Roses. Otherwise, they don't have a tournament match scheduled for the day, though they are free to watch the two matches (the Biting Roses handily beat Winter's Roar, and Tino's Toughest scrapes by with a win against the Arms of Balance).

Regardless of whether the player characters are currently in the winners' or losers' bracket, they take part in today's exhibition match.

LOSERS' MATCH (ROUND 1)

If the player characters lost their first bout, then today they compete in the first round of the losers' bracket against the Biting Roses, who lost their first bout against the Speakers to the Winds. Like all tournament matches, this fight takes place on the Grand Arena: Base Form map (page 94).

Prize: Both teams earn 4,000 gp for taking part in the match. The winning team earns a *staff of power*.

EXHIBITION MATCH: CHALLENGE OF FALLING STARS

Today's exhibition match takes place on a cylindrical tower commissioned by Hao Jin.

Unusual Mapping: The map for this fight is unusual for Pathfinder in that it offers a side-view of the arena rather than the traditional top-down view. The Grand Arena: Ruby Tower Form map on this page shows the arena tower from the side, with the X-axis of the map corresponding to left and right (rather than west and east) and the Y-axis corresponding to up and down (rather than north and south). Regardless, the map can be used much the same as any other Pathfinder battle map; your group can still use figurines to denote a character's position on the battlefield, measure movement in 5-foot-square increments, flank opponents, use abilities that affect areas, and so on. This style of map promotes vertical movement and illustrates more clearly changes in height due to abilities like Leaping or Flying. For example, if a character wants to reach an unconnected platform lower or higher on the tower than their current position, that character will have to Leap both vertically and horizontally to reach the platform.



The diameter of the tower is so large that pushing a creature 5 feet laterally doesn't knock them off the tower; rather, to forcibly move an opponent off the tower, a character must push them at least 10 feet laterally or at least 5 feet outward from the tower wall. The slow rotation of the tower has no effect on gameplay.

Characters can still fight on either the ground floor of the arena or on the top of the tower, but risk disqualification if they cannot start or end their turn touching the tower.

The map of the tower shows it flattened out like a common map projection of a globe. Therefore, a character who walks "off" the right side of the map immediately "appears" on the left side of the map at the same elevation.

The Ruby Tower: The Ruby Tower is a 45-foot diameter, 100-foot tall cylinder made of fireproofed darkwood. It's situated on an equally wide pedestal in the center of the main arena; the pedestal is enchanted to slowly but perpetually turn, causing the tower to rotate so that spectators can get a view of the entire structure and the opponents fighting on it. Suspended platforms jut out from the tower like construction scaffolding, allowing fighters to maneuver around the perimeter of the tower via walkways, suspended ropes, and other obstacle course features.

Before running this encounter, be sure to refamiliarize yourself with the rules in the *Pathfinder Core Rulebook* for Climbing, Leaping, Flying, and Grabbing an Edge.

Ground and Top: The bottom of the map represents the ground floor of the arena. The top of the tower is a flat plane and a perfectly viable place to have traditional "top-down" combat (in which case you should use a separate battle map that shows a 45-foot-diameter circle to illustrate the tower's top). However, a wickedly spiked overhang makes it difficult to access the top without the use of flight.

Ladders: There are two kinds of ladders around the tower, both of which can be Climbed as usual with a successful DC 10 Athletics check. Most of the ladders are parallel to the tower's face, connecting the outer edges of 5-foot-wide walkways. Unlike the rest of the tower's platforms, the depth of these parallel ladders allows two characters to occupy the same space; in this case, one character is climbing the "outer" side of the ladder and the other character is climbing its "inner" side. A few of the ladders are perpendicular to the face of the tower.

Moving Lift: The right side of the map shows the path of a 10-foot-wide moving platform. Unless affected by magic (such as *slow* or *haste*; the exact effects of such magic are up to you), the platform moves up and down at a steady clip. The platform

starts in the "down" position, then moves to the "up" position at the beginning of the next round, alternating positions each round thereafter.

Passageways: The tower's center is hollow, but it is inaccessible except via two different tunnel-like passageways (their entrances are marked A and B on the map) which intersect the tower.

Rope Swing and Flagpoles: Acrobatically inclined characters can fling themselves across the battlefield by utilizing the rope swing or flagpoles intermittently placed around the tower. The hanging rope dangles from the undersides of the spiked pit platform on the left side of the map, whereas the flagpoles jut out perpendicularly from the tower's face near the top and bottom center of the map. In either case, a character can traverse the air between the rope or the flagpoles mid-Stride by succeeding at a DC 20 Acrobatics check.

Spike Traps: Wicked rows of metal spikes line the floor, ceiling, and walls of certain platforms around the tower. A creature forcibly moved into a square with spikes takes 4d8 piercing damage from the spikes, plus additional effects or damage at your discretion.

Trapdoors: Two trapdoors adorn platforms on the left side of the map. The uppermost trapdoor is held in place by a lever mechanism; when the lever is pulled down, the trapdoor releases, opening downward and potentially dropping anyone standing on it into the spike pit below. The other trapdoor is a simple hatch that can be opened or closed with an Interact action.

Walkways: These sturdy platforms jut out from the exterior of the tower and wrap around it, occasionally dipping or rising vertically via ramps, staircases, or ladders. All the walkways are 5 feet deep, meaning that only one character at a time can stand in a given square on the map.

Opponents: The party's opponents are either Tino's Toughest or the Lightkeepers. If the player characters won their match against Winter's Roar on Day 1, then they fight Tino's Toughest. If the characters lost that match, they instead fight the Lightkeepers.

Rules: The Challenge of Falling Stars follows the usual tournament rules, with one additional caveat: Any fighter that does not either begin or end their turn touching the cylinder is disqualified. What this means in game terms is that on a character's turn, if they didn't begin that turn in contact with the cylinder (such as if they ended their last turn on the ground below or in mid-air) then they must end their current turn in contact with the cylinder. Even simply placing a hand on the cylinder is enough to meet this requirement.

Prize: Both teams earn 4,000 gp for taking part in the exhibition. The winning team earns a pair of *headbands of translocation* (page 217).

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

GRAND ARENA: MAZE FORM

1 SQUARE = 5 FEET



DAY 5

If the player characters are in the losers' bracket, then they have a tournament match scheduled today, though their opponents will vary depending on when the characters entered the losers' bracket. Refer to the diagram on page 101 to determine their opponent.

Regardless of how they've fared in the tournament so far, after the main matches of the day the player characters are scheduled to fight in an exhibition match called Blood and Beauty, against the Biting Roses and some unusual monstrous opponents.

LOSERS' MATCH (ROUND 2)

Opponents: If the player characters entered the losers' bracket on Day 1 by losing to Winter's Roar, then defeated the Biting Roses on Day 4, then their opponents in the losers' bracket today are the Steps of the Sun. If they landed in the losers' bracket because they lost their Day 3 match, then they instead compete against their old friends, Tino's Toughest.

Prize: Both teams earn 5,000 gp for participating. The winning team earns a +3 *weapon potency rune*.

EXHIBITION MATCH: BLOOD AND BEAUTY

The arena has once again been significantly reconfigured for the day's exhibition match. This time, a maze of 2-foot-thick, 10-foot-tall wooden walls has been constructed on the arena space. Refer to the Grand Arena: Maze Form map on this page.

Rules: The goal of the exhibition match is not to knock out the other team, but rather to navigate the maze and seize five of eight tokens placed on pedestals throughout the arena. The tokens are palm-sized decorative coins bearing the symbol of the Ruby Phoenix. The eight token locations are marked on the map above with gold circles. The first team to claim five tokens wins the match.

Each team starts at a separate end of the arena. While they explore the maze, the opponents are of course free to attack their rivals as long as they adhere to the usual tournament rules.

Opponents: The player characters' rivals in this exhibition are the Biting Roses. In addition, a quartet of special guests takes part in the event.

Creatures: Hao Jin has hired four taiga yais from the plains of northern Tian Xia to waylay both



competing teams. The taiga yais begin the match in separate quadrants of the maze, each crouched low so as to surprise anyone they come across. Once they begin fighting, the taiga yais forego stealth in favor of raw violence.

TAIGA YAIS (4)

CREATURE 15

Page 241

Initiative Perception +30

Prize: Both teams earn 5,000 gp for participating. The winning team earns a set of *dragonplate* armor.

DAY 6

If the party is still in the winners' bracket, then they have a tournament match today against the second-most favored team in the tournament, the Lightkeepers, who trounced the Steps of the Sun on Day 3.

The party also has a tournament match today if they are in the losers' bracket, though their opponents vary depending on when they entered this bracket.

The evening after today's tournament's events, the party's lodgings are burglarized by the Golden League criminals they encountered in Chapter 1.

TOURNAMENT MATCH: LIGHTS ON

Opponents: If they're competing in the winners' bracket, the party's tournament match today is against none other than the wicked Lightkeepers, the second seed team in the tournament. The Gokan press and tournament watchers have crafted incredible narratives regarding both teams, painting the players' party as favored by the gods or simply too good to lose and the Lightkeepers as charming rogues (at best) or despicably dirty fighters who need to be put in their place (at worst). All in all, this is a hotly anticipated fight.

Prize: Both teams earn 6,000 gp for participating. The winning team earns a *wand of overflowing life*.

LOSERS' MATCH (ROUND 3)

Opponents: If the party is in the losers' bracket because they lost their fight against Winter's Roar on Day 1, then their opponents today are Tino's Toughest. If, on the other hand, they entered the losers' bracket by losing their fight on Day 3, their opponents today are the Biting Roses.

Prize: Both teams earn 6,000 gp for participating. The winning team earns a *wand of overflowing life*.

GOLDEN LEAGUE BURGLARY

MODERATE 16

On the sixth night of the Ruby Phoenix Tournament, the Golden League gangsters that the player characters encountered earlier (as described in Event 3: A Golden

Opportunity on page 92) make a reappearance. This time, however, they're not asking for the contenders' cooperation—they're taking it by force. In the dead of night, either after the player characters have dropped off their equipment before hitting the town or while the characters are sleeping, Kas Xi Rai and her two lackeys sneak into their accommodations and attempt to steal an important item. This item could be anything, but it should be something meaningful to the players and something that Kas Xi Rai saw the characters use in their match earlier that day.

This event occurs regardless of whether or not the player characters complied with Kas Xi Rai's earlier offer to throw their first match of the Ruby Phoenix Tournament, but the contenders' initial engagement with the Golden League gangsters should color the specifics of their reunion here. If the player characters and the Golden League were on good terms earlier, for example, Kas Xi Rai might attempt to play off the burglary as a misunderstanding and claim that she was actually trying to meet with the contenders to offer to buy one of their pieces of equipment (in which case she offers to pay a quarter of the item's Price for it—an extortionate proposal).

Creatures: The trio of Golden League burglars infiltrate the party's domicile and attempt to steal one of their items without alerting the characters. Each sleeping character should roll a DC 41 Perception check to hear the burglars picking the lock of the back door. If the characters are out and about, they should come back home just in time to intercept the burglars. Either way, Xi Rai and her xuns aren't here to die; they flee as soon as they have what they came for, though they might stick around long enough to try and debilitate the player characters (or at least sufficiently disrupt their rest so they are a bit groggy for the next day's fight).

KAS XI RAI

CREATURE 17

Page 93

Initiative Stealth +31

MASTER XUNS (2)

CREATURE 14

Page 93

Initiative Stealth +26

Questioning Kas Xi Rai: If apprehended and questioned, Xi Rai spills the beans about her mission, though it is hardly illuminating: she was hired by a higher-up in the Golden League organization to tip the odds of the characters' next fight in favor of their opponents, simply so that the crime syndicate could make a killing with their bids.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

THE BLASTING CAP
1 SQUARE = 5 FEET



Much more interesting, however, is Xi Rai's response to any implication from the characters that there is some greater scheme afoot at the tournament. In particular, if shown the coin taken by the elite ankous in Chapter 1 (page 89), Xi Rai examines it intently before declaring it an obvious counterfeit of an old Hwanggot coin. "Funny thing is," she points out, "they haven't made this kind of coin in nearly three hundred years." Beyond this, she can offer little speculation regarding whatever foul force is operating behind the scenes. By the end of the interrogation, it should be clear to the player characters that for all her duplicity, the Golden League is not the perpetrator of the strange goings-on in Goka lately. After all, the Golden League wants the tournament to go relatively smoothly (with just a bit of meddling) to ensure they can make a hefty profit.

DAY 7

If the party is still in the winners' bracket, then they have a rare break, being scheduled for neither any tournament matches nor any exhibition matches.

However, they are still invited by the unscrupulous bookie Kyubia Bone-Pillar to attend a special "no rules" match at a private venue this evening.

If the player characters are in the losers' bracket, then their scheduled bout today is the final round of the losers' bracket. Their opponents depend on when the characters entered the bracket.

LOSERS' MATCH (FINAL ROUND)

Opponents: If the party entered the losers' bracket by losing yesterday's match against the Lightkeepers, then their opponents today are Tino's Toughest, who have excelled—against all odds—in this bracket and have made it all the way to the end. Tino assures the player characters there are no hard feelings, win or lose, but a glimmer of naïve hope shines brightly in Tino's eyes as well as the eyes of his dear companions.

If the player characters entered the losers' bracket by losing their winners' bracket match on Day 1 or Day 3, then they've already fought Tino's Toughest; in this case, their opponents today are the Speakers to the Winds.



AFTER DARK CAGE MATCH

In the evening, the player characters are approached by the bookie Kyubia Bone-Pillar (page 102), who invites them to join a secret underground fighting match. The party can accept or reject this offer with no repercussions, and you might choose to move this event to an earlier day in the tournament if you think the player characters would be up for it. You can also reuse the event multiple times to give the players more opportunities to earn money and fight their rivals.

Arena: The match is at Kyubia's gambling hall in the Red Lantern district, the Blasting Cap (depicted on the map on page 122), which makes use of alchemical items in its quasi-legal games of chance and skill. It's also home to a simple but impressive fighting ring surrounded by a cage that's spiked on all sides, including the ceiling. The walls' spikes deal 4d8 piercing damage to any creature forcibly moved from or into a space adjacent to the wall.

Opponents: The player characters' opponents in this ruthless match depends on the party's standing in the tournament. If the party won the winners' brackets matches on Day 1 and Day 3, regardless of how they fared on Day 6, then their opponents in the cage are the Steps of the Sun. Alternatively, if the player characters lost either the Day 1 or Day 3 match in the winners' bracket, then their cage opponents are the despicable Lightkeepers.

Prize: Unlike tournament matches, only the winner of the cage match fight earns a prize. The prize for winning this fight is a pair of *greater daredevil boots*.

DAY 8

The arena is abuzz with excitement for the final day of the Ruby Phoenix Tournament. Little do the spectators realize just how exciting today's events will be—for the saurian kaiju Mogaru will make landfall by noon, triggering the final stages of the Lightkeepers' plot to humiliate the Ruby Phoenix and goad her into following them into an extraplanar realm where her vengeful old rival, Syndara the Sculptor, awaits.

TOURNAMENT MATCH: FINAL ROUND

Opponents: Regardless of whether they ever lost a tournament match, the party's opponents in the final round are the Lightkeepers. In addition to the usual rules for tournament matches, there is a special rule in place for the final round of the tournament, since it is a double-elimination bracket: if the team from the losers' bracket wins the match, then a rematch is scheduled later in the same day. The winner of the rematch is then named the winner of the tournament.

If the player characters have won every tournament match so far, then today they face off once again

against the Lightkeepers, who, after the characters defeated them on Day 6, took out their anger on the tournament's underdogs, Tino's Toughest, with an inglorious victory for themselves and a humiliating defeat for Tino and friends. In this case, the player characters need defeat the Lightkeepers only once in order to be crowned the Ruby Phoenix Champions. In this case, if the Lightkeepers defeat the player characters, then there is a rematch later in the day.

If the player characters enter the final round from the losers' bracket, then the crowd roars with approval for them and urges them to put the crooked Lightkeepers in their place. In this case, the player characters must defeat the Lightkeepers two times—once in the first match, then again in a rematch later in the day—in order to win the championship, in keeping with the rules of the double-elimination tournament.

Prize: At the completion of the final round, both teams receive a *vorpal* weapon property rune for their efforts, but only one team shall be named the Ruby Phoenix Champions and claim a treasure from Hao Jin's vault.

ALL ACCORDING TO PLAN

Not everything goes exactly according to plan today—at least not for the player characters or the tournament organizers. The diabolical plot of the Lightkeepers' secretive team manager, Syndara the Sculptor, comes to fruition today as the terrible kaiju Mogaru is spotted off the shore, moments before the Final King unleashes a devastating assault on Goka. The attack takes place immediately after the outcome of the first fight of the day, regardless of who won or if a second fight is warranted. Refer to the beginning of the next chapter for a precise description of how the event unfolds.

This can have a dramatic effect on the tone of the game at the table, since players might feel cheated out of their victory or like their grand fight is being undercut by the kaiju attack. This is, however, exactly the Lightkeepers' intention—to frustrate and humiliate the player characters. (At any rate, some players may recognize that this Adventure Path would be one volume too short if there wasn't anything to complicate their win at the Ruby Phoenix Tournament!)

If your players still feel like this turn of events has pulled the rug out from under them, emphasize the perception of the tournament organizers and spectators, which is nearly universal approval of and excitement for the player characters' team. Even though the party will have to wait until the end of the next volume to officially be named Ruby Phoenix Champions and claim their prize, after their first fight with the Lightkeepers they are at least the tournament's winners in the eyes of the people.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



CHAPTER 3: RAGE OF MOGARU

Immediately following the final round of the Ruby Phoenix Tournament, as Hao Jin is about to declare the winners of the competition, calamity strikes when a kaiju is sighted not far off the coast! Read or paraphrase the following to set the scene for the disaster that unfolds.

Just as Hao Jin walks into the center of the arena to announce the winners of the final match, shouts of panic from the streets break through the din of the crowd's cheers. The pavilion rumbles as a huge form rises from Xu Hong Bay to the west. Taller than any of the city's buildings, a nightmare of saurian scales and fiery breath emerges from the water and begins to crash toward the city. Halspin the Stung, one of the fighters for the Steps of the Sun, shouts in horror from the sidelines, "It's Mogaru, the Final King!" The final words of his scream are drowned out by an impossibly loud screech from the east—the drawing of a bow across strings, only magnified a hundredfold—and then a haunting melody of unknown provenance.

Hao Jin, dispassionately observing the chaos around her, snaps to rigid attention at the sound of the music. "Syndara, you fool," she mutters under her breath. "What have you done?" Then the Ruby Phoenix raises her voice to the competitors, her hair rising like flames to punctuate her words. "Mogaru is not here by chance. I will deal with the one who sent him here. Please, warriors all, do what you can to divert Mogaru's attention away from the people, but do not try to fight him! Even I don't dare face the Final King directly. Of course your departure won't disqualify you from winning my prize. We will settle the matter later." With that, she touches the moon-shaped jade necklace around her throat, utters a word, and is instantly teleported away.

After Hao Jin disappears, all the fighting teams and their patrons burst into a flurry of activity. While attention is turned to the bay, the Lightkeepers hurriedly flee from the arena's preparation room. Suspicious and curious, Tino's Toughest follow after



them. Lady Qiu May Shai whistles sharply and then escorts Empress Nai Yan Fei aboard one of the two drake-drawn chariots that swiftly land on the arena grounds. Before taking flight, Lady Qiu silently tosses a *skypiercing bow* (page 217) to the player characters. Empress Fei then addresses them: “Take this chariot and get a read on the situation across the city. In case Hao Jin fails to stop whatever sent the kaiju, we need to figure out what brought it here.” She puts a hand to her brow as the distant music reaches a crescendo. “And for the love of Abadar, please find out where that infernal melody is coming from.”

CHAOS IN GOKA

The party’s mission during this part of the adventure is to complete a lap around the city, mitigate any disasters they come across, and determine the source of the music, which obviously has something to do with Mogaru’s sudden and violent rampage.

The following events can occur in any order as the party flies over different parts of the city. For each location, optionally include one or more of the environmental hazards associated with Mogaru’s rampage; these hazards appear starting on page 238.

Once the characters have completed all three events or your players seem ready to move on, they locate Razu atop the Lantern Lodge; proceed to Catching Razu on page 127.

DOCKSIDE DIRGE

Mogaru’s initial path of destruction directly intersected with Gon-Yan Factory, an alchemical manufacturing plant and warehouse for volatile materials located in Goka’s industrial sector. The factory’s destruction has caused toxic spillage to seep into Xu Hong Bay and lap up onto the docks. Although Gokan firefighters have managed to quell the factory’s fires, several monsters have taken advantage of the catastrophe to harass and endanger nearby panicked dockworkers and passersby.

Use the map of the Gokan docks on the inside rear cover of this volume for this encounter.

Creatures: Two shadow yais in concert with Razu are practicing a slow, methodical dance along the docks to their master’s screeching music, grabbing any citizens in the way and flinging them into the toxic waters along the docks. In addition, three rivkas clinging to Mogaru have dismounted here, looking for ways to enact chaos along Goka’s shoreline and temporarily aligning themselves with the yais.

SHADOW YAIS (2)

Page 240

Initiative Perception +28

RIVKAS (3)

Page 246

Initiative Perception +21

MODERATE 17

CREATURE 16

CREATURE 13

CHAPTER 3 SYNOPSIS

Before the winner of the Ruby Phoenix Tournament can be named, the saurian kaiju Mogaru emerges from Xu Hong Bay and begins a deadly rampage across Goka. When Hao Jin mysteriously teleports to confront the source of the attack, it falls on the player characters to save Goka from certain doom.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index



SHADOW YAI



Toxic Waters: The waters of Xu Hong Bay around these docks swirl with toxic runoff. Any creature submerged in the water at the beginning of their turn takes 3d6 acid and 3d6 poison damage (DC 35 basic Fortitude save).

Working for Razu: The shadow yais work for Razu, and if beaten and questioned, they are not afraid to betray their employer. The player characters don't have time for an extensive interrogation, but the shadow yais can tell the characters in no uncertain terms that the tengu virtuoso they met earlier is responsible for Mogaru's rampage.

PANIC ON THE SEVEN DRAGONS BRIDGE LOW 17

In their rush to evacuate Goka's smaller northern islands to the city proper, hundreds of innocent citizens and visitors have crowded onto the Seven Dragons Bridge. The bottleneck is flustering the already panicked people; when they see the player characters flying overhead, the crowd screams in unison for help. As they do so, a strange portal opens up at the peak of one of the bridge's towers. The portal is similar to the one from which an underworld dragon emerged in Chapter 1, but this time an even more monstrous creature emerges—a so-called portal eater from the Astral Plane. The player characters must help guide the panicking crowds to safety while also heading off the immediate threat of the portal eater.

Guiding the Crowd: The player characters can help the citizens safely get across the bridge by guiding three separate crowds. The characters can calm and rescue a crowd with a successful DC 45 Diplomacy check to Request or by overriding their panic with a successful DC 47 Intimidation check to Demoralize. Each crowd can also be channeled in a safer direction by destroying debris in their path; each chunk of debris has Hardness 10 and 100 Hit Points.

Creature: The portal eater was attracted to this realm by Syndara's frequent meddling with interplanar portals and by the sudden emergence of so much primal power in the form of Mogaru. This titanic, crystalline avian has a cloak of crystal shards that reflect countless stars and moons. The cloak unfurls to release stolen cosmic energy from demiplanes it has eaten. For every 2 rounds the portal eater remains active, one of the three crowds on the bridge below takes substantial casualties from energy blasts or falling debris.

PORTAL EATER

CREATURE 18

RARE CE GARGANTUAN ASTRAL

Cosmic devourer of extradimensional energies

Perception +30; greater darkvision

Languages Aklo; telepathy 100 feet

Skills Athletics +36, Intimidation +35

Str +10, **Dex** +5, **Con** +8, **Int** +0, **Wis** +6, **Cha** +9

AC 37; **Fort** +34, **Ref** +29, **Will** +32; +1 status to all saves vs. magic

HP 420; **Resistances** all damage 10 (except force and physical); **Weaknesses** force 20

Enormous A portal eater is a massive creature and takes up a space of 10 squares by 10 squares (50 feet by 50 feet).

Eat Portal ☞ (abjuration, occult) **Requirements** The portal eater's beak is not grabbing a creature; **Trigger** A creature teleports or is summoned within 50 feet of the portal eater; **Effect** The portal eater attempts to eat the portal. It makes a counteract check against the effect (counteract modifier +33, counteract level 9th). If the effect is counteracted, the creature arrives in the portal eater's beak and the portal eater Grabs it.

Reflect Spell ☞ (abjuration, occult) **Trigger** A creature Casts a Spell that targets the portal eater; **Effect** The portal eater attempts to counteract the spell (counteract modifier +32, counteract level 9th). If the spell is counteracted, it targets the caster instead.

Speed 35 feet, fly 35 feet

Melee ☞ beak +34 (reach 25 feet), **Damage** 3d12+20 piercing and Improved Grab

Melee ☞ claw +34 (agile, reach 30 feet), **Damage** 3d8+20 slashing plus Improved Push 20 feet

Melee ☞ cloak +34 (reach 40 feet), **Damage** 3d8+20 bludgeoning plus Pull 20 feet

Swallow Whole ☞ (attack) Gargantuan, 17d6+8 force, Rupture 33

Unfurl Realities ☞☞ (evocation, light, occult) The portal eater unfurls its crystalline cloak of stolen realities, releasing a wave of cosmic energy and casting *prismatic spray* (DC 39) in a 60-foot emanation. The portal eater can't Unfurl Realities again for 1d4 rounds.

XP Award: The player characters earn an additional 30 XP for each of the three crowds they get off the bridge without incurring casualties.

Treasure: The portal eater carries a *reflecting shield* it wears as a ring.

OPPORTUNISTIC PARASITES MODERATE 17

This event can occur anywhere inland, such as the Scale district or the theater-lined streets of the Floating Lotus. Half a dozen rivkas—monstrous parasites that cling to kaiju and dismount only to sew chaos among humanoids in the giant's wake—have taken to Goka's streets in order to terrorize, kill, and steal the identities of any Gokans who get in their way. The player characters must destroy the rivkas before they can escape into the throngs of panicked people.

**ELITE RIVKAS (6)****CREATURE 14***Pathfinder Bestiary* page 6; page 246**Initiative** Perception +23**CATCHING RAZU**

After taking care of the disastrous events around Goka, the player characters finally pinpoint the source of the deafening music that's attracting Mogaru. Razu, the virtuoso bard they'd met earlier in this adventure, is perched atop the Pathfinder Society's Lantern Lodge, sliding his bow along his erhu and singing a haunting dirge that borders on droning. Razu spots the player characters as well, and—continuing his enchanting song as much as he is able—takes flight across Goka. The characters must chase the bard across the city's skyline to stop his song from attracting Mogaru further inland.

Chase: The player characters must begin a chase encounter to catch Razu. This scene uses the same chase subsystem from the *Gamemastery Guide* as the Drake Race in Chapter 2 (page 116). Since all characters are flying, the surface streets below don't affect the chase but the tall buildings that make up Goka's skyline still present obstacles. When the characters clear the first obstacle, Razu flees toward Mogaru for cover, starting the chase off at the flying rubble obstacle. From that point onward, he gains 1d4 Chase Points each round.

Razu can't escape entirely completely because his voice must be heard to keep drawing Mogaru onward into the city. But the longer he keeps away from the player characters, the more damage Mogaru deals to Goka, which is Razu's ultimate goal. His plan is to reach the Empress Yin Opera House, where he will be able to take advantage of its acoustics for a final confrontation.

Creatures: Razu is accompanied by a pair of melodic squalls who back him up vocally on chosen lines of the song. Whenever the characters catch up with Razu, the melodic squalls fall back to buy Razu time. They fight the player characters until reduced to 30 Hit Points, at which point they flee. Razu continues the chase while the player characters are distracted in combat, gaining 1 Chase Point per round of combat. If the characters don't stop to engage, the squalls simply follow them and keep attacking (they fly faster than the chariot). If your players are having far too easy a time with this chase and you wish to increase the challenge, complicate the combat encounters by including any of the environmental hazards associated

with Mogaru (page 238). The second time the characters catch up to Razu, they can choose to fight him in mid-air over the city or force him to crash land to fight on the ground. In the latter case, adapt any of the maps in this volume to suit the encounter, depending on where it occurs in the city.

MELODIC SQUALLS (2)**CREATURE 16****RARE** **CE** **HUGE** **AIR** **ELEMENTAL**Variant melody on the wind (*Bestiary* 2 107)**Perception** +30; darkvision**PORTAL EATER****Introduction****Part One:
Despair on
Danger Island****Part Two:
Ready? Fight!****Chapter 1:
In Search of
Sponsorship****Chapter 2:
The Tournament****Chapter 3:
The Siege of Mogaru****Part Three:
King of the
Mountain****Adventure
Toolbox****Glossary
& Index**



Languages Auran, Tengu, Tien

Skills Acrobatics +32, Performance +32, Stealth +32

Str +6, **Dex** +8, **Con** +4, **Int** +2, **Wis** +6, **Cha** +8

AC 39; **Fort** +24, **Ref** +32, **Will** +28

HP 280; **Immunities** bleed, paralyzed, poison, sleep

Hostile Duet **Trigger** A hostile creature within 30 feet creates an effect with the auditory trait that provides bonuses to itself or its allies; **Effect** The melodic squall recreates the auditory effect perfectly, gaining the bonuses for itself and its allies as long as the original effect persists.

Retune **Trigger** The melodic squall is targeted by a spell with the auditory trait; **Effect** The melodic squall attempts to counteract the spell. If it succeeds, the spell effect is caught in a blast of wind that sweeps it back to its origin, affecting the caster. Targets of the triggering effect other than the melodic squall are still affected normally.

Speed fly 100 feet; swiftness

Melee **Wind gust** +32 (agile, finesse), **Damage** 3d10+14 bludgeoning plus Push 10 feet

Ranged **Solid refrain** +32 (range increment 70 feet), **Damage** 3d8+14 sonic

Mesmerizing Melody (auditory, concentrate, enchantment, mental, primal) The melodic squall sings in a sonorous chorus. Any creature in a 30-foot emanation must attempt a DC 36 Will save to resist becoming fascinated by the melodic squall. A creature that succeeds at its save is temporarily immune for 24 hours.

Critical Success The creature is unaffected.

Success The creature is fascinated for 1 round.

Failure The creature is fascinated for 1d4 rounds.

Subsonic Burst (emotion, evocation, fear, mental, primal, sonic) The melodic squall focuses intense sound at an inaudible frequency in a 100-foot line. Each creature in the line must attempt a DC 34 Fortitude save.

Success The creature is unaffected.

Failure The creature is frightened 1.

Critical Failure The creature is frightened 2 and confused until the beginning of the melodic squall's next turn.

Swiftness The melodic squall's movement doesn't trigger reactions.

Chase Obstacles: The player characters must overcome the following obstacles in order to catch Razu. If they fail to catch up to him during the chase, he awaits their arrival at the Empress Yin Opera House (page 87).

DISAPPEARANCE INTO ECHOES

OBSTACLE 17

Chase Points 4; **Overcome** DC 34 Theater Lore or DC 36 Architecture Lore or Performance to know how surrounding buildings produce echoes and deduce where they came from; DC 38 Perception to make sense of the echoes; DC 41 Arcana or Occultism to predict where Razu teleported from the manifestation of the magic

Razu dodges or teleports out of sight and uses the echoes around the tall buildings to confuse his pursuers.

MELODIC SQUALL



FLYING RUBBLE

OBSTACLE 20

Chase Points 2; Overcome DC 40 Acrobatics or Reflex to weave through the falling rubble, DC 42 Nature or Survival to steer the drake-drawn chariot around it, DC 45 Athletics to bound off the rubble

Rubble flies through the air as Mogaru levels a series of towers, threatening to knock you to the ground.

WHIPPING CABLES

OBSTACLE 20

Chase Points 2; Overcome DC 36 Engineering Lore, DC 38 Crafting, or DC 42 Perception to predict the whipping lines' trajectory; DC 40 Acrobatics or Reflex save to dodge Tension cables holding up a bridge snap so violently that they lash gouges in the solid stone buildings nearby.

FLIGHT OF FEAR

OBSTACLE 17

Chase Points 4; Overcome DC 34 Arcana, Nature, or Performance to calm the drakes; DC 36 Diplomacy or Intimidation to guide the chariot drakes to clear a path; DC 38 Intimidation to be scarier than the other dangers nearby and scatter the flock away

A flock of upset drakes swarms about looking for some kind of safety from Mogaru, trying out various rookeries and ledges before abandoning them and looking for others.

LIGHTNING RODS

OBSTACLE 17

Chase Points 4; Overcome DC 36 Nature to steer the chariot between the rods; DC 43 Acrobatics, Perception, or Reflex to move the chariot in time with the lightning strikes

Lightning rods draw down bolts of electricity from the stormy sky.

XP Award: Award the characters 80 XP each for catching up to Razu, even if it's at the Empress Yin Opera House (page 87).

OPERA HOUSE REPRISE

EXTREME 17

Razu stops his flight at the Empress Yin Opera House (page 87). The tables provide partial cover and are difficult terrain to walk over. The stage is 4 feet off the ground, generally requiring a Leap to get up. From the upper balcony to the ground is 20 feet, but it's only 16 feet down to the stage.

Favorable Acoustics: The structure of the opera hall amplifies sounds from the stage toward the floor below. A creature on the floor that rolls a saving throw against an auditory or sonic effect originating from the stage gets one degree of success worse than their actual roll (for example, a failed save is a critical failure instead).

Creatures: This is where Razu makes his final stand, assisted by two shadow yais that Syndara enlisted to assist Razu. If the party didn't destroy them during the chase, two melodic squalls also join Razu

for the fight. Believing he has sealed his fate by taking part in Syndara's foul plot to destroy Goka, Razu fights until incapacitated.

RAZU

CREATURE 18

Page 244

Initiative Perception +30

MELODIC SQUALLS (2)

CREATURE 16

Page 127

Initiative Perception +30

SHADOW YAIS (2)

CREATURE 16

Page 240

Initiative Perception +28

Mogaru Soothed: With the cessation of Razu's intoxicating melody, Mogaru snaps out of his fugue and, after confusedly examining his burning surroundings for a moment, slowly turns and marches back into the ocean.

XP Award: Award the player characters 80 XP for defeating Razu and calming Mogaru.

Treasure: Lady Nai Yan Fei sends the player characters one of the crown jewels of Goka, the *cape of the open sky* (page 216). This item proves that they are true allies of the city and grants them the privileges of the city's aristocrats. They can ignore certain taxes and fees related to their personal ventures, and they can own property and operate businesses in the city under a special set of laws reserved for those deemed heroes of the city, which bypasses some rules and restrictions. They can always count on quarters in the Gokan Palace.

CONCLUDING THE ADVENTURE

As the Final King slowly stomps back into Xu Hong Bay, Goka may seem a sorry sight, but the city has withstood disasters before, and the damage was undeniably mitigated by the valiant efforts of the heroic player characters. Indeed, if they weren't already local celebrities in Goka, the characters surely are now.

Several of the Ruby Phoenix Tournament's key figures went missing amid Mogaru's rampage: Hao Jin teleported away with no fanfare whatsoever, and the Lightkeepers and Tino's Toughest are nowhere to be found. The next adventure, "King of the Mountain," kicks off in the immediate aftermath of the kaiju attack, with Empress Nai Yan Fei setting the player characters on a quest to discover the whereabouts of their rivals and the Ruby Phoenix. The aftershock of Mogaru's attack, the city's fanfare for the heroic characters, and the goings-on of the other tournament contenders are all described in detail in that volume.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Chapter 1: In Search of Sponsorship

Chapter 2: The Tournament

Chapter 3: Rage of Mogaru

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

GOKA



GOKA DOCKS
1 SQUARE = 5 FEET







KING OF THE MOUNTAIN

By James Case

CHAPTER 1: RACE TO THE PEAK134

CHAPTER 2: FRAGMENTS OF THE FRACTAL JUNGLE.....164

CHAPTER 3: UNMAKING THE SCULPTOR180



CHAPTER 1: RACE TO THE PEAK

Hao Jin, the Ruby Phoenix, is justly known as one of Golarion's most legendary spellcasters. With immense natural talent honed by multiple lifetimes of study—possible in part due to her frequent use of resurrection magic—the sorcerer pushed the boundaries of many fields of magic as she traveled the multiverse, learning from every teacher she could find.

On one of these excursions across the planes, she befriended an axiomite sculptor and athlete named Syndara. Both shared a passion for the creation of demiplanes—locations where the laws of creation could be bent to suit the will of the creator. Both had their techniques and specialties: Syndara would sculpt demiplanes within his mind and then transpose them into existence through acts of sheer will and discipline, while Hao Jin wove together threads of magic and quintessence to craft her worlds. Syndara, an avid martial artist dedicated to perfection, took great joy in sharing with Hao Jin the techniques he used to hone his mind and body and give him greater control over

his crafting; the two would regularly spar to warm up before sitting down to create, leading to a love of martial arts that Hao Jin would later enshrine in her will in the form of the Ruby Phoenix Tournament.

However, over time, Syndara realized that Hao Jin, though originally less proficient at crafting demiplanes than he, was swiftly surpassing him. Where Syndara had once been sought out across the multiverse to create custom worlds for powerful rulers and wealthy aristocrats, these patrons now increasingly turned to “the sculptor’s protege” to create their visions. Syndara grew resentful of Hao Jin and her abilities, which he saw as an unearned benefit of magic she had been born with—a quirk of sorcerous inheritance rather than the result of hard study.

Syndara gradually became less discerning with his clients and was surprised to discover how much he enjoyed crafting the strange and often terrible personal pleasure playgrounds or extradimensional prisons his unscrupulous and undeserving clients commissioned.



His demiplanes grew crueler in tandem with his own disposition. Syndara eventually entered the employ of Sok Jyun-son, a wicked human aristocrat in league with Imperial Lung Wa, who viciously ruled what is now the peaceful nation of Hwanggot in Tian Xia. Syndara began forging for Sok Jyun-son what he believed would become his planar masterpiece: a simple structure he called the *Glass Lighthouse*.

When Hao Jin learned that Syndara was creating a world to enable the cruelties of a man who had wrought so much hardship so close to her own homeland, she was furious. She planned to absorb Sok Jyun-son's lands into her tapestry for safekeeping, to deny Syndara the chance, and release them once she was sure they'd be safe from the despot's depredations. Syndara, unwilling to allow Hao Jin to get the better of him yet again, confronted his former friend and pupil, and after days of combat across countless demiplanes culminating in a final showdown in the *Glass Lighthouse*, Hao Jin defeated Syndara, sealing him and his demesnes within the *Hao Jin Tapestry*.

The exit to Syndara's demiplane was meant to connect back to the Material Plane, but as the *Glass Lighthouse* was now within the *Hao Jin Tapestry*, this was impossible. Syndara found himself trapped outside of reality, with no way to escape. What's more, the interaction of the two opposing demiplanes affected the flow of time in ways unpredictable even by the wild standard of demiplanes. Time flowed a thousand times slower in the *Glass Lighthouse*, with Syndara having no company but his thoughts of revenge.

It's hard to say whether Hao Jin knew about time's strange flow in the *Glass Lighthouse*, or if she meant to eventually release Syndara. Soon after caging him in the *Hao Jin Tapestry*, she relinquished her memories of the tapestry's creation as part of her service to Axis, and with these forgotten moments also went most of her memories of Syndara. While she could remember the axiomite vaguely and knew they had collaborated in the past, she was unaware of his ultimate fate.

For his part, Syndara has had eons to hone his powers toward a singular end: to destroy Hao Jin and extinguish her legacy. Now, years after the destruction of the *Hao Jin Tapestry* and Syndara's release, he has set into motion his grand plan for revenge: He used the calamity of Mogaru's attack to jar Hao Jin's memories and draw her to the *Glass Lighthouse*. Within his private world, Syndara will face the Ruby Phoenix once and for all—and he will destroy her.

GETTING STARTED

This adventure begins the day after the end of the previous adventure, "Ready? Fight!", with the player characters attending a briefing by Empress Nai Yan Fei in the wake of Mogaru's attack on Goka. Evacuations were prompt and the damage well controlled due in no small part to the heroes' actions. Casualties were limited, and the team has been able to rest and recuperate from their battle. Still, the mood is tense as the city's heroes walk toward the main arena.

The day after the kaiju Mogaru's rampage, smoke still lingers in the air around the grand arena. What was supposed to be a celebration of technique, ability, and strength has instead become a somber vigil of the destruction wrought in Goka. The other fighting teams show their distress in different ways: the rigid monks of the Arms of Balance stand at the ready, their faces expressionless,

CHAPTER 1 SYNOPSIS

Lady Nai Yan Fei gathers the finalists after the kaiju Mogaru's devastating attack on Goka to announce that Hao Jin has gone missing, but a mysterious flare of energy to the southeast bears the grand sorcerer's magical signal. The tournament's many finalists race across the Flying Mountains toward the flare but find that it disappears into an impenetrable floating demiplane. The player characters must scour the Flying Mountains, running into past rivals along the way, to assemble a ritual that can summon Iron Mountain's legendary Celestial Dragon, rumored to grant a wish once every 12 years, and beseech the dragon for the power to enter the demiplane where Hao Jin must be.

PURPOSEFUL PARALLELISM

Some of the situations and locations in this adventure—particularly in Chapters 2 and 3—are overt allusions to the player characters' exploits in the previous two volumes of the Fists of the Ruby Phoenix Adventure Path. Syndara's tropical island demiplane, for example, bears a striking resemblance to the island of Bonmu from "Despair on Danger Island."

Adjust the specifics of this adventure as necessary to make sure the parallelism between the challenges on Syndara's Island and during his Hungry Ghost Tournament land with your players. For instance, if your players had a particularly challenging time with the natural hazards of Bonmu, you might compare those with the hazards of Syndara's Island.

Likewise, throughout the first chapter of this volume your players will have numerous opportunities to roleplay with the other contenders from the Ruby Phoenix Tournament. The players' previous conversations, quarrels, and banter with the other teams should be a factor in their interactions here.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Chapter 1: Race to the Peak

Chapter 2: Fragments of the Fractal Jungle

Chapter 3: Unmaking the Sculptor

Adventure Toolbox

Glossary & Index



PILOTING THE SHIP

While you can use the vehicle rules on page 174 of the *Pathfinder Gamemastery Guide* to have player characters pilot the *Solar Jian II*, Yoh is a capable helmsperson and the ship exquisitely outfitted with several conveniences, so he can take the ship anywhere it needs to go with little trouble or need for checks outside of unusual conditions. The airspace immediately surrounding the exposed deck is protected by a 5th-level *endure elements* effect that also purifies the air, protects from sunburn, and diverts wind around the ship, allowing passengers to enjoy the view from the deck unprotected even in high-altitude conditions. As he's more a pilot than adventurer, and significantly lower level than the party, Yoh usually stays behind to mind the ship when the team lands to explore, rather than brave the unknown dangers of the mountain.

while the battledancers of the Steps of the Sun shift uneasily from foot to foot. Curiously, two teams have yet to report: the Lightkeepers and Tino's Toughest. As ash falls from the sky, Empress Nai Yan Fei addresses the remaining contestants.

"Esteemed finalists, I know that today is not what we expected. Mogaru has laid waste to our city. Yet, it is due to your brave actions that we were able to repel the kaiju and capture Razu, the traitorous bard who lured Mogaru here. On behalf of the people of Goka, I thank you for your selfless actions.

"However. Our grand judge, the lady Hao Jin, has not been seen since yesterday. While we originally suspected she had gone to drive off the Final King, it seems she may have had a different aim, and Razu's confessions also indicate as much. My ministers noted a significant glow along the southern horizon last night. We originally suspected it was something to do with Mogaru, but further inquiries suggest it was in fact a massive display of spellcasting by Hao Jin.

"Without our grand judge, we cannot continue with the Ruby Phoenix Tournament. Moreover, as long as Hao Jin is missing, many questions remain and the safety of Goka is uncertain. Though the tournament has yet to conclude, all of you have demonstrated exceptional skill and dedication over the last several days. Therefore, I beg of you all, seek out and bring back the Ruby Phoenix!"

The team can use this opportunity to ask Nai Yan Fei questions about Hao Jin's disappearance. When the characters are ready to continue, proceed to Making Preparations.

How will we find Hao Jin? The barest of smiles crosses the empress's composed face. "She's an immortal sorcerer who walks between worlds the way you or I walk between rooms. Luckily, we've found a way to track her down." At this, several attendants bring out eight identical glass wind chimes, each tied with a red string. Lady Nai Yan Fei picks one up and holds it aloft, and the ringer moves to the southeast, knocking slightly against the chime, which lets out a silvery trill. "These *plover chimes* were created by Hao Jin herself, using axiomite dust smelted with phoenix flames. We had expected to give them to each of the finalists as mementos of participation at the awards ceremony. The chimes yet resonate with lingering traces of her magic, allowing my court scholars to modify them into a tracking device of sorts. They should guide you to her location."

What if we cannot find her? Lady Nai Yan Fei consults with several court scholars before responding, "Though in the past, this tournament has always been run without its founder present, my legal scholars have informed me that the bylaws are clear: as Hao Jin has already been formally recognized as the grand judge of this decade's tournament, no one can name a winner except her. We have one week to recover Hao Jin and resume the tournament. Otherwise, it must be declared void, and the next tournament will not be for at least 10 years, if indeed it happens at all."

What's the best way through the Flying Mountains? "As you are still the one of two finalists of the tournament, you remain entitled to several of the finalists' regalia—some of the treasures from Hao Jin's vault—until such time as the tournament formally ends. One item in particular might be especially useful in this case. I've sent for it, and its pilot, to meet you back at your residence."

MAKING PREPARATIONS

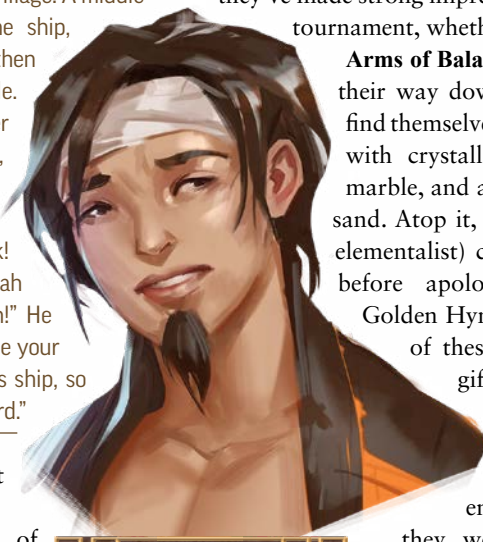
The team can take the day to take care of any outstanding business in Goka (refer to Shaking Hands in Town on the next page) before returning to their residence in the Ruby Village to make preparations for their journey. Although Goka is still reeling from Mogaru's attack, the city's skilled administrators and hardworking citizens are already distributing food, water, and other necessities and arranging temporary lodging for those whose homes were damaged.

THE FINALISTS' PRIVILEGES

Back at the Ruby Village, the team finds a series of deliveries waiting for them: the finalists' regalia that Nai Yan Fei hinted at.



A massive vessel with two wings—held aloft by an impossibly massive balloon of finest canvas—hovers a foot off the tiles in the courtyard of the Ruby Village. A middle-aged Minkaian man bustles around the ship, checking valves and securing straps, then snaps to attention and gives a tight smile. But his officialdom is broken a second later by effusive, bubbling energy. “Yoh Souran, at your service! I caught you in the finals, and I have to say, what a match! The way your weapons moved! And the spellwork! I haven’t seen such spellwork since Harrah the Painted’s bout in seventy-two-eleven!” He manages to compose himself. “Ahem. I’ll be your pilot for as long as you have need of this ship, so wherever you need to go, just say the word.”



YOH SOURAN

The contestants can ask Yoh about the voyage and their new acquisition.

What’s this? “Pride and joy of the Souran family, the *Solar Jian II*! Apparently my great-great-something-grandmother built it as a wedding gift for my great-great-something-grandfather. Or so I hear, wasn’t there myself, but Hao Jin herself returned it to the family when I was younger. We lend it to the tournament’s victory parade each decade, but seems like Lady Yan Fei says it’s needed a bit longer this time around!”

What should we know about it? “Apparently, Grandmother was quite the crafter. The ship’s fast and will protect you from the elements, but it’s a pleasure yacht—no cannons or anything like that.”

So you’re a fan of the tournament? At this, Yoh launches into a breathless and extraordinarily detailed breakdown of the characters’ matches so far, comparing their performance to past combatants such as Harrah the Painted pummeling the Forty-Seven Stars, the Bear of Whitethrone’s record for most ring-outs in a single tournament, Song-Yoo the Gourmand’s consuming shadows technique, and more. Once he realizes he’s gushing, he runs his fingers through his shaggy hair and sheepishly concludes, “Yeah, I guess you could say so. My dad took me to my first one when I was five and I’ve been hooked ever since.”

Treasure: In addition to the *Solar Jian II*, Lady Yan Fei has arranged more regalia for the finalists, including four true elixirs of life and a line of credit collectively worth 40,000 gp, usable anywhere in Goka.

SHAKING HANDS IN TOWN

If the team lingers in Goka, they may run into one or more of the other contestants who are preparing for their journey as well. While the players don’t need to

shake hands with every one of their rivals, feel free to have them bump into a few teams with whom they’ve made strong impressions over the course of the tournament, whether friendly or antagonistic.

Arms of Balance: As the characters make their way down the roads of Goka, they find themselves suddenly cut off by a horse with crystalline hooves, eyes of white marble, and a mane that flows like desert sand. Atop it, **Usvani** (LN male vanara ki elemental) calms his genie-bound steed before apologizing. The Academy of Golden Hymns once received a number of these horses from Qadira as a gift, and the Arms of Balance find that their elemental mastery allows them to give these steeds strength and endurance far beyond what they would normally be capable of. Usvani mentions that the Academy has had a longstanding, though distant,

relationship with the Rai Sho Monastery in the Flying Mountains, which lie in the same direction indicated by the chimes, and says that his team will follow the Academy’s directions through the mountain passes.

Biting Roses: The Biting Roses can be found having a leisurely meal at one of Goka’s countless bridge-side tea shops. Harrow cards belonging to **Lantondo** (LN agender wyrwood harrow) are splayed out over their table. When asked why they’re lounging instead of getting ready for the arduous journey ahead, **Yarrika Mulandez** (LG female human spiritualist) laughs and says something about taking it easy and always being in the right place at the right time. She finishes her tea and spots a single floating tea stalk in her cup. She excitedly mutters to herself, gathers her team, leaves a few coins on the table, and the three members step backward off the bridge... to land in the back of a cargo boat that happened to be passing by. Yarrika cheerily waves goodbye as the boat drifts into the harbor, saying that she’ll see the player characters “on the other shore.”

Steps of the Sun: The sounds of a morin khurr played by **Halspin the Stung** (NG male catfolk beast singer) drift from a wide marketplace, where a large crowd has gathered around a massive, steel-gray roc. The bird is clearly entranced by Halspin’s notes and chirps along while bobbing her head to the music. The sisters **Amihan** and **Maalya** (N female human battledancers), as well as **Joon-Seo** (LN male samsaran bard), are leading a chant as the crowd helps them pass bundles of supplies in a bucket line towards a saddle on the roc’s back. The sisters invite the player team to join the chant.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

Adventure
Toolbox

Glossary
& Index



Speakers to the Winds: If anyone goes to buy potions, alchemical reagents, or the like, they're sure to run into **Boundless Hummingbird** (N female gnoll Cascade Bearer transmuter) as she haggles aggressively with a merchant over a truly massive amount of cinnabar. When asked what it's for, Hummingbird says that the Speakers to the Winds usually travel by teleportation, but the planar fabric around what people are calling "the Southern Flare" seems to be unusually distorted (a clue to the players that teleportation will be unreliable from here on out). The cinnabar will be used as a stabilizing agent in a complex ritual to carry them through the distortions.

Winter's Roar: The viking team can be found down by the docks, where they outfit a massive longship. **Urnak Lostwind** (NG male half-orc viking) oversees operations while the rest of the team loads up supplies. If asked, Urnak boisterously and freely shares that they plan to travel toward the Southern Flare by sea and make land at Kaifen Bay, one of the few landing sites in the region, before continuing on foot.

If questioned about Tino's Toughest or the Lightkeepers, none of the other competitors are able to say for sure where they've gone, though someone does recall seeing Tino and Syu Tak-nwa amid the chaos of the kaiju attack, the normally cheerful Tino livid and screaming at the witch.

If the characters approach another team with the idea of traveling together, that team declines (politely or otherwise), citing that their unique mode of transport is not well suited for additional passengers. Similarly, the *Solar Jian II* can't transport additional passengers. The teams vow to meet again on the path to Hao Jin and wishes the party fortune for the great race ahead.

Starting off on the Right Foot: If the players' team has an especially friendly interaction with one of the other teams, take note of this for later—if the party comes into contact with that team later, give them a +1 circumstance bonus to any checks to interact socially with them. Try to grant this bonus for only one or two teams, to make such connections feel special.

THE FLYING MOUNTAINS

When the party is ready to embark, Yoh can easily lift off from Goka, the *Solar Jian II*'s wings articulating

to catch unseen solar winds. Ruby and sapphire trails illuminate the air in the ship's wake as it makes for the southeastern horizon.

Following the trills of the *plover chime* requires no check—the general direction is known and the chime trills more incessantly the closer the *Solar Jian II* travels toward Hao Jin's magic. Traveling by airship, the crew takes about 3 days to reach Iron Mountain. When they get to the Flying Mountains, the party can explore the following locations. See the sidebar on page 141 for more details about the party's airborne journey.

A. ISLAND IN THE SKY

The peak of Iron Mountain pierces the clouds that enshroud the rest of the Flying Mountains. A massive island floats upside down in the sky above the peak's summit, the ocean that surrounds it blending into the stratosphere. Though the air up here is freezing, the air around the island ripples like shimmering heat wafting off summer stone.

The island protruding from the clouds is none other than Syndara's Island, the demiplane the entrants might have found hints about while traversing Bonmu during "Despair on Danger Island" or dealing with the strange extraplanar energies in "Ready? Fight!" Characters who succeed at a DC 38 Arcana or Occultism check or a DC 35 Demiplanes Lore check realize that the planar fabric has become horribly warped here and that the island resides in another dimension altogether—the visible image is just its reflection into the Material Plane.

The party will likely attempt to fly toward the island. Starting from about a mile away, it becomes apparent that something is amiss—the *Solar Jian II* sails through the air as fast as always, but makes no progress. Space seems to expand the closer the party draws to the island, the ship traveling only half the distance each second that it did previously. More exotic methods of travel are equally futile; attempts to directly reach the island via teleportation and planar traversal automatically fail and result in 12d6 mental damage (DC 40 basic Will save) as the traveler sees infinite versions of themselves fall into an oceanlike abyss of tessellating reflections.

B. IRON MOUNTAIN

Once the team has tried and failed to reach Syndara's Island, or at another convenient moment, the *plover chime* lets out a final cry before going silent, releasing



BOUNDLESS HUMMINGBIRD



a ruby beam of magic, thin as a single thread—the chime is close enough to Hao Jin’s magical signature to attempt to reach her directly. The string splits, one thread trying (and failing) to reach Syndara’s Island, the other thread beaming directly down at the peak of Iron Mountain, where it illuminates some kind of shrine by an alpine lake. Yoh can easily land the *Solar Jian II* on the plateau near a set of stairs that switch back down the mountain.

The peak’s impossibly high altitude means that the entire area is a severe cold environment.

The Dais’s Keepers

Eleven thousand six hundred and sixty-four carved stone steps stretch from the base to the peak of Iron Mountain, the trees cleared out around the incredible staircase. The only sounds come from the flapping of prayer flags in the biting wind. The stairs open to an alpine plateau overlooking a vast, steaming lake that smells of sulfur and remains liquid in defiance of the low temperature. Twin vermilion shrine gates break the surface off a lone pier. Twelve statues depicting the Tian zodiac, some broken, stand a scattered watch over the plateau.

Creatures: Three evil water yai siblings dwell in the lake here. While normally they’re content to bicker with each other, their attention was drawn to the surface by Hao Jin’s expenditure of power. As they see the party arrive, they use their Change Shape ability to hide in puddle form on the surface of the lake. They are immensely territorial and attack immediately, fighting to the death and prioritizing any character who walks out to the end of the pier to observe the shrine gates.

WATER YAIS (3)

CREATURE 17

Pathfinder Bestiary 2 191

Initiative Perception +32

Fragile Architecture: The zodiac statues surrounding the battlefield have stood for ages, but this is partially because few visitors have disturbed them. The statues have Hardness 5 and 25 Hit Points. Breaking or outright destroying the statues (most likely with a mistimed spell or powerful special ability) makes it more difficult to scour them for information after the dust settles (see The Zodiac’s Lesson, below).

The Zodiac’s Lesson

Once the fighters have defeated the water yais, they can explore the summit of Iron Mountain. A character who succeeds at a DC 35 check to Identify Magic of any tradition realizes that the dais is the site of

an important ritual and acts as receptacle to gather natural energy, becoming full every 12 years. That character further realizes that, while it has been less than 12 years since the dais was activated, a huge amount of energy, aligned with the element of the phoenix, was recently released here, saturating the site and priming it for some task.

A character who succeeds at a DC 30 Dragon Lore or Tian Xia Lore check recalls the legend of the Celestial Dragon: an imperial dragon of immense power who appears atop Iron Mountain once every 12 years to grant a wish to a royal maiden. However, this is more than mere legend, as can be confirmed by studying the zodiac statues surrounding the dais.

Each of the zodiac statues bears an inscription in spirit tortoise script, an ancient dialect of Tien, that can be pieced together to uncover the legend of the Celestial Dragon. A successful DC 40 Society check is necessary to decode the script—if the reader understands Tien, they gain a +2 circumstance bonus to this check, but the highly allegorical style of the writing, couched in historical references and metaphor, means that magic such as *tongues* does not automatically reveal the meaning. Any broken statues can be mended by restoring at least 20 Hit Points to them either using the Crafting skill or magic such as *mending*.

South Cluster: The southern cluster of statues comprises the Underworld Dragon, the Swordswoman, and the Sea Dragon. These statues are in excellent repair and require no additional check to uncover the following three inscriptions.

- “The Celestial Dragon once spanned the sky and shook the land, before they were sundered.”
- “Assemble the Celestial Dragon’s three fragments—their breath, their spirit, their bones—that they may be born again, as the wheel completes its turn.”
- “A wish granted.”

Upon piecing together these inscriptions, the player characters realize this Celestial Dragon is clearly something more primordial than a common wyrm and that their power is likely sufficient to open a way to Syndara’s Island and Hao Jin with it. Further, the reader learns that if they want to summon the Celestial Dragon they must bring together the Dragon’s three components for the ritual—breath, spirit, and bones.

East Cluster: The Swallow, the Ox, and the Sovereign Dragon look out from an outcropping on the east of the plateau—or would, if the recessed nooks in the side of the mountain wall weren’t covered by a mass of icy stalagmites. Uncovering the statues requires the heroes to make a successful DC 40 Athletics check to break the stalagmites by force or a DC 36 Thievery

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Chapter 1: Race to the Peak

Chapter 2: Fragments of the Fractal Jungle

Chapter 3: Unmaking the Sculptor

Adventure Toolbox

Glossary & Index



check or DC 34 Archaeology Lore check to carefully uncover the statues, though failing this check will break one of the statues beneath. The ice can also be melted by dealing 20 points of fire damage to it, but any damage over this threshold is applied to one of the statues. Their inscriptions read as follows.

- “A sacred art, the dance of Rai Sho.”
- “Steps and circles to surround the world.”
- “The Dragon’s breath.”

These inscriptions mean that the breath component of the ritual is actually a dance. A character who hears the name “Rai Sho” can attempt a DC 35 Tian Xia Lore check to Recall Knowledge to realize that this was the name of a priest of legend who founded a monastery near the foot of Iron Mountain. Players may also recall this name if they heard it from Usvani in Goka.

North Cluster: The Ogre, the Forest Dragon, and the Blossom guard the north of the dais. Unfortunately, the youngest of the water yais, seeking a companion, broke off the Ogre statue and moved it to his section of the lake shallows, where he talked to it for a time before losing it deeper into the depths. Piecing together the message requires recovering the Ogre statue from

the lake. A trail of rubble leads from the broken base to the lake; the statue is submerged in a fissure 60 feet below the surface and requires a successful DC 37 Athletics check to dislodge. Furthermore, the volcanically superheated water deals 10d6 fire damage per round of immersion. Once the statue is recovered, the characters can read all three inscriptions on the statues in this cluster.

- “A lineage of maidens, bold and noble.”
- “Those allowed the privilege of intercession.”
- “The Dragon’s spirit.”

The heroes, upon reading these inscriptions, realize that “maiden” is a mistranslation and that the original words are more faithfully translated as “intercessor,” and that the intercessor is the Dragon’s spirit component, the one who will actually need to perform the ritual.

West Cluster: The Dog, the Sky Dragon, and the Archer are plainly visible to the west. Each of these statues is protected by an 8th-level *glyph of warding* (DC 45 Perception to detect) containing a *feblemind* spell (DC 44 Will save to negate). While all the statues were once covered in magical wards, the abjurations have faded with time, except on these statues. Assuming



the magic does not render the characters incapable of reading, they uncover the following inscriptions.

- “A branch growing between two worlds, which connects Heaven and Hell.”
- “Both implement and offering.”
- “The Dragon’s bones.”

These inscriptions indicate that the “branch” is the bones component of the ritual, required as an offering to the Dragon. A character can attempt a DC 40 Arcana or Occultism check or a DC 38 Nature or Religion check; on a success, they recognize the branch likely refers to a boundary cypress, a sacred but now-extinct plant once used to treat with the gods.

XP Award: For piecing together an ancient ritual to summon a divine being, award each character 80 XP.

REFORGING THE DRAGON

Once the team has learned that the power of the Celestial Dragon is necessary to breach the demiplane where Hao Jin is, they can explore the Flying Mountains to discover and obtain the ritual components necessary to summon the dragon. The map on page 140 shows the positions of areas A–F where the components can be found in the Flying Mountains.

The *Solar Jian II*’s pilot Yoh recommends that the party do a wide loop around the region of the Flying Mountains directly around Iron Mountain to get a bird’s eye view of the most notable landmarks (areas C, D, and E; see sidebar). The players can order the ship to land at the landmarks in any order, though their most likely first stop is the Rai Sho Monastery, as it’s the only location referred to by name at the zodiac shrine.

C. RAI SHO MONASTERY

Green and gold buildings surround the central plaza of this monastery, which is filled with monks walking to and fro, while others practice poses in a straw-floored training hall. Prayer flags flutter in the cold alpine wind, and snow rests on the orange petals of a sal tree in curious bloom despite the alpine environment. A massive stone statue of Irori sits in contemplation within a sheltered worship hall, gazing out over the mountainous vista.

This monastery was formed by Rai Sho, the first intercessor to the Celestial Dragon, who chose to retreat into the mountains so that the secrets needed to summon the wish-granting draconic deity couldn’t fall into the wrong hands. The monastery names and trains candidates for the position of intercessor under the tutelage of its current abbot, Tsujon.

The party is met at the monastery’s entrance by **Leeyan** (LN male samsaran initiate), a short, nervous

A BIRD’S-EYE VIEW

From aboard the *Solar Jian II*, the party can catch an excellent glimpse of the notable areas around the Flying Mountains before touching down in a given area.

A. Flying Island: The magically warded portal to Syndara’s personal demiplane manifests as an ominously dark tropical island floating, impossibly, upside down in the sky above Iron Mountain. Try as they might, the party can reach Syndara’s Island only after they have secured the aid of the Celestial Dragon.

B. Iron Mountain: Once the party has collected all three pieces of the ritual needed to summon the dragon, they notice the other contestants have gathered at the peak of Iron Mountain.

C. Rai Sho Monastery: Nestled between snowy peaks is a rectangular structure with golden roofs and red-painted walls. The sporadic sound of shouted kiais and ringing bells can be heard from the monastery.

D. Kaifen Bay: Though the coastline is largely sheer cliffs that plunge directly into the choppy waters of the Embaral Ocean, a sizable black sand bay tapers to a road leading up into the mountains. Faintly visible on the sand are a trio of humanoid figures, surrounded by some sort of silvery circle that glints in the sunlight.

E. Blasted Lands: A ring of rock protrudes through the cloud cover, a clear caldera of some kind. The center of the caldera can’t be seen below the clouds, but every so often, a cry sounding like a cross between a whale and an elephant echoes through the caldera, and flashes of lightning illuminate strange, massive shadows below.

F. Winter’s Shore: A pair of serpentine leviathans—crag linnorms—writhe in the tidewaters along the northern shore of this unnamed island. Not far off, an Ulfen longboat makes a straight course for the monsters across the open ocean.

Introduction

**Part One:
Despair on
Danger Island**

**Part Two:
Ready? Fight!**

**Part Three:
King of the
Mountain**

**Chapter 1:
Race to the Peak**

**Chapter 2:
Fragments of the
Fractal Jungle**

**Chapter 3:
Unmaking
the Sculptor**

**Adventure
Toolbox**

**Glossary
& Index**

man whose head is shaved, like all the Rai Sho monks. If asked why he seems frazzled, he mentions that he has only been at the monastery for a few months, having come here on a pilgrimage for solace after the death of his husband the year prior.

Leeyan expresses his surprise that two groups of outsiders would arrive so close to one another, and he motions toward the plaza, where the Arms of Balance are tying up their genie-bound steeds and joining in a training regimen under the sal tree. He allows the party some time to explore the grounds—the training hall, the worship hall, the quarters, and a hot spring that accelerates the healing process—and says that

RAI SHO MONASTERY

1 SQUARE = 5 FEET



all are welcome to stay as long as they like. If the team mentions that they're looking for information related to the Celestial Dragon, Leeyan informs them that the monastery's abbot, **Tsujon** (LN female samsaran abbot), is likely the best person to ask. However, he adds, Tsujon is deep in meditation and can be interrupted only by those who've proven their dedication to the monastery.

Temple Chores

Leeyan notifies the team that if they are to receive instruction from the abbot, they need to show their devotion and humility by participating in some of the temple activities alongside the other newcomers to the temple, the Arms of Balance, who appear quite out of their depth. The party can divide the chores with the Arms of Balance, but the player characters must complete at least three of the four tasks. Each chore might take anywhere from just 1 hour to a day or more, at your discretion. By the end of their tasks, the party should be familiar with the monastery and may even have some fondness for the place and its adherents.

Chopping Firewood: A previous monk from Hwanggot installed an ondol to heat the monastery's floors with firewood collected from a grove of trees behind the temple. Unfortunately, the blessed water used to nourish the trees means that they're extremely resilient. They fall only if reduced to 0 HP in a single turn; otherwise, they swiftly repair to full Hit Points. The trees have AC 39, Hardness 10, 150 Hit Points, and weakness 20 to slashing. Thankfully, only one tree's worth of wood is required to keep the floors heated for the next year.

Catching a Dri: A small herd of yaks roam the mountain and provide food for the monks. A party member must catch a dri (a female yak) before bringing it back to the temple. A dri can move 60 feet a round, can easily scale steep cliffs, and is difficult to secure, requiring a DC 38 Athletics check to hold and carry back to the temple. A character who succeeds at a DC 40 Perception check notices that the yaks appear to move in strange spiral patterns, as if guided by some inner instinct.

Striking the Bell: The giant bell by the main gate needs to be struck in a specific pattern according to the time



of day, cycle of the sun and moon, and current zodiac year. One of the monks displays the proper cadence for the party to follow. Striking the bell properly requires a successful DC 38 Performance check.

Aiding in Meditation: Several monks are creating a sand mandala in the temple's main worship hall and ask for aid in creating it. A character must succeed at a DC 38 Crafting or Thievery check to place individual grains in their proper place. On a failure, they foul the mandala, though the monks ensure them that the design is still a valid expression of their current skill. If the team successfully completes the mandala, they notice that it depicts a massive, black and white dragon descending upon the top of the mountain—a clear allusion to the Celestial Dragon. A character who notices this and succeeds at a DC 20 Perception check notices that the figure featuring in the mandala has long hair in most scenes but has a shorn head in the scene of offering. The heroes can infer that a sacrifice of hair (an offering of humility that comes from divesting oneself of one's former appearance) can be used in the summoning ritual for added benefit (Points from Initial Offerings on page 159).

Thanks for Helping Out: The party need only succeed at three of their chores to secure a meeting with the abbot, but if they perform all four, the beleaguered Arms of Balance are grateful for the help, as this both lets them save face with the other disciples and gives them more time to train. This ensures that they aid the party in the dragon summoning ritual later.

A Friendly Spar

When the party has completed their chores, Leeyan states that since they've demonstrated their dedication to the monastery's ideals of peace and learning, they should now test their strength of body by way of a friendly sparring session while the abbot looks on. The session takes place in the temple's training hall. Abbot Tsujon, a wizened woman who can be heard approaching by the ringing of her golden khakkhara, sits solemnly near the back of the training hall, though she does not speak to the party or even acknowledge their presence until they have bested her disciples. The abbot is currently disguised as a human (she has found this form puts opponents off guard), though she is in fact a samsaran.

Creatures: Leeyan suggests the characters spar with four of the monastery's fighters—two wandering yetis who are currently seeking admission to the monastery and two Rai Sho disciples. While the fight begins in the temple's training hall,

the yetis don't hesitate to move the fight to the plaza or elsewhere in the temple complex, avoiding only the worship hall. They quickly move back indoors if the player characters resort to flight. The yetis open with their ki spell to create snowfall that they can hide within before leaping out to attack with a flurry of icicle hits. The combat ends when more than two combatants on either side fall unconscious. The monks are on standby to treat wounds of the fallen and carry others to the healing springs, meaning that except in rare circumstances, this fight shouldn't be fatal.

RAI SHO POSTULANT (2)

CREATURE 16

RARE N LARGE HUMANOID

Yeti martial artists (*Pathfinder Bestiary* 338)

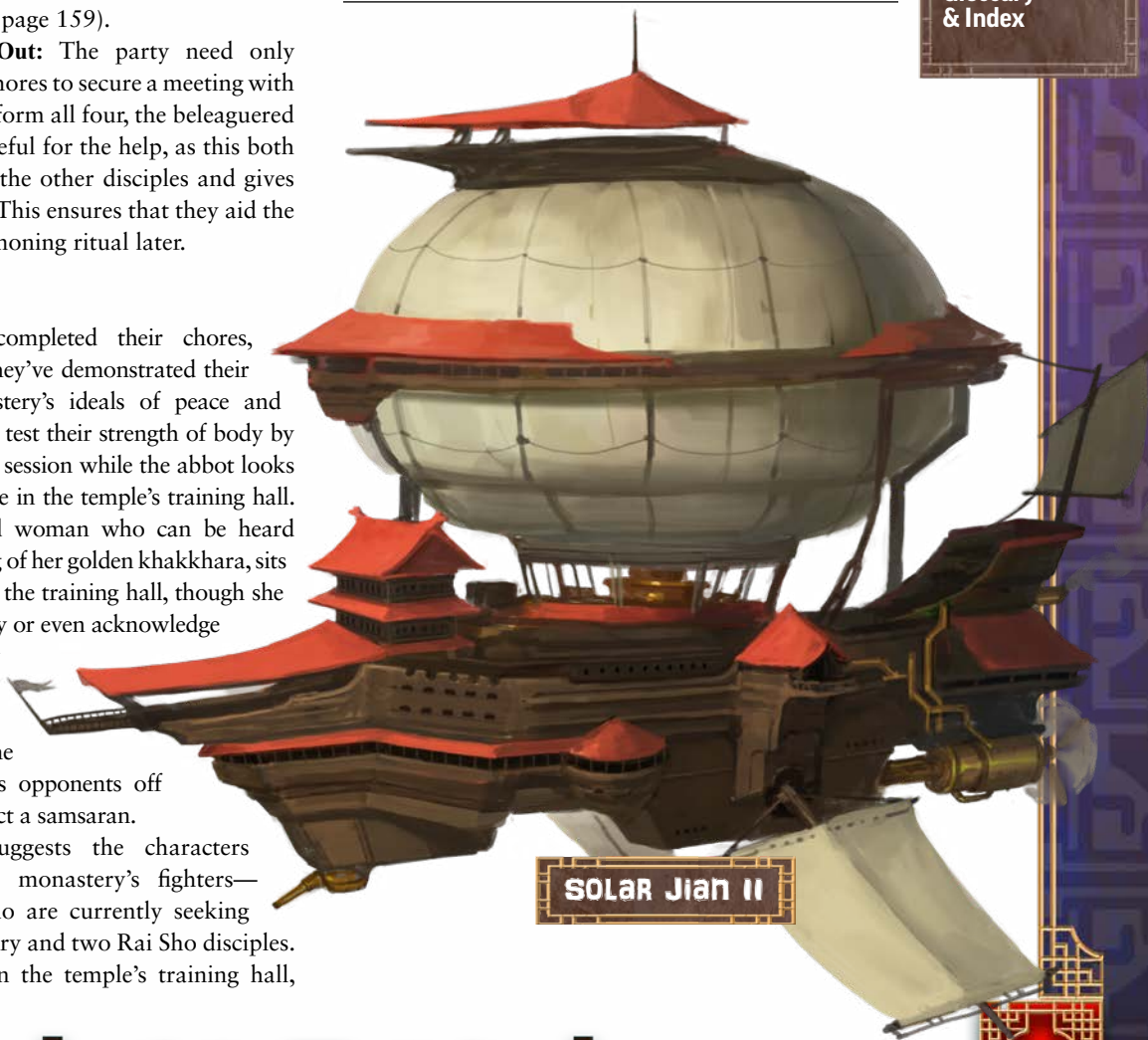
Perception +30; darkvision, scent (imprecise) 30 feet

Languages Aklo, Taldane, Tien

Skills Athletics +33, Stealth +28 (+34 in snow), Survival +27

Str +9, **Dex** +5, **Con** +6, **Int** +2, **Wis** +6, **Cha** +2

Snowblind When Hiding, the yeti is concealed by any snowfall, even if it's not thick enough to make other creatures concealed.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking the
Sculptor

**Adventure
Toolbox**

**Glossary
& Index**



AC 39; **Fort** +30, **Ref** +27, **Will** +29; +4 status to all saves vs. fear and dreams

HP 360; **Immunities** cold; **Weaknesses** fire 10

Nightmare Guardian As yeti.

Vanish ➤ As yeti.

Speed 60 feet, climb 20 feet

Melee ➤ claw +33 (magical), **Damage** 3d10+17 slashing

Ranged ➤ icicle +31 (cold, magical, thrown 20 feet), **Damage** 2d8+17 piercing plus 1d8 cold

Divine Innate Spells DC 37; **8th** *obscuring mist* (manifests snowfall instead of mist)

Frozen Flurry ➤ (cold) **Frequency** once per round; **Effect** The Rai Sho postulant makes two Strikes, which can be any combination of claw or icicle Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. If either Strike hits and deals

damage, the target must succeed at a DC 37 Fortitude save or be stunned 1 (or stunned 3 on a critical failure); this save has the incapacitation trait.

Grisly Arrival ➤ (emotion, fear, mental) As yeti, but DC 37.

Nine Seals Spellcasting The Rai Sho postulants have learned a technique that allows them to cast their ki spells more effectively by way of specialized hand postures. They replace the normal somatic and verbal components of their spells with nine seals components; these require that the caster have a hand free, but don't add any traits to the Cast a Spell action (preventing the Rai Sho postulants from triggering certain reactions, such as Attack of Opportunity, when they Cast a Spell).

RAI SHO DISCIPLES (2)

CREATURE 16

RARE LN MEDIUM HUMAN HUMANOID

Tian-la monks

Perception +30

Languages Taldane, Tien

Skills Acrobatics +32, Athletics +30, Diplomacy +27, Performance +26, Religion +32

Str +8, **Dex** +9, **Con** +6, **Int** +5, **Wis** +6, **Cha** +5

AC 40; **Fort** +28, **Ref** +30, **Will** +28; +1 status to all saves vs. mental

HP 300

Speed 40 feet

Melee ➤ fist +33 (agile, finesse, magical, nonlethal, unarmed), **Damage** 4d6+14 bludgeoning

Melee ➤ sal blossom +33 (deadly d10, finesse, magical, unarmed), **Damage** 4d10+14 negative

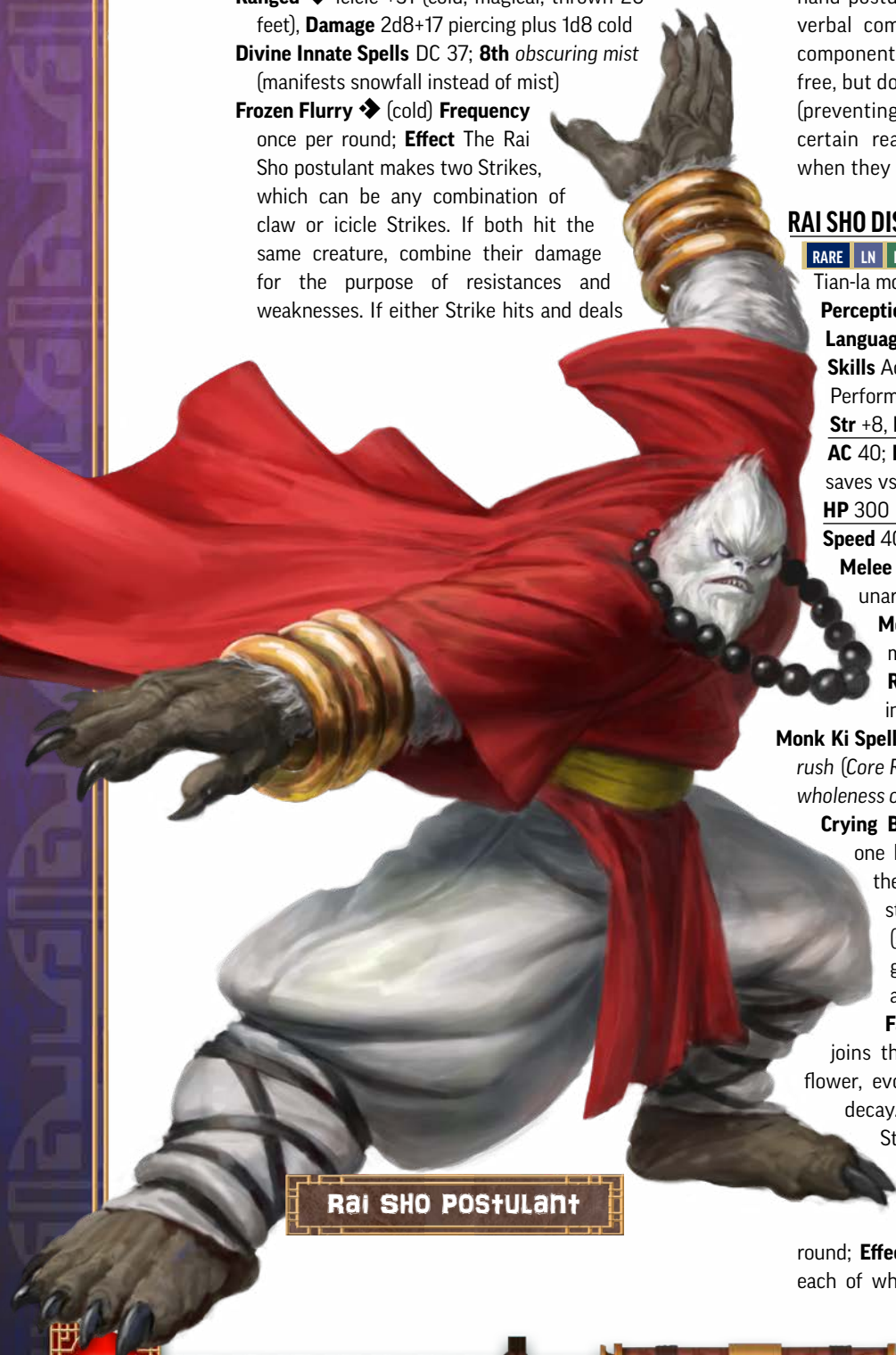
Ranged ➤ temple bell +33 (magical, range increment 60 feet, sonic), **Damage** 4d10+6 sonic

Monk Ki Spells 3 Focus Points, DC 37, attack +28; **8th** *ki rush* (Core Rulebook 401), *ki strike* (Core Rulebook 401), *wholeness of body* (Core Rulebook 402)

Crying Bell Stance ➤ (stance) The disciple cups one hand and poses the other to strike it, like the Rai Sho Monastery's central bell. In this stance, they can make temple bell Strikes (see Strikes). While in this stance, a disciple gains a +2 status bonus to AC against ranged attacks.

Falling Sal Stance ➤ (stance) The disciple joins their palms together in the shape of a sal flower, evoking the truth that all things eventually decay. In this stance, they can make sal blossom Strikes (see Strikes) and are quickened 1, and can use the extra action only to cast *wholeness of body*.

Flurry of Blows ➤ **Frequency** once per round; **Effect** The Rai Sho disciple makes two Strikes, each of which must be an unarmed Strike or temple



RAI SHO POSTULANT



bell Strike. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Nine Seals Spellcasting The Rai Sho disciples have learned a technique to cast their ki spells more effectively by way of specialized hand postures. They replace the normal somatic and verbal components of their spells with nine seals components; these require that the user have a hand free, but do not add any traits to the Cast a Spell action (preventing the disciples from triggering certain reactions when they Cast a Spell, such as Attack of Opportunity). Additionally, the first time each day that a disciple critically Strikes an enemy, they regain a Focus Point.



LEEYAN

A Test with the Abbot

Abbot Tsujon opens her eyes and stands while Leeyan hurries to her side. They both open their mouths and speak in unison with the same creaking voice. “You have done well to learn our ways and best my disciples. But whatever you require the Celestial Dragon for surely cannot be undertaken by the faint of heart or weak of body. I would test you myself—come.”

Leeyan is an incarnation of one of Abbot Tsujon’s past selves, brought forth through a secret technique to observe the party and judge whether they were worthy of instruction. If the party confided frustration at the tasks given to them or about the abbot’s ways before now, Tsujon and Leeyan both receive a +2 circumstance bonus to their initiative checks.

Creatures: If Leeyan is reduced to 0 Hit Points during the fight, rather than falling unconscious, he implodes into blue ripples that return to Abbot Tsujon’s heart and forehead. Abbot Tsujon calls the fight when she reaches 20 or fewer Hit Points or when Leeyan is knocked unconscious, whichever occurs first.

ABBOT TSUJON

CREATURE 18

UNIQUE **LN** **MEDIUM** **HUMANOID** **SAMSARAN**

Female samsaran abbot (*Pathfinder Bestiary* 3 224)

Perception +33, low-light vision

Languages Celestial, Samsaran, Tien

Skills Acrobatics +36, Athletics +33, Deception +33 (+37 to Impersonate a past self), Diplomacy +31, Occultism +33, Religion +34

Str +5, **Dex** +8, **Con** +5, **Int** +5, **Wis** +6, **Cha** +5

Items +3 major striking khakkhara

AC 44; **Fort** +33, **Ref** +36, **Will** +34; +1 status to all saves vs. death effects

HP 350

Absorb Worldly Influence ⤴ (abjuration, divine) **Trigger** Abbot Tsujon is within the emanation of a magical area effect as it’s being created; **Requirements** Abbot Tsujon is wielding a khakkhara; **Effect** Abbot Tsujon uses her khakkhara as a medium to absorb the incoming area effect into its central ring. She attempts to counteract the triggering effect. For 1 round after Absorbing Worldly Influence, a glowing orb floats within the khakkhara’s central ring, allowing Tsujon to Release Worldly Passions.

All This Has Happened Before ⤴ (divination, occult) As samsaran anchorite.

All This Will Happen Again ⤴ (divination, occult) As samsaran anchorite.

Negate Projectiles ⤴ **Trigger** Abbot Tsujon is the target of a ranged attack; **Requirements** Abbot Tsujon is aware of the attack, is not flat-footed against it, and has a hand free; **Effect** Abbot Tsujon gains a +4 circumstance bonus to AC against the triggering attack. If the attack misses, the projectile loses momentum and drops harmlessly to the ground.

Speed 40 feet

Melee ⤴ sal blossom +36 (deadly d10, finesse, magical, unarmed), **Damage** 4d10+13 negative

Melee ⤴ fist +36 (agile, finesse, magical, nonlethal, unarmed), **Damage** 4d6+13 bludgeoning

Melee ⤴ khakkhara +34 (magical, shove, two-hand d10, versatile P), **Damage** 4d6+13 bludgeoning

Ranged ⤴ temple bell +36 (range 60 feet, sonic), **Damage** 4d10+8 sonic

Monk Ki Spells 3 Focus Points, DC 40, attack +32; **8th ki blast** (*Core Rulebook* 401), **ki rush** (*Core Rulebook* 401), **ki strike** (*Core Rulebook* 401), **wholeness of body** (*Core Rulebook* 402)

Crying Bell Stance ⤴ (stance) Abbot Tsujon cups one hand and poses the other to strike it, like the Rai Sho Monastery’s central bell. In this stance, she can make temple bell Strikes (see Strikes) and gains a +2 status bonus to AC against ranged attacks.

Falling Sal Stance ⤴ (stance) Abbot Tsujon joins her palms together in the shape of a sal flower, evoking the truth that all things eventually decay. In this stance, she can make sal blossom Strikes (see Strikes) and is quickened 1, and can use the extra action only to cast *wholeness of body*.

Release Worldly Passions ⤴ (divine, evocation, force, manipulate) **Requirements** Abbot Tsujon’s khakkhara holds a glowing orb from Absorb Worldly Influence; **Effect** Abbot Tsujon strikes her prayer staff once upon

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

**Adventure
Toolbox**

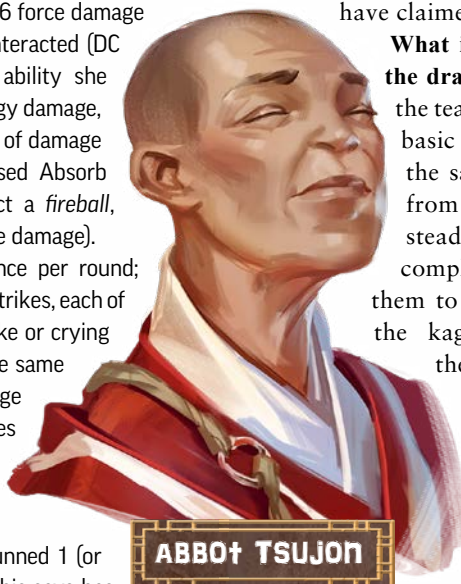
**Glossary
& Index**



the ground, releasing the energy she captured in it along with the jingling of its rings. She blasts a wave of force in a 30-foot emanation, dealing 2d6 force damage per level of the ability she counteracted (DC 40 basic Reflex save). If the ability she counteracted usually deals energy damage, she can choose to deal this type of damage instead (for instance, if she used Absorb Worldly Influence to counteract a *fireball*, she could deal either fire or force damage).

Stunning Flurry ♦ **Frequency** once per round;

Effect Abbot Tsujon makes two Strikes, each of which must be an unarmed Strike or crying temple bell Strike. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. If either Strike hits and deals damage, the target must succeed at a DC 39 Fortitude save or be stunned 1 (or stunned 3 on a critical failure); this save has the incapacitation trait.



ABBOT TSUJON

LEEYAN

CREATURE 18

As Abbot Tsujon, but without *khakkhara*

Revelations

After the match, Abbot Tsujon kneels on the straw mat and places her prayer staff beside her. She motions for those around her to sit as she prepares to answer questions.

If Leeyan still exists, he bows to Tsujon before dissolving into blue ripples that Tsujon inhales like a trail of smoke. With this, Tsujon has acknowledged the party's strength of spirit and body and is ready to pass on her knowledge.

Can you name us as intercessors to the Celestial Dragon? A disappointed look crosses Abbot Tsujon's face. "If only I still could. Once, it was the sacred duty of the Rai Sho monastery to locate and confirm future celestial intercessors. There can be only one at a time, and the temple bell lets out a dragon's roar when the previous holder has passed, indicating that the mantle is free for another. Though she died, the bell still has not rung. Somewhere, she must still hold the title."

Can you tell us where she might be? "Jin-Hae loved battle more than her studies. While there is righteousness in striking down the forces of evil, I feel she loved it more than was healthy. She eventually lost her life at Kaifen Bay."

Do you know where boundary cypress might be found? "Boundary cypress. While indeed it is all but

lost, one living specimen still remains in the Blasted Lands—that crater that roars and roils. Two kaiju have claimed it as their own—tread warily."

What is the breath component to invoke the dragon? Tsujon smiles and notes that the team has already been grounded in the basic steps of the Kagura of Invocation, the sacred dance to invoke the dragon, from the circular motions and rhythmic steadiness imparted by the chores they completed at the monastery. She leads them to the main plaza and teaches them the kagura more deliberately, showing them the steps. Learning the dance in full likely takes the party the rest of the day, after which they are welcome to rest at the monastery and use it as a base of operations before setting back out. The rest of the ritual is described in full starting on page 159.

Treasure: If the party sufficiently impresses Tsujon, she bequeaths them a number of objects associated with the intercessor that have been gathering dust in a shed under the main temple. These constitute a *third eye*, a *possibility tome*, two *necklaces of fireballs* (type VII) in the shape of prayer beads, a *greater phylactery of faithfulness*, and a single unwilting sal blossom fixed in time worth 10,000 gold.

D. KAIFEN BAY

For most of its existence, Kaifen Bay—more commonly known as the Bay of Blades—was protected by a unique formation of naturally occurring basalt columns known as the Adamant Cousins. But when they were about to be destroyed in a massive earthquake, Hao Jin transported the columns into her tapestry for safekeeping. Though the exquisite natural formations remained safe, their disappearance left Kaifen Bay exposed, and the bay became a strategic landing point for invading armies. Numerous battles have been waged upon its shores and the rusted weapons buried throughout the sand now give the bay its current moniker.

Blacksand Dunes

Creatures: When the party arrives here, they see that their fellow competitors, the Biting Roses, have already been here for some time.

Small white hermit crabs, wearing scrap metal instead of shells, scuttle in sharp contrast to the black sand of this



shoreline, water welling up in the depressions left by their tracks. The air is quiet and the sound of gentle waves breaking and retreating fills the air. Bits of metal in varying states of degradation lie among the sand, adding to its glitter. Near the water's edge, none other than the Biting Roses stand as if at a loss. The spiritualist Yarrika idly traces patterns in the sand with a single toe from her unsandled foot.

Yarrika looks up and waves merrily as the player characters disembark their airship.

How did you get here? “Funniest thing, after we got onto a boat in Goka, we stayed onboard for a time until the captain discovered us and threw us overboard. Just then, a pod of whales came by, carrying us inland, before a rogue wave washed us all ashore. Right place, right time!”

What are you doing? Yarrika’s easygoing demeanor becomes uncharacteristically sober as the spiritualist’s phantom materializes behind her. “The Bay of Blades is legendary. So many souls have been lost here. It’s said that they still reverberate collectively along the boundary between this life and the next. I hoped that in coming here, I might be able to feel it for myself, and in doing so, answer some questions about the afterlife. We’ve spent some time preparing the site so that we might be able to glimpse the boundary, but all that remains is to wait. Sunset should bring clarity.”

Yarrika is willing to add the player characters to the ritual circle she and her team have constructed on the sand, but only if they agree that both teams will equally share whatever they might find on the other side, as there is no telling what might happen at sunset. If they players agree and wait until sunset, a strange fog rolls in. Allow each player character to attempt a DC 38 Occultism check as they are consumed in the mists. If at least two characters succeed at the check, the party passes to the Shore between Worlds. If the party fails, they still pass through, but they’re disoriented upon arrival, taking a –2 status penalty to their initiative check when they begin their fight with Jin-Hae in that section. They can choose not to cross over, but they will have to wait until the next sunset to try again.

The Shore Between Worlds

A strange ethereal fog surrounds the bay, thick and tinged with salt. As if riding a beaching whale, the surface of the ocean comes crashing down. The beach reappears, but seemingly in a different time. The sand is covered in unburied swords, polearms, and countless other weapons,

and the Biting Roses are nowhere to be seen. The sun barely touches the horizon; before it, the ocean waves are frozen in place. A lone figure sits on a rock outcropping, dipping her feet into the unmoving waves and watching the eternal sunset.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

**Adventure
Toolbox**

**Glossary
& Index**



The flash of sunset has bridged the way to this place between worlds that Yarrika spoke of and deposited the player characters in the ocean of the same beach, but at a different point in time. Here, the spirit of **Jin-Hae** (LN female human spirit warrior 18) waits. Though she was named as intercessor by Abbot Tsujon decades ago, she reneged on her priestly duties to defend the coast from invaders, finding that she loved the song of blades and arms more than the ascetic life. When she fell in battle, her title should have been released so the Rai Sho monastery could choose a new intercessor, but Jin-Hae remained in this twilight realm rather than passing on to the afterlife, her soul yearning for one last chance to face a worthy opponent. She remains the intercessor, even in death, and so another can't be named while she holds the mantle.

A Land Between: In this halfway point, there is no difference between spirits and corporeal entities. The entire shore is covered in an *ectoplasmic interstice* (*Lost Omens Gods & Magic* 117) effect, removing spirits' usual incorporeality. It also prevents the phantoms from moving into the Ethereal Plane (causing them to lose Walk the Ethereal Line). Attempting to stray too far from the beach results in the same fog rolling back in, depositing a character back in conventional reality with the Biting Roses.

Creatures: Jin-Hae has waited here for decades in search of one last fight. She's happy to answer any questions that the team may have and make pleasant conversation, but she remains fixated on a duel. When combat begins, a massive kirin coalesces next to Jin-Hae and joins the combat—this is Cloudsplitter, Jin-Hae's steed in life who was slain in the same battle as she. Jin-Hae and Cloudsplitter coordinate their attacks expertly, splitting off to flank opponents or joining together to use Combined Charge. Her extraordinary skill with her weapons allows Jin-Hae to deal much more damage with them than typical. She occasionally further isolates targets with her Wind-Fire Charge. Her first action in combat is to Call a Battle Echo and use it on the party, demonstrating that the weapons in this realm can still be used in combat.

JIN-HAE

CREATURE 18

UNIQUE LN MEDIUM ETHEREAL PHANTOM SPIRIT

Female phantom knight (*Pathfinder Bestiary* 3 202)

Perception +33

Languages Taldane, Tien

Skills Acrobatics +35, Athletics +37, Performance +36, Religion +31, Warfare Lore +38

Str +9, **Dex** +9, **Con** +5, **Int** +5, **Wis** +6, **Cha** +5

Items wind and fire wheels (2; *Pathfinder* #166: *Despair on Danger Island* 76), hook swords (2; *Pathfinder* #166: *Despair on Danger Island* 76)

AC 43; **Fort** +33, **Ref** +30, **Will** +27; -1 status penalty to all saves vs. death effects

HP 340; **Immunities** disease, paralyzed, poison, precision

Attack of Opportunity ⤴

Susceptible to Death As phantom knight.

Combined Charge ⤴ (move) **Frequency** once per day;

Trigger Cloudsplitter Strides or Tramples within 5 feet of Jin-Hae; **Effect** Jin-Hae leaps onto Cloudsplitter's back as he charges. She can make a single melee attack against any target they pass during Cloudsplitter's movement.

Speed 40 feet

Melee ⤴ hook sword +35 (disarm, magical, parry, trip, twin), **Damage** 6d6+20 slashing

Melee ⤴ linked hook swords +35 (magical, reach 10 feet, sweep), **Damage** 6d6+20 slashing

Melee ⤴ wind and fire wheels +35 (agile, disarm, finesse, magical, parry, thrown 20 feet, twin, versatile P), **Damage** 3d6+15 slashing plus 3d6 fire

Ranged ⤴ vacuum slash +35 (air, divine, range 60 feet), **Damage** 6d6+10 slashing

Divine Innate Spells DC 40; **Constant (7th)** air walk

Call a Battle Echo ⤴ (conjunction) **Effect** Jin-Hae pulls one of the battle echoes (page 149) to her hand. She is fully aware of every echo and can always pull the one she wants, but she cannot call an echo that has already been unsealed.

Link Swords ⤴ (flourish, stance) **Requirements** Jin-Hae is wielding two hook swords; **Effect** Jin-Hae either links her swords together or unlinks them. If the swords are linked, she can make linked hook sword Strikes; if the swords are unlinked, she can make hook sword Strikes.

Wind-Fire Charge ⤴⤴ (divine) **Requirements** Jin-Hae is wielding her wind and fire wheels; **Effect** Jin-Hae blasts off on her wind and fire wheels, leaving an elemental trail in her wake. She Strides up to twice her Speed and makes a wind and fire wheel Strike at any point during her movement. The path left by her movement is filled with her choice of an 8th-level wall of wind or wall of fire spell. Jin-Hae is unaffected by any walls she creates with this ability. She cannot use Wind-Fire Charge again for 1d4 rounds. If she uses Wind-Fire Charge again, the wall created by her previous Wind-Fire Charge disappears as soon as her action is completed.

Wind-Fire Chariot (divine) **Requirements** Jin-Hae is wielding two wind and fire wheels; **Effect** Jin-Hae's wind and fire wheels float by her feet, giving her the benefits of 7th-level air walk. While this lasts, she can wield her wind and fire wheels even while her hands are full by kicking with them, and her wind and fire wheels gain the thrown 20 feet trait as well as the effects of a returning rune.



CLOUDSPLITTER

CREATURE 18

UNIQUE LG LARGE AIR FIRE PHANTOM SPIRIT

Variant kirin (*Pathfinder Bestiary* 3 148)**Perception** +32; greater darkvision, scent (imprecise) 60 feet**Languages** Auran, Celestial, Draconic, Tien; telepathy 100 feet**Skills** Acrobatics +35, Diplomacy +37, Nature +30, Religion +30, Stealth +35**Str** +7, **Dex** +9, **Con** +5, **Int** +5, **Wis** +6, **Cha** +9**AC** 42; **Fort** +28, **Ref** +32, **Will** +30; -1 status penalty to all saves vs. death effects**HP** 335; **Immunities** disease, fire, paralyzed, poison, precision**Peaceful Aura** (abjuration, aura, divine, emotion, mental)

60 feet. As kirin, but DC 39. Cloudsplitter allows anyone involved in the player character's bout with Jin-Hae to use hostile actions without a Will save.

Deflecting Gale ➤ As kirin.**Susceptible to Death** As phantom knight (*Pathfinder Bestiary* 3 202).**Speed** 60 feet**Melee** ➤ phantom hoof +35 (force, magical), **Damage** 4d10+15 force**Melee** ➤ phantom horn +35 (agile, force, magical), **Damage** 4d8+15 force**Divine Innate Spells** DC 41; **8th** *calm emotions* (at will), *gust of wind* (×3), *heal* (×2), *punishing winds*, *spirit link* (with Jin-Hae only); **2nd** *detect alignment* (at will); **Cantrips** (9th) *light*; **Constant** (9th) *air walk***Breath Weapon** ➤➤ (divine, evocation, fire) Cloudsplitter breathes fire in a 30-foot cone, dealing 18d6 fire damage (DC 40 basic Reflex save). Cloudsplitter can't use Breath Weapon again for 1d4 rounds.**Rearing Thrust** ➤➤ As kirin, but 2d8 additional damage.**Trample** ➤➤➤ Medium or smaller, phantom hoof, DC 40

Battle Echoes: Though most have rusted away in the present day, in this realm of memories, the legendary relics wielded in past ages yet remain. A character who succeeds at a DC 38 Perception check to Seek can find a random *battle echo* within 30 feet of them. It takes an Interact action to draw an *echo* from the sand or water. If a character wants to find a *battle echo* with a particular function (for instance “something that can protect me” or “something to burn my enemy”), they must also succeed at a DC 34 Warfare Lore, Tian Xia Lore, or similarly applicable Lore check that would let them recognize a famed weapon. Weapon *battle echoes* function as +3 *major striking weapons*. When the characters leave the Shore Between Worlds, any *battle echoes* they might still be carrying return to their true state as hopelessly rusted and broken weapons with no value.

A character can unleash an *echo*'s full power by unsealing it. This involves spending a single action to Activate it (Interact), causing the item to release a unique effect and permanently dissipate into mist.

- **Bamboo-cutter's Burden:** A bamboo-cutter was attempting to clear the land beside his home, but no matter how many times he cut, one stalk would always grow back by morning. The bamboo-cutter eventually dug up the ground around the stalk and transplanted it, clearing the land and letting the

Introduction

Part One:
Despair on
Danger IslandPart Two:
Ready? Fight!Part Three:
King of the
MountainChapter 1:
Race to the PeakChapter 2:
Fragments of the
Fractal JungleChapter 3:
Unmaking
the SculptorAdventure
ToolboxGlossary
& Index

JIN-HAE



stubborn plant live a long life, after which it was made into this lightweight staff. When unsealed, *Bamboo-cutter's Burden* causes a wave of sharpened bamboo stakes to erupt from the ground in a 50-foot cone, dealing 10d6 piercing damage (DC 35 basic Reflex save); on a critical failure, enemies are also pushed to the end of the cone.

- **Dream of Fireworks:** Magnificent illustrations of clouds and waterfalls cover this parasol, which is said to have been created by a master artisan enamored with a vampire who wanted nothing more than to see a summer festival with her own two eyes. The parasol shielded the two women from the blazing sun, allowing them to enjoy the festival until night fell. When unsealed, the *Dream of Fireworks* grants the user resistance 20 to fire damage for 1 minute.
- **Huli-Po, the Echoing Gourd:** This double-headed gourd was played by a former intercessor to the Celestial Dragon, who so enjoyed the music that they sang along with the intercessor for a brief moment. The gourd captured some of the celestial music, which can move the listener to tears. When unsealed, *Huli-Po* releases a celestial song that makes one creature within 60 feet fascinated for 1 round if they fail a DC 35 Will save.
- **Kalikra, the Lancet:** This cruel-looking kama appears to be a fearsome weapon of war, but it was actually created by a doctor to cut disease and pain out of the body, passing harmlessly through flesh. When unsealed, *Kalikra* excises the wounds of a creature within 30 feet, restoring 6d8+48 Hit Points.
- **Nameless (No. 17):** This unadorned zhanmadao (use scimitar stats) bears no notable features other than a tiny “17” etched at the base of the blade. It is, however, exquisitely well-made: an example of a basic concept executed with supreme skill, rather than a complex or flashy design. When unsealed, the sword does what all swords are meant to do—it cuts, dealing 10d6 slashing damage to all creatures in a 120-foot line (DC 35 basic Reflex save).
- **The Wall of Heaven:** This laminated tower shield, used by Leihwa the Immaculate, so defended its master in battle that their robes and armor emerged from each fight perfect and unstained by blood or dust. It is said the shield was so impregnable that the mountain chain was named for it, rather than the other way around. When unsealed, it casts an 8th-level *wall of force*, except that the resultant wall is not invisible, but rather shines with a faint, watercolor pattern of painted mountains.

A Satisfied Spirit: If the team manages to defeat Jin-Hae and Cloudsplitter, they re-form from ghostly essence as soon as combat is over.

The ancient warrior's armor and weapons disappear into memory. She lets out a contented sigh and stretches, as if waking from a much-needed nap. “I have waited here for many years to stretch my arms and ride with Cloudsplitter as I once did. You have given this old echo one last bit of satisfaction. Tell me, before I cross, is there anything I can do for you?”

If the party defeated Jin-Hae within 4 rounds of combat, she deigns to tell them a secret in honor of their decisive victory: that the Celestial Dragon, while a noble god, does still appreciate the gift of sacred spirits, and that they might be able to sway them ever so slightly by scattering wine or another appropriately blessed alcohol before they attempt to call them (see page 159 for more information on this additional offering).

Decisive victory or not, Jin-Hae also provides the following answers to their likely questions.

Do you know anything about the boundary cypress? “I made my way, as all intercessors must, to the land where the last boundary cypress yet lives, hidden in a caldera, protected from the ravages of time. But the way is dangerous—the Blasted Lands hold the sacred branch, but that’s not the only primordial species kept safely hidden. Do not anger Alru or Toraloo—they have kept each other occupied for a millennium at least, and it is best they do so for a millennium more. Best to approach on nights when the moon pierces the clouds, as moonbeams somehow calm them both.”

What can you tell us of Rai Sho? Jin-Hae spits on the sand. “The first intercessor caused nothing but problems, her contract with the Celestial Dragon was good for nothing more than her own legacy. Yet, the monks of the monastery that bears her name are by no means evil people. Abbot Tsujon looks out for her students. Watch out with her, though. She’s a mischievous one—likes her tricks.”

Will you relinquish the mantle of intercessor to us? A mournful look crosses Jin-Hae’s face. “Who of you will bear this responsibility? The Celestial Dragon’s wishes are not a thing to be spent frivolously. There is a cost to everything.” Only if pressed on the matter does she go on. “The intercessor’s spirit is the wood that burns to set the Dragon’s miracles alight. The more offered, the greater the wish possible. Many intercessors have found themselves unable to provide the fuel necessary, and have thus been consumed in the process. So I ask, is one of you still willing to accept?”



The team can decide who will accept the burden of interceding with the Celestial Dragon when the time comes. They can also choose not to accept the mantle, in which case Jin-Hae nods, understanding their decision (the sidebar on page 160 describes how the party can still attempt the ritual using the replacement items from one of the other two adventure sites in this chapter to advance the story). In this case, as the sun sets on this strange bay between words, Jin-Hae vanishes, and the team finds themselves back in reality.

However, if one team member is willing to accept the mantle, Jin-Hae's brow creases and she motions the character to kneel before her in the sand.

The ancient warrior places a hand on the brow of her soon-to-be successor. She motions to Cloudsplitter. "Go on, friend. I'll be there soon," she says, and the majestic kirin rides off across the sea, treading along the reflection of the setting sun on the water. As Jin-Hae utters a simple decree, "I relinquish my mantle. May my successor burn bright," the sun and sea finally move again.

"Good luck."

The last of the sun disappears below the horizon, and in a green flash, Jin-Hae is gone, and reality washes over the scene in an instant.

This grants the character the title of intercessor. If the player characters decide they wish to change the bearer of the title, they can repeat the same gesture and words to pass the title on to another willing person.

Treasure: While most of the *battle echoes* exist only in the realm of memory, as Jin-Hae's unique dimension collapses, a few of them are expelled out to reality with the adventurers. The party finds washed up on the shore alongside them a *greater storm flash*, a +3 *greater striking vorpal kama*, and a dusting of black stardust from the shores of the other side worth 20,000 gp.

A Gift from the Other Side: When the party resurfaces back in reality, Yarrika is overjoyed to see that her ritual was a success, and she asks the party if they managed to bring anything back from the other side. If the party gifts the black stardust they found to the Biting Roses, Yarrika and her allies perform a ritual of their own. Just as Lantondo throws the stardust upon Yarrika's phantom Grandfather Mantis, Yarrika steps into the phantom's space and Artus fires one of his soul arrows into the pair. This infusion of spiritual material stabilizes Yarrika's phantom, causing its mantis head to revert to a humanoid one—that of Yarrika's grandfather, confirming her suspicions that her phantom has been her grandfather all along. This moves Yarrika

INFINITE ECHOING TALES

Feel free to imagine different legendary relics here that fit your player characters' backstories and specializations. For instance, if one of the team uses a glaive, perhaps the legendary polearm *Writhing Serpent*, which can strike through shadows at a distance, might present itself. If the party includes a tengu, they instead find *Stormpillar*, a tengu gale blade made of translucent feathers. Use the existing *battle echoes* to determine a good effect for your own—these should be useful one-time effects, but not so powerful that they make or break the combat by themselves. As a general rule, a *battle echo* should deal 5 weapon damage dice when used normally and when unsealed should deal 10d6 damage in a line, cone, or burst—with a DC 35 for any effects created. No two *battle echoes* should have exactly the same story or effects.

and her team to tears, and the Biting Roses swear their aid to the player characters in the dragon summoning ritual later.

E. THE BLASTED LANDS

The blighted caldera known to locals as the Blasted Lands serves as the prison for two kaiju. One, Toraloea, is a spirit of life and creation, though what it creates is truly alien: living trees of rock that bloom with fungal life and choke out most plants and creatures native to the Material Plane. The other, Alru, is a spirit of destruction, wielding a bizarre emerald lightning that directly converts anything it strikes to violent energy. The two are equally matched and have fought each other for eons, Toraloea creating matter at the same rate Alru destroys it. Their conflict once raged across Tian Xia until the two were led to the caldera and the entrances were sealed by a wish to the Celestial Dragon. The wish ensured that the two kaiju cannot leave: If Toraloea attempts to fly out, he immediately becomes lost and crashes to the ground. If Alru attempts to burrow out, she similarly always finds herself emerging elsewhere in the caldera.

The two kaiju are beyond mere mortals' ability to engage directly. Thankfully, they are also singularly fixated on each other and pay no more heed to minuscule humanoids than a horse reflexively flicks its tail to shoo away a fly. The environmental effects of the titanic battle are represented in each section as Kaiju Clash events that happen each time the party reaches a new area. If the party has somehow managed to part the clouds over the caldera to reveal the moon, (they can learn this tip from

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Chapter 1: Race to the Peak

Chapter 2: Fragments of the Fractal Jungle

Chapter 3: Unmaking the Sculptor

Adventure Toolbox

Glossary & Index



Jin-Hae at Kaifen Bay on page 150), Alru and Toraloe are enthralled somewhat by its peaceful light, reducing the DCs of any checks in a Kaiju Clash event by 2.

As the player characters may have learned from Abbot Tsujon at the Rai Sho Monastery, they're here to retrieve a branch from the boundary cypress. Unfortunately for the party, there's only one good path into the caldera, and it starts on nearly the

opposite side of the crater (area **E1**) from the cypress tree (area **E6**).

Skies Above the Blasted Lands

A ring of rock protrudes in a miles-long circle through the clouds, outlining the shape of a volcanic caldera. Flashes of light and fire flare from the bottom of the clouds, a harsh, green light unlike the warm glow of a volcano. Impossible screeching and distorted sounds echo, and every so often, a massive, writhing shape is silhouetted against the clouds.

Though the party can attempt to enter the Blasted Lands from the air, a combination of volcanic cloud cover, battling kaiju, and sacred barriers erected by the boundary cypress tree at the caldera's heart make this all but impossible.

If pushed, Yoh attempts to enter the cloud cover, but the *Solar Jian II* is swiftly blasted back out of the clouds by a massive shockwave, after which point Yoh refuses to take the ship any closer, calling it a fool's errand. A character who can fly or otherwise survive great falls might try to jump from the airship to land in the caldera. If they do so, they must attempt three basic DC 38 Reflex saves while falling as they are exposed to toxic gases, arcs of lightning, and a flailing kaiju limb. Each of these three hazards deals 13d6 poison, electricity, and bludgeoning damage, respectively, and flings the character back out of the cloud cover, where Yoh can pluck them out of the air. In this case, right before a blow lands, the struck character glimpses a massive eye as large as a galleon.

Two groups of airborne creatures catch the player characters' attention as they fly over the Blasted Lands. The Steps of the Sun, their musically inclined rivals from the Ruby Phoenix Tournament, soar on the back of their roc mount, pursued by two demonic red and green figures riding storm clouds. The roc is clearly wounded, and before the player characters can act it crashes to the ground on the caldera rim.

Creatures: Two kaminari kami reside in the clouds here, their mastery of air and lightning allowing them to pass unfettered through the Blasted Lands' rough skies. The kami attack the *Solar Jian II* as soon as they notice the vessel or someone attempts to enter the cloud layer, incensed that lesser beings would have the gall to enter their domain.



KAMINARI



The kaminari are fierce rivals over the matter of whether wind or lightning is superior. Though both brothers are capable of using their full suite of powers, the elder brother prefers lightning and refuses to use his Hurricane Bag, and the younger brother believes in the superiority of wind and refuses to use his Thunder Drums. If for whatever reason one of the brothers uses the element they don't favor, they take a -2 circumstance penalty to their AC and saves for the rest of the day, ashamed that they've shown the other brother the superiority of their element. Nevertheless, they fight together as a team, attempting to catch the party in their Tempest Tether and detonations. If one of the kaminari is defeated, the other will surrender when reduced to 50 or fewer Hit Points, at which point it can be convinced to help the team break the clouds over the Blasted Lands (see *Clearing the Skies*, below).

FLYING MOUNTAIN KAMINARI (2) CREATURE 18

RARE CN HUGE HUMANOID KAMI

Kami of lightning and thunder

Perception +33

Languages Senzar, Tien

Skills Acrobatics +31 (+36 to Maneuver in Flight), Athletics +31, Flying Mountains Lore +35, Nature +37, Religion +35

Str +9, **Dex** +6, **Con** +8, **Int** +5, **Wis** +5, **Cha** +4

Stormsight Wind, precipitation, and clouds don't impair a kaminari's vision; they ignore the concealed condition from storms, mist, precipitation, and the like.

AC 42; **Fort** +30, **Ref** +33, **Will** +27

HP 320; **Immunities** air, electricity, sonic

Speed 25 feet, fly 60 feet; stormflight

Melee ♦ fist +35 (agile, reach 15 feet, unarmed), **Damage** 5d6+17 bludgeoning

Ranged ♦ storm blast +32 (air, electricity, magical, range 120 feet), **Damage** 4d6 bludgeoning plus 3d12 electricity

Hurricane Bag ♦♦ (air) A kaminari's bag holds the four winds. The kaminari unleashes four 20-foot bursts within 60 feet with the effects of a 9th-level *wall of wind*. In addition, a creature that enters one of the bursts takes 6d6 slashing damage (DC 40 basic Reflex save). The bursts can't overlap. After using this activity the kaminari can't use Hurricane Bag for 1d4 rounds.

If a kaminari creates a column of lighting using Thunder Drums that intersects one of the areas of the wind, the wind explodes in a peal of thunder, dealing 6d10 sonic damage to creatures in the area of that *wall of wind* burst. Affected creatures must attempt a DC 40 Fortitude save. The kaminari can detonate only one burst per use of Thunder Drums.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is deafened for 1 minute.

Critical Failure The target takes double damage and is deafened permanently.

Stormflight A kaminari can move in wind with ease. They ignore all difficult terrain from wind and don't need to Maneuver in Flight in high winds.

Tempest Tether ♦♦ (air, electricity) **Frequency** once per day; **Effect** Electricity leaps between two kaminari. The kaminari establishes a connection with another kaminari within 150 feet, and lightning and thunder form a line between the centers of their spaces. For the next minute, a creature that begins its turn in the line or enters the line on its turn takes 4d12 electricity damage (DC 40 basic Reflex save). A creature can take this damage only once per round, even if it moves through several tempest tethers. If the distance between the kaminari ever exceeds 150 feet, the tether breaks.

Thunder Drums ♦♦ (electricity) The peal of a kaminari's drums bring thunder and lightning. The kaminari summons four 100-foot-tall columns of lightning to strike in 5-foot bursts within 60 feet. These columns can't overlap. Creatures in the burst take 8d12 electricity damage and must attempt a DC 40 Reflex save. The kaminari can't use Thunder Drums again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is stunned 1.

Critical Failure The target takes double damage and is stunned 2.

Clearing the Skies: The party may have learned that the kaiju that live in the Blasted Lands can be pacified by clearing the cloud cover and letting them glimpse the moon. Three consecutive air effects of 8th level or higher clears the clouds for a few hours. If the party secured the help of one or both kaminari, they are happy to use their weather-manipulation abilities to part the clouds for a few hours at an agreed-upon time. More creative solutions, such as by flying rapidly to create a slipstream, might also work, though these unconventional methods should require a skill check and have a relatively high DC of 40 to 42.

Thanks for Saving Us: As long as the party neutralizes the kaminari, the Steps of the Sun are grateful for the rescue. They tell the characters of a strange boulder they saw on the way here which might allow entrance into the Blasted Lands (E1, below). The team also promises to aid the heroes in the ritual to summon the Celestial Dragon.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

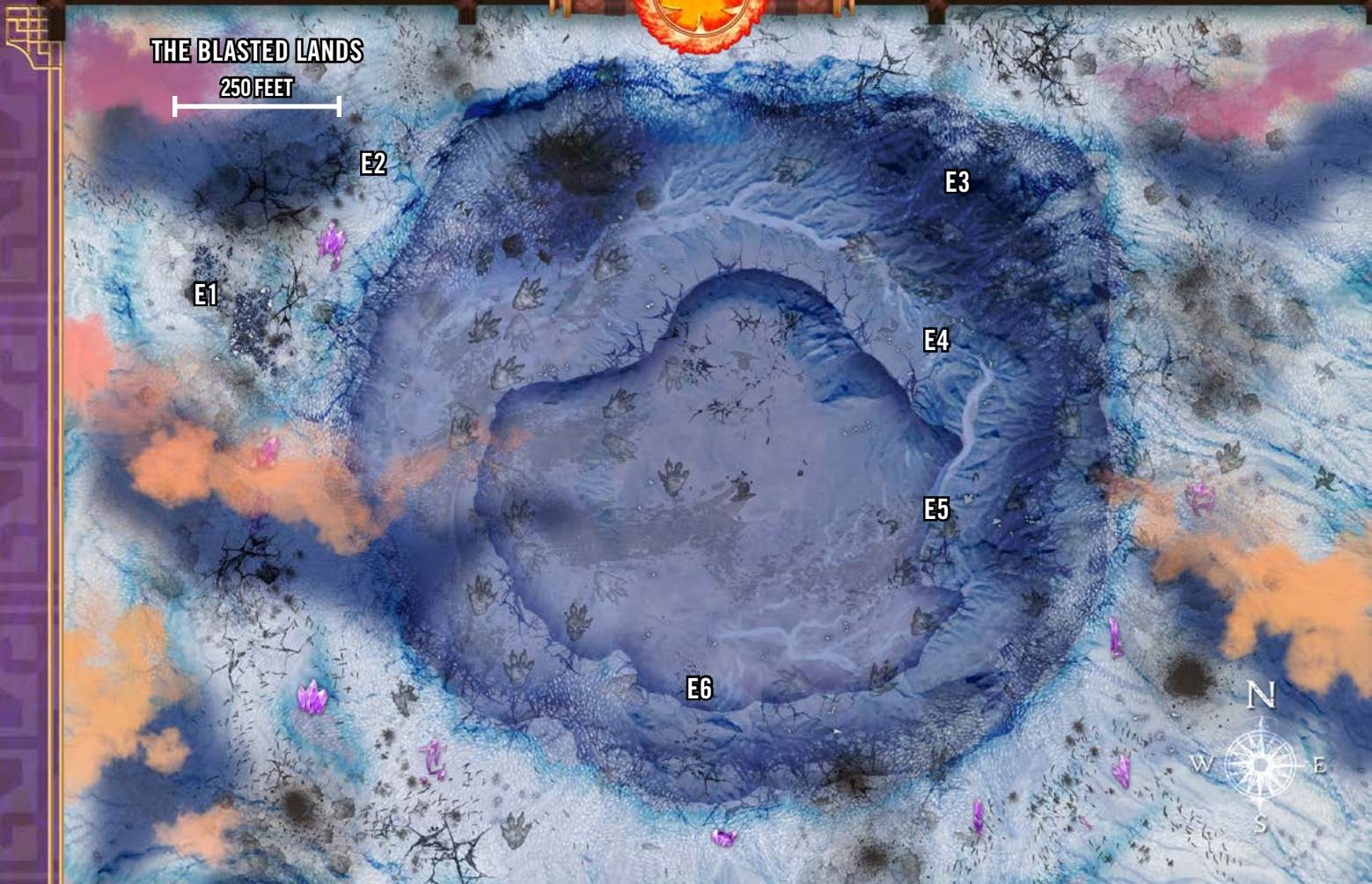
Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

Adventure
Toolbox

Glossary
& Index



E1. Gate to the Past

Yoh brings the *Solar Jian II* down through the clouds, landing at the base of the massive mountain. Loose volcanic cinder clinks and crunches underfoot, broken only by the occasional spindly red ohia flower. Every so often, a distorted screech echoes through the air, causing the pebbles on the ground to rattle. A twenty-foot-wide boulder covered in rectangular paper talismans rests against the side of the hill.

Since aerial approaches into the Blasted Lands are next to impossible due to the wind, lightning, and never-ending kaiju battle, those making a pilgrimage there used an old lava tube in the side of the crater wall as a covert passageway inside. To prevent trespassers, a large boulder guards the entrance when not in use.

Moving the Boulder: The party can attempt to simply shove the boulder aside by force, which requires three successful DC 40 Athletics checks. Magically inclined adventurers might attempt to teleport past it or phase through the boulder, casting spells such as with *passwall* or *meld into stone*. However, the paper talismans affixed to the boulder

project a lattice of force through the stone for hundreds of feet in all directions (including straight down) that also attempts to counteract teleportation effects and planar travel. This has the effects of a 9th-level *dimensional lock* spell, except that it affects only attempts to cross through the mountainside within 300 feet of the boulder. The heroes can disable the talismans' magic with two successful DC 35 Religion checks or remove them from the boulder with two successful DC 38 Thievery checks. Once the talismans are negated or removed, the boulder can be moved with a single DC 30 Athletics check, as the magic anchoring it in place fades.

E2. Lava Tube

Moderate 18

The cool air within this cavernous tunnel is sticky and humid, and the dripping of water can be heard between distant cries and crashes. Any light from the outside is quickly lost in the cavern's twists and turns.

Creatures: The lava tube winds for a quarter mile before the team comes across a nest of two cavern



worms. They attack as soon as they detect trespassers, which they're likely to do given their tremorsense. The worms burrow into and out of the walls to make hit and run attacks, usually choosing not to leave tunnels in their wake to make it more difficult for enemies to follow them. Once the Kaiju Clash (see below) has occurred, the worms cluster around the lava pool to take advantage of their fire healing ability.

To map out this fight, use the Volcanic Arena map on the inside rear cover of this volume.

CRIMSON WORMS (2)

CREATURE 18

Pathfinder Bestiary 59

Initiative Perception +25

Kaiju Clash: This close to the crater, the effects of the kaiju's fight start to become tangible to anyone nearby. At the beginning of the third round of the player characters' fight against the crimson worms, Toraloe deflects some of Alru's lightning into the earth, forcing a deep pocket of magma to the surface. This can occur anywhere on the battlefield and deals 18d6 fire damage (DC 40 basic Reflex save) in a 20-foot burst; position the volcanic burst to catch the crimson worms in it as well, giving them a source of healing for the remainder of the fight.

Treasure: Strewn about are the partial remains from a previous band of explorers. Though mostly decayed and rusting, some of their equipment remains useful, namely a suit of dragonhide armor and a +3 *greater striking greater thundering pick*.

E3. Into the Light

The lava tube exits into the Blasted Lands proper, revealing a spectacular (and terrifying) conflict of titanic proportions.

Steep vertical cliffs ring the caldera, and a few hundred feet up, the trapped clouds form a thick overcast ceiling, though one that still lets through dispersed light. Two massive creatures battle in the center of the caldera. One, shaped like a massive purple manta ray, scatters numerous black orbs as it flies through the air. Wherever the orbs land, bizarre trees made of obsidian and basalt bloom in an instant and are covered in multicolored lichen. The other, a gargantuan behemoth composed of green ooze that constantly emits emerald lightning, stomps across the caldera, crushing and frying the alien forests as quickly as they manifest.

As the adventurers step out into the caldera, Alru—the earthbound kaiju of destruction—and Toraloe—the flying source of alien life—are clearly visible in the distance. The walls of the caldera are smooth and have the texture of melted wax, having been turned to slag and re-formed millions of times during the kaiju's endless conflict. A path leads down the rocky ledge to a kipuka of ginkgo trees—an island of life spared from the surrounding devastation.

As soon as the heroes emerge from the lava tube, they are exposed to the following event.

Kaiju Clash: Alru's bellow drowns out thunderclaps as emerald lightning courses through her body. In response, Toraloe

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountains

Chapter 1:
Raid on the Peak

Chapter 2:
The King of the
Mountains





flares his wings and lets out a piercing screech. The angled walls of the caldera magnify the sound many times over. All creatures in the area must succeed at a DC 38 Fortitude save or take 9d6 sonic damage and be deafened for 1 hour; on a critical failure, the damage is doubled and the creature is deafened permanently.

E4. An Unfortunate Field Trip

Moderate 18

Through the trees is a clearing with a fifteen-foot-tall rock formation at its center. Six masked figures—recognizable as the Speakers to the Winds—remain atop it, though four of them lie unconscious. Beneath the rock, three horned beasts circle the group, the ground beneath their glowing claws clearly furrowed by their repeat passage. As one of the humans—recognizable as Phuthi Nuware—raises a hand that crackles with magic, the creatures roar loudly, causing her spell to disappear with a fizzle. She collapses, and the sole remaining figure, Professor Mafika Ayuware, raises his staff with a hopeless expression.

As the team might have learned from running into Boundless Hummingbird in Goka, the Speakers to the Winds attempted to use a modified teleportation ritual to cross the Flying Mountains and beat the other contestants to the Southern Flare. However, despite their meticulous calculations, the spatial distortions caused by Syndara and Hao Jin's conflict and the presence of Syndara's Island's meant that the spell was much less accurate than usual, causing the team to materialize off-target in the Blasted Lands. Though they thought they'd be able to simply teleport out and try again if anything went wrong, the team materialized near a group of leydroths, primal creatures possessing an intense hatred of magic and the ability to detect and disrupt it. With the Speakers unable to bring their magic to bear, the creatures have been pursuing them for over a day. The leydroths now toy with their food, waiting for the spellcasters to collapse from exhaustion before devouring them.

Creatures: Three leydroths prowl around the rock clearing here. A player character who succeeds at a DC 34 Stealth Check can Sneak past the preoccupied creatures. If combat begins, one of the leydroths has already used Dispellling Roar on the Magaambyans, but the other two open by using their Dispellling Roar abilities, then focusing their attacks on the party's most obvious spellcaster. If a player character proves an annoyance to the leydroths through use of a magic item, such as using a *broom of flying* to evade from the air, the leydroths target the item with their *disjunction*

or *dispel magic* innate spells, but they don't attempt to disjoin magic weapons, as they are more resistant to enchanted weapons than non-magical ones. As long as there are conscious spellcasters in the party, the leydroths don't flee; otherwise, each leydroth retreats deeper into the crater when reduced to fewer than 50 Hit Points.

LEYDROTHS (3)

CREATURE 17

Pathfinder Bestiary 2 163

Initiative Perception +30

Kaiju Clash: At the beginning of the second round of combat, Toraloe beats his wings to drive back Alru, sending a mighty gust of wind screaming throughout the caldera. All Medium or smaller creatures on the ground, or all Large or smaller creatures who are airborne, must succeed at a DC 40 Reflex save or be pushed 40 feet to the east, knocked prone, and dazzled for 1 round. Airborne creatures take a –2 circumstance penalty to their checks.

A Thankful Team: If the player characters defeat or drive off the leydroths, the Speakers to the Winds thank them and say that they're taking a few minutes to rest and recuperate before they use the lava tube to exit the Blasted Lands. Saving the team ensures the spellcasters will lend their aid in the ritual to call the Celestial Dragon.

If the player characters ignore the Speakers to the Winds or leave them behind to deal with the leydroths unaided, the team does manage to escape the Blasted Lands, but only at great cost. Professor Ayuware is heavily injured while serving as a distraction to allow his students the chance to make a break for it. Though the professor manages to make it out alive, Akila Stormheel must take over as the group's acting leader until Professor Ayuware can receive more specialized treatment back at the Magaambya. While the team eventually makes it to Iron Mountain, she (and her classmates) never forgive the player characters, and they refuse to lend their aid in the ritual to call the Celestial Dragon.

XP Award: If the player characters sneak past the leydroths, grant them XP as if they had defeated or driven them off in combat.

E5. Running the Gauntlet

At the edge of the gingko kipuka lies the vast crater floor which serves as Toraloe and Alru's battlefield. Beyond the barren plain, in the distance, lies a solitary hill covered in green and silver foliage, perceivable even through the devastating battle of the kaiju.

**Introduction****Part One:
Despair on
Danger Island****Part Two:
Ready? Fight!****Part Three:
King of the
Mountain****Chapter 1:
Race to the Peak****Chapter 2:
Fragments of the
Fractal Jungle****Chapter 3:
Unmaking
the Sculptor****Adventure
Toolbox****Glossary
& Index**

The two kaiju shower the caldera in destruction as they battle. If the adventurers attempt to cross the plain, they must brave the following hazards. Each round, the two kaiju clash, emitting shock waves that deal 2d6 force and 2d6 sonic damage (DC 37 basic Fortitude save) to any creature in any area other than the safe zones of the ginkgo kipuka and the area surrounding the cypress tree. Creatures who succeed at a DC 35 Perception check notice that there is a third area that seems untouched by the chaos—a stone obelisk some distance toward the edge of the caldera. This is area **E5d**, the Dragon's Shrine, which contains additional information that the team can find useful.

For the sake of avoiding clutter, the following areas are not shown on the map on page 154. Rather, assume that each area falls in the path of the player characters' route across the caldera. If any leydroths escaped from the fight in area **E4**, consider having them chase the party to add tension to this mad dash through kaiju territory.

E5a. Shrapnel Fields: The landscape here is littered with sharp rock fragments from Toraloe's ever-growing alien trees. The ground is difficult terrain and hazardous terrain, and creatures that move on it through the area take 10 piercing damage for every square of that area they move into.

E5b. Monstrous Footstep: At the end of the first round, Alru charges toward Toraloe. All creatures in the area must succeed at a DC 37 Reflex save or take 12d6 bludgeoning damage and be knocked prone. This occurs only once.

E5c. Lava Waterfall: Here, Alru fires a massive blast of green lightning at the caldera wall that slugs it instantly into a torrent of magma. The entire area turns to lava, which deals 16d6 fire damage on immersion and immobilizes creatures who come into contact with it unless they succeed at a DC 39 Athletics check to free themselves.

E5d. Dragon's Shrine: This area is a safe zone protected from the kaiju's attacks. A stone obelisk contains an inscription in Draconic. "If you seek the Celestial Dragon, read the following invocation left by an intercessor of old: 'Sun and Moon, Heaven and Earth, Light and Dark,' and the way may open for you." This invocation can be used in the summoning ritual for added benefit (as described in Points from Initial Offerings on page 159).

E5e. Dead Air: The alien lichen that covers Toraloe's trees grow precipitously as it consumes Alru's lightning as fuel. The rapid growth depletes all the oxygen in the air, exposing air-breathing creatures to suffocation. The foul stench of lichen also causes creatures to be sickened 1 unless they succeed at a DC 39 Fortitude save (sickened 2 on a critical failure); retching to remove the sickened condition expels the rest of the creature's air.

E5f. Dispelling Clash: The two kaiju launch ranged attacks at each other that warp and clash the air where they meet. Something about the primordial





interaction is inimical to magic; each creature in the area is affected by 9th-level *dispel magic*. This occurs only once.

E5g. Steep Ridge: This ridge of shifting ash becomes a cascade of ash each time the kaiju's impacts jostle it. A player character who succeeds at a DC 35 Acrobatics check to Balance can move safely across the ledge. A character who critically fails the check slides into the caldera below, and must spend 2 rounds climbing back up to the ridge before proceeding.

E5h. Ground Zero: A blast detonates as soon as a player character enters the area, dealing 16d6 bludgeoning damage (DC 38 basic Reflex save). On a critical failure, the target is stunned 1. This occurs only once.

E6. The Extinct Tree

In the center of the volcanic plain, a lone tree stands on a hill, its white flowers unmoved by the shock waves and blasts of the battling kaiju. The air around it is muted and serene. Dozens of silversword plants, spearlike flower stalks reaching six feet from their glittering leaves, cover the hill where the lone tree stands.

The last boundary cypress tree lives here, where its magic protects it from the kaiju's rampage. Though Alru and Toraloe continue their battle, their attacks break harmlessly in a transparent hemispheric magical shield centered on the tree. No matter how chaotic the fight becomes, the grove remains unaffected.

A player character who succeeds at a DC 38 Nature check can beseech the tree to give a branch to the party. If this occurs, the branch retains some of the tree's warding magic even after it is removed. The branch protects any creatures within a 20-foot-radius aura centered on it from kaiju effects, allowing the player characters to simply walk or fly out of the Blasted Lands. A branch can also be taken forcibly, in which case it still will function for the summoning ritual later, but it will not shield the characters on their way out of the caldera.

Treasure: Several relics are scattered about the hill, resting near a series of burial mounds. An elaborate plaque nearby states that anyone who has managed to brave the Blasted Lands can take these treasures without upsetting the spirits, as long as they're used for a good cause. The treasures include a *dispelling sliver*, a suit of *impenetrable scale*, a *staff of power*, and a 7th-level *wand of manifold missiles*.

F. WINTER'S SHORE

MODERATE 18

Choppy surf breaks against an island off the coast of the Flying Mountains. A longboat has been pulled onto the

gravelly shore. Below, all of Winter's Roar save Urnak lie unconscious on the beach while their leader does battle with a serpentine creature. Unknown to Urnak, another such beast approaches from the water, moving toward the shore.

Creatures: Winter's Roar had traveled by longboat to reach the base of the great mountain range, but near the end of their voyage they were distracted by the sight of a legendary monster—a cairn linnorm—waiting on an islet just off the main shore. The crew changed course and challenged the linnorm, but everyone save Urnak was quickly defeated by the ferocious beast. Now, Urnak fights the linnorm alone, hoping to secure his claim to a throne but completely unaware of the linnorm's mate creeping up from behind.

Use the map of the Flying Mountains Shoreline on the inside front cover for this encounter.

CAIRN LINNORMS (2)

CREATURE 18

Pathfinder Bestiary 2 166

Initiative Perception +30

You've Secured My Legacy: To become a Linnorm King, one must defeat a linnorm in single combat. While the player characters can fight and even kill one of the linnorms if they so desire, Urnak commands the party to not damage, interfere with, or otherwise perform any hostile actions toward the linnorm he's fighting, so that Urnak can still claim to have defeated the linnorm unaided. If the party successfully occupies the other linnorm for 5 rounds without interfering with Urnak's fight, Urnak successfully defeats his linnorm. Occupying the second linnorm so Urnak can defeat his without interference ensures that Winter's Roar will lend their aid in the ritual to call the Celestial Dragon. Interfering with Urnak's fight, on the other hand, deprives the warrior of his birthright and earns the party his eternal enmity.

Treasure: A cargo ship crashed recently in the waters offshore, and several crates have washed up on the beach, bearing the insignia of the Harvest Moon Shipping Co. A *potion of undetectability*, *universal solvent*, two juggernaut mutagens, and two *wyrm dragon's breath potions* are all salvageable, as is an *inexplicable apparatus* used to load crates.

TO WISH UPON A DRAGON

As the *Solar Jian II* descends once more upon the peak of Iron Mountain, a large crowd has gathered around the summit. Golarion's mightiest warriors stand ready to enact a miracle.



Each of the five other finalist teams still on this plane has, one way or another, managed to find their way to the peak of Iron Mountain and arrived at the same conclusions as the players—Hao Jin is located in the mysterious floating island in the sky, the one that can't be reached. Barring extreme circumstances, all of the other finalist teams should have survived their journeys. Allow some time for the players to interact with the other finalists and modify each NPC team member's responses according to the players' interactions with the teams as the player characters scoured the Flying Mountains. For instance, if the party came to blows with Winter's Roar, the team of vikings is terse and standoffish at the mountaintop.

INVOCATION

When the player characters have said everything they need to say to the other teams and made their preparations, they can begin the invocation. Once the elected intercessor begins the Kagura of Invocation, they can't stop for any reason—doing so disrupts the ritual, causing all of the DCs associated with it to increase by 1 the next time it is attempted.

During this invocation, the intercessor makes the offerings, performs various rituals, and calls upon their friends to tally up their total Soul Offering Points. The sum total of these Soul Offering Points determines the outcome of their wish to the Celestial Dragon. Once the invocation is complete and the player characters have accumulated all the Soul Offering Points they believe they'll need, proceed to Intercession on page 162.

Points from Initial Offerings

Throughout their exploration of the Flying Mountains, the team might have discovered additional offerings that can be made before the ritual to help ensure its success. Each offering can be performed just once and doing so automatically increases the party's total number of Soul Offering Points.

- **A Draconic Prayer:** Beginning the ritual with the phrase "Sun and Moon, Heaven and Earth, Light and Dark" in Draconic automatically adds 2 Soul Offering Points to the ritual's total.
- **A Lock of Hair:** Cutting off enough hair to significantly change the donor's appearance (or an analogous offering from an ancestry that doesn't have hair) and burning it before the ritual automatically adds 2 Soul Offering Points to the ritual's total.
- **A Splash of Wine:** Scattering any form of alcohol around the dais that has been blessed (requiring a successful DC 30 Religion check, which Abbot

Tsujon is happy to provide), automatically adds 2 Soul Offering Points to the ritual's total.

Points from the Ritual

The elected intercessor must complete the dragon's dance in three movements. Each phase of the invocation requires two checks: one from the intercessor and one from another creature (either a player character or an NPC as noted below).

Accompaniment: If the party remains in good standing with the Steps of the Sun, the team of musicians comes together to accompany the player character designated as intercessor. Halspin the Stung and Joon-Seo's musical accompaniment helps the intercessor keep time, and Amihan and Malaya dance a pattern around the dais that accentuates the intercessor's movements without disrupting focus. These measures grant the intercessor a +2 circumstance bonus to their Performance checks during the invocation.

First Movement: The intercessor begins their dance by slowly turning to the four corners of the dais and gesturing with the sacred cypress branch. A strange tension washes over the mountaintop as it is clear the ritual has begun to push at the barrier separating the Material Plane from the world beyond. The intercessor must attempt a DC 36 Performance check to dance; a party member must attempt a DC 38 Occultism or Religion check to ward off wandering spirits from interfering with the ritual. For the Occultism or Religion check, a character who casts *sanctified ground* heightened to at least 7th level gets an automatic success on the check. If the party is in good standing with the Biting Roses, the trio of spiritualists create a barrier around the dais using Artus's arrows and Lantondo's cards as mediums, automatically protecting the dais from spirits.

Second Movement: As the intercessor tears a leaf from the offered boundary cypress and places it in their mouth, the branch's shape ripples into that of a wooden fan. The intercessor performs a series of complex circular motions with the implement, and winds howl about the peak of the mountain. The intercessor must attempt a DC 37 Performance check to dance. The winds dislodge a large boulder precariously balanced atop the mountain, which rolls toward the dais. The intercessor takes 12d6 bludgeoning damage and a -2 circumstance penalty to Performance checks to dance for the next hour unless the boulder is destroyed or stopped. The boulder has 10 Hardness, 60 Hit Points, and a Broken Threshold of 30. The party has 1 round to break the boulder, which causes it to crack, reducing the damage to 6d6

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

**Adventure
Toolbox**

**Glossary
& Index**



MISSING PIECES

If the party fails to acquire one or more of the components to complete the dragon-summoning ritual, they might yet be able to attempt it with a substituted component taken from elsewhere. These substitutes don't hold the weight of the originals and impose cumulative -2 circumstance penalties to checks to perform the Kagura of Invocation (pages 29-30) and checks to socialize with the Celestial Dragon.

The Breath: If the characters permanently sour their relationship with the Rai Sho Monastery, they might still learn how to perform the kagura dance. Jin-Hae, the previous intercessor, knows the dance, though her rejection of her office has left her out of practice. Similarly, the burial mound at the foot of the boundary cypress tree in the Blasted Lands contains a basic diagram and instructions of the dance's primary forms. If the PCs don't uncover any of these sources whatsoever, you can reveal that the Steps of the Sun team eventually managed to get Abbot Tsujon to teach them the kagura, which they pass on to the PCs.

The Spirit: If the player characters are defeated by Jin-Hae and she does not grant them the mantle of intercessor, they can gain a ritual sash that signifies the holder as the intercessor's deputized representative from Abbot Tsujon or from the burial mound at the foot of the boundary cypress in the Blasted Lands. If the characters do not uncover any of these sources, you can reveal that Urnak Lostwind and the rest of his team eventually landed at Kaifen Bay and met with the Biting Roses, aiding them in their ritual to open the door to Jin-Hae's realm and defeating her in combat. This grants Urnak the title of intercessor, which he is happy to pass on to one of the player characters, as he is terrified of dancing in public.

The Bone: If the characters cannot navigate the Blasted Lands to retrieve a stick of boundary cypress, they can still gain a single preserved leaf of the plant from Abbot Tsujon's private collection or one of two time-displaced flowers that are each attached to one of Jin-Hae's hook swords. If they do not uncover any of these sources whatsoever, you can reveal that the Speakers of the Wind and the Arms of Balance used a combination of halcyon magic and ki control to create a synthetic sample of boundary cypress and imbue it with life.

stone, might also automatically resolve this challenge (at the GM's discretion). If the party is in good standing with Winter's Roar, the vikings immediately deflect the stone off the path with a wall of shields, before Troff shatters it in a single punch.

Third Movement: The sacred branch transforms once more from a fan to a small wooden stick that holds 12 flower-shaped bells, letting out a ring as the intercessor charts a wandering path around the dais. With each ring of the bells, the sky grows darker and the bells glow brighter, until they become a harsh sun and the sky shifts to a black void. The darkness swallows up the ritual braziers at the four cardinal directions. The intercessor must attempt a DC 38 Performance check to dance, while the rest of the party has 1 round to ensure that all four braziers are relit, which can be done by successfully striking each brazier with a different elemental effect (air, water, fire, or earth). The braziers are located at the four corners of the dais, which are 60 feet apart from each other. Lighting at least two braziers contributes 1 Soul Offering Point, lighting all four contributes 2 Soul Offering Points. If the party is in good standing with the Arms of Balance, the elemental masters each provide the necessary material to relight the braziers, using their unique elemental ki as a focus.

Final Movement: The bells from the intercessor's staff become streaks of light that shoot to the sky above the lake, spinning in a great wheel until the afterimages form a great circular gate wide enough for two warships to pass through. The intercessor must attempt a DC 39 Performance check to dance. The gate crackles unstably—a party member must attempt a DC 38 Arcana or Nature check to stabilize its formation. If the party is in good standing with the Speakers to the Wind, Professor Ayuware leads his students in a collaborative halcyon working that automatically shores the gate with a treelike lattice of arcane and primal magic.

Points from the Finalists

The teams that the player characters helped in the Flying Mountains can offer their own energy to the ritual as well. For each of the following teams, read or paraphrase the following. Each befriended team contributes 2 Soul Offering Points to the ritual.

Arms of Balance: If the party is in good standing with the Arms of Balance, read or paraphrase the following aloud.

Usvani steps forward and bows, one hand clasped over the other. "We thought that by gaining entry to the Ruby Phoenix Tournament, we had already completed our training. But I see now that we have much left to learn.

and the penalty to -1 (this contributes 1 Soul Offering Point); destroying it fully negates the damage and penalty altogether (this contributes 2 Soul Offering Points). Clever uses of other abilities, such as *wall of*



It falls to you now to conclude this tournament." The Arms of Balance each place a hand to their chests and begin to shine with the color of their respective elements.

Biting Roses: If the party is in good standing with the Biting Roses, read or paraphrase the following aloud.

Yarrika Mulandez's phantom, now bearing a human face, phases into existence and stands by her side. "You've shown us glimpses of a land beyond—one I did not think I'd ever have the fortune to see, and you've brought me closer to my grandfather. May fortune carry you further." The Biting Roses each place a hand to their chests and begin to shine with an ethereal light, transparent and gentle as a spirit at rest.

Steps of the Sun: If the party is in good standing with the Steps of the Sun, read or paraphrase the following aloud.

The sisters Amihan and Malaya move forward with deliberate steps. "We see now that we were far out of our depth, and we thank you for rescuing us from the Blasted Lands. We hope you dance ever further." The Steps of the Sun each place a hand to their chests and begin to shine with a clear, rippling light that rings with harmonizing chimes and tones.

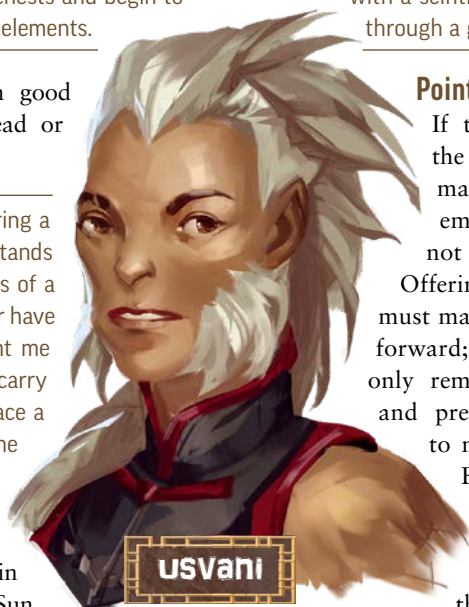
Speakers to the Winds: If the party is in good standing with the Speakers to the Winds, read or paraphrase the following aloud.

Professor Ayuwari calls his students to fall in line, and each gathers themselves. "You saved us in the caldera when the strength of our magic alone was insufficient. We stand on the strength of thousands, and we now pledge that strength to you." The Speakers to the Wind each place a hand to their chests and begin to shine with a soft light like the sun's rays dappling through leaves.

Winter's Roar: If the party is in good standing with Winter's Roar, read or paraphrase the following aloud.

Urnak Lostwind throws his axe into the ground, where it embeds itself to the haft as Winter's Roar lets out a howl befitting their namesake. The warrior intones, "The Tournament was only ever a way for us to test ourselves. By helping me slay a linnorm, you have brought us one step closer to our true goal, a kingdom of our own. You will always be welcome among us." The members of Winter's

Roar each place a hand to their chests and begin to shine with a scintillating light like the aurora seen through a glacier's side.



Points from Sacrifice

If the players wish to improve the power of the ritual, they can make additional sacrifices to empower the wish. If they have not accumulated enough Soul Offering Points to proceed, they must make these sacrifices to continue forward; the Celestial Dragon can only remain manifested for so long, and pressures the player characters to move forward if they dawdle.

Even if the players have already accumulated enough Soul Offering Points to have the Celestial Dragon grant their wish, let them know that further sacrifice might result in greater power. Any persistent conditions incurred as a result of this sacrifice, including death, can't be reversed until one day after the party enters Syndara's Island, thereby seeing through the Celestial Dragon's boon. Be sure to amply warn each character of the general nature and weight of each sacrifice before they make it. A sacrifice can be made multiple times, but only once by any given player character.

My Darkest Secret: Secrets mean something. A character who utters a truly deep secret aloud empowers the ritual, gaining 2 Soul Offering Points. However, the secret, whether positive or negative, also fundamentally shakes one of the other finalists' trust in that character—for instance, if they admit to leaving an elderly relative at home to chase their dreams, perhaps Yarrika Mulandez can't believe they would throw family away, but if they admit to staying at home to care for the relative, Artus Rodrivan might instead lose respect for them giving up on their passions—in either case, this broken bond means that the character can't gain the Affinity Ablaze power from that team (though other player characters can).

My Greatest Ability: Offering the talent one has honed is a sacrifice worth 4 Soul Offering Points. The player character takes a -1 status penalty to the two skills with their highest modifier. On a tie, the player character chooses which skills are affected. They can attempt a DC 38 Will save each day during their daily preparations; on a success, they lose this penalty.

My Health and Body: Voluntarily weakening oneself is a sacrifice worth 6 Soul Offering Points. A character

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

Adventure
Toolbox

Glossary
& Index



who gives up the defenses that they've trained for permanently gains weakness 7 against three energy types of the GM's choosing. They can attempt a DC 38 Fortitude save each day during their daily preparations; on a success, they lose this penalty.

My Dearest One: The memories of a friend, parent, or lover are a sacrifice worth 8 Soul Offering Points. The sacrificer recalls only a gnawing feeling where these memories once were, causing them to instinctively reject aid from others. After making this sacrifice, whenever the sacrificer would be the recipient of a beneficial ability from an ally (such as a *heal* spell), the sacrificer must roll a flat check; on a roll of 17, the spell fails. Each morning, the sacrificer can attempt a DC 38 Will to make peace with their lost memories; on a success, this effect is removed, though the memories remain lost.

My Life and Soul: Placing one's life on the line is worth 12 Soul Offering Points. As the Celestial Dragon chuckles, a wispy sphere floats from the character's mouth, and they slump over. The character is immediately reduced to 0 Hit Points and becomes dying 2. For 3 rounds, no other characters can attempt to offer aid. If the character dies from this damage, they can be resurrected only with powerful magic such as *miracle*.

INTERCESSION

With a clap of thunder, the impossible darkness of the sky and the impossible light of the gate atop Iron Mountain intertwine, deepest black and brightest white intersecting and spiraling, but never totally mixing. The colors recede from the sky, and a coiling shape massive enough to encircle the mountain's peak manifests, the form covered in black and white scales wider than most dragons are tall. Two eyes, each a serene gray bright as the moon, loom from the being's head. As the titanic dragon opens their whiskered jaws to reveal black and white teeth the size of towers, they speak in a voice that is at once old and young, ringing in the ears and resounding in the chest.

"Children, you have called us. And yet, it has been only eleven years since we were last called to Iron Mountain. We see not just one intercessor, but a legion of warriors. But somehow, enough magic and ceremony has been shed here to call us. What is it you desire? Speak now."

The other teams look on in awe as the Celestial Dragon descends upon Iron Mountain. The divine being encompasses the duality of heaven and earth, the material and beyond.

The Celestial Dragon allows the player characters to present their wish to access the demiplane above. When they do, the Celestial Dragon informs the team that such a wish requires a great amount of spiritual

power to grant. While the team's skill in summoning the Celestial Dragon has allowed the dragon to manifest with a certain amount of power, breaching Syndara's dimensional barrier to Syndara's Island requires at least 20 Soul Offering Points. The result of their wish depends on the total number of Soul Offering Points the party acquired. Before the result is finalized, the Celestial Dragon makes sure the characters have made all the sacrifices they intend to; even if the party has accumulated 20 or more points, the dragon might still tantalize them with an implicit promise of greater power should they make additional offerings.

Fewer Than 20 Soul Offering Points: If the players have not accumulated sufficient Soul Offering Points, the Celestial Dragon is not able to grant their wish at all. The players must make additional sacrifices to empower the ritual (see Points from Sacrifice on page 161).

20–25 Soul Offering Points: The Celestial Dragon can bestow only the most rudimentary of blessings upon the player characters. While this allows them to breach the dimensional boundary, the haphazard blessing means that the players take a –2 circumstance penalty to checks attempted during the Navigating the Dimensional Seas challenge (page 165).

26 Soul Offering Points: The Celestial Dragon grants the player characters the power to breach the dimensional boundary to Syndara's Island.

26–30 Soul Offering Points: The Celestial Dragon grants the party the power to breach the dimensional boundary to Syndara's Island, and in addition, allows the transfer of soul energy between teams to further empower the characters. The characters gain the Affinity Ablaze ability (page 163) with one other team.

30–32 Soul Offering Points: The Celestial Dragon grants the player characters the power to breach the dimensional boundary to Syndara's Island, and the large amount of soul energy binds more of the combatants together. The characters gain the Affinity Ablaze ability with two other teams.

33+ Soul Offering Points: The Celestial Dragon grants the player characters enough power to shatter the barrier between worlds, and the souls of the combatants resonate powerfully. This grants the players (and Yoh), a +2 circumstance bonus to all checks in the Navigating the Dimensional Seas challenge (page 165). The player characters gain the Affinity Ablaze ability with as many teams as they are in good standing with, and they gain a single extra use of Affinity Ablaze each day that can be used by any member of the team.

While most mundane wishes are within the Celestial Dragon's power to grant, the other teams present should steer the conversation back to accessing the demiplane if any of the player characters attempt to



use this once-a-zodiac-revolution chance for some other frivolous wish.

INCURSION

However they managed to find the necessary soul energy, as long as the contestants have at least 20 Soul Offering Points when they make their offering to the Celestial Dragon, spiritual energy flows out from the player characters as well as from any of the other finalists with whom the characters formed bonds throughout this chapter. The wispy energy gathers and pulses in the space between the Celestial Dragon's talons.

The Celestial Dragon speaks, and the air trembles. "Children, you have come far and sacrificed much. It is done." The energy coalesces into single half-black, half-white pearl, microscopic against the colossal deity. With a crack of thunder, the Celestial Dragon taps the pearl, which flies like a bullet toward each of you, passing through your bodies with a trail of energy before striking the *Solar Jian II*. A dragon-headed lance appears at the tip of either prow, shining with divine light.

"I have granted your wish. It now falls to you to see it through." The Celestial Dragon's last words echo as they split again into light and dark, vanishing for another zodiac cycle.

The Celestial Dragon's blessing to the supplicants has used their energy to empower a vessel of choice. Whenever the party chooses, they can pilot the *Solar Jian II* toward the floating island in the sky. This time, as they near the island, the two draconic lances on the ship strike something imperceptible around the island, grinding against it in a shower of sparks. The air shudders, then shatters, and with a sound like the tinkling of glass, the airship disappears into the demiplane before space knits shut behind it.

AFFINITY ABLAZE

CONCENTRATE **EMOTION** **MAGICAL**

Frequency once per day

There are few bonds like those between fighters who have shared blows in an arena, and in so doing, come to understand each other. You focus on your emotional connection to one of the other tournament teams, and their power roars along it to you like a string set alight. You use one of the following abilities, which you must have gained access to from the original team.

- **Arms of Balance: Walking the Cardinal Paths** ◆ The ki within you surges to coat your attacks in energy matter. For 1 minute, one of your weapons or your unarmed Strikes deal an additional 2d6 fire, cold,

A ONE-WAY TRIP

Once the heroes enter Syndara's Island, the only way they'll have to return is by defeating Syndara. Ensure that the players realize that while the Celestial Dragon has given them the power to break into the demiplane containing Syndara's Island, this is a one-way trip, and they should take care of any business they might have in Goka or elsewhere before continuing through to find Hao Jin. Thankfully, the empowerment of the *Solar Jian II* increases its speed such that it can reach Goka easily in a half-day of travel, allowing for an easy last trip back to the metropolis before the player characters continue on their way.

acid, or electricity damage. The Strikes gain the appropriate energy trait as well.

- **Biting Roses: Glimpses to Beyond** ◆ You gain a sense for the supernatural and the flow of fate. For 1 hour, you gain spiritsense as a precise sense with a range of 60 feet. Spiritsense enables you to sense the spirits of creatures, including living creatures, most non-mindless undead, and haunts within the listed range. As with your hearing and other imprecise senses, you still need to Seek to locate an undetected creature. As spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells such as project image or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects. Once during the spell's duration, when you roll a failure or critical failure on a saving throw or skill check, you get a success instead.
- **Steps of the Sun: Grand Harmony** ◆◆ Your heart harmonizes with those of your comrades before pounding once in a devastating shock wave. You deal 18d4 sonic damage in a 60-foot cone. Enemies can attempt a basic Fortitude save with a DC equal to your class DC or spell DC, whichever is higher. If you are adjacent to at least 1 ally, this deals d6s, if you are adjacent to at least 2 allies, this deals d8s.
- **Speakers to the Winds: All is One, One is All** ◆◆◆ Borrowing the magic of the Magaambya, you use a legendary spell from Old-Mage Jatembe himself. You cast *all is one, one is all* (*Lost Omens Legends* 64) as a 9th-level arcane or primal innate spell.
- **Winter's Roar: Rampaging Glacier Charge** ◆◆◆ You emulate the inexorable movement of a glacier. You Stride up to your Speed and make a melee Strike. Regardless of whether your attack hits, the path of your Stride is filled by a 9th-level *wall of ice*.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

**Adventure
Toolbox**

**Glossary
& Index**



CHAPTER 2: FRAGMENTS OF THE FRACTAL JUNGLE

Hao Jin is a magnificent figure. But the brighter the light, the darker the shadow. When Syndara finally broke free of his imprisonment in the *Hao Jin Tapestry*, his first thought was to see what had happened to his captor. From the *Glass Lighthouse*, Syndara tore discreet observation portals into the Material Plane and other worlds. He began his search, naturally, where things had last left off—in Tian Xia.

This led him to discover Hao Jin's activities on Bonmu. Bonmu's smaller island of Amotana, located in the rain shadow of Bonmu's Mount Haminabu and lashed by waves, was not much inhabited even in the days of the Taumata empire, instead being seen primarily as a haunted and desolate island used mostly for rituals related to death. Syndara found himself drawn to the smaller island that lacked the natural blessings of Bonmu, seeing in it a reflection of his own relationship with the Ruby Phoenix. He visited the barren place and meditated in its center for several days, drawing planar boundaries around it before

his working was complete. With a lurch, he forced Amotana into a demiplane of its own, ripping it from the sea and leaving nothing but an atoll ring to show where the island once lay.

Syndara spent a lot of time—though this time continued to pass at a strange rate within the new demiplane—structuring Amotana into an island fortress befitting his own moniker, Syndara's Island. He placed the *Glass Lighthouse* at one end to serve as his stronghold and stole several other locations from across the multiverse to patch up the island's shortcomings: a source of water from the elemental plane, a mine from Hongal, a forest from Garund—whatever he desired, Syndara took, with little thought for what was left behind.

Though the desolate island was uninhabited, Syndara knew he needed strong fighters to carry out his plan, and so he kidnapped many powerful beings as well. Those who showed promise and power, he allowed to serve as his lieutenants, nicknaming them



his Hungry Ghosts and allowing them a certain amount of autonomy over the less powerful. But while Syndara searched for allies, his controlling nature made him more likely to attempt to create them himself. He did so through an insidious technique called dimensional superimposition. By placing two creatures within the same demiplane, and then constricting its boundaries ever smaller, Syndara forced the two to fuse at the fundamental level, resulting in a more powerful combatant—though, unless the two subjects were already quite similar in their metaphysical nature, a gruesome death tended to be the more common result.

When Tino's Toughest chased after the Lightkeepers during Mogaru's assault on Goka in the previous volume, the Lightkeepers viciously defeated the team of underdogs before spiriting their unconscious and battered bodies back to their master's demiplane in the *Solar Jian I*, which Syndara let pass through his magical boundary unmolested. The axiomite grandmaster used his dimensional superimposition technique to warp each of the Toughest into abominable warriors to oppose Hao Jin's champions, the player characters. With this final group of fighters assembled, Syndara was now ready for the last step in his poetic plan—to conduct his own, cruel mockery of the Ruby Phoenix Tournament and crush Golarion's mightiest warriors before the trapped ashes of Hao Jin.

BREACHING THE BARRIER

As the team pierces through the boundary surrounding Syndara's Island, they find themselves in a bizarre extraplanar void filled with planar effects and defenses. Lights blur and stars warp as the view of the Material Plane grows dimmer. Nine of the stars—actually three-legged legendary birds called sanzuwus—detach from the heavens and begin chasing the *Solar Jian II*, clearly intent on its destruction, beginning a chase through this area between dimensions.

NAVIGATING THE DIMENSIONAL SEAS

MODERATE 19

The party's flight from the sanzuwus through the bizarre airspace is handled using the chase subsystem on page 156 of the *Pathfinder Gamemastery Guide*. Your players should already be well familiar with this subsystem after playing through the events of the previous adventure, "Ready? Fight!" In addition to the players' checks to gain Chase Points, Yoh Souran attempts a roll each round automatically, using his Piloting Lore each time (his stats appear on pages 252–253).

The party must surmount the following obstacles to get the *Solar Jian II* through the spatial phenomena guarding the skies of Syndara's Island without being caught by the sanzuwus. On each round, the crew acts first, followed by the sanzuwus. The sanzuwus do not act on the first round. When they act, the sanzuwus automatically clear one obstacle per round, but one crow is killed, incapacitated, or driven off with each obstacle so cleared and are thus removed from the final confrontation (see below). If they catch up, the sanzuwus immediately engage in combat, receiving a +2 circumstance bonus to their initiative roll.

INVERTED THUNDERHEADS

OBSTACLE 18

Chase Points 5; Overcome DC 39 Nature to predict lightning strikes; DC 35 Piloting Lore to steer the ship; DC 40 Perception to plot a course; using an ability that can prevent at least 15 points of electricity damage, such as 7th-level *resist energy*, automatically grants a Chase Point

CHAPTER 2 SYNOPSIS

Having called upon the Celestial Dragon and been empowered by the fighting spirit of their tournament compatriots, the tournament finalists fly into the island in the sky, Syndara's demiplane, where they believe Hao Jin to be. After breaking through the treacherous defenses of the planar boundary, the team crash lands on Syndara's Island, where the one responsible for the attack on Goka and Hao Jin's disappearance finally reveals himself: Syndara the Sculptor. The cruel axiomite tells the heroes that he has taken over as administrator and grand judge of the Ruby Phoenix Tournament, and that he's changing the tournament's rules to ones that suit him better, with a new set of challengers for the player characters to face. The team must face mythical monsters and treacherous terrain alike before coming tragically face-to-face with some familiar foes in the Hungry Ghost Tournament!

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Chapter 1: Race to the Peak

Chapter 2: Fragments of the Fractal Jungle

Chapter 3: Unmaking the Sculptor

Adventure Toolbox

Glossary & Index



As the *Solar Jian II* first breaks into the demiplane, the sky is below the craft and the land is above it. Sparks arc between black thunderheads as trees of lightning erupt from beneath the ship to bloom above.

SKY GUARDIANS

LOW TO SEVERE 19

ELITE SANZUWUS (4 TO 9)

CREATURE 16

Pathfinder Bestiary 6; page 247

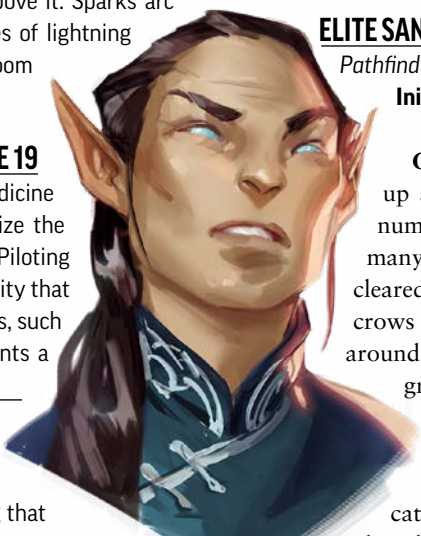
Initiative Perception +28

TOXIC CLOUDS

OBSTACLE 19

Chase Points 4; **Overcome** DC 40 Medicine or Nature to identify and neutralize the compounds in the clouds; DC 36 Piloting Lore to steer the ship; using an ability that can counteract the oncoming winds, such as *gust of wind*, automatically grants a Chase Point

To shake the pursuing creatures, Yoh takes the *Solar Jian II* closer to a bank of nearby clouds, only to find that they are made of a corrosive fog that the gale-force winds blow at the ship.



SYNDARA

MAGNETIC FLUX

OBSTACLE 18

Chase Points 6; **Overcome** DC 35 Athletics to force the wings back into position; DC 34 Crafting to repair the ship's mechanisms; DC 33 Piloting Lore to steer the ship.

Powerful magnetic distortions ripple through the sky, arresting the *Solar Jian II* and preventing its wings from articulating, holding the ship in place. Any character wearing metal armor takes a -1 circumstance penalty to their checks against this obstacle.

INFINITELY FALLING STARS

OBSTACLE 19

Chase Points 5; **Overcome** DC 37 Occultism or DC 39 Arcana or Religion to prevent the portals from opening; DC 35 Piloting Lore to steer the ship; succeeding at an attack roll against AC 37 and dealing at least 20 damage shoots down one of the falling stars, granting 1 Chase Point

The sky lights up with fist-sized meteorites that burn through the sky, only to disappear into portals and reappear back in the sky to fall again in an infinite shower.

GRAVITATIONAL INVERSION LAYER

OBSTACLE 20

Chase Points 4; **Overcome** DC 40 Acrobatics to maintain balance; DC 36 Piloting Lore to steer the ship; using an ability that manipulates gravity, such as *reverse gravity*, automatically grants 2 Chase Points

After clearing the web of stars, the *Solar Jian II* finally reaches a layer in the sky where gravity reasserts itself, with the sky once more becoming up and the ground once more becoming down—though the sudden change is enough to cause the ship to go into freefall!

Creatures: The sanzuwus finally catch up and engage the ship in combat. The number of these crows depends on how many obstacles the *Solar Jian II* successfully cleared before the crows caught up. The crows use hit-and-run tactics, circling around the ship and taking advantage of their greater aerial mobility. As with other aerial combats, Yoh limits himself to piloting the airship.

Hazardous Conditions: If the crows catch up to the *Solar Jian II* before the ship has made it through the gauntlet, the combat takes place within one of the obstacles, further disadvantaging the crew.

The crows are used to this strange space and so are not affected by any of these hazards.

- **Inverted Thunderheads:** One randomly selected character each round takes 10d12 electricity damage (DC 39 basic Reflex save).
- **Toxic Clouds:** All characters take 10 poison damage at the start of each round.
- **Magnetic Flux:** All characters wearing metal armor take a -20 foot circumstance penalty to Speed, and all characters wielding metal weapons take a -3 circumstance penalty to attack rolls.
- **Infinitely Falling Stars:** All characters must succeed at a DC 39 Will save or be fascinated for the first round of combat and dazzled for 2 rounds thereafter.
- **Gravitational Inversion Layer:** Inverted gravity disrupts the inner ear, making all characters who fail a DC 39 Fortitude save sickened 1.

XP Award: Grant the party Experience Points for defeating 9 crows (135 XP for a party of 19th-level characters) even if they actually face fewer crows.

CRASH LANDING

As the *Solar Jian II* clears the last of the strange dimensional barriers, a small, low island looms in the distance, surrounded by a black sea. Where a horizon would normally be, the ocean water simply curves up to form a starless, moonless sky. The island appears patchwork: dark jungles abruptly transition to flat rocks along unnatural demarcations, as if the landscape were carved with a great knife. At the farthest end of the island stands a tall,



thin tower constructed from what appears to be cubes of spiraling glass. The tower shines twin, rotating beams of pale blue light outward. One beam fixes upon the *Solar Jian II* and, with a low sound more palpable than audible, gravity increases manyfold, driving the airship to the ground.

The tower at the far end of the island is Syndara's stronghold and former prison, the *Glass Lighthouse*, from which the Sculptor exerts control over his island. As the beam strikes the airship, it pulls it violently to the ground, damaging it irreparably and dealing 8d6 bludgeoning damage to all aboard (DC 35 basic Reflex save). The party then has a few minutes to gather themselves and assess damages to the ship before Syndara makes himself known, addressing them for the first time.

Treasure: The force of impact uncovered the skeleton of an oni mage, still gripping the *wand of continuation* they wielded in life.

FACE TO FACE WITH THE GRAND JUDGE

A portal dozens of feet across tears open in the air above, its edges bounded by glowing mathematical equations. Within, a golden-skinned axiomite sits upon a glass throne, peering disdainfully down through the portal with stormy blue eyes. Behind him, a whorl of stars and spheres glow from a clear firmament. "Welcome, contestants, to my island demiplane, and to the final round of your tournament.

"We haven't met, but I've heard a lot about you. My name is Syndara, and I have taken it upon myself to slay the sorcerer Hao Jin and expose her Ruby Phoenix Tournament for the sham that it is. To that end, I invite you to take part in my 'Hungry Ghost Tournament.' The format should be familiar to you, though I trust you'll find the setting a bit more exciting than Hao Jin's pitiful 'Danger Island.'

"I am your new grand judge. Defeat my enforcers. I've left them around the island. Each carries a piece of the key you'll need to make it to my lighthouse and challenge my champions. It should be simple enough for Hao Jin's best! I recommend you hurry, though. Every moment wasted is a moment for my own champions to train. And a moment for me to recover from my little tiff with the Ruby Phoenix." At this, Syndara holds up a charred arm, which slowly but visibly begins to heal in a swirl of axiomite dust.

"So, no more of this Ruby Phoenix Tournament! Now begins the Tournament of Hungry Ghosts! May the strongest team win. And if you do, I'll even give you a prize." With a bemused smirk, the villainous grandmaster holds up an hourglass filled with a gray powder: "The ashes of your beloved Hao Jin."

Why are you doing this? The barest flicker of rage passes over the Sculptor's face, "Your so-called 'grand

judge' trapped me here a long time ago while she traipsed about the planes proclaiming herself a savior. She knew this day was coming."

Champions? Syndara gestures, and the view through the portal expands to show the Lightkeepers—Syu Tak-nwa, Shino Hakusa, Ran-to, and Blue Viper—who brandish their weapons with a hint of excitement. "I think you've met some of them already."

How can you be the grand judge? Syndara smirks to himself. "Who do you think it was that taught Hao Jin the martial arts? She was once my collaborator... no, my friend. We used to dream of this: gathering the planes' most powerful warriors together in a show of strength and technique. We promised we would make it a reality someday. I am as much the rightful adjudicator of this tournament as she is!"

It is clear that Syndara is relishing this moment, the culmination of millennia of planning and scheming. The portal he communicates through is largely one-way, allowing him to send objects through but little else—only what's needed to hold a conversation with the contestants. When the conversation concludes, the communication portal implodes in a shower of runes, and from it cascades a single crystalline fragment that lands at the characters' feet.

This is a fragment of the *conch of the depths*. Like the *phoenix necklace* the contestants carried in "Despair on Danger Island," this conch serves as a record of battles won. Each enforcer carries a conch fragment of their own, and when all are put together, they can open a way to the *Glass Lighthouse*. From the shape of the conch shell, a character who succeeds at a DC 35 Crafting or Nature check can surmise that there are likely 7 fragments in total.

THE HUNGRY GHOST TOURNAMENT

The crash brought on by the gravitational beam of Syndara's *Glass Lighthouse* means that the characters won't be able to continue on the *Solar Jian II* for this phase of the journey. Yoh says he will stay behind to repair the ship, but as long as the lighthouse is operational, further attempts to take off will just result in another crash landing. Personal flight by magical or natural means is certainly an option the players can consider, though the dimensional seas swirling about the demiplane means they will likely encounter some variation of the hazardous conditions they've already experienced at your discretion. The *Glass Lighthouse's* energy beam may also target flyers who exceed 60 feet in elevation, causing them to immediately plummet to the ground and take falling damage. Traveling by foot is the safest means of getting to the *Glass Lighthouse*.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Chapter 1: Race to the Peak

Chapter 2: Fragments of the Fractal Jungle

Chapter 3: Unmaking the Sculptor

Adventure Toolbox

Glossary & Index

SYNDARA'S ISLAND



Syndara's Island is made of an amalgamation of stolen locales from the Material Plane, not dissimilar to the way Hao Jin absconded with cities and regions for her *Hao Jin Tapestry*. The bulk of Syndara's Island is made of the jungle island Amotana, but he also teleported pieces of many other lands into his demiplane.

As they travel the island, the party encounters the following dangerous locales corresponding to the map above, where they must defeat Syndara's Hungry Ghosts to gather the pieces of the *conch of the depths*. The map purposefully does not include a scale; the mutable and unpredictable nature of time and space on Syndara's Island makes calculating distance both impossible and largely unnecessary.

G1. THE ROLLING MINES

MODERATE 19

The ground transitions abruptly to rocky substrate near a massive pit that ends in a lava-filled pool. Two bridges cross from either side of the pit, which is dotted with abandoned mining helmets and pickaxes. Gravel and pebbles jump as a low rumble courses through the earth.

Syndara lifted a relatively barren island from the Material Plane to serve as the base for this demiplane, but the island's lack of natural resources presented several logistical complications. In the past, Syndara acquired raw materials by creating a demiplane full of them, then harvesting from it. However, his desire to explore the outside world—and with it, things he did not create himself—for the first time in millennia led him to instead locate a rich vein of ore and rare minerals in Hongal that had only just begun to be mined. Syndara ripped a massive cubic section out of the fledgling mine and teleported it to his island, where he placed two aolazes as guardians. The aolazes thunder down the winding tunnels and across the bridges, treating it as a massive racetrack that they can roll along to their hearts' content.

Use the map on the inside front cover of this volume for this encounter.

Creatures: Two aolazes shaped like stone lion guardian beasts roll through the mines in sphere form. Collectively these two beasts constitute one of Syndara's Hungry Ghosts. Each turn, one aolaz attempts to roll across the bridge and Trample any



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

Adventure
Toolbox

Glossary
& Index

enemies it can, while the other maneuvers within the mines, creating the illusion that there is only one construct here that happens to move preternaturally quickly through the tunnels. The aolazes are identical, and the rapid rotation of their sphere form makes it even harder to tell them apart; a successful DC 38 Perception check is necessary to tell that one aolaz is different from the other, though parties that mark one of the aolazes might be able to tell them apart more easily. One aolaz may covertly fire its Ultrasonic Blast from one of the lookout windows around the perimeter of the mines towards the bridge, the imperceptible nature of the blast further hiding its origin. With their flawless hearing, the aolazes are virtually guaranteed to notice any intruders coming. They fight until destroyed.

ELITE AOLAZES (2)

CREATURE 19

Pathfinder Bestiary 2 6, 21

Initiative Perception +35

Conch of the Depths Fragment: Embedded in one aolaz's crown is a *conch of the depths* fragment, which the characters can easily pry free once combat is over.

Treasure: The abandoned mines hold a wealth of ore and items. The characters find 12 orichalcum ingots in the shape of stamps, each representing a zodiac creature.

the second round of combat to see how the party reacts. They prefer to bombard the characters with ranged attacks, using their Radiant Blast when available and their radiant beams otherwise, and they teleport around the battlefield to keep their distance if combatants get too close.

Conch of the Depths Fragment: Lodged into a section of one of the observational obelisks is a *conch of the depths* fragment, which the characters can easily locate once combat is over.

RADIANT WARDENS (4)

CREATURE 17

Pathfinder Bestiary 2 220

Initiative Deception 53 (automatic result from orrery ability)

Treasure: Several jewels and foci are built into the obelisks—while many are hewn glass or quartz, an *obsidian crystal ball* and a *lavender and green aeon stone* are among them.

G2. JUNGLE OBSERVATORY MODERATE 19

The side of this hill is covered in vertical stone obelisks laid out in precise measurements. Telescopes, orreries, and other astronomical devices dot the ruins. Though the sky is the same impossible night as everywhere else on the demiplane, here things seem somehow clearer, the stars nearer.

Many of Tamauta's greatest accomplishments were in the field of astronomy and wayfinding. Syndara took this array of stones and observational devices from a flat, barren mountaintop where there was little interference or light pollution. Master Taumatan observers bound themselves to their telescopes when they reached the end of their lives, ensuring they could gaze at the stars forever.

Use the map on the inside front cover of this volume for this encounter.

Creatures: Four of the telescopes here are actually radiant wardens in disguise—two activate on the first round of combat while the other two wait for



LION AOLAZ



EVENT: A VISIT FROM THE NIGHT PARADE MODERATE 19

Rather than occurring when the explorers reach a particular point on the island, this event occurs the first time the team makes camp on Syndara's Island. Any sleeping characters wake to the following sight; even characters posted as watches find their eyelids drooping for the briefest of moments before snapping open to see:

In the center of the clearing stands a fifteen-foot-tall yagura platform with strings of paper lanterns leading out in all directions. The sound of flutes and drums fills the air, as does the smell of frying skewers and buns. An array of creatures dance around the platform, from animated umbrellas to women with long necks to old men with enormous heads, and though there's a joyous abandon in their steps, a look of desperation gleams in their eyes.

Though Syndara intentionally sought out powerful demons and spirits to join his tournament, many lesser creatures were simply caught up in the forests and towns he stole from the Material Plane. Trapped in what was effectively an interdimensional prison, the orphaned lesser creatures banded together to form their own unusual, but functioning, society. They call themselves yokai, a Minatan word used throughout Tian Xia to collectively refer to a myriad of supernatural entities.

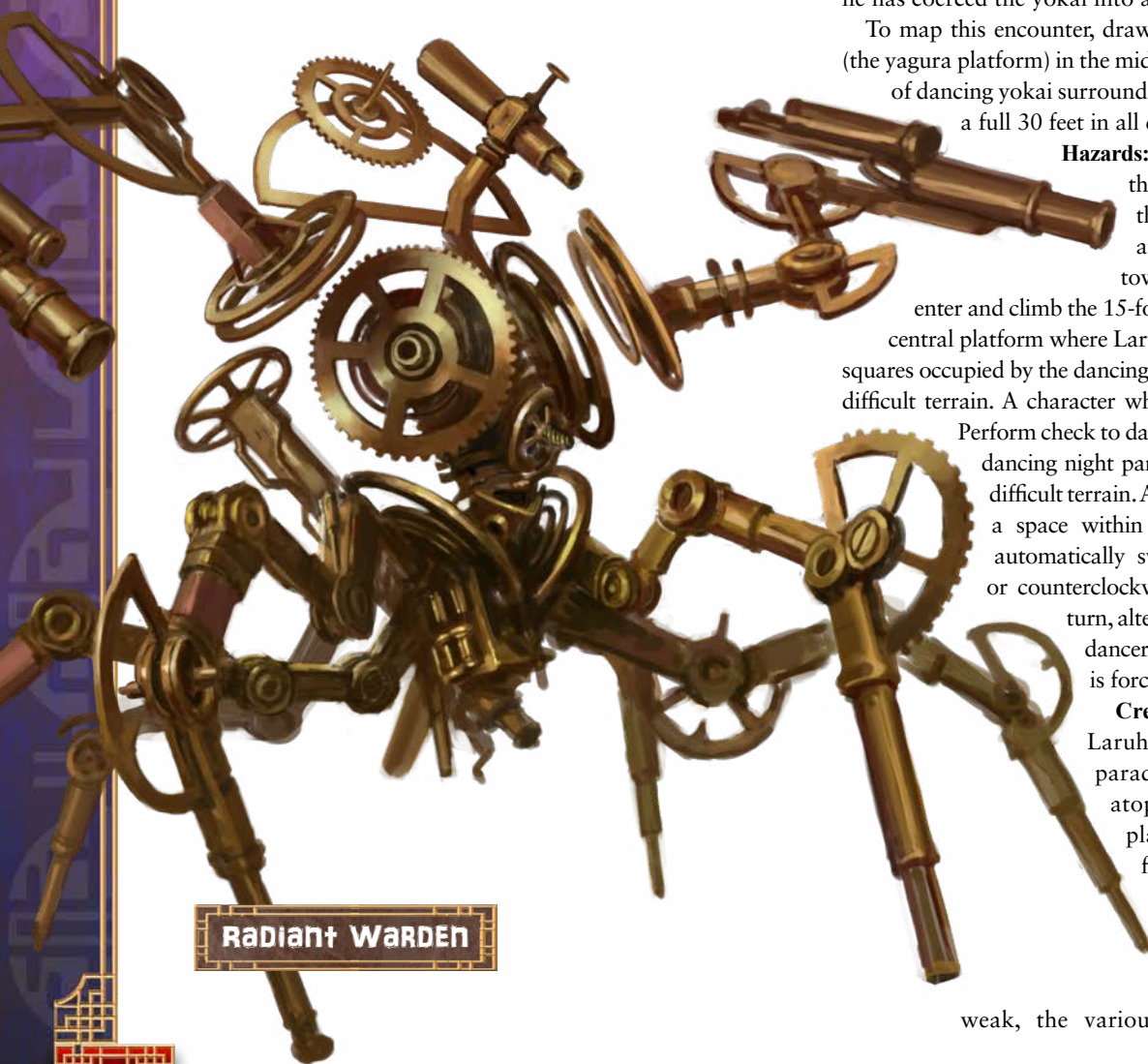
Unfortunately, while most of Syndara's recruited lieutenants are content to ignore the lesser creatures, finding them too weak to be of much use, one of his Hungry Ghosts, Laruhao, decided that if he was to be subordinate to Syndara, he may as well have his own minions to rule over. Thus, he hunted down these yokai to serve that purpose. Now, Laruhao rules over them with his mind-controlling music, treating them like dolls and forcing them to act out various scenarios, plays, and operas at his whim. This night, he has coerced the yokai into a bon dance.

To map this encounter, draw a 40-foot-wide square (the yagura platform) in the middle of a jungle. A crowd of dancing yokai surrounds the platform, spanning a full 30 feet in all directions.

Hazards: The night parade covers the dirt area surrounding the yagura. A single door at the bottom of the tower allows a character to enter and climb the 15-foot-tall steps to reach the central platform where Laruhao plays his flute. Any squares occupied by the dancing night parade are greater difficult terrain. A character who succeeds at a DC 40 Perform check to dance can pass through the dancing night parade as if it were merely difficult terrain. A character who occupies a space within the dancing parade is automatically swept 15 feet clockwise or counterclockwise at the end of their turn, alternating every turn as the dancers change directions; this is forced movement.

Creatures: The sadistic Laruhao controls the night parade, content to sit atop the central yagura platform and play his flute until the assorted creatures are forced to laugh and dance themselves to death.

While individually weak, the various spirits, apparitions,



Radiant Warden



and mortals he's enthralled pose a threat as they form a troop that can sweep the party up in the dance. Rather than engage the heroes directly, he sits atop the yagura and maintains his *house of imaginary walls* to shield himself, then uses Dance, Puppets, Dance! to force the parade to attack in his stead.

The troop creature presented below is but a small segment of the full parade that marches around the yagura platform (see Hazards); unlike the hazard, though, this segment can stray farther than 30 feet from the platform.

DANCING NIGHT PARADE

CREATURE 19

UNIQUE CN GARGANTUAN SPIRIT TROOP

Troop of corporeal spirits (*Pathfinder Bestiary* 3 310)

Perception +28; darkvision

Languages Senzar

Skills Acrobatics +34, Athletics +33, Dancing Lore +34, Deception +37, Performance +37, Society +32

Str +8, **Dex** +7, **Con** +5, **Int** +5, **Wis** +5, **Cha** +6

AC 40; **Fort** +32, **Ref** +26, **Will** +34

HP 450 (16 squares); **Thresholds** 300 (12 squares), 150 (8 squares); **Weaknesses** area damage 20, bludgeoning 15, splash damage 10

Riotous Parade (auditory, aura, emotion, enchantment, mental) 60 feet. The night parade sweeps up those nearby in a riotous celebration. All creatures in the aura must attempt a DC 39 Will save. The target is then temporarily immune for 10 minutes.

Critical Success The target is unaffected.

Success The target laughs and dances. It can't use reactions as long as it stays in the area, and if it attempts to use a concentrate action, it must succeed at a DC 5 flat check; on a failure, the action is lost.

Failure As success, except the target is also slowed 1 while in the area.

Critical Failure As success, except the target is also slowed 1 while in the area and the flat check DC is 10.

Attack of Opportunity *Pathfinder Bestiary* 3 304.

Troop Defenses *Pathfinder Bestiary* 3 306.

Speed 25 feet; troop movement

Seiya! Soiya! (emotion, mental, sonic) The night parade shouts a series of energetic call-and-responses, dealing 3d10 sonic damage and 4d6 mental damage to all creatures in a 10-foot burst within 20 feet (DC 41 basic Will save). If the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Form Up *Pathfinder Bestiary* 3 305.

Troop Movement Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square enters

difficult terrain, the extra movement cost applies to the whole troop.

Wasshoi! Wasshoi! to **Frequency** once per round; **Effect** The night parade dances with wild abandon, unintentionally striking nearby creatures. It deals damage to each adjacent creature (DC 41 basic Reflex save), and any creature that fails its save is pushed 10 feet in any direction as the night parade bounces it overhead. The damage depends on the number of actions.

1d10+7 bludgeoning damage

4d10+14 bludgeoning damage

6d10+14 bludgeoning damage

LARUHAO

CREATURE 19

UNIQUE CE MEDIUM HUMANOID

Male humanoid minstrel

Perception +35; darkvision

Languages Senzar, Tien; *tongues*

Skills Acrobatics +35, Athletics +31, Dancing Lore +38, Deception +37, Occultism +34, Performance +39

Str +6, **Dex** +8, **Con** +7, **Int** +7, **Wis** +7, **Cha** +9

Items fighting fan (*Lost Omens Gods & Magic* 120), *greater maestro's instrument* (flute)

AC 43; **Fort** +32, **Ref** +29, **Will** +35

HP 360

Speed 25 feet

Melee fighting fan +35 (agile, backstabber, deadly d6, finesse, monk), **Damage** 6d4+14 slashing

Ranged piercing note +35 (range increment 60 feet, sonic), **Damage** 4d10+17 sonic

Bard Composition Spells 3 Focus Points, DC 41; **10th house of imaginary walls** (*Core Rulebook* 386), *inspire heroics* (*Core Rulebook* 387), *inspire courage* (*Core Rulebook* 386), *inspire defense* (*Core Rulebook* 386)

Call Dancers (auditory, healing) Laruhao sends out a pulse of inviting melody that calls more yokai from the ether, restoring 30 Hit Points to the dancing night parade.

Dance, Puppets, Dance! (auditory, linguistic) Laruhao plays an invigorating melody that signals his horde to attack. The dancing night parade can use either Seiya! Soiya! or the two-action version of Wasshoi! Wasshoi! as a reaction.

Master of Barriers Laruhao wishes for nothing more than to dance atop his yagura, undisturbed. When he uses his *house of imaginary walls* composition spell, he creates four 10-foot-by-10-foot walls in a cube around him. A creature must succeed at a DC 41 counteract check to teleport within these walls; otherwise, the teleportation attempt fails.

Freed Apparitions: If the heroes defeat Laruhao without completely killing the dancing night parade troop, the various enthralled creatures are freed. A tanuki (raccoon dog) named **Rikanzo** (CN male tanuki

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking the
Sculptor

**Adventure
Toolbox**

**Glossary
& Index**



elder) introduces himself to the characters and thanks them for saving the society of orphaned yokai.

"Wow, wow!" exclaims an enormous tanuki in a straw hat. "Thanks ever so much for getting rid of that terrible musician." The tanuki pats his considerable belly with a laugh. "I'd usually say to join us in a dance, but after all that, I think we're danced out. But just as well, we were getting hungry anyways. Sit down a spell! Name's Rikanzo, and this is the night parade!" He gestures at the sea of creatures behind him. "Don't worry, though some of us might look a bit rough around the edges"—at this, an

emaciated woman with an impossibly long neck gazes at you from behind her mask—"we've been here long enough that we've learned to band together. Have a drink!" He pulls a ludicrously large drinking gourd from nowhere, takes a swig that lasts a full ten seconds, and offers it.

Rikanzo is more than happy to answer questions about the geography of the island, though he insists that the party sit down for a meal as an endless procession of yokai serves a feast of skewers, buns, dumplings, and the like, and he constantly offers to refill a character's mug the minute it gets the slightest bit empty. The tanuki's advice is spot on, and he punctuates his guidance by placing a leaf on his head and transforming into various landmarks to illustrate how the player characters might find their way about. The yokai remain here for the rest of the night, allowing the characters shelter and safety, before they relocate to the Yokai's Night Market, where they set up tents and services, as detailed in that area.

Conch of the Depths Fragment: Laruhao wore his *conch of the depths* fragment around his neck, making it easy to identify and take once the musician is defeated.

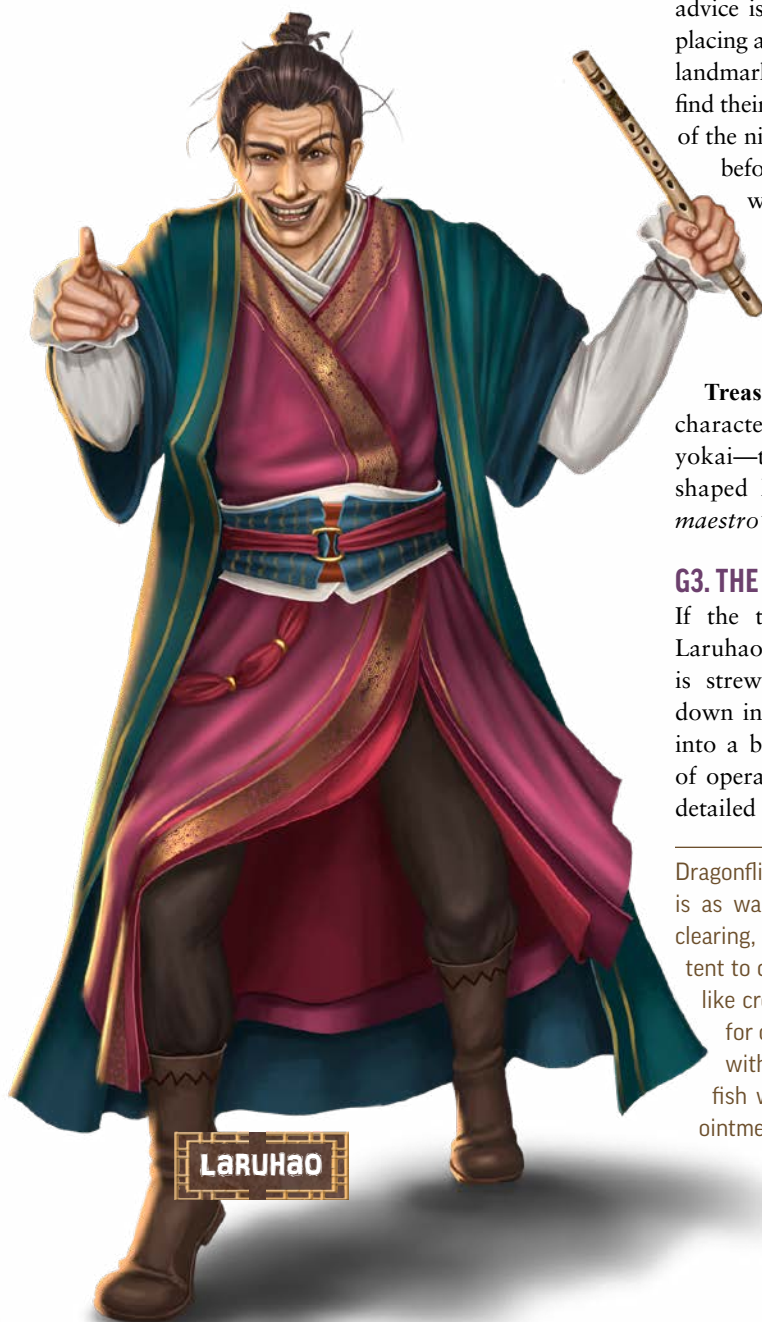
Treasure: Rikanzo happily rewards the player characters with various items collected by the yokai—these include a *greater mask of the banshee* shaped like an opera mask and Laruhao's *greater maestro's instrument*.

G3. THE YOKAI'S NIGHT MARKET

If the team hasn't yet encountered and defeated Laruhao and the night parade, this large grassy field is strewn with abandoned tents that have blown down in the wind. If they have, this field transforms into a bustling night market that serves as the base of operations for the yokai society on the island, as detailed below.

Dragonflies flit through the tall grass of this field, which is as warm as a late summer evening. Throughout the clearing, all manner of yokai go about their business from tent to colorful tent. In one section of the camp, a turtle-like creature with a basin of water in its head bargains for cucumbers at a produce stand run by a humanoid with a hundred eyes, while in another corner, a fish with three tails swims through the air, applying ointment to a scrape on a horned oni. While some of the creatures seem frightful, they're all in good spirits and seem to get along quite well.

After being freed from Laruhao's control. Rikanzo leads the yokai of the



LARUHAO



night parade to this location, where they resume their odd society. With the yokai's help, Yoh also manages to wheel the grounded *Solar Jian II* here, reasoning that he's better protected here among the yokai that oppose Syndara. The party is free to speak to Rikanzo here and procure the services of the night market. Despite the Night Market's ramshackle composition, the collection of beings and items collected from across the planes makes it a settlement whose variety of shops and services rival any city on the Material Plane. Among many others, the inhabitants include:

Ora, Hatsu, and Riko: This trio of tsukumogami (*Bestiary* 3 276) take the shape of a furnace, bellows, and hammer, and run a quaint smithy that also doubles as a treatment facility of sorts for the more object-based yokai. All three originally became tsukumogami when they were discarded as objects, and seek to spare others the same fate. They are happy to transfer runes, upgrade armor, and generally perform any item-based services.

Suri: This diminutive but foulmouthed creature, resembling a three-tailed fish with the head of a beaked humanoid, serves as the Night Market's resident physician. In addition to providing normal medical treatment at no cost, they are also capable of removing curses, curing disease, and raising the dead, though they ask that the party provide a work of art in payment; a DC 38 Crafting check is required to create a depiction that will satisfy Suri's needs.

Rikanzo: The leader of the society can be found in a large outdoor tavern, usually eating, drinking, or sleeping in his chair while he waits for another course. He gladly reiterates any information the player characters may need, though in practice, his secretary, **Chioh** (CN male kuda-gitsune), answers most of the party's questions. The tiny pipefox, small and thin enough to fit inside a bamboo pipe, is knowledgeable on a variety of subjects and happy to share, but for every question he answers about Syndara's Island, he asks the player characters to tell him something he doesn't know about a different topic.

This lets the characters attempt a Lore check for any topic, then use that check's roll for any other topic. For instance, a player character could attempt a check to Recall Knowledge using Sailor Lore to tell Chioh about a new ship in the outside world, getting a 40 on

their roll. In return, Chioh will tell them a fact about a past battle that he knows of with Warfare Lore, giving a result of 40. However, Chioh is easily bored and will only accept a fact from a given Lore topic once.



RIKANZO

G4. FETID LOTUS BOG MODERATE 19

The smell of rot and methane burns the nose well before this fetid pond comes into view. Lily pads float on the surface and carnivorous plants line the water's edge, feasting on the many insects drawn to the stagnant pools and cloying mud.

Syndara originally thought that he would fill his island with the natural resources it lacked on the Material Plane, chief among them being fresh water. He absconded with a lake from the Valashmai Jungle and placed it here, not realizing it was just a pool of standing water with no source. Before long, the low-nutrient water became a fetid bog that, rather than nourishing the surrounding areas, merely bred disease. Syndara soon grew bored with his ecological experiment and left the area to fester.

Use the map on the inside front cover of this volume for this encounter.

Creatures: Two eight-headed dragons called orochis live here, hiding beneath the waters and preying on anything that comes by. The dragons lie in wait to ambush the party as they seek a *conch of the depths* fragment. At first, the beasts each let only one of their heads protrude from the opaque waters, then raise the other 14 heads in unison to catch their opponents unawares.

Hazards: The bog water is opaque and filled with disease. A character who comes into contact with the water while they have taken any amount of slashing or piercing damage is exposed to crimson ooze (*Gamemastery Guide* 119). The lily pads floating on the surface can each support up to 200 pounds of weight without issue, but they immediately collapse if any more weight is added.

OROCHIS (2)

CREATURE 18

Page 242

Initiative Perception +33

Conch of the Depths Fragment: A *conch of the depths* fragment lies at the bottom of the bog,

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

Adventure
Toolbox

Glossary
& Index



which is 40 feet deep, meaning that the characters will need some way of detecting it through the diseased waters.

Treasure: Several items also lie sunken in the bog, many grasped by the still-intact bodies of those who fell in, preserved in peat. The items constitute six major crystal shards (*Advanced Player's Guide* 252) as well as three antimagic oils.

G5. SYNDARA'S TRASH HEAP

TRIVIAL 19

At the bottom of a sandy dune lies a pile of statues, shattered into pieces, each depicting a female figure.



Pieces of metal, gold, and jewels protrude from the sand, sliding down to a central point.

Syndara spent much of his imprisonment perfecting various forms of art, such as painting and sculpture. With nothing but his rage towards Hao Jin to focus on, she was the subject of almost all of his works, which he would store for a time before eventually destroying in a fit of cathartic rage. He has repeated this cycle of creation and destruction countless times over the eons, casting the refuse here, along with various other items he created.

Hazards: The trash heap is guarded by a dimensional darkside mirror—more powerful than most of its kind after having been exposed to potent interplanar energies. Syndara made occasional use of this duplicate-spawning trap to procure more test subjects. As the evil duplicate versions spawned by the mirror lack the connections to the other contestants held by the real characters, they cannot use abilities such as Affinity Ablaze.

DIMENSIONAL DARKSIDE MIRROR

HAZARD 19

COMPLEX MAGICAL MECHANICAL TRAP

Stealth +37 (master) to notice it isn't a regular mirror

Description A magic mirror replaces characters with evil mirror duplicates from another dimension.

Disable Thievery DC 40 (legendary) to retrieve a creature from the other dimension within 10 minutes of the switch (possible only if their mirror duplicate is dead), Thievery DC 45 (master) to permanently disable the mirror once all mirror duplicates are dead, or *dispel magic* (8th level; counteract DC 37) to counteract the mirror for 1 minute and prevent additional replacements during that time

AC 34, **Fort** +25, **Ref** +20

Hardness 1, **HP** 4 (BT 2), the mirror can't be damaged while any mirror duplicate is alive

Reflection of Evil ☞ (arcane, conjuration, teleportation); **Trigger** A non-evil creature is reflected in the mirror; **Effect** The mirror absorbs the creature into the mirror, replacing it with an evil mirror duplicate (DC 41 Reflex to avoid being absorbed into the mirror), and rolls initiative.

Routine (1 action) The mirror absorbs another reflected creature into the mirror and replaces it with a mirror duplicate. Mirror duplicates attack on their own initiative, using the same statistics as the original creature, but with an evil alignment (changing only abilities that shift with the alignment change).

SURI



A mirror duplicate can spend 3 actions in contact with the mirror to return to its original dimension and release the creature it duplicated, but most mirror duplicates prefer not to.

Reset The mirror is always ready to absorb creatures into the other dimension. Ten minutes after a creature is sucked into the mirror, if an ally doesn't rescue the creature with Thievery, it reaches the other dimension, where it might be captured or killed. In the mirror dimension, it counts as a mirror duplicate, so the denizens of the other dimension can't destroy the mirror on their side while the absorbed creature is there. These dimensions are alternate realities, not planes, so even rituals like *plane shift* can't reach them.

Conch of the Depths Fragment: A *conch of the depths* is hidden in the pile of statues.

Treasure: The trash heap contains a large number of Syndara's castoffs, some of which are still valuable. The party finds a supreme sturdy shield, +3 *major handwraps of mighty blows*, a *wand of smoldering fireballs* in the shape of a circle, a set of pins that function as *bracers of armor type III*, and a *ring of spell turning* that bears the image of a tortoise.

G6. THE TORTOISE AND THE KAIJU

A large hill rises abruptly from the ground, covered in pyramidal ridges. At the top of the hill is a massive tree with gnarled branches that droop under the weight of an overabundance of fruit, each shaped like the head of a humanoid—goblin, elf, human, and more. A cloying smell fills the air, as does a low drone issuing from the mouths of the tree's many fruits.

This hill is actually the shell of a spirit tortoise—a powerful guardian spirit that lay in hibernation on Amotana when it was plucked from the Material Plane. The tortoise slumbered for several years of subjective time before he awoke to find a wandering creature: the newly hatched son of the kaiju Mogaru, the Final King. One of Syndara's enforcers, an evil dryad, pursued the kaiju child in hopes of draining his power and using him to better control Mogaru. The spirit tortoise defeated the dryad in combat, but not before the dryad planted the seed of an evil tree on the tortoise's back, which would prevent him from further hampering Syndara's plans, even in death.

The tree is a jinmenju, a cursed tree that feeds on knowledge. As the spirit tortoise has lived a truly immeasurable lifespan, the tree has grown laden with the fruit of the spirit tortoise's knowledge. As long as it blooms, the

tortoise will not awaken. Any creature who approaches within 120 feet of the tree must succeed at a DC 41 Will save or be fascinated and compelled to approach the tree and bite into one of its fruits, though it can attempt a new save every minute to recover from this effect; this is an olfactory effect. If a player character bites a fruit, they take 10d8 mental damage (DC 41 basic Will save) but instantaneously glean some of the spirit tortoise's immense knowledge. The fruit casts a *legend lore* ritual on the eater, focused on a subject of the Game Master's choice. There are 20 fruits covering the tree, each of which can be severed from the tree if dealt any amount of damage, though the tree sprouts 4 new fruits every round, plus an additional fruit for each creature adjacent to it. Alternatively, if the tree's central trunk is dealt at



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

**Adventure
Toolbox**

**Glossary
& Index**



least 300 damage in a single turn, the tree will wither; it has resistance to all damage 30 (except slashing) and weakness 20 to fire. A successful DC 38 Nature check is sufficient to reveal the tree's abilities and nature.

If the jinmenju is cleared from the spirit tortoise's back, the tortoise awakens, pleased to be freed from the jinmenju's effect. He opens his mouth to reveal a curious creature: an elephant-sized reptile with two tails and a row of pink spines down its back—the spitting image of the Final King, the kaiju Mogaru. The spirit tortoise (similar to the spirit turtle described on page 248) reveals that this is Mogaru's offspring, which he has taken to calling Mokku. For his part, Mokku is quite curious about the characters, his tongue flicking in the air near them to take in their scent. The spirit tortoise thanks the party, though he clearly struggles to tell them apart, constantly mistaking one for the other—they're just too small and similar-looking for him to tell the difference. He's a wealth of information regarding the history of Bonmu and Amotana and can answer most questions the characters might have about these isles.

Conch of the Depths Fragment: After the spirit tortoise killed Syndara's enforcer dryad, Mokku took to wearing her *conch of the depths* fragment on his head. Though Mokku is reluctant to part with it, he does so after a stern glance from the much larger spirit tortoise.

Treasure: Stuck between the spirit tortoise's claws is a terrible splinter, which turns out to be a slightly worn but still very functional *true staff of providence* (*Advanced Player's Guide* 264).

G7. CHAMPIONS' GATE

This simple promontory looks out towards Syndara's lighthouse. If the team has not yet assembled the *conch of the depths*, they find that they cannot close the distance to the islet on which the *Glass Lighthouse* rests—just as with Syndara's Island in the sky of the Material Plane, the Lighthouse is ever-distant from this demiplane, and no physical movement toward it can bring one closer.

If the team has located all seven pieces of the *conch of the depths*, they can blow it at the promontory to open the way to the *Glass Lighthouse*. Read or paraphrase the following:

With the ringing of the conch, the dark ocean surrounding the island parts to reveal a sunken path along the sea floor. Two walls of black water fifty feet high remain to either side as if held by invisible walls. The shadows of trilobites, crustaceans, and other lost creatures flit through the primordial sea.

The First Ruby Phoenix Tournament Severe 19

Nestled between the walls of water sits a cracked stone dais, rung with bleachers and seats, many of which are damaged by water or covered with outgrowths of sponges and coral. Two thirty-foot-tall statues stand on either side of the arena, or at least one does, that of an axiomite man; his counterpart statue, of a Tian-Shu woman, lies in pieces on the arena floor.

This sunken arena is the one location Syndara dared to steal not from the Material Plane, but from Axis—the training grounds where he and Hao Jin first assembled a small tournament of fighters from the City of Law in a friendly fighting tournament. Over time, more and more joined the festivities, until the tournament became a small, but well known fixture in the city. The event also helped inspire Hao Jin to create the Ruby Phoenix Tournament.

Syndara ensured that before Hao Jin's champions can reach the *Glass Lighthouse*, they'll face proper semifinalists, by sending the warped Tino's Toughest to face them. The four fighters wait in the center of the area, almost unrecognizable as they have been shaped by Syndara's dimensional superimposition technique. The Toughest are incapable of speech, though this doesn't impede their effortless teamwork.

Creatures: If the players don't realize their opponents' identities, ensure that they notice the Toughest's signature fighting styles after a few rounds. The Toughest have become much more powerful, and they use their flawless Toughest Teamwork abilities to support each other in combat. They each attempt to engage and occupy a single character, but will swap if they seem poorly matched up.

I Know You're in There: While the bodies of their opponents are indisputably those of Tino's Toughest, their minds are held prisoner by the evil spirits with whom they've been superimposed. When one of the Toughest is reduced to 20 Hit Points or less, the spirit remains only barely connected to the body, allowing a moment of vulnerability. At this point, if the spirit is targeted with an attack that can directly attack it, such as *spirit blast*, it is purged from the fighter's body, leaving the fighter in their original form, albeit unconscious and severely weakened. Alternatively, a character can issue a heartfelt plea with a DC 40 Diplomacy check; on a success, the fighter's trapped psyche is temporarily roused, allowing them to expel the evil spirit. If the fighter is reduced to 0 Hit Points without purging the evil spirit, they fall unconscious as normal, and if they die they remain warped and bound to the evil spirit even in death (and, if later targeted with *raise dead* or similar magic, in resurrection).



TINO (ONI FORM)

CREATURE 18

UNIQUE LE LARGE FIEND GIANT HUMANOID ONI

Dimensional superimposition form of Tino Tung

Perception +30; darkvision

Languages Nagaji, Taldane, Tengu, Tien (can't speak any language)

Skills Acrobatics +35, Athletics +35, Deception +24, Diplomacy +31, Intimidation +35, Irori Lore +31, Medicine +29, Occultism +29, Religion +31

Str +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +5, **Cha** +4

Items +3 major striking kanabo (as greatclub with reach)

AC 41 (43 with Wall of Iron); **Fort** +32, **Ref** +32, **Will** +28

HP 320

Ferocity 2

Retributive Strike 2

Stalwart Guardian Tino gains a reaction at the start of each enemy's turn that he can use only during that enemy's turn.

Toughest Teamwork: Catapult Ally 2 **Trigger** An ally using a move action moves within reach of Tino's kanabo; **Effect** Tino scoops his ally with his kanabo and flings them 30 feet in any direction. They can continue any remainder of their movement from their landing location.

Speed 35 feet

Melee 2 head +35 (deadly d10, reach 10 feet, sweep), **Damage** 5d8+17 piercing

Melee 2 fist +35 (agile, finesse, nonlethal, reach 10 feet, unarmed), **Damage** 5d6+17 bludgeoning

Melee 2 kanabo +33 (backswing, reach 15 feet, shove), **Damage** 5d10+15 bludgeoning

A Kanabo to an Oni 2 Tino loses himself further to the oni, pulling out even more strength. He makes a kanabo Strike that deals two additional weapon dice of damage.

Earth-Shattering Strike 2 **Requirements** Tino's previous action was to successfully Strike an enemy with a weapon that dealt bludgeoning damage; **Effect** A shockwave blasts out from the force of Tino's strike. Tino attempts a single Athletics check against the Fortitude DC of all enemies within 15 feet. Regardless of the result of the check, all terrain within the area becomes difficult terrain as the ground is cracked into loose shards.

Critical Success Tino pushes the creature 10 feet, knocks it prone, and deals 6d6 bludgeoning damage to it.

Success Tino pushes the creature 10 feet and knocks it prone.

Failure Tino pushes the creature 10 feet.

Flurry of Blows 2 **Frequency** once per round; **Effect** Tino makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Wall of Iron 2 Tino raises his kanabo defensively, gaining a +2 circumstance bonus to AC.

Ji-YOOK (GUMIHO FORM)

CREATURE 18

UNIQUE NE MEDIUM HUMANOID KITSUNE

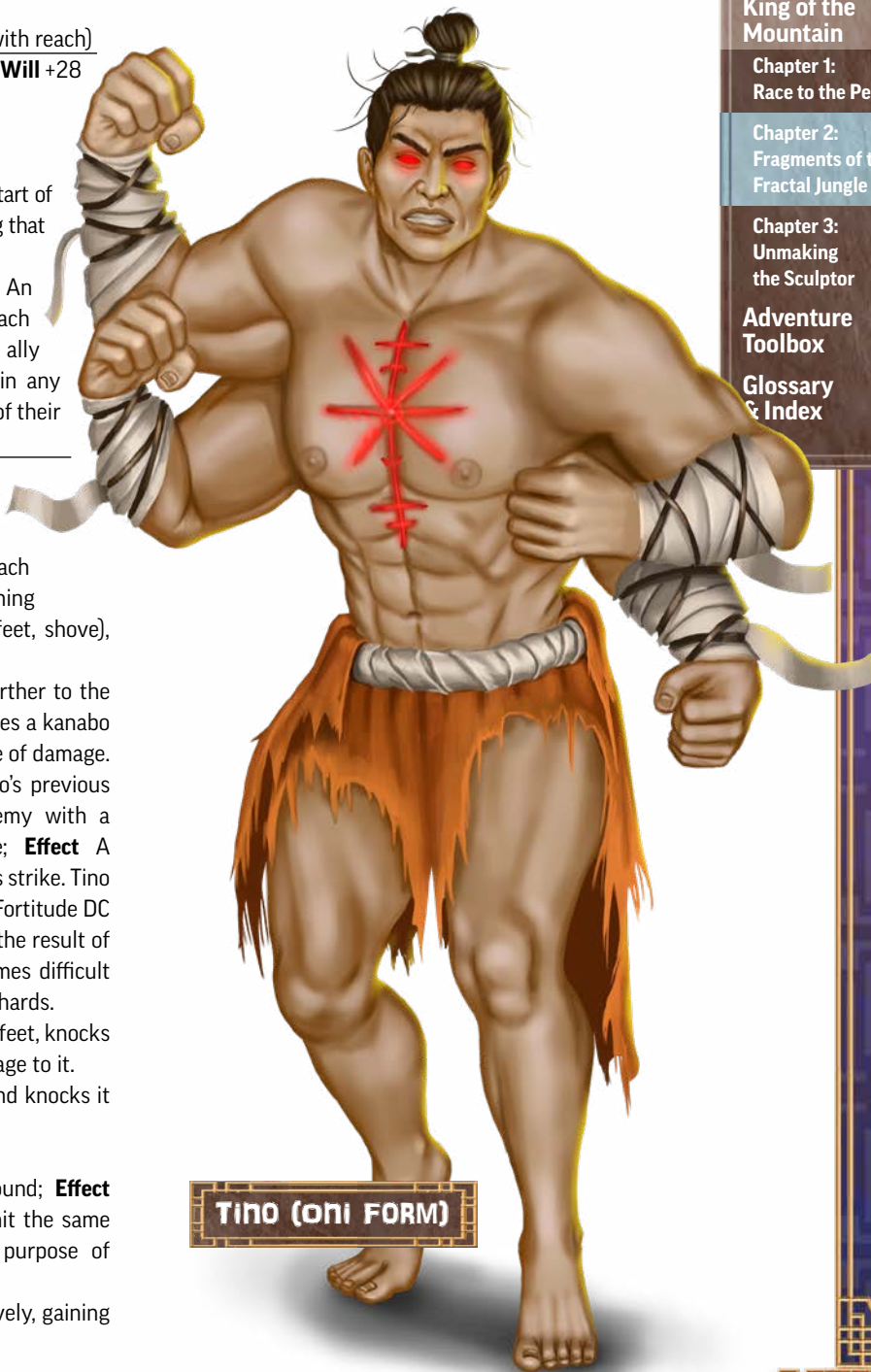
Dimensional superimposition form of Ji-yook

Perception +29; darkvision, emotionsense

Languages Nagaji, Taldane, Tengu, Tien (can't speak any language)

Skills Acrobatics +37, Athletics +35, Deception +35, Diplomacy +31

Str +2, **Dex** +6, **Con** +3, **Int** +5, **Wis** +3, **Cha** +6



TINO (ONI FORM)

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

Adventure
Toolbox

Glossary
& Index



Emotionsense Ji-yook can sense the emotions of those within 60 feet as an imprecise sense.

Items +3 *greater striking returning darts* (5), +3 *greater striking handwraps of mighty blows*, +2 *greater resilient explorer's clothing*, *greater smokesticks* (2)

AC 42; **Fort** +27, **Ref** +34, **Will** +29

HP 331; **Immunities** emotion

Toughest Teamwork: Unsettling Murrur (emotion, fear)

Trigger An enemy within 60 feet is the target of a Strike or attempts a Will save; **Effect** Just when an enemy is preparing to defend itself, Ji-yook sends an illusion of herself to whisper a disquieting secret or threat into their ear. The enemy takes a -2 circumstance penalty to their AC or Will save against the triggering attack or effect.

Speed 25 feet; waylay

Melee (claw) +34 (agile, finesse, magical, nonlethal, unarmed), **Damage** 6d4+10 bludgeoning

Ranged (dart) +34 (agile, magical, reload 0, thrown 20 feet), **Damage** 6d4+10 piercing

Ranged (foxfire) +34 (range 20 feet, versatile), **Damage** 6d4+8 electricity

Change Shape As kitsune.

Disquieting Change Shape (concentrate, divine, polymorph, transmutation) Ji-yook selects one enemy within 60 feet, then Changes Shape into humanoid form, taking the form of a person emotionally close to that enemy, such as a dead family member. Ji-yook is not aware of the form she will take until she transforms. If her target sees her, even if they are aware it is a trick, they must attempt a DC 40 Will save or be frightened 1 (frightened 2 on a critical failure) for 1 round. This is a fear effect.

Firefox Blast (frequency) once per round; **Effect** Ji-yook makes a fist strike. On a hit, the target takes an additional 3d6 electricity damage and is pushed back 5 feet. On a critical hit, the target is pushed back and then knocked prone.

Pinning Shot Ji-yook makes a dart Strike. If the attack hits, it deals no damage and instead imparts the bow critical specialization effect against the target. If the attack is a critical hit, the target must succeed at two separate Interact actions to pull the missile free. The target is flat-footed while it remains immobilized in this way.

Sneak Attack Ji-yook's Strikes deal an extra 4d6 precision damage to flat-footed creatures.

Waylay (illusion) When Ji-yook Strides at least 10 feet, illusions make her concealed until the start of her next turn.

TAKATORRA (DAITENGU FORM)

CREATURE 18

UNIQUE LE MEDIUM HUMANOID TENGU

Dimensional superimposition form of Takatorra

Perception +32; low-light vision

Languages Nagaji, Taldane, Tengu, Tien (can't speak any language)

Skills Acrobatics +31, Athletics +37, Intimidation +31, Performance +29

Str +6, **Dex** +4, **Con** +6, **Int** +4, **Wis** +5, **Cha** +3

Items +3 *major striking fell tengu gale blades* (2; *Advanced Player's Guide* 248)

AC 42; **Fort** +33, **Ref** +29, **Will** +29; +2 status to all saves vs. air and electricity

HP 331

Attack of Opportunity

Toughest Teamwork: Wind Shell (abjuration, air) **Trigger**

An ally within 60 feet is targeted by a physical ranged attack; **Effect** Takatorra wraps their ally in a protective shell of air. The ally gains a +4 status bonus to AC against physical ranged attacks until the beginning of their next turn.

Speed 25 feet, fly 60 feet

Melee (tengu gale blade) +35 (agile, disarm, magical, finesse), **Damage** 4d6+14 slashing

Ranged (vacuum slash) +35 (air, range 120 feet), **Damage** 6d6+14 slashing

Blade Barrage Takatorra unleashes a flurry of attacks. Takatorra makes five melee Strikes. They gain a cumulative +2 circumstance bonus to damage for each successful Strike. If one target is hit with at least two of these Strikes, they also take 2d6 persistent bleed damage. They then become stunned 1 and flat-footed until the start of their next turn.

Disarming Whirl (flourish) Takatorra spins, striking at their foes' weapons. Takatorra attempts an Athletics check to Disarm against each enemy within their melee reach. Each attempt counts toward Takatorra's multiple attack penalty, but the penalty doesn't increase until they have made all the attempts.

Airflow Blades (air) Takatorra extends the cutting surface of their blades with high-pressure airflow. Until the end of their turn, their blades have a reach of 15 feet.

YABIN (WHITE SERPENT FORM)

CREATURE 18

UNIQUE NE MEDIUM HUMANOID NAGAJI

Dimensional superimposition form of Yabin the Just

Perception +28; darkvision

Languages Nagaji, Taldane, Tengu, Tien (can't speak any language)

Skills Acrobatics +31, Athletics +35, Diplomacy +31, Intimidation +37, Occultism +31

Str +3, **Dex** +5, **Con** +6, **Int** +3, **Wis** +2, **Cha** +6

AC 39; **Fort** +30, **Ref** +28, **Will** +33

HP 256; **Immunities** poison

Poisonous Floodwaters (aura, poison, water) 10 feet.



Introduction

**Part One:
Despair on
Danger Island**

**Part Two:
Ready? Fight!**

**Part Three:
King of the
Mountain**

**Chapter 1:
Race to the Peak**

**Chapter 2:
Fragments of the
Ancient Jungle**

Yabin is surrounded by magically generated waist-deep poisonous waters. Enemies that enter the water are exposed to his white serpent venom. The aura is difficult terrain for creatures without a swim Speed. Every time Yabin Casts a Spell, the aura increases in radius by 5 feet, up to a maximum of 60 feet. He can activate or suppress this aura as a single action, which has the concentrate trait.

Toughest Teamwork: Envenomed Strike **Trigger** An ally within 20 feet makes a Strike that would deal piercing or slashing damage and hasn't yet rolled the attack roll; **Effect** Yabin spits venom on his ally's weapon. The Strike, if it hits, also exposes the target to Yabin's white serpent venom. If the Strike misses, the venom evaporates off immediately.

Speed 25 feet, burrow 20 feet, swim 60 feet

Melee fangs +33 (finesse, reach 10 feet), **Damage** 4d10+11 piercing plus white serpent venom

Ranged venom +33 (range 20 feet), **Damage** 4d8+8 poison plus white serpent venom

Arcane Spontaneous Spells DC 40, attack +32;

9th (4 slots) *dispel magic*, *magic missile*, *polar ray*; **8th** (4 slots) *disappearance*, *horrid wilting*, *prismatic wall*, *scintillating pattern*; **7th** (4 slots) *disintegrate*, *eclipse burst*, *mask of terror*, *true seeing*; **6th** (4 slots) *chain lightning*, *feeblemind*, *fireball*, *spellwrack*; **5th** (4 slots) *chromatic wall*, *cloak of colors*, *freedom of movement*, *haste*; **Cantrips (9th)** *acid splash*, *detect magic*, *light*, *shield*, *telekinetic projectile*

White Serpent Venom (poison, virulent)

Saving Throw DC 36 Fortitude; **Maximum**

Duration 6 rounds; **Stage 1** 3d6 poison (1 round); **Stage 2** 5d6 poison and dazzled (1 round);

Stage 3 5d6 poison and blinded (1 round)

Rattling Magic Yabin substitutes all spellcasting components when Casting a Spell with rattling of his tail. This has the concentrate trait.

The Finalists' Procession: Once Tino's Toughest have been defeated, the now-finalists of the tournament can easily proceed through the watery trench to the *Glass Lighthouse*. They can carry their old friendly rivals to shore or deposit any surviving members of the Toughest at safe locations such as with the yokai or the Spirit Tortoise, but the trauma to their souls means they will not regain consciousness for some time.

XP Award: If the party manages to free the trapped spirits of Tino's Toughest, award each player character a 120 XP story award.

Some Last-Minute Training

After defeating Tino's Toughest, the party should have enough XP to reach 20th level, so this is a good time to level up. At this point, provide your players with the option to take the relevant capstone class feats starting on page 209. These class feats reflect the myriad techniques they've encountered thus far in the Fists of the Ruby Phoenix Adventure Path. If they need to retrain, the Night Market (area G3) is a safe place to do so, as is Syndara's dojo (H5) in the upcoming chapter.



Takatorra (Daitengu Form)



CHAPTER 3: UNMAKING THE SCULPTOR

CURSE OF THE LIGHTHOUSE

Though Hao Jin intended to seal Syndara away forever, she didn't realize that by locking him within his own demiplane, she had unwittingly given him the key to finally defeat her. Though Syndara was trapped within the *Glass Lighthouse* for millennia of subjective time due to the layering of multiple planar effects, this also gave him millennia to develop his powers. Each day, he trained his body, and each day, he became ever so slightly more skilled in the creation of worlds.

Though most who dabble in demiplanes know that certain properties can be tuned—lands created, space warped, and so on—Syndara's immense time to experiment meant he found ways to personalize the effects further than ever thought possible. He spent eons inscribing two laws across every inch of the *Glass Lighthouse's* foundational reality. The first: Syndara is strong. In this, Syndara made it so that the very fabric of the Lighthouse would constructively resonate with

his own nature, ensuring that he, and he alone, would become more powerful each day that he spent within it. The second law followed naturally: Hao Jin is weak. With this, the Lighthouse would dampen Hao Jin's power, evening the playing field between Syndara and his former friend.

When Hao Jin spent much of her magic to force her way onto Syndara's Island and then into the *Glass Lighthouse*, she expected it to return quickly from the deep wellspring within her, as it always had. She was shocked to discover, however, that the time-dilating effect of the Lighthouse also slowed her recovery. Thus, when she found herself face to face with Syndara, she did so with almost none of the overwhelming power she's so known for, and the axiomite ultimately defeated her.

Thankfully for the heroes, even with all his preparations Syndara was similarly injured and drained by his titanic clash with Hao Jin. While he created the Hungry Ghost Tournament as much for his own amusement as for the perfect way to spit on



Hao Jin's legacy, it also served as a means through which he could recover from his battle while he waited for Hao Jin to try to resurrect.

Because of the dramatic time dilation within the *Glass Lighthouse*, the Ruby Phoenix's resurrection will take quite some time. Syndara knows that the Ruby Phoenix will be vulnerable in the moment her soul returns to her remains, but before she has fully resurrected. He plans to absorb her magic then and there, becoming a tyrant of realities and putting an end to Hao Jin once and for all.

SHOWDOWN IN THE GRAND DOJO

EXTREME 20

The Lighthouse's front door opens into an impossible sight—not a single room, but a series of impossible vistas: a sandy desert under a yellow sky, transitioning to an icy midnight lake, then a verdant jungle of impossibly tall trees, a remote snowy mountaintop, a bustling city street, and more.

The *Glass Lighthouse* opens directly into Syndara's main dojo, a magical space where he could conjure a simulation of any environment he wanted in order to train in any number of situations and circumstances. Here, the player characters' team is confronted for the last time by their wicked rivals, the Lightkeepers.

Maps: Powerful transmutation magic transforms this dojo into a totally different biome every 1d4+1 rounds. The magic is intrinsically linked to Syndara's demiplane and cannot be dispelled, nor can it be disbelieved since it's not an illusion. To represent each of the many different forms the dojo takes, use a variety of encounter maps from previous volumes, perhaps hand-selecting ones that your players found particularly enjoyable or challenging. Fighting sites from "Despair on Danger Island", different forms of the grand arena from "Ready? Fight!", and any of the maps in this volume would all work. When the battlefield changes biomes, lay the new map directly on top of the previous one, keeping each creature in the same spot on the table. In this way, characters might go from standing on stable ground one moment to wading precariously in deep water the next.

Creatures: The Lightkeepers await in the center of the room, eager for their long-delayed final match with the heroes. They've waited a long time for this showdown and, depending on how you've portrayed them thus far, might take their time to deliver scathing pre-fight monologues and taunts or coldly launch into cruel battle with little preamble.

A Fitting Stage: The party has faced the Lightkeepers before, but never somewhere the villains could exhibit their full power. When Syndara chose these four fighters as his champions, he granted each a limited sovereignty over the planar laws of the *Glass Lighthouse*. Syu Tak-nwa received control over space, Hakusa over life, Ran-to over gravity, and Blue Viper over time. The Lightkeepers trained to integrate these planar abilities into their unique fighting styles, and now that they're fighting in the Lighthouse itself, they can use the fullest extent of their power. Each of their members can use a Certain Kill Art as long as they are within the *Glass Lighthouse*—these abilities, which have the certain kill trait, cause obvious distortions in the Lighthouse's fabric as the user calls upon their technique. However, as each technique requires one of the Lightkeepers to temporarily take command of the demiplane from the rest of their team, only one Certain Kill Art can be used by any of the Lightkeepers in a given round.

CHAPTER 3 SYNOPSIS

The finalists have fought their way through Syndara's mockery of a tournament and defeated their twisted former allies, Tino's Toughest. Now, they find themselves at the entrance to Syndara's final arena, the *Glass Lighthouse* itself. Can they defeat their longtime rivals, Syndara's champions, the Lightkeepers? And even if they do, what more does the tournament's grandmaster have in store?

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Chapter 1: Race to the Peak

Chapter 2: Fragments of the Fractal Jungle

Chapter 3: Unmaking the Sculptor

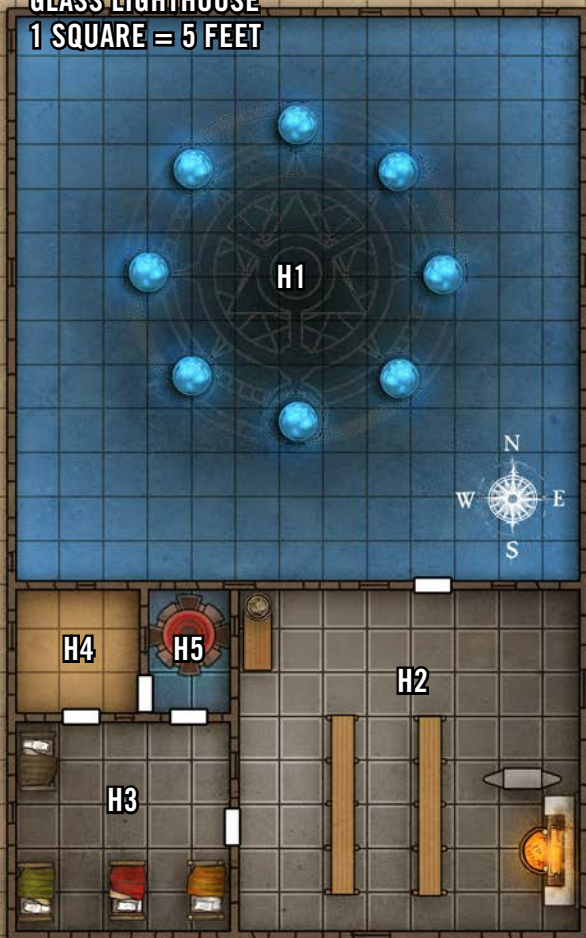
Adventure Toolbox

Glossary & Index



GLASS LIGHTHOUSE

1 SQUARE = 5 FEET



SYU TAK-NWA

CREATURE 20

UNIQUE NE MEDIUM HUMAN HUMANOID

Female Tian-Hwan white-haired witch

Perception +33; tremorsense (precise) 60 feet

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +32, Arcana +34, Deception +34, Medicine +32, Nature +34, Occultism +38, Religion +34, Society +32, Thievery +29

Str +3, **Dex** +6, **Con** +2, **Int** +7, **Wis** +3, **Cha** +5

AC 42; **Fort** +31, **Ref** +32, **Will** +36; +3 status to all saves vs. conjuration

HP 360; **Immunities** trip

Dragline Trip **Trigger** A creature within 20 feet uses a move action or leaves a square during a move action it's using; **Effect** Syu Tak-nwa surreptitiously sends a strand of hair through a portal to emerge near the creature's feet, wings, or other ambulatory limbs. She attempts to Trip the creature.

Spiraling Web **Trigger** Syu Tak-nwa is the target of a ranged Strike or ranged spell attack roll; **Requirements** Syu Tak-nwa is aware of the attack and not flat-footed against it; **Effect** Hairs erupt from portals around the

missile and attempt to wrap around it. Syu Tak-nwa gains a +4 circumstance bonus to AC against the triggering attack. If this would cause the attack to miss, the missile remains tangled and suspended in midair.

Speed 35 feet, ignores difficult terrain

Melee **hair** +35 (agile, finesse, grapple, reach 15 feet, trip, unarmed, versatile S), **Damage** 6d4+20 bludgeoning

Melee **braid** +35 (forceful, reach 10 feet, shove, unarmed), **Damage** 6d6+20 bludgeoning

Occult Prepared Spells DC 45, attack +37; **10th** *dispel magic*, *vampiric exsanguination*, *visions of danger*; **9th** *soothe*, *unfathomable song*, *weird*; **8th** *collective transposition*, *haste*, *slow*; **7th** *soothe*, *spider sting*, *warp mind*; **6th** *feebleshoot*, *repulsion*, *true seeing*; **5th** *black tentacles*, *chilling darkness*, *synaptic pulse*; **4th** *blink*, *remove fear*, *remove paralysis*; **Cantrips** (10th) *daze*, *forbidding ward*, *guidance*, *shield*, *telekinetic projectile*

Witch Hexes (*Pathfinder Advanced Player's Guide* 237) 3 Focus Points, DC 42; **10th** *cackle*, *curse of death*, *malicious shadow*, *needle of vengeance*; **Hex Cantrip** (10th) *evil eye*

Empowered Hair Tak-nwa's mastery over her prehensile hair while in the *Glass Lighthouse* is so powerful that she can walk on thick strands like giant spider legs. This makes her immune to tripping, and she ignores the effects of difficult terrain (but not greater difficult terrain). She can use her living hair to perform precise tasks such as picking up objects and performing simple Interact actions. She can also deliver hexes through her hair. Whenever Tak-nwa successfully casts a hex focus spell that requires 2 or more actions to cast and that doesn't require a spell attack roll, if her target is within reach, as part of the spellcasting activity she can make a hair Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect.

Familiar Tak-nwa's familiar is an elephant hawk moth named Yon-so. Yon-so has a fly Speed of 40 feet, darkvision, and scent as an imprecise sense to a range of 30 feet. Yon-so can speak Tien, and when Yon-so rolls a success on a Reflex or Fortitude save it takes no damage against the effect.

Silkworm's Basket **Trigger** (certain kill, conjuration) Syu Tak-nwa tears thousands of minute portals into space, sending a single hair through each. The hairs emerge at a space within 30 feet, braiding and twining together to create a cube 20 feet to each side. This has the effects of a 10th-level *force cage*, except that Syu Tak-nwa does not need to sustain the basket; it has a duration of 1 minute. While the Silkworm's Basket persists, Syu Tak-nwa is quickened and can use the extra action only to make a hair or braid Strike against any target within the basket, regardless of her distance to them. She can't create more than one basket at a time.



SHINO HAKUSA

CREATURE 20

UNIQUE LE MEDIUM HUMAN HUMANOID

Female Tian-Shu ninja

Perception +34; lifesense

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +38, Athletics +35, Deception +33,

Medicine +35, Occultism +35, Thievery +33

Str +6, **Dex** +7, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1

Items +3 major striking greater shock handwraps of mighty blows, *potion of flying*, *potion of haste*

AC 45; **Fort** +33, **Ref** +36, **Will** +30; +3 status to all saves vs. necromancy

HP 360

Nimble Dodge ➤ **Trigger** Hakusa is targeted with a melee or ranged attack by an attacker she can see; **Effect** Hakusa gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee ♦ *fingers* +38 (agile, finesse, magical, unarmed),

Damage 4d6+14 piercing plus ki absorption

Melee ♦ *palm* +37 (forceful, magical, shove, unarmed),

Damage 6d6+14 bludgeoning plus ki absorption

Ranged ♦ *vitality blast* +38 (magical, negative, range 60 feet, unarmed, versatile positive), **Damage** 4d8+8 negative

Ki Absorption (necromancy) Hakusa absorbs vitality with each blow. She gains fast healing 10 for 1 round whenever she successfully Strikes with a melee unarmed attack.

Pressure Point Attack ♦♦ Hakusa rapidly strikes at pressure points to debilitate a foe. She makes a fingers Strike. On a hit, the target takes damage as normal and must attempt a DC 43 Fortitude save. Regardless of the result of the save, the target is then temporarily immune to Pressure Point Attack for 1 minute.

Critical Success The target is unaffected.

Success The target's muscles become temporarily weaker. For 1 round, the target is enfeebled 2, and any time it attempts to take an action with the manipulate trait, the action is disrupted unless it succeeds at a flat check with a DC equal to 5 + its enfeebled value.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 1 minute, the flat check is DC 11, and the target takes a -10-foot status penalty to all Speeds for the duration.

Sneak Attack Hakusa's Strikes deal an extra 5d6 precision damage to flat-footed creatures.

Swallows in Flight ♦♦ (certain kill, necromancy, negative) **Frequency** once per round; **Effect** Hakusa strikes a series of pressure points on her target's

body that redirects its ki to the heart, before following up with a palm strike to the sternum. She makes a fingers Strike and a palm Strike, dealing damage as normal. If both hit, the target takes 8d10 negative damage as its life energy escapes from its body in a shower of bird-shaped sparks. The target attempts a DC 43 Fortitude save.

Critical Success The target is unaffected.

Success The target takes half the negative damage.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Breaking
the Mirror

**Adventure
Tools**

**Glossary
& Index**



SYU Tak-nwa (LIGHTHOUSE FORM)



Failure The target takes full damage, its life energy exploding violently from its back in a 30-foot cone originating from the target. All of Hakusa's other enemies in the cone also take the negative damage (DC 43 basic Fortitude save).

Critical Failure As failure, but the target takes double negative damage.

RAN-TO

CREATURE 20

UNIQUE LE MEDIUM GOBLIN HUMANOID

Male frost goblin wrestler

Perception +33; darkvision

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +32, Athletics +41, Intimidation +34, Survival +32, Warfare Lore +32

Str +7, **Dex** +4, **Con** +5, **Int** +2, **Wis** +3, **Cha** +1

Items +3 major striking gauntlet, +3 major striking halfling sling staff (20 bullets and 5 greater explosive bullets), +3 greater resilient studded leather

AC 44; **Fort** +36, **Ref** +33, **Will** +30; +3 status to all saves vs. evocation

HP 460

Attack of Opportunity ↻ When a creature triggers Ran-to's Attack of Opportunity, he can attempt an Athletics check to Grapple the triggering creature instead of making a melee Strike. He can still disrupt a triggering manipulate action if he critically succeeds at his attempt.

Speed 25 feet, fly 60 feet

Melee ♦ *gauntlet* +40 (agile, free-hand, magical), **Damage** 4d4+21 bludgeoning plus Improved Grab

Body Slam ♦ **Requirements** Ran-to is grabbing a creature; **Effect** Ran-to throws his foe against the ground. The grabbed creature takes 12d6 bludgeoning damage (DC 43 basic Fortitude save) and is knocked prone. The creature is no longer grabbed.

Constrict ♦ 7d4+5 bludgeoning, DC 43

Major Leaping Catch ♦♦ Ran-to leaps from the ground and attempts to grab a foe while he soars. He makes a Leap, High Jump, or Long Jump. His maximum distance is 100 feet. He must succeed at an Athletics check to perform the leap as usual, but regardless of the type of leap the DC is equal to half the number of feet he moves in the air. Ran-to can attempt an Athletics check to Grapple at any point during the jump. Immediately after the attempt, he (and the creature, if the Grapple was successful) falls to the ground. Ran-to takes no falling damage when using this ability, but the grabbed creature takes the appropriate amount of falling damage as if it had fallen the distance moved. Ran-to can spend three actions to use this ability instead of two; if he does, he can use Plummeting Fall to add 12d6 bludgeoning damage to the falling damage dealt to the grabbed creature, and the creature is knocked prone.

Plummeting Fall ♦ (certain kill) **Frequency** once per round; **Requirements** Ran-to has a creature grabbed and the creature is airborne; **Effect** Ran-to spins and increases the force of gravity, sending him and the creature to the ground. The target takes 12d6 bludgeoning damage from the fall and is knocked prone; Ran-to is unharmed.

Titan Wrestler Ran-to can attempt to Disarm, Grapple, Shove, or Trip creatures, regardless of their size.

Whirlwind Toss ♦♦♦ **Frequency** once per round; **Requirements** Ran-to has a creature grabbed; **Effect** Ran-to spins the creature he's holding, smashing it against any creatures within his reach, then throws the creature aside. Ran-to attempts an Athletics check against the grabbed creature's Fortitude DC. Regardless of the result, the creature is no longer grabbed after this activity.

Critical Success Ran-to tosses his foe mightily. The grabbed creature is thrown into a space within 20 feet, takes 16d6 bludgeoning damage, and falls prone. All creatures adjacent to Ran-to take the same amount of bludgeoning damage (DC 43 basic Reflex save).

Success As critical success, except the grabbed creature is thrown into a space within 10 feet, and creatures take 12d6 bludgeoning damage.

Failure Ran-to tosses his foe aside. The grabbed creature falls prone.

Critical Failure Ran-to loses hold of his foe.

BLUE VIPER

CREATURE 20

UNIQUE NE SMALL HUMANOID RATFOLK

Male ysoki poisoner

Perception +33; low-light vision

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +35, Athletics +29, Deception +28, Diplomacy +26, Stealth +35, Thievery +33

Str +3, **Dex** +7, **Con** +4, **Int** +5, **Wis** +3, **Cha** +2

Items dragon bile (applied to body), hidden cheek needles (20), +3 major striking shortsword

Infused Items Blue Viper carries the following infused items: 3 major acid flasks, 5 black lotus extracts, 3 major bottled lightnings, 4 true elixirs of life, 3 major frost vials, 2 mindfog mists, 3 oblivion essences (*Adventure Path* #149 79), 3 major tanglefoot bags, 5 tears of death, and 2 major thunderstones. These items last for 24 hours, or until the next time Blue Viper makes his daily preparations.

AC 44; **Fort** +30, **Ref** +36, **Will** +33; +3 status to all saves vs. transmutation

HP 366; **Immunities** poison

Poisoned Coat ↻ **Trigger** A creature adjacent to Blue Viper hits him with a melee unarmed Strike; **Effect**



The triggering creature is exposed to dragon bile. This consumes the poison, and Blue Viper can't use Poisoned Coat again until he takes 10 minutes and uses one dose of contact or injury poison to apply to his clothing.

Speed 25 feet

Melee ♦ *shortsword* +38 (agile, finesse, versatile S), **Damage** 4d6+11 piercing

Ranged ♦ alchemical bomb +38 (range increment 20 feet, splash), **Damage** varies by bomb

Ranged ♦ hidden cheek needles +35 (concealable, range increment 10 feet), **Damage** 9 piercing plus tears of death or black lotus extract

Plum Rain Deluge ♦♦♦ (certain kill, transmutation)

Frequency once per round; **Effect** Blue Viper accelerates the flow of time so his poisons run their course faster. He Interacts to draw a contact poison and throws it in the air, where it showers down in a 20-foot burst within 60 feet. All creatures in the burst are automatically exposed to the poison, bypassing any onset time, and each creature must attempt a saving throw against that poison. If a creature fails, the duration of any beneficial spells or effects affecting the creature are reduced by 3 rounds (or by 6 rounds on a critical failure).

Pinpoint Poisoner When Blue Viper successfully Strikes a flat-footed creature with a poisoned weapon or exposes a flat-footed creature to an inhaled poison, the creature takes a -2 circumstance penalty to its initial save against that poison.

Poison Spray ♦ **Requirements** Blue Viper is holding a contact or injury poison; **Effect** Blue Viper swigs the poison and sprays it out of his mouth, affecting a 15-foot cone. Blue Viper is not exposed to the poison. All creatures in the cone are immediately exposed to the poison, bypassing any onset time, and each creature must attempt a Fortitude save against the poison.

Potent Poisoner Blue Viper's infused poisons have a DC of 47.

Quick Application ♦ Blue Viper Interacts to draw an injury poison and applies it to a weapon he is holding.

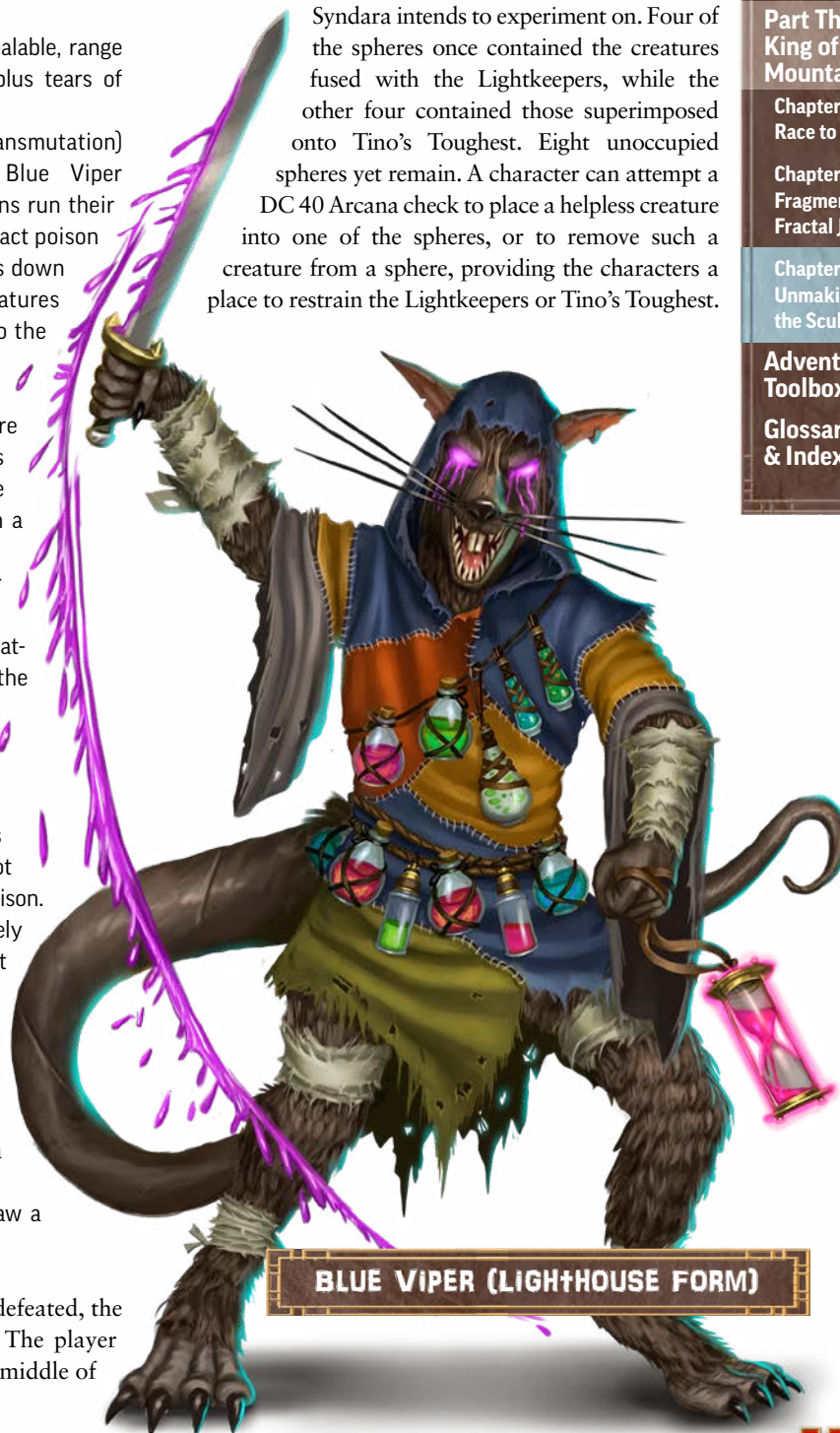
Quick Bomber ♦ Blue Viper Interacts to draw a bomb, then Strikes with it.

Aftermath: Once the Lightkeepers are defeated, the impossible vistas of the dojo fade away. The player characters find themselves standing in the middle of Syndara's creature prison, below.

H1. CREATURE PRISON

This room contains sixteen one-foot-diameter spheres along the perimeter of a stone disc in the center of the room. Eight of the spheres are shattered, while eight are whole and open, shining with a faint light.

This cold room serves as a storage area for the creatures Syndara intends to experiment on. Four of the spheres once contained the creatures fused with the Lightkeepers, while the other four contained those superimposed onto Tino's Toughest. Eight unoccupied spheres yet remain. A character can attempt a DC 40 Arcana check to place a helpless creature into one of the spheres, or to remove such a creature from a sphere, providing the characters a place to restrain the Lightkeepers or Tino's Toughest.



BLUE VIPER (LIGHTHOUSE FORM)

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Chapter 1:
Race to the Peak

Chapter 2:
Fragments of the
Fractal Jungle

Chapter 3:
Unmaking
the Sculptor

**Adventure
Toolbox**

**Glossary
& Index**



BONDED BY BLOWS

If the party gained access to the Affinity Ablaze ability when beseeching the Celestial Dragon in Chapter 1, they gain one final benefit (in addition to the effects described on page 163). During the final battle against Syndara (in either form), if any character is reduced to 0 Hit Points and begins dying, on their next turn that character receives a vision of one of the other Ruby Phoenix Tournament teams through their bond. This team reaches out across the dimensional divide to offer their energy to the downed fighter. If the character accepts the aid, that character immediately stabilizes, regains consciousness, and regains 40 Hit Points. Each character can benefit from this effect only once. This final push also exhausts the connection between that character and the other contestants, removing their ability to use Affinity Ablaze.

H2. THE SCULPTOR'S ATELIER

A forge, several workbenches, and other crafting accoutrements line this simply appointed workroom, each tool and instrument precisely labeled and in its proper place.

Syndara rarely escaped his demiplane but never lost his passion for the art of creation. He would sculpt sometimes in clay, sometimes in metal, but often made use of more esoteric materials such as flesh, sound, or even media beyond mortal reckoning, like life force and chaotic quintessence.

Here, Syndara most recently experimented with a study in time: four frozen moments enchant the workbenches, one at each end of each bench. The hazards are shaped like giant crystals that float ominously above the work surfaces. Once one frozen moment or workbench is touched, all four frozen moments are triggered and activate.

FROZEN MOMENTS (4)

HAZARD 17

Pathfinder Core Rulebook 525

Stealth DC 40 (master)

H3. MAKESHIFT BEDROOM

This room used to serve as a writing room of sorts for Syndara, where he attempted to catalog his thoughts and research, filling scrolls with his equations. Though Syndara has no need for sleep, when the Lightkeepers became his proxies in the Ruby Phoenix Tournament, he needed a location to house them while they trained, and so absentmindedly cleared this room for their use.

H4. MEDITATION CHAMBER

A luxurious sitting cushion is laid out in the exact center of this small, plain room. The walls ripple with scenes from around the multiverse, each scene either slowed to a crawl or unfurling in an instant.

This meditation room is where Syndara spent much time attempting to quiet his thoughts. Though he couldn't escape from the *Glass Lighthouse*, he found he could let light and sound in from a few randomly selected locations throughout the multiverse, though the difference in subjectivity meant that each scene appeared almost frozen in time. However, this still represented one of the few ways Syndara could experience the outside world, and he took to sitting here in contemplation, spending years watching a single flower open in Nirvana or counting each raindrop in a storm as it fell over the shores of Arcadia.

Last Minute Retraining: A character sitting on the cushion in the perfect center of this room experiences an entire month of time mentally while just 1 minute passes for anyone not on the cushion. Anyone who meditates like this can use the time to retrain or follow other mental pursuits. Once a character who has used the cushion leaves the chamber, they can't use the magic of the room again for 1 month.

H5. SILVER THREAD TO THE HEAVENS

A circular opening punctures the ceiling of this ten-foot-tall rectangular chamber. A single silver thread, as thin as a beam of light, hangs ominously and impossibly from the opening's center directly above a silver mandala painted on the floor. Beyond, high overhead and far away, a starry sky looms. The whole room is oddly still and silent, and the air is biting cold.

The silver thread hanging from the ceiling serves the function of a staircase or lift, and can be climbed easily without requiring a check. Characters who climb the thread experience the strange sensation of standing still, the rest of the plane moving around them with every pull.

THE SHATTERED SPIRAL

The end of the silver thread opens into a series of semitransparent platforms high above Syndara's Island. The structure forms a jagged spiral pattern, its platforms ragged and torn, with no sign of the meticulous detail or pristine precision of the lower level. Around the floating platforms yawns an endless starry expanse, each point of light a unique color, many utterly impossible to describe.



Where the lower level of the lighthouse reflected Syndara's perception as he wished to be viewed—perfect, precise, and in control—this upper level paints a truer picture. The formerly pristine rooms have been shattered, marked by ash, rubble, and gaping holes where parts of the planar fabric were simply annihilated in Syndara and Hao Jin's titanic final clash. At the far end of the platform stands a throne of sandstone, on which Syndara sits, perfectly poised, waiting to engage the finalists. On a pedestal to his right rests an hourglass containing a fine ash—all that currently remains of Hao Jin, the Ruby Phoenix. Try as they might to approach this pedestal, the player characters can never reach it, affected by the same travel-blocking extradimensional magic that Syndara used on his island demiplane in Chapter 1.

Map: The following two encounters take place in a location utterly unmappable by mortal hands. For these final fights, consider running the encounter strictly in the theater of the mind. If your group would rather play on a grid map, you can adapt the Flying Volcano map on the rear inside cover to this purpose or simply use that map as is and adjust your descriptions of these areas accordingly.

King of the Mountain

Severe 20

Creatures: Syndara fights the heroes here alongside one of his reflections—a duplicate body created through temporal refraction, not unlike the past life incarnation used by Abbot Tsujon. Both bodies use the same statistics and are so alike that it doesn't matter which was Syndara's body originally—if the original is killed, his consciousness simply assumes control over the new one. In combat, Syndara attempts to isolate single targets using Planar Restructuring before teaming up on them with his reflection, and he uses Traverse the Spiral as often as possible to build power and keep tabs on multiple targets. Whenever possible, Syndara attempts to send enemies shooting through the worldsphere on the field to subject them to its effects.

SYNDARA, THE SCULPTOR

CREATURE 22

Page 250

Initiative Perception +39

SYNDARA'S REFLECTION

CREATURE 22

As Syndara, the Sculptor (page 250)

Initiative Perception +39

Hazards: Each of the stars above is a worldsphere—a complete demiplane created by Syndara during his long isolation. Each took no less than a year to finish, and there are as many in the firmament above as there are

stars in a more conventional night sky. When combat begins, a worldsphere descends, filling a 15-foot-radius area on the map. Each round, Syndara either moves the worldsphere 30 feet in any direction he chooses or substitutes it with a different worldsphere; this requires no action.

- **Howling Wasteland:** The natural elements of a thousand harsh landscapes roil continuously through this worldsphere. Creatures passing through it take 10d8 fire, cold, acid, or electricity damage (DC 42 basic Reflex save).
- **Gravitational Morass:** The pull of gravity is amplified here, immobilizing any creature in its area for 1 round unless the creature succeeds at a DC 42 Fortitude save.
- **Congeaed Time:** Time flows unusually in this realm. A creature entering it must succeed at a DC 42 Will save or be stunned 1 for 1 round as its perceptions outstrip its ability to react.

The Spinel Leviathan

Extreme 20

Immediately after Syndara is defeated, he calls upon his last stores of power to reach a monstrous and cataclysmic end. The terrain changes once more as Syndara reveals his final form. Read or paraphrase the following.

With a shattering sound, Syndara refracts into infinite tessellations of faces and arms. The walls of the *Glass Lighthouse* distort as the very space of the demiplane spirals inward to a central point, folding itself protectively around the writhing mass of limbs and bodies like the shell of some ancient sea creature, borne by sinewy, crustacean legs, with tentacles and vines that twist and bite and a large version of Syndara's torso that extends from the top of the carapace.

As the demiplane collapses, all that's left behind is the null space between planes, taking the form of an endless, starry void.

Creatures: In a last-ditch effort to defeat Hao Jin's champions and successors, Syndara subjects himself to dimensional superimposition; however, he fuses himself not with another creature, but with the fabric of the *Glass Lighthouse* itself. As the Lighthouse was created in part from Syndara's essence, this has an effect not unlike two mirrors facing each other, imposing Syndara upon himself manyfold. The resultant monstrosity will stop at nothing to prove its superiority to the tournament finalists.

In this form, Syndara systematically singles out a target to attack and uses his command over space to ensure they cannot escape.

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Chapter 1: Race to the Peak

Chapter 2: Fragments of the Fractal Jungle

Chapter 3: Unmaking the Sculptor

Adventure Toolbox

Glossary & Index



SPINEL LEVIATHAN SYNDARA

CREATURE 24

UNIQUE LE GARGANTUAN AEON MONITOR

Syndara the Sculptor's final form

Perception +46; spatial sense

Languages Senzar, Taldane, Tien, Utopian

Skills Acrobatics +45, Athletics +48, Demiplane Lore +48, Intimidation +45

Str +12, **Dex** +9, **Con** +10, **Int** +8, **Wis** +8, **Cha** +7

Spatial Sense Syndara instinctively knows the position of all creatures and objects within the *Glass Lighthouse* as a precise sense. His senses do not extend into extraplanar spaces (such as a *bag of holding*), even if the entrance to these spaces is within the Lighthouse.

AC 51; **Fort** +46, **Ref** +38, **Will** +42; +1 status to all saves vs. magical, +4 status to all saves vs. mental

HP 550; **Immunities** death effects, disease, emotion, extradimensional, fear, keeper of the lighthouse; **Resistances** electricity 25, mental 25; **Weaknesses** chaotic 25

Attack of Opportunity

Center of the World (divine, teleportation)

Trigger A creature finishes moving, even if it moved using something other than a move action; **Effect** Syndara is the figurative and literal center of this world. As the triggering creature moves, space reasserts itself, teleporting Syndara to be in the same position relative to the creature as he was when the creature began its movement.

If the space he would teleport into is occupied, he displaces the obstructing creature or object into the nearest available space.

Extraplanar Immunity As Syndara, the Sculptor.

Keeper of the Lighthouse As Syndara, the Sculptor.

Portal Redirection (conjunction, divine, teleportation)

Trigger Syndara is targeted by a ranged Strike or spell attack roll; **Effect** Syndara opens a portal in front of the incoming missile, then opens another portal nearby that fires the missile at another creature within 60 feet of him. He takes no damage from the triggering attack and makes a ranged Strike with a +43 attack bonus. The Strike deals damage according to the triggering ability.

Speed 60 feet, fly 60 feet

Melee spatial pincers +43 (magical, reach 15 feet, versatile S), **Damage** 7d10+18 piercing

Melee tentacle +43 (agile, magical, reach 20 feet), **Damage** 7d8+20 bludgeoning plus Improved Grab

Ranged warpspines +43 (agile, brutal, magical, propulsive range increment 120 feet, splash 4d6 piercing), **Damage** 4d6+12 piercing

Dimensional Flurry Syndara makes six Strikes. Any creature struck must succeed at a DC 46 Will save or be teleported to a location of Syndara's choice within 60 feet of him when the flurry is



SPINEL LEVIATHAN SYNDARA



complete. The teleportation has the conjuration, divine, and teleportation traits.

Dimensional Grasp (abjuration, divine) Syndara's grasp extends across dimensions. Creatures grabbed by Syndara can't benefit from teleportation, extradimensional effects, or effects that would move them to a different plane.

Mover of Worlds ♦♦ (conjuration, divine) With great regret, Syndara calls his masterpieces from the firmament to crash down upon his enemies. He flings four worldspheres to any four points within 500 feet. Each worldsphere deals 20d6 damage in a 40-foot burst (DC 48 basic Reflex save). Syndara chooses the type of damage for each worldsphere, which can be any type he chooses, though each worldsphere must deal a different type of damage. On a failed save, the target is pushed to the edge of the burst. No matter how many overlapping explosions it's caught in, a creature can take damage from only one worldsphere per round. Syndara is immune to the damage dealt by his worldspheres. Syndara can't use Mover of Worlds again for 1d4 rounds.

Rend ♦ spatial pincers

One Last Blow

When Spinel Leviathan Syndara is defeated, the shell of his alien form shatters in a haze of glowing dust. When it clears, Syndara, in his humanoid form, is left standing, breathless and panting, his clothes ragged, hair tousled, and flesh badly bruised, in the center of a plain stone room. Syndara assumes a fighting stance, but his form is sloppy and exhausted, causing all of his attacks to critically miss. His AC in this state is 15 and he has only 1 Hit Point, meaning that the next character to attack him likely hits and reduces him to 0 HP—even on a natural 1. If none attack Syndara, he expires at the end of the round regardless. As he collapses, the hourglass on the pedestal next to him falls to the ground and shatters, releasing the ashes of Hao Jin. His body dissolving into crystalline dust on the wind, Syndara turns one last time to the new winners of the Ruby Phoenix Tournament.

His final words: "You've won."

CONCLUDING THE ADVENTURE

Syndara placed himself as the keystone to each of his many worlds, reinforcing his power over them, but also making them reliant on his continued existence. When Syndara is defeated, the floor of the *Glass Lighthouse* shatters, and the victors fall through a kaleidoscopic void as each miniature world around them similarly cracks and explodes into golden crystalline dust. Once the last world has winked out, the *Glass Lighthouse* itself unravels, leaving the heroes high in the sky of the Material Plane. They—along with all of Syndara's Island—crash into the ocean off the Flying Mountains.

As the island plummets, Yoh brings the *Solar Jian II* around to its shoreline and, with a grin, catches the party out of the sky. From the deck of the ship, the team can see Rikanzo, the night apparitions, any surviving members of Tino's Toughest, and any other befriended inhabitants of Syndara's Island safely escape the falling landmass on the back of the Spirit Turtle, and not a moment too soon.

Mokku, the scion of the kaiju Mogaru, also manages to leap from the sinking island, and is caught by a hulking figure whose mass and height eclipse that of the crumbling *Glass Lighthouse*: the Final King himself, drawn to his child by some preternatural instinct, rising from the shallows of the ocean. The two saurian monstrosities nuzzle each other affectionately before Mogaru, with a bellow that shakes the airship even as it soars overhead, opens his maw and lays fiery waste to Syndara's crashing island demesne, wiping away the last works of the nefarious Sculptor, his employed demons, and any foul relics remaining on that ruined demiplane.

The flames of Mogaru—who, his revenge complete, returns to the ocean's depths with Mokku in tow—burn like the sun and shine just as bright, searing into the eyes of onlookers, before they rapidly whirl toward a central point, concentrating further and further until they reach the size of a human woman. With a flash, the flames burst back outwards, not as a column, but in the shape of a great bird, blazing wings stretched out over the horizon. Amid the chaos and conflagration of this cataclysmic scene, the Ruby Phoenix is reborn, her crimson hair shining like rose madder.

Taking flight and landing aboard the deck of the *Solar Jian II*, Hao Jin thanks the heroes for stopping Syndara (though she secretly believes that, given enough time to resurrect in Syndara's demiplane—say, a few thousand years—she could have taken control of the situation). With a casual wave of her hand, she tears open a rip in reality. On the far side of the portal, the lights of Goka shine invitingly, and with another flare of magic, Hao Jin moves the airship through the magical doorway. As they pass through the gate, Hao Jin idly notes that, as the heroes have defeated the Lightkeepers, she supposes that now is as good a time as any to name them the winners of the Ruby Phoenix Tournament. Flowers of fire bloom in the evening sky behind them as the passengers disembark from the airship at the Icefang Aerie in Goka. Thousands of onlookers cheer from below, and the Ruby Phoenix encourages her champions to soak in their victory. "Enjoy this moment," she says solemnly, "for it's the last before you make what may be the most important decision of your adventuring lives." She opens a *dimension door* before turning back and winking to this decade's Ruby Phoenix Champions. "Come with me when you're ready, winners. It's a big vault."

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Chapter 1: Race to the Peak

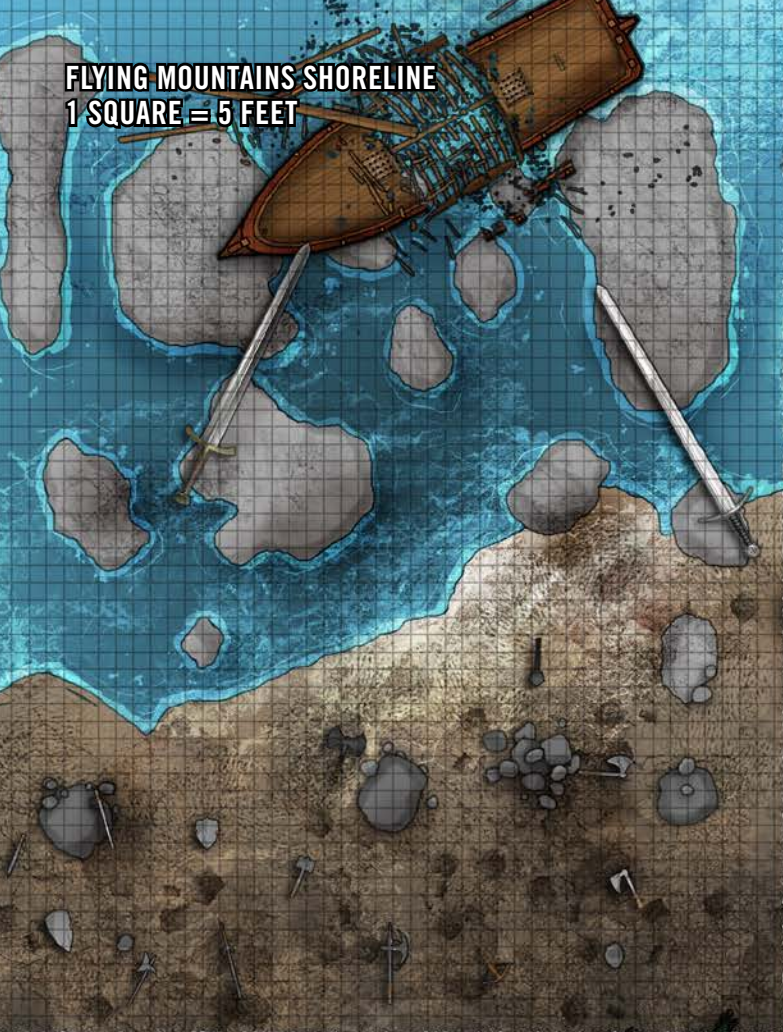
Chapter 2: Fragments of the Fractal Jungle

Chapter 3: Unmaking the Sculptor

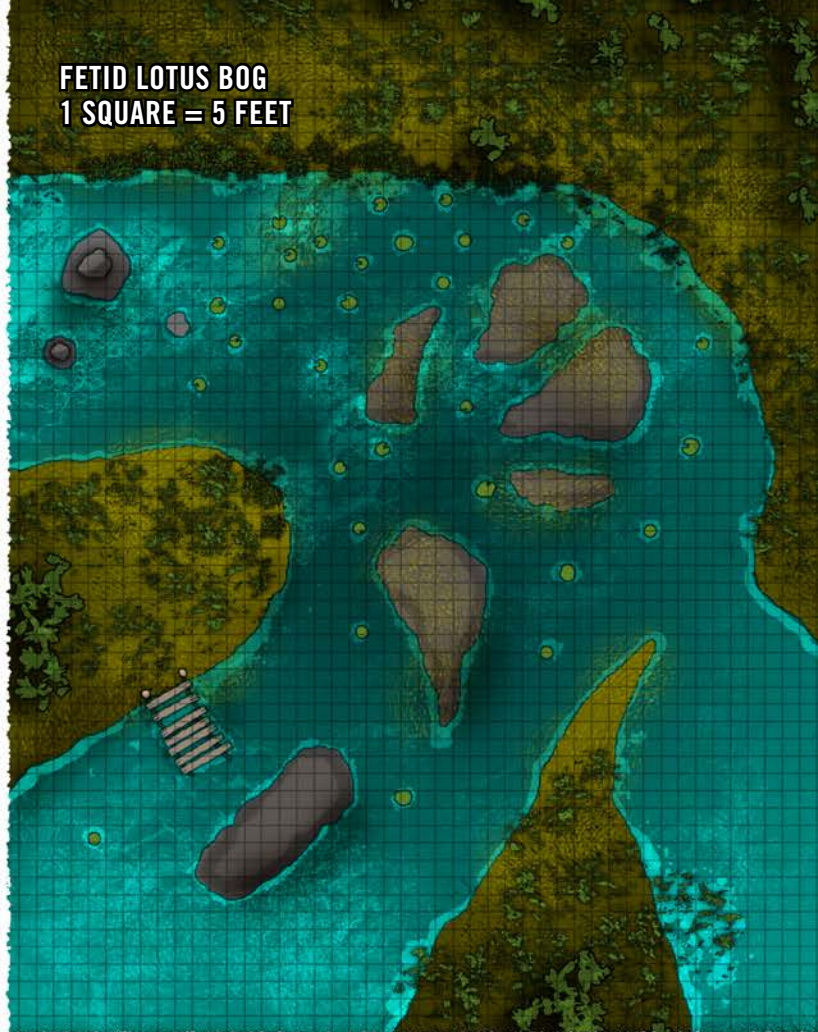
Adventure Toolbox

Glossary & Index

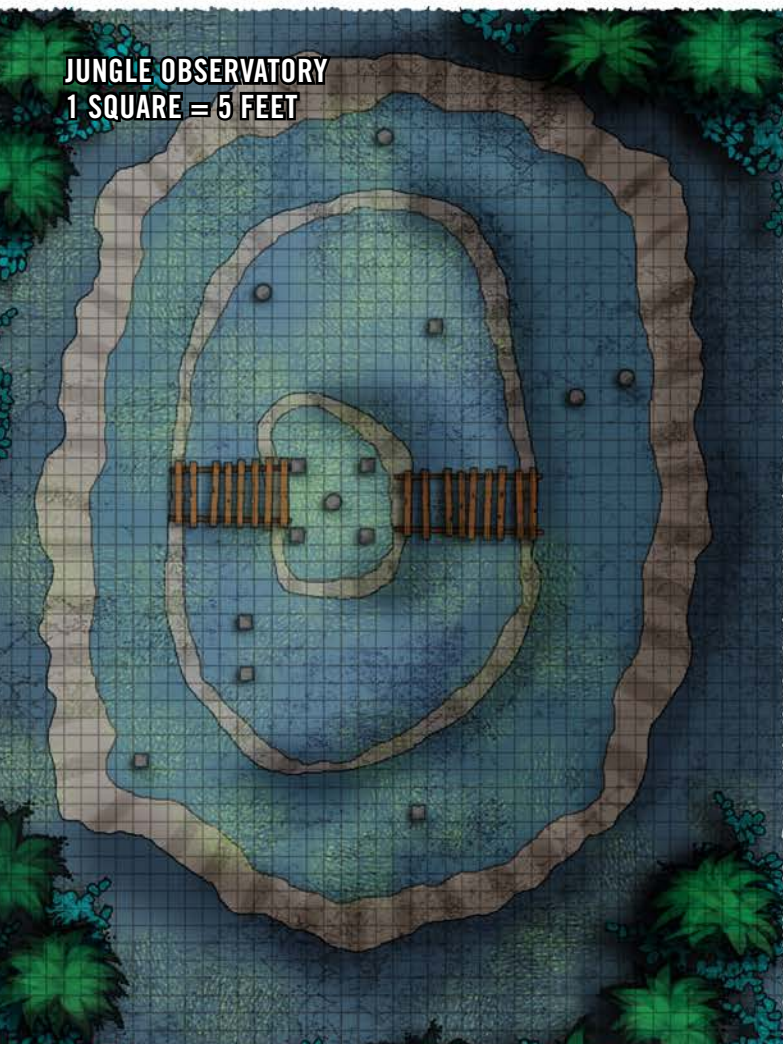
FLYING MOUNTAINS SHORELINE
1 SQUARE = 5 FEET



FETID LOTUS BOG
1 SQUARE = 5 FEET



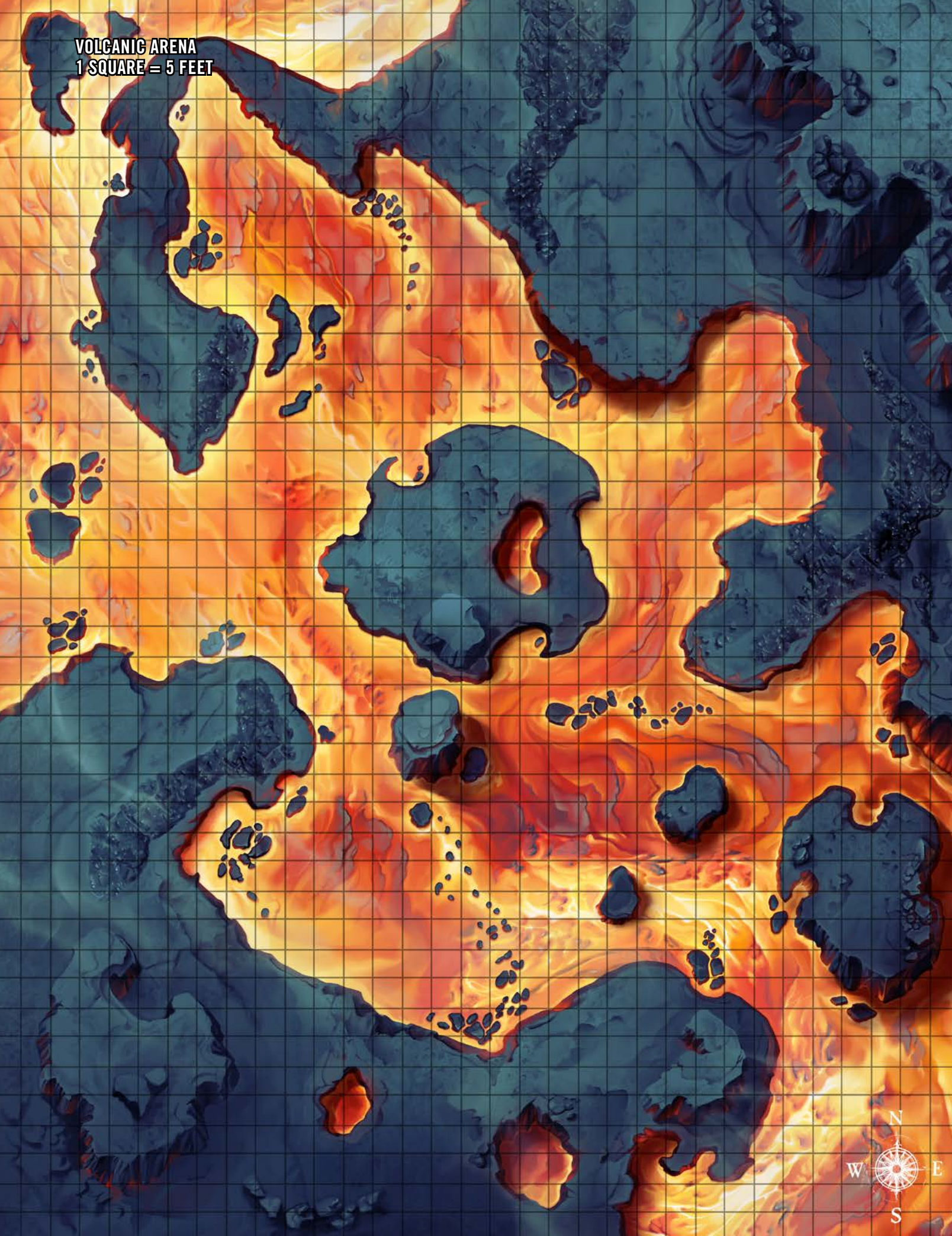
JUNGLE OBSERVATORY
1 SQUARE = 5 FEET



ROLLING MINES
1 SQUARE = 5 FEET



VOLCANIC ARENA
1 SQUARE = 5 FEET







ADVENTURE TOOLBOX

CAMPAIGN CONSEQUENCES	194
RUBY PHOENIX FIGHTING ROSTER.....	196
GOKA.....	202
PLAYER OPTIONS.....	208
CREATURES.....	224





CAMPAIGN CONSEQUENCES

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index

With the defeat of Syndara, the destruction of Syndara's Island, and the rescue of Hao Jin, the Ruby Phoenix Tournament can finally come to a close. Although each of the competition's teams took part in the rescue of Hao Jin to some extent, none of these epic deeds would have been possible without the heroism of the player characters. Moreover, because the heroes defeated their fellow finalists, the Lightkeepers, in the presence of the tournament's grand judge—even if she was just ashes encapsulated in an axiomite's hourglass—Hao Jin can rightly and fairly bestow upon the player characters the titles of Ruby Phoenix Champions.

A GRAND PRIZE

The specifics of Hao Jin's vault of treasures—one of which is now available for the party to claim—are left for you to decide. Consider working with your players outside the fiction of the game to determine a desirable prize. Hao Jin's collection is so enormous that it can reasonably contain just about anything you and your friends might imagine. Whatever they choose, the party's decision will doubtless have an enormous impact on the world of Golarion. Just as the release of the *Hao Jin Tapestry* 10 years ago made the events of this Adventure Path possible, your players' prize could easily prove the driving force for countless adventures—and even whole campaigns—to come.

PARTING WAYS

Whether the player characters choose to retire from adventuring or continue their escapades, the people they've encountered have also been changed by the events of this Ruby Phoenix Tournament.

After her near-fatal encounter with Syndara, Hao Jin takes a brief sabbatical to visit old friends in Axis and perhaps repair relationships with any other forgotten rivals from her storied lifetime. Lady Xhai Zhia beseeches the party to share their stories with her, and afterward she produces and directs a well-received opera called *Wings of the Phoenix*, which recounts the

heroes' exploits through the Flying Mountains and on Syndara's Island. General Kaso Hida leads construction of new sea walls and—in partnership with his old flame Lord Aldanar Unmar—a series of enormous magical fighting machines to protect Goka against any future kaiju attacks along the city's shoreline. Empress Nai Yan Fei, hoping the party will visit often, grants them lavish permanent quarters in the Gokan Palace, available whenever their travels lead them back to her city.

After several weeks of celebrations, most of the party's rival fighting teams depart Goka for their respective homelands. Some of these teams vow to train harder and return for the next Ruby Phoenix Tournament, while others simply go their separate ways in the wake of this decade's harrowing competition.

Tino's Toughest, if the players managed to rescue them, falls into this latter category. The Toughest's monstrous transformation in the *Glass Lighthouse* left Takatorra with yet more questions about purpose and sense of self, and the swordmaster decides to sojourn across Tian Xia in search of ever-elusive answers. Yabin the Just languishes over his missed opportunity to come face to face with the Celestial Dragon, and so he commits to studying the ancient being at the Rao Sho Monastery until their next emergence. Ji-yook finds the stimulation of Goka too enticing to leave behind and decides to hire out her skills to the city's highest bidders.

Finally, Tino Tung bids a personal goodbye to the player characters and explains that he has decided to return home to Quain for awhile. He wishes to see his family again and visit his brother's grave, though he promises to keep on training. He solemnly hopes to see the player characters once again someday. Tino's not sure if he'll be taking part in the next Ruby Phoenix Tournament—this one has given him enough excitement for a lifetime. "I can't explain it," he says with a laugh as he bids goodbye at the crossroads outside Goka, "but these past few weeks have felt like a thousand years."





RUBY PHOENIX FIGHTING ROSTER

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure
Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index

The entrants to the Ruby Phoenix Tournament include some of the greatest living warriors on all of Golarion. This year, Hao Jin has hand-selected 32 teams for the tournament's pre-qualifying event on Bonmu, though only eight teams will progress to the tournament itself. With any luck, the player characters will be among these qualifying teams; the following pages detail the other seven teams that ultimately make it to the Ruby Phoenix Tournament.

The Fists of the Ruby Phoenix Adventure Path assumes that the following teams complete the tournament's qualifying round on Danger Island and earn entry to the Ruby Phoenix Tournament proper. Other than Tino's Toughest and the Lightkeepers, the player characters do not directly face off against these teams until the next adventure, so their statistics aren't presented here. Rather, the following entries provide each of these teams' backgrounds and motivations, which you can use for foreshadowing throughout this adventure.

You might consider modifying or replacing these teams in your campaign with characters of your own design, possibly including non-player characters from the players' past adventures or backstories. If you do, be sure to try to maintain the general theme of each team when creating your own, as these teams are involved in events throughout the Adventure Path and their team themes strongly relate to their unique abilities. Keeping new teams similar to these teams, theme-wise, will make it easier to integrate them into their respective events throughout the campaign's plot.

For more ideas on integrating themes, quirks, motivations, and other roleplaying elements into these teams, refer to the Creating New Teams section of the *Fists of the Ruby Phoenix Player's Guide*, a free download available at www.paizo.com.

Because the player characters' rivals increase in level throughout this Adventure Path, the descriptions of the competitors below do not include their levels.

ARMS OF BALANCE

Each fighter on the Arms of Balance is master of a particular element, which they wield like a soldier wields a blade. The four teammates each trained at the Academy of Golden Arms in Indapatta, the capital of Vudra. There, they learned to tap into their elemental potential, which is said to exist within every warrior. As part of their final exam, the students were tasked with entering a notable tournament and achieving a commendable placement. The students petitioned Hao Jin to invite them to her upcoming Ruby Phoenix Tournament, which they explained would be an ideal means of concluding their tutelage. Moving past the pre-qualifying round into the tournament itself is more than suitable for their exam requirements, but the four have resolved to give the contest their all and go as far as possible in the competition.

The Arms of Balance don't have an appointed leader, though **Ranya Shibhatesh** (LN female human ki elemental) was the first to suggest entry into the Ruby Phoenix Tournament. The team's other fighters include **Jivati Rovat** (N female vishkanya ki elemental), **Pravan Majinapti** (LG male human ki elemental), and **Usvani** (LN male vanara ki elemental). While they are all generally personable, the Arms of Balance project a stoic, focused, and altogether disquieting demeanor in combat.

In the heat of battle, Ranya's inscrutable face betrays little emotion as she manifests her connection to air in focused blasts of ki that surround her body and empower her fists and feet with electricity. Jivati fights with a pair of short swords wreathed in flame that create a mystifying spectacle as she dances around the battlefield, rarely opening her eyes as she does so. Pravan's fluid movements emulate the grace both of the icy water he blasts at opponents and the waves he controls, and Usvani maintains a state of loud, steady breathing while enveloping his body with sand and stone, becoming nigh immovable and unbreakable. The four often combine their powers to summon



chunks of hot magma or blasts of burning steam to overwhelm their opponents.

BITING ROSES

Hailing from a small town in the nation of Nalmeras in Arcadia, the Biting Roses use their occult connection to spirits and souls to enhance their martial techniques. Their unique fighting styles make it difficult for opponents to anticipate

their movements, which indeed resemble those of the possessed. The leader of the group, **Yarrika Mulandez** (LG female human spiritualist) has a strange bond with a phantom that fights alongside her in combat. Yarrika believes the phantom to be the soul of her grandfather, who was her original combat teacher, but whether or not this is true is unverifiable; the phantom manifests as a silent, humanoid figure with the head and arms of a mantis. Regardless, Yarrika and her phantom work in tandem to pummel opponents, acting as if they've been lifelong partners. Yarrika's connections also allow her to speak with other spirits; while traveling, she occasionally offers her services as a spirit medium.

Yarrika's two teammates are **Artus Rodrivan** (LN male half-elf soul archer) and **Lantondo** (LN wyrwood harrower). Artus fires arrows formed from the spiritual energy of his own soul, and so he must

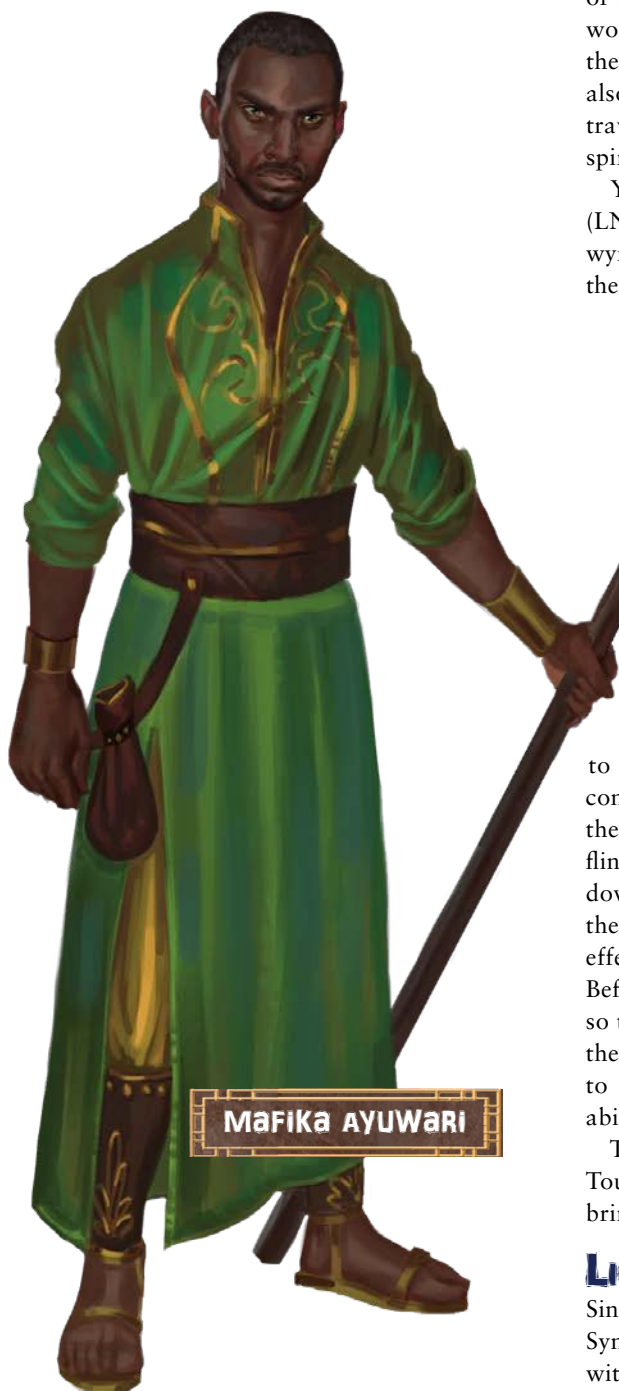
be careful when fighting to avoid causing irreparable damage to his immortal spirit. The arrows themselves appear to be made of pure colorless light. Incredibly, Artus can alter the trajectory of his arrows mid-flight, allowing him to redirect a wayward shot to circle back on a missed target and strike them from behind.

Lantondo's weapon of choice is a harrow deck made from thin sheets of wood. The deck was crafted from the same wood as Lantondo. Although they're silent on the matter, rumor has it that each card has a miniature heart, similar to that of a wyrwood, which allows Lantondo to control the cards as if they were an extension of the harrower's own body. In combat, Lantondo flings harrow cards with blinding speed to cut down opponents from a distance. Lantondo can use their connection to the deck to recall thrown cards, effectively granting them limitless ammunition. Before every fight, the Biting Roses gather together so that Lantondo can perform a harrow reading for the group, using what they learn from this reading to plan battle strategies and gain insight into the abilities of their opponents.

The Biting Roses have entered the Ruby Phoenix Tournament hoping to acquire a fortune they can bring back to their impoverished hometown.

LIGHTKEEPERS

Since the unraveling of the *Hao Jin Tapestry* and Syndara the Sculptor's release from his imprisonment within, the malevolent axiomite has sought revenge



MAFIKA AYUWARI



against the sorcerer who imprisoned him. Yet, Syndara recognizes that he has limited opportunities to do so from the seat of his power, a demiplane of his own called the *Glass Lighthouse*. When Hao Jin announced that she would preside over this decade's Ruby Phoenix Tournament, Syndara realized this was his chance to finally enact the downfall of his lifelong rival.

Syndara used his limited planar capabilities to contact only the most formidable and vile Tian Xia natives, offering them great power and riches should they aid his mission. His search turned up four individuals whose souls are as wicked as his. **Syu Tak-nwa** (NE female Tian-Hwan white-haired witch), the last living descendant of an ancient line of Hwanggot-based witches, was an obvious first choice for Syndara's team of fighters. With her help, Syndara located **Ran-To** (LE male frost goblin grappler) and promised the wandering goblin unimaginable strength in exchange for his service.

Shino Hakusa (LE female Tian-Shu assassin), a killer whose tactics were so ruthless that she was exiled from her familial clan of assassins, answered Syndara's call with no hesitation. Finally, Syndara offered the last spot on his fighting team to **Blue Viper** (NE male ysoki poisoner), a depraved alchemist responsible for virulent outbreaks in no fewer than seven major cities.

With his roster complete, Syndara allowed the four to train and hone their abilities within his temporally dilated realm, the *Glass Lighthouse*. Over just a few weeks, the mercenaries gained years' worth of fighting experience and developed a strong bond as companions in the pursuit of cruelty. Syu Tak-nwa became the acting leader and strategist. Under her guidance, the four fighters quietly murdered one of Hao Jin's selected teams for the tournament pre-qualifier and pulled strings in Goka to replace the dead team as entrants in the tournament.

Although the Lightkeepers' powers are limited on the relatively stifling Material Plane, the four are still a formidable team of fighters. Syu Tak-nwa casts spells and hexes to weaken opponents, while Blue Viper achieves similar results with his poisons. Shino makes use of her speed to charge and harry enemy spellcasters and ranged fighters. These attacks create openings for Ran-To, allowing him to move in and subdue foes with his immense strength.

SPEAKERS TO THE WINDS

The Speakers to the Winds are all students of the prestigious Magaambya Academy, a longstanding

magical university located in the western Mwangi Expanse. Having recently completed their Perquisite—a period of public service required to move beyond the level of initiate—the students were invited to the Ruby Phoenix Tournament as de facto representatives of their storied school. The Speakers to the Winds believe that if they succeed in the tournament, they could use their newfound fame to bring even greater attention to the Magaambya and use their winnings to sponsor promising new students from Tian Xia and beyond.

The team fights under the supervision of Professor **Mafika Ayuwari** (NG male Zenj Tempest-Sun halcyon speaker), a young faculty member of the Magaambya's Tempest-Sun branch and the team's leader. His students include **Akila Stormheel** (LN female halfling Emerald Boughs attendant), **Boundless Hummingbird** and **Phuthi Nuware** (N female gnoll Cascade Bearer transmutes), **Surjit Hamelan** (LN male gnome Rain-Scribe attendant), and **Umbasi** (N pangender elf Uzunjati attendant). Each of the students is a member of one of the Magaambya's five branches and has a different magical focus. Though their instruction varied greatly, the five all began their studies at the Magaambya at the same time and have grown particularly close. Their shared inquisitive spirit and close bond enable the Speakers to the Winds to instantaneously read and understand each other's movements. Their coordinated improvisation means that the students rarely repeat strategies or moves, making it nearly impossible for rivals to accurately anticipate their tactics—though the students all have their own unconscious tells, such as the sudden arching of an eyebrow or a nearly imperceptible nod of the head.

The distinctive magical training of each Speaker becomes particularly apparent in combat. Akila calls upon the power of her mask, which holds her spirit face, to take on aspects of the leopard and strike with great speed and power. Boundless Hummingbird uses her magic to empower her allies and transform herself into a devastating being of pure wind, while Phuthi's protective magic defends and restores her allies, allowing them to continue fighting in combat for much longer. Surjit uses his connection to natural magic to camouflage himself and ambush his foes with surprise attacks. Umbasi calls upon the tales and songs of their Ekujae ancestors to inspire their companions. Finally, Mafika is perhaps the most straightforward fighter of all, using a powerful combination of arcane and primal effects to obliterate opponents and protect his students.

Introduction

**Part One:
Despair on
Danger Island**

**Part Two:
Ready? Fight!**

**Part Three:
King of the
Mountain**

Adventure Toolbox

**Campaign
Consequences**

Fighting Roster

Goka

Player Options

Creatures

**Glossary
& Index**



DOOMED RIVALS

Tino's Toughest are not intended to be true threats to the player characters, but rather friendly rivals whose odds of winning the Ruby Phoenix Tournament seem impossibly slim right from the start. Nevertheless, Tino and his friends manage to place in this volume's pre-qualifier and fight in the tournament in the next volume. During the third volume's quest to find Hao Jin, Tino's Toughest become warped by Syndara the Sculptor's brutal dimensional magic, and it's up to the player characters to return Tino and company to their true forms by defeating them in one final match.

If possible, portray Tino, Yabin, Takatorra, and Ji-Yook in a way that endears them to your players, such as by giving them goofy character quirks and memorable voices. The team's tragic story arc will be that much more impactful—and the player characters' motivation to defeat Syndara that much stronger—if the player characters reciprocate Tino and his friends' good will.



JI-YOOK

Amihan and Maalya dance to the songs of Halspin the Stung. The catfolk uses his morin khurr to produce haunting melodies that inspire his allies, a technique he perfected in the dangerous Valashmai Jungle. After a doomed encounter with Ebeshra the Winged Razor left him bedridden for months, Halspin believed himself to be unable to ever fight again. He eventually found inspiration again when he met Amihan and Maalya.

He joined the sisters in their travels with the hope of proving himself a capable warrior once more.

Joon-Seo, also a virtuoso, uses his voice as a weapon. He can focus his singing into powerful blasts of sonic force capable of knocking opponents off their feet.

Joon-Seo claims that this power is a result of every one of his previous lives singing within him, empowering each note. While he knows little of his past lives, Joon-Seo believes himself to have entered the Ruby Phoenix Tournament once before, and he joined the Steps of the Sun in an attempt to better understand this particular past life.

STEPS OF THE SUN

The members of the Steps of the Sun each have a song in their heart that moves them in combat. The group came together when its leaders, **Amihan** and **Maalya** (N female human battle dancers), set out from their home, the island of Mandurai in northern Minata. The sisters are on a traditional coming-of-age quest, in which they must find a piece of another culture to bring home to share with their people. During their journey, the sisters encountered **Halspin the Stung** (NG male catfolk beast singer) and **Joon-Seo** (LN male samsaran song striker), whom they grew close to and invited to join their fighting team.

The sisters are practitioners of battle dancing, a martial art that emphasizes constant motion, which made its way from western Garund to Minata in previous centuries. In combat, Amihan and Maalya use their constant movement to make themselves difficult targets and mislead opponents into creating openings. The sisters have honed their battle dancing techniques to work better together. During a fight, the sisters move in a hypnotic, tandem step that is both beautiful and deadly, working together to outmaneuver a foe.

TINO'S TOUGHEST

Tino Tung (LG male Tian-Shu paladin of Irori) grew up in a small village in the Tian nation of Quain. As a child, Tino admired his older brother, Yuen, watching him for hours as Yuen trained in various fighting styles. Unfortunately, tragedy would strike shortly after Tino's 10th birthday, when Yuen attempted to stop a number of local ruffians from stealing from the Tung family's shop. Yuen received a fatal knife wound to his chest, though it was Tino whose heart fully broke; the surviving brother fell into a depression for months. Eventually, Tino's parents convinced him to join a local fighting school in order to free himself from grief and perhaps in the process honor his older brother's legacy.

Tino joined the same school as Yuen, where he heard many tales from their teacher about his older brother. Tino returned day after day not to improve his skills, but to hear more stories. The teacher eventually had no more tales to tell, at which point Tino decided to commit himself to completing the training that his brother could not. Five years later, Tino mastered not only the same techniques that



Yuen was learning, but several more. To continue walking in the footsteps of his older brother, Tino dedicated himself to master 101 unique fighting styles from across Golarion. He set off from home and traveled Quain to expand his knowledge.

Tino traveled to Quain's Dragon Temple and learned the teachings of Irori. During his stay, he befriended **Takatorra** (LN nonbinary tengu swordmaster), a fellow Quain native training at the same temple, and invited them to join him on his quest. In addition to their mastery of the sword (and their seemingly insatiable sweet tooth), Takatorra proved a capable strategist, able to analyze combatants and their weaknesses to better overcome them in combat. This ability proved

useful when a greedy but kind-hearted highway bandit named **Ji-Yook** (N female kitsune ninja) attempted to steal Tino's coin pouch. The two came to blows while Takatorra, nibbling a biscuit and watching from the sidelines, offered more commentary than encouragement. Tino, having never faced a ninja before, relished this fateful meeting with Ji-Yook. Likewise amused with their scabble and ensuing stalemate, Ji-Yook accepted Tino's offer as a traveling partner and brought along her friend, **Yabin the Just** (N male nagaji sorcerer), so named because of his elaborate personal credo and his habit of attempting to mediate disputes that have nothing to do with him.

Since joining up, the group has continued their travels across Tian Xia, becoming good friends in the process. Tino is the group's unofficial leader, inspiring the rest with his honorable heart and desire to see the good in others. Recently, the group earned the attention of Hao Jin and an invitation to the Ruby Phoenix Tournament, and Tino saw it as the perfect chance to learn techniques from beyond his nation's shores. With the support of his friends, Tino entered the team, and the group made the journey to Goka.

WINTER'S ROAR

Masters of the frosty wilderness in the Lands of the Linnorm Kings, the team members of Winter's Roar fight with brutal precision. The team's leader, **Urnak**



URNAK LOSTWIND

Lostwind (NG male half-orc viking) commands an admirable degree of loyalty from his companions.

This is in no small part due to Urnak's acceptance of the other members. All of Winter's Roar, including Urnak himself, are outcasts of a sort, and in coming together the four have forged an unbreakable bond.

Left for dead with his siblings at a young age, Urnak fled Belkzen for the Realm of the Mammoth Lords, eventually traveling through Irrisen and ending his journey in the Lands of the Linnorm Kings. In Irrisen, Urnak met **Juspix Rammel** (N male halfling witch), a halfling who had somehow gained powers like those of the local Jadwiga winter witches. This power had earned him only ire from other spellcasters, though, and so Juspix appreciated finding a friend in the traveling Urnak. In the

Lands of the Linnorm Kings, the two met **Huldrin Skolsdottir** (LN female human shieldmaiden) and **Troff Frostknuckles** (N male hobgoblin brawler). The former was a disgraced Ulfen warrior and the only surviving member of her clan. The latter had faced a similar situation after fleeing the slaughter of his own group. The two found kinship in each other and later in Urnak and Juspix.

Since joining together, the fighters of Winter's Roar have slowly worked toward their goal of each slaying a linnorm to earn the title of Linnorm Kings and claim their own kingdom. None have yet pursued an actual hunt, instead focusing on improving their skill to ensure they can earn their desired glory and power. When Urnak learned of the upcoming Ruby Phoenix Tournament, he saw it as a perfect opportunity to test their prowess and earn additional prestige and finances to aid with their new kingdoms. The group gathered their resources and made the dangerous trek across the Crown of the World to enter the tournament.

In combat, Urnak unleashes a fury that empowers his blows with frost magic. Juspix uses his ice magic to manipulate the battlefield and isolate crucial targets. Huldrin holds the frontline, standing alongside Urnak or Troff, defending her fellow warriors. Troff makes use of his fancy footwork to vault around the battlefield, creating openings with his dizzying speed and striking with his enchanted gauntlets.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index





GOKA

Famed for its architectural marvels, boundless entertainment, and unequaled riches, the metropolis of Goka offers a panoramic view into the diverse cultures of all of Tian Xia. Situated among the calm waters of Xu Hong Bay, the city's strategic location makes it the eastern continent's ideal international port and financial center. The steady flow of gold and goods in and out of the city attracts ambitious self-starters from around the globe who come to contribute to this cultural crucible.

While cultures endlessly fuse and evolve within neighborhoods, preservation likewise has a place in Goka. Mercifully spared from most of the region's sporadic revolution or political upheaval, the city is a time capsule for empires both extant and fallen. The constant wax and wane of cultural fascinations in Goka meant that amalgams of architecture were inevitable. On one city block it's possible to walk past a purple-tiled Hei Feng Temple, five-story Tian-Min apartments of red and white brick, and the many-spired azure dome of a Kelesh bathhouse.

About 350,000 citizens, including many first-generation immigrants, live in Goka. The concentration of so many disparate peoples leads to no shortage of unlikely friendships and conflicts, but Gokans cherish their chaotic, beautiful city and its breathless spirit. As many Gokans will tell you, a life full of risks is the sweetest life of all.

HISTORY

During the ancient Yixing empire's formative years, then-unnamed Goka was an isolated hamlet perpetually at the mercy of typhoons and earthquakes. After the signing of the Ivory Accord in 1503 IC (Imperial Calendar; -997 AR), anxious traders funded explorers to seek safer routes. Before long, merchants from all nations in Tian Xia flocked to Goka to build private docks and warehouses. As the local population was small, these merchants hired settlers from their respective countries to join them on the expedition.

These workers, in turn, opened inns, restaurants, workshops, and other businesses. Gradually, the Ivory Port—named in tribute to the accord that spawned its birth—grew from a small outpost into a bustling town of adventurous importers and exporters, risk-takers unperturbed by the lack of organized government or even well-established inland roads.

In 2813, Xhai Xen Xiao—a priest of Abadar and Yixing architect—fled to the Ivory Port after being framed for embezzlement. Though he had meant only to pass through on his way to farther shores, a burst of inspiration drew him to stay and lead work on dozens of buildings, bridges, canals, and bulwarks. Xiao perished in a mysterious fall from the Seven Dragon Bridge before his grand plan's final bricks were placed, but by then he had already transformed a bustling trading outpost into a commercial and cultural mecca. He had created Goka.

Yixing's dissolution in 5576 IC brought turbulent times to Goka. Refugees from the fallen empire trickled into the city. Without an organized governing body, its walls began to crumble from scavengers looking to build shelters. A coalition of citizen-driven city watches and rebel groups attempted to keep peace and minimize damage. In 5580, Que Yan Helian, a sky dragon disguised as a human strategist, proposed that Goka support the bureaucrat-turned-rebel Jiao Deng Shu.

Goka, on the brink of implosion, desperately put all they had in Shu, who ascended to the throne in 5601. From the outset, however, this government was bloated with nepotism, and though Goka expanded under its guidance, most agree that this was in spite—not because—of Shu's management. When the empire of Shu folded in 6536, a century-long game of masks and daggers erupted in Goka.

In 6650, the emperor of the newly established empire of Lung Wa sent his charismatic general Nai Yu Fei and a small contingent of Butterfly Blades—royal assassins of unmatched skill and loyalty—to demand that the assembly of Goka submit to the empire or

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure
Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

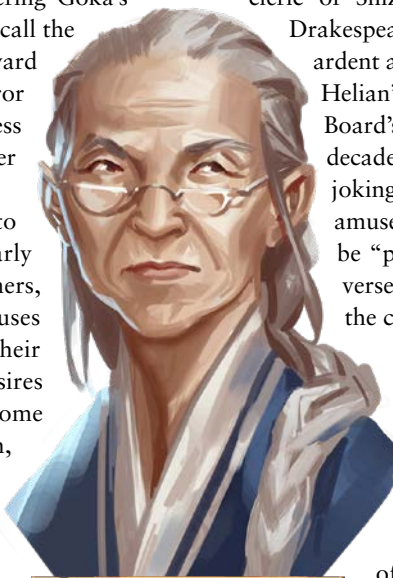
Creatures

Glossary
& Index



dissolve. Despite the general's diplomatic approach, the Butterfly Blades—on imperial orders—infiltrated the Gokan palace one night, slaughtering Goka's leaders in what historians would later call the Scarlet Roof Tile Massacre. As a reward for her good work, Lung Wa's emperor granted the titles of Lady and Empress of Goka to the general and installed her as the city-state's puppet ruler.

Lung Wa heavily taxed Goka to fund the empire's military. A particularly harsh tea tax bankrupted many farmers, and resentment brewed in the teahouses where bitter teamakers relayed their struggles. Some expressed their desires for change, and perhaps there was some talk of revolution. Whatever the truth, in 6832 IC, Lung Wa rounded up and executed many of these Gokan teamakers and their patrons as suspects of undisclosed high crimes. When Empress Nai Zhu Chao restored self-rulership the moment Lung Wa collapsed in 7016, it seemed as though all Goka breathed a sigh of relief. With its newfound freedom, Goka slowly began to reclaim its past glory and its own unique culture.



XHAI XEN XIAO

GOVERNMENT AND LEADERS

Goka's parliament consists of two political bodies, each hosting 54 government officials. The Foundation Stones are permanent seats for existing titles in nobility, religions, business, or education. The Ridge Boards, on the other hand, are individuals who earn 5-year terms via official recommendation and approval. A parliamentary leader (viewed by some as a figurehead and by others as a ruler) with the title of Emperor, Empress, or Liege of Goka is elected every 25 years to act as a mediator; Lady Nai Yan Fei is the city's current empress. This mediator can vote on parliamentary matters only in order to break ties, but she still wields considerable informal influence over Gokans' trending political leanings, cultural fascinations, and international attitudes.

Four members of parliament stand out as memorable additions since Lady Yan Fei took the throne.

Hao Jin (LN female Tian-Shu sorcerer) began her tenure as a Ridge Board last year after every single member of the parliament voted for her admission—an unprecedented election. Her first initiative has been to spearhead the development of the Cliffside Court, to which the grand arena for the Ruby Phoenix Tournament has been relocated for this year.

The expiration of Drakemaster Palo's term opened a spot for **Mina Helian** (LG pangender sky dragon cleric of Shizuru 18) as the parliament's first Drakespeaker, who has fashioned himself an ardent advocate for Goka's enslaved drakes. Helian's peers believe the new Ridge Board's fluency in Draconic stems from decades of diligent study, though some jokingly remark—to Mina Helian's quiet amusement—that the Drakespeaker must be “part dragon” themself to be so well versed in Goka's historical relations with the creatures.

In a landmark election that bewildered the parliament, Lady Fei cast the tie-breaking vote to turn over a vacant Foundation Stone position and grant it to the Golden League—Goka's notorious crime syndicate. Rumors of blackmail and corruption faded quickly under the lady's silent glare.

Goten Muzoshi (LE male Tian-Min crime boss 12), a mid-ranking member of the Golden League, holds the new position, though his votes are in reality directed at all times by the Golden League's shadowy leadership.

Lastly, **Jijigu** (N female wayang poet 10), a flamboyant and renowned local poet, has made herself a popular and indispensable presence on the parliament in only 2 years. The silver-tongued Minatan native can cut right to the heart of contentious social issues with her mastery of nearly every Tian dialect.

GEOGRAPHY

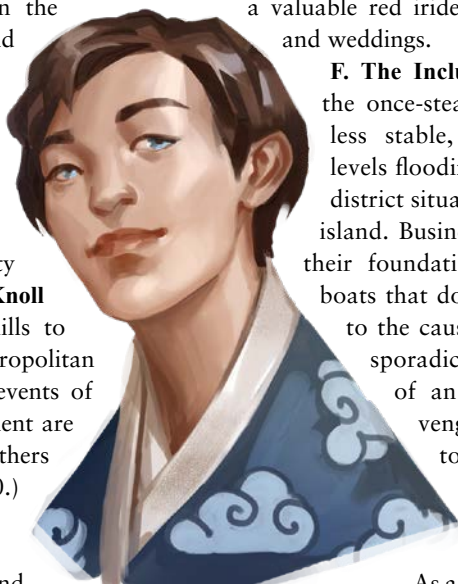
Goka's many geographical features are mostly named after popular folktales and local lore. The region itself, it is said, is the result of eight celestial dragons that once lived in the sky high above and wagered the very stars in their games of chance. One night, a dragon who refused to admit defeat flew away with two of the most brilliant stars in the sky and in his haste crashed headfirst into the Wall of Heaven. One star was embedded deep in the earth, under what is now called Diamond Knoll, site of the Gokan Palace. The other star exploded during the collision, creating Xu Hong Bay. The dragon himself collapsed, and the spot where his body lay became the many islands and jagged coastline of Goka.

DISTRICTS

The first Gokan settlers built their livelihoods along the Viridian River, where some of the city's oldest



buildings yet remain to this day in **Oldtown** and the **Ivory Port**. As the city grew, it expanded northward; now, arts and culture abound in the districts of **Xiao**, **City Center**, and **Floating Lotus**, although the city's aristocratic elite typically seek entertainment on the city's islands in the **Dragonhead** and **Red Lantern** districts. The richest and most powerful Gokans literally look down upon the rest of the city from the districts of **Diamond Knoll** and **Blue Stone** atop the twin hills to the north. Just west lies the metropolitan **Cliffside Court**, where the main events of this year's Ruby Phoenix Tournament are to be held. (These districts and others are shown on the map on page 130.)



QUE YAN HELIAN

LANDSCAPE FEATURES

The descriptions below correspond to the landmarks on the map on page 130.

A. The Guillotine and Heads: The clumps of round rocks in the sea here and the sheer cliffs to the east resemble heads chopped off by a blade, earning the treacherous spot its moniker. Between the “Wayang” and “Rat” is rumored to be a smuggler's cave that leads to the Undermarket's northern harbor.

B. The Dragon's Eye: This lake empties into the sea sporadically throughout the year, forming a waterfall when it does. Betting on when the next “Dragon Tear” shall fall is one of the Island of Endless Fortune's most popular official lotteries.

C. The Scale River: Sluicing for lost valuables in this shimmering river has always been a popular Gokan pastime, but the activity has increased in recent years after a flash flood destroyed the many jewelry shops and gem carving studios along the river's banks. To fund recovery efforts, the royal palace decreed that any valuables found in the Scale worth 100 gold pieces or more must be forfeited to the nearby tax office. The steep fine for breaking this law, however, is only sporadically enforced.

D. Dragon Tail Archipelago: The brightly colored coral reefs around these islands are nearly as famous as the fleet barges that form Goka's largest floating market of goods extracted from the sea. In decades past, the Ruby Phoenix Tournament was held on the easternmost isle, scythe-shaped Xielan Island.

E. Shelyn's Comb: This steep cliff of basalt columns is dedicated to Shelyn, the goddess of beauty, whose cliffside temple offers a spectacular view. A fibrous

seaweed grows along the bottom of the Comb, which weavers process from the clams that eat them to create a valuable red iridescent silk used for engagements and weddings.

F. The Inclusion: Over the past 50 years, the once-steady Nephrite River has become less stable, with rapidly changing water levels flooding the streets of Goka's pleasure district situated on the river's only remaining island. Businesses have adapted by elevating their foundations or transporting clients on boats that dock indoors. Theories abound as to the cause of the Nephrite's increasingly sporadic output, from the meddling of an upriver forest dragon, to the vengeance of an angry river spirit, to simple illegal dumping along Goka's highlands.

CULTURE

As a rule, Gokans are famous for their confidence as well as their agility in thought, speech, and action. A good

game of chance is the easiest way to make friends in Goka. To Gokans, the thrill of competition is not necessarily in coming out on top, but rather watching how fate dramatically unfolds.

Humans make up about 80% of Goka's population of over 300,000 citizens, with Tian-Shu being the predominant ethnicity. The remaining population is split roughly evenly among the five next most common ancestries in Tian Xia: nagajis, tengus, kitsunes, samsarans, and wayangs.

An individual's experience in Goka varies greatly based on their wealth, line of work, and beliefs. That said, a number of unifying features exemplify the quintessential Gokan lifestyle.

SCHOOLING

“Ignorance leads to exploitation” is a common Gokan axiom, and Goka's parliament does all it can to ensure that every young Gokan receives a quality education. Free or subsidized public schools teach a standardized 6-year program that focuses on languages, mathematics, geography, finance, and civics. Cultural studies emphasize the importance of being informed rather than forming opinions.

Following their primary years, Gokan students transition to specialized trade schools or upper-class universities. Those with magical talent apply to the Five Pillars Academy, though most fall short and find themselves in one of the dozen less prestigious magic schools.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index



The Court of the Willow Branch—an intimidating private institution founded in the time of Lung Wa—admits no more than 99 students per year, all of whom must participate in a grueling month-long entrance exam which places testers into elaborate magical simulations to evaluate their skills. It is from this school that nearly all of Goka’s government officials, diplomats, and civil servants spring forth. While there is no fee to apply to the Willow Branch, many students rely on expensive cram schools to digest grueling course work that takes an average of 16 years to learn.

GAMBLING

Gambling in Goka is a way of life rather than a hobby or pastime. Witnessing complete strangers on the street betting on mundane matters can be quite shocking to visitors, but in spite of the seeming casualness of such wagers, gambling is the most thoroughly regulated activity in the entire city. Annually updated government-certified manuals describe the precise protocols and legal standing on bets of all values, along with the expected responsibilities of licensed gambling establishments. Gambling disputes are the most common civil cases brought to the city’s legions of lawyers, and such cases range from petty arguments over sums as small as 1 gp up to decades-long legal entanglements over entire dynastic fortunes. The city purportedly boasts over a thousand separate gambling houses, many of which employ in-house notaries, professional witnesses, and even court magistrates.

For all of gambling’s ubiquity, personal restraint is equally valued in Gokan society. Many residents have a personal set of limits by which they abide. Such personal restrictions can be as simple as walking away after losing a set amount or betting only once every 5 days. Some temples—such the Gentle and Resolute House of Irori—have programs where the addicted go to cut their connection from gambling altogether. Such decisions are respected in Goka, and many establishments run the city’s same popular games of chance with no betting involved.

ARTS AND ENTERTAINMENT

Most Gokans cite the “Three Friends of Winter” as the trendsetters of the city’s high culture. Rosin Entertainments, a company based out of Hwanggot, collectively writes the city’s most popular music pieces, and Rosin’s famous all-male bands of up-and-coming talents attract throngs of passionate fans.

The Bamboo Walkway, just one block over from the Vudrani Market, features countless textile suppliers and clothing houses who all compete to set the next

big fashion trend. Every 3 months, the street is closed down and transformed into a massive catwalk for showcasing the work of apprentice designers. Lately, designs featuring animated embroidery have caught on along the Bamboo Walkway, but the fashion house responsible for the craze—a nondescript boutique called Frozen Meteor that requires appointments months in advance and is overseen by the imposing **Soniri Munar** (LE female samsaran sorcerer 9)—has kept the method for developing such magical garments under lock and key.

Lastly, there is the Plum Blossom Assembly, a publishing house and group of critics whose identities are unknown to the public. The group regularly writes reviews on architecture, books, cuisine, paintings, and a host of other works in their weekly paper, *With Wine and Pleasure*. An article from the Plum Blossoms can make or break one’s prospects, while lack of any mention at all can condemn a business to obscurity.

GAZETTEER

The following locations are just a few of the most notable in Goka, which correspond to the map on page 130.

1. Island of Endless Fortune: The gambling resorts on Goka’s largest northern isle are luxuriously decorated with marble, gold, and silk. Elaborate fireworks burst from the Red Dragon Casino whenever someone wins the casino’s incredible jackpot, the record for which is nearly half a million gold pieces.

2. Seven Dragon Bridge: The spires of this massive bridge each depict two coiling dragons, with only one on the westernmost shorter spire. On the anniversary of the architect Xhai Xen Xiao’s death, Lady Yan Fei hosts an annual commemoration ceremony in front of the spire from which he reputedly fell.

3. Icefang Aerie: This massive rookery is home to Goka’s 500 drake citizens, though more live farther north in the mountains.

4. Goka Imperial University: The city’s most famous university focuses on theoretics, philosophy, history, and mathematics. Its collection contains rare books dating back to Yixing. Recently, senior faculty have undertaken a project they call the Crystal Records. Their aim (which may have been inspired by the reappearance of Goka’s most famous scholar on such matters) is to study methods of preserving history in its truest form via time magic, restorative spells, or other means. Some mishaps have regretfully been reported, though the university has so far downplayed or denied any such accidents.

5. Teahouse Revolution Memorial: Located on a gentle hill, this tea farm commemorates those who



died as a result of imperial Lung Wa's tyranny. Each tea plant in the memorial is said to represent a life lost. When they are not doing field work, the staff work with local leshys to produce tea leaves which are used in official chadao ceremonies.

6. Gokan Palace: The 400-acre complex called the Gokan Palace has a total of 108 structures within its red walls. Most of the buildings house high-ranking officials and members of parliament—including the current Emperor, Empress, or Liege of Goka. Rich and powerful aristocrats lease the remaining palaces as homesteads, seasonal retreats, or high-class parlors.

7. Empress Yin Theater: Classical plays and operas such as *Farewell my Empress* and *Wukong Steals Divinity* debuted at the famous Empress Yin Theater thousands of years ago, and the establishment remains one of the most popular venues for such entertainment in northwestern Tian Xia.

8. Vault of the Golden Flame: This nautilus shell-shaped structure serves as Hao Jin's personal library and fortress. Currently, the massive green surrounding the Vault has been converted into the main stadium for this year's Ruby Phoenix Tournament.

9. Statues of Shizuru and Tsukiyo: Even after thousands of years, these 250-foot-tall copper statues, painted white and decorated with precious metals and gems, remain in pristine condition. One local legend has it that during a solar eclipse, the statues face each other and open a secret entrance to the spirit world.

10. The Grand Bank of Abadar: Gokans claim that their temple to Abadar is the largest in the entire world. More impressive, however, is the fact that this bank contains the immense personal vault of the Ruby Phoenix.

11. Parliamentary Hall and Gardens: The stately Gokan building where the parliament meets is carved out of a single block of gray stone; not a single piece of wood, brick, tile, or nail was used in its construction. Two enormous stone lions—one black, one white—flank the building's

entrance, and a sizeable garden lets officials rest between meetings.

12. The Neverending Market: This round earthen mall has a giant open-air plaza in the center where different vendors come at different times of the day to sell their goods. Fresh produce is sold in the early mornings and evenings, while magic tomes appear in the afternoon every other day. From dusk til dawn, the market bustles with locals and visitors enjoying an impossible variety of food, drinks, and games.

13. Lantern Lodge: Many Pathfinders are familiar with the lodge where Venture-Captain Amara Li continues to coordinate Pathfinder Society efforts between Goka and Absalom.

14. Balance Bridge: This perfectly symmetrical bridge of white and blue porcelain has three arched entrances to the river ports upstream.

15. Tower of the Forgotten: This abandoned and crumbling aerie is home to vagrants and itinerants. Many who come to the Tower of the Forgotten do so to access its well-known passage to the Undermarket—Goka's subterranean cavern network, which could be classified as an entire city in itself. While one can buy just about anything imaginable from Goka's aboveground vendors, for the unimaginable one must delve into the city's lawless bowels.

16. Gon-Yan Factory: One of the newest additions to the skyline, this alchemical facility features three giant chimneys from which colorful flumes spew at all hours of the day. Nearby residents claim that tiny fey creatures have been appearing around the area since the factory's opening, along with eerie phosphorescent plants and fungi on the waterfront.

17. Five Pillars Academy: This school of wizards, sorcerers, and other spellcasters is easily distinguished by its five colorful porcelain pagodas. In addition to its legendary magic curriculum, the academy is famous for its master classes on acupuncture, alchemy, herbalism, energy healing, and massage therapy, all of which are available to the public for a small fee.

**SONIRI MUHAR****Introduction****Part One:
Despair on
Danger Island****Part Two:
Ready? Fight!****Part Three:
King of the
Mountain****Adventure
Toolbox****Campaign
Consequences****Fighting Roster****Goka****Player Options****Creatures****Glossary
& Index**





PLAYER OPTIONS

Introduction

Part One:
Despair on
Danger IslandPart Two:
Ready? Fight!Part Three:
King of the
MountainAdventure
ToolboxCampaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index

CAPSTONE FEATS

Player characters can select one of the following new class feats for their 20th-level class feat upon entering the *Glass Lighthouse* or by meditating on the cushion in area H4.

ALL THE TIME IN THE WORLD ◆◆◆ FEAT 20

UNCOMMON INVESTIGATOR

Frequency once per hour

Your firsthand experience of the subjective nature of time and space has given you new observational insights. Your mind processes information so quickly that time appears to stop for all creatures but you. You can take up to 9 actions in 3 sets of up to 3 actions each. During this time, you can use purely mental and observational abilities such as Recall Knowledge, Seek, and Devise a Stratagem, and you can use an action to move a mental projection of yourself to a location within a 60-foot radius to observe objects more closely and from different angles, though you can't affect your surroundings in any way (for instance, you could move your mental projection more closely to a distant door to read a minute inscription on its handle, but you could not open it to observe the other side). When the duration elapses, time resumes its normal flow.

DANCE OF INTERCESSION ◆◆◆ FEAT 20

UNCOMMON CLERIC

Prerequisites expert in Performance**Frequency** three times a day

You either performed in or stood witness to the dance used to invoke the Celestial Dragon and can harness a sliver of their power. You Stride in a dance up to half your Speed, attempting a DC 35 Performance check. You can perform this dance up to three times per day. The second time you do so in the same day, use the degree of success one worse than your actual roll on the Performance check. The third time in a day, use the degree of success two lower than your actual roll.

Critical Success You perform the movements of the Dance of Intercession so gracefully that you evoke a glimmer of the memory of the Celestial Dragon's awesome power. You cast

the 3-action version of either 9th-level *harm* or *heal* at any point during your Stride. This does not use any spell slots.

Success As critical success, but the spell is 7th level instead of 9th as you stumble through the movements.

Failure As critical success, but the spell is 5th level instead of 9th as you stumble through the movements.

Critical Failure You fail to remember the steps of the dance. You gain no additional effect beyond Striding half your Speed, and you can't attempt the Dance of Intercession again until your next daily preparations.

DEMON'S HAIR FEAT 20

UNCOMMON WITCH

Prerequisites Living Hair

Your hair constantly wriggles and writhes like that of your rival, Syu Tak-nwa. Your damage die of your hair unarmed Strike increases by one step and it gains the reach and versatile slashing traits. Your familiar assumes partial control over your hair; as long as your familiar is alive and within 30 feet, you are permanently quickened, and you can use the extra action only to make a hair Strike.

You can deliver hexes through your hair. When you successfully cast a non-cantrip hex that requires 2 or more actions to cast and that doesn't require a spell attack roll, if your target is within your reach, as part of the spellcasting activity you can make a hair Strike against them before applying any effects of the hex. If this Strike misses, the hex has no effect.

Special If your hair already has the reach trait, it instead gains the sweep trait.

EVERDISTANT DEFENSE 20 FEAT 20

UNCOMMON ABJURATION CHAMPION DIVINE

Trigger A creature within your aura is targeted by a ranged attack or a creature moves through your aura.

Requirements You have at least one aura from a champion feat or feature.

The spatial barrier of Syndara's Island has taught you that distance can foil enemies better than any armor. You



warp space, causing each square within your aura that the attack or creature would move through to count as triple the distance. If this reaction is used on a ranged attack, the attack takes range increment penalties based on the adjusted range and fails if this would cause it to exceed its maximum range.

EXTRADIMENSIONAL STASH

FEAT 20

UNCOMMON EXTRADIMENSIONAL ROGUE

Prerequisites legendary in Thievery

When you perform sleight of hand, you fold space so that objects really do disappear. You create a small extradimensional space somewhere within in your clothing that can hold up to 5 Bulk worth of objects. The space functions as a *bag of holding*, but can hold only up to 5 Bulk, has no Bulk of its own, and can be Interacted with using only one hand.

In addition, when you Palm an Object, you can place it directly into this extradimensional space as long as the space has sufficient free space to hold the object.

HEAD OF THE NIGHT PARADE

FEAT 20

UNCOMMON BARD

You remember the revelry of the Night Parade and call them to your aid in a riotous display. You Perform and cast 8th-level *mad monkeys* (*Advanced Player's Guide* 222) three times, except that the spell calls various apparitions such as dancing tsukumogami or drinking oni rather than monkeys. Each casting can produce a different kind of mischief. You can Sustain all three Spells each round using a single Perform action.

HEART OF THE KAIJU

FEAT 20

UNCOMMON DRUID

Prerequisites Monstrosity Shape

Witnessing the might of the kaiju King Mogaru, Alru, and Toraloo up close awoke a new ferocity within you. When you transform using Monstrosity Shape, you can take on a kaiju form. When you take this feat, choose acid, cold, electricity, fire, or sonic damage; this is the damage your breath weapon deals. You can't change this later. The battle form is Gargantuan size with the following specific abilities; the damage values already include the extra die from being a 9th-level spell.

- **Kaiju Speed** 40 feet; physical resistance 5; **Melee** ♦ jaws (reach 20 feet), **Damage** 3d12+20 piercing; **Melee** ♦ claws (agile, reach 20 feet), **Damage** 3d8+20 slashing; **Breath Weapon** ♦♦ (evocation, primal) Each creature in a 60-foot cone takes 15d6 damage (of your chosen damage type), with a basic Reflex save against your spell DC. Once activated, your breath weapon can't be used again for 1d4 rounds.

PLUM DELUGE

FEAT 20

UNCOMMON ALCHEMIST

Requirements You have at least three of the same contact poison.

You have learned to saturate an area with poison in imitation of the techniques of your rival, Blue Viper. As part of this ability, you Interact to draw three vials of the same contact poison and throw them in the air, where they shatter and spread a poisonous deluge affecting a 20-foot burst within 60 feet. All creatures in the burst are automatically exposed to the poison, immediately bypassing any onset time, and must attempt a saving throw against that poison. The three vials must be identical, even if the poison can come in multiple types or different levels.

RUBY RESURRECTION

FEAT 20

UNCOMMON HEALING NECROMANCY SORCERER

Frequency once per day

Trigger You would be reduced to 0 Hit Points.

In a burst of flame, you return to health like a phoenix rising from the ashes. Change your current Hit Points to 30 and cast a 6th-level *fireball* centered on yourself. This *fireball* doesn't affect you. Your hair turns brilliant red for 1 hour.

If you haven't used Ruby Resurrection and you die, you stay in initiative order and Ruby Resurrection triggers automatically at the start of your next turn, bringing you back to life at 0 HP before having its normal effects. This happens only if there are some remains to resurrect; for instance, if you were killed by *disintegrate* you wouldn't return.

Special This feat has the trait corresponding to the tradition of spells you cast.

SCAPEGUAT PARALLEL SELF

FEAT 20

UNCOMMON DIVINE NECROMANCY ORACLE

Frequency once per day

Trigger Your turn starts or your oracular curse would advance.

Seeing Syndara superimpose creatures with similar metaphysical properties, you've realized a way to manipulate the effects of your oracular curse. You immediately change your curse to its minor, moderate, or major stage, or back to its mild form, exchanging the curse effect with that of a parallel version of yourself in another reality.

SEVER SPACE

FEAT 20

UNCOMMON CONJURATION FIGHTER FLOURISH TELEPORTATION

Requirements You are wielding a weapon that deals slashing damage or have an unarmed Strike that deals slashing damage.

You destroy the space between you and your targets, allowing you to strike with your melee weapons at great



range. Make a melee Strike with the required weapon or unarmed attack. The attack gains an 80-foot reach for this Strike.

After the Strike, regardless of whether it succeeded, the world rushes to fill the space you destroyed, bringing you and the target adjacent to each other. You can choose to teleport to the closest space adjacent to the target or to attempt to teleport the target adjacent to you. If you choose the target, they can negate the teleportation if they succeed at a Fortitude save against your class DC.

TIME DILATION CASCADE

FEAT 20

UNCOMMON FLOURISH RANGER

You borrow a bit of time from the future to act now. Make six Strikes. Your multiple attack penalty applies normally to these Strikes. If you successfully hit a creature with multiple Strikes, combine those Strikes' damage for the purpose of resistances and weaknesses. On your next turn, you regain 1 action instead of 3. This is before any alteration in your actions due to the quickened, slowed, and stunned conditions.

VITALITY-MANIPULATING STANCE

FEAT 20

UNCOMMON MONK STANCE

Prerequisites Stunning Fist

You have learned to attack meridians and pressure points like your rival Shino Hakusa. You gain a vitality blast ranged unarmed Strike that deals 1d4 negative damage, has a range of 30 feet, and has the unarmed and versatile positive traits.

Additionally, when you use Stunning Fist, instead of saving against being stunned, you can choose to have the target make a Fortitude save against your class DC with the following results. You must choose to do this before the target rolls its save.

Critical Success The target is unaffected.

Success The target's muscles become temporarily weaker.

For 1 round, the target is enfeebled 2, and any time it attempts to take an action with the manipulate trait, the action is disrupted unless it succeeds at a flat check with a DC equal to 5 + its enfeebled value.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 1 minute, the flat check is DC 11, and the target takes -10-foot status penalty to all Speeds for the duration.

VIVACIOUS AFTERIMAGE

FEAT 20

UNCOMMON ILLUSION OCCULT SWASHBUCKLER VISUAL

Prerequisites vivacious speed

Requirements You have panache.

You move so quickly that you create a short-lived afterimage, looks exactly like you, in front of you or

behind you. You Stride. At any point along your movement, you leave an afterimage of yourself behind. Alternatively, you can stop moving and send your afterimage forward instead, up to the remainder of your Speed. A creature that spends actions to engage with your afterimage can attempt to disbelieve it with a Will save against your class DC. Once an enemy has disbelieved any of your afterimages, they are temporarily immune to all of your Vivacious Afterimages for 10 minutes. As long as a creature has not disbelieved the afterimage, the afterimage counts as a creature for flanking. The afterimage lasts until the beginning of your next turn or until you use Vivacious Afterimage again, whichever comes first.

WHIRLWIND TOSS

FEAT 20

UNCOMMON BARBARIAN RAGE

Prerequisites Collateral Thrash

Requirements You have a foe grabbed.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index



You whirl a foe to smash into all nearby creatures before throwing them far away in imitation of the techniques of your rival, Ran-To. You Thrash. During this Thrash, your Collateral Thrash feat applies to all foes adjacent to you. You can then throw the grabbed creature 10 feet, where they fall prone.

If the foe you choose for Collateral Thrash is also adjacent to you, they attempt only one save and take the damage only once.

WORLDSPHERE GRAVITY ◆

FEAT 20

UNCOMMON METAMAGIC WIZARD

Frequency once per hour

Though creating demiplanes usually requires lengthy rituals, you know how to establish minor planar effects in

imitation of Syndara's masterpieces. If your next action is to Cast a Spell of at least 5th level from your spell slots that affects an area, you can apply one of the following planar effects to a 20-foot burst centered within the spell's area. The effect persists for 1 minute.

- **Gravitational Morass** The pull of gravity is amplified here, creating greater difficult terrain. Flying creatures that pass through the area must succeed at a Reflex save against your spell DC or fall to the ground, taking bludgeoning damage equal to half the distance fallen.
- **Flowing Time** Erratic timestreams aid you within this space. A creature that starts its turn in the burst is affected by *haste* on that turn.

CLASS FEATS

The following class feats draw upon similar techniques used by noteworthy contestants in this year's Ruby Phoenix Tournament.

Unlike the other new rules in the Adventure Toolbox, these feats are not rewarded throughout the course of the adventure. Rather, they are included here for you to grant the player characters at your discretion. For example, one or more feats might make for a good reward if the party forms a particularly strong bond with one of their rival teams or performs a significant and successful act of espionage to study and learn their rivals' tactics.

JELLYFISH STANCE ◆

FEAT 8

UNCOMMON MONK STANCE

Requirements You are unarmored.

You relax your posture and loosen your joints, allowing yourself to move with incredible fluidity. You can make stinging lash attacks that deal 1d6 slashing damage. These attacks are in the brawling group, and have the finesse, nonlethal, reach, and unarmed traits.

While in Jellyfish Stance, you gain a +2 circumstance bonus to Reflex saves and on checks to Escape and Squeeze.

SENSE KI

FEAT 12

UNCOMMON MONK

Prerequisites ki spells

You can read the presence of ki in your area. You gain imprecise lifesense out to a range of 30 feet.

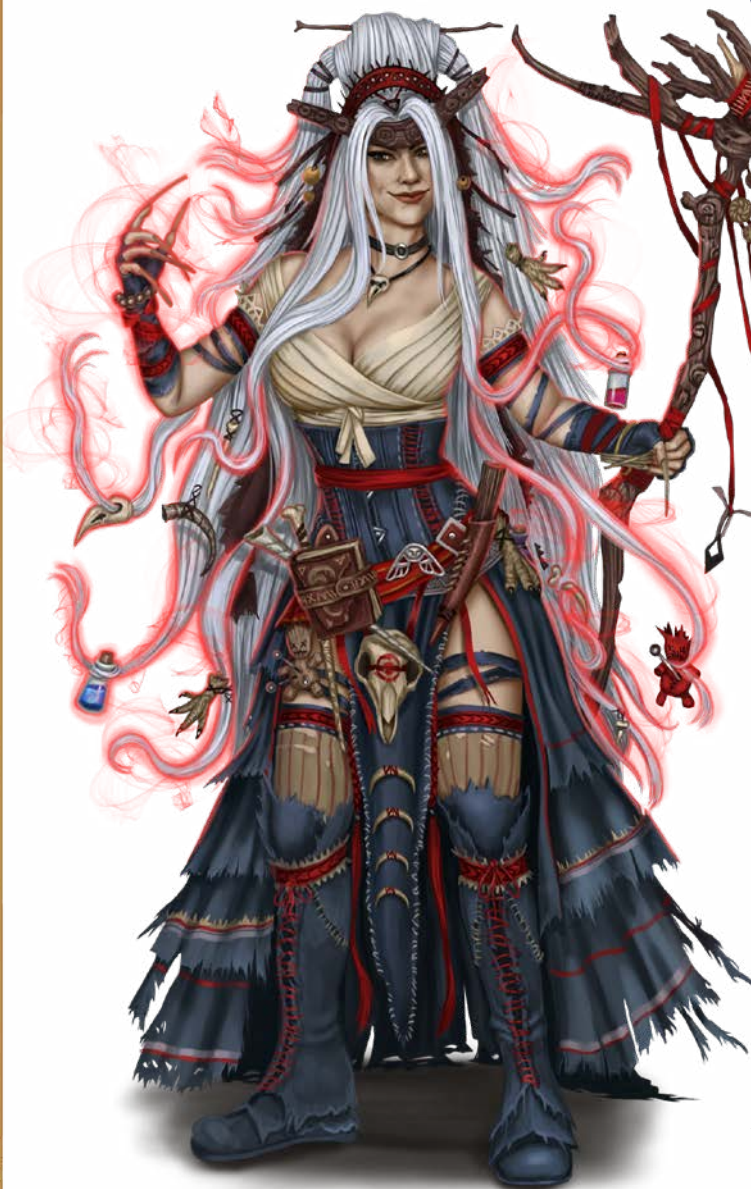
SHIFT SPELL ◆

FEAT 14

UNCOMMON WIZARD

Access member of the Magaambya

Requirements You have an active spell that affects an area and you are within the spell's range.





You move the spell's area to a new location within 120 feet. The spell's remaining duration is reduced by half. The spell no longer affects its previous area.

ELECTRIC COUNTER

FEAT 16

UNCOMMON ELECTRIC EVOCATION MONK

Prerequisites Wild Winds Initiate

Trigger You would take damage.

Requirements You are in Wild Winds stance.

You gain resistance to electricity equal to your level until the start of your next turn. If the triggering damage was electricity, this resistance applies to it. If the triggering damage was from a melee attack, the attacker takes 3d6 electricity damage.

Special This feat has the trait corresponding to the tradition of ki spells you cast, either divine or occult.

EFFORTLESS REACH

FEAT 18

UNCOMMON MONK

Focusing the powers of your ki to augment your blows, you stretch and lengthen your body in ways that defy logic. Your unarmed attacks gain the reach trait.

FEATS

The player characters might learn some of these techniques from friends and rivals during their stay on Bonmu, allowing them to select the feats the next time they would gain a feat. Surviving combat against Syu Tak-nwa (page 67) allows the characters to take the three witch feats, while defeating or impressing the Ahmoza twins (page 52) allows them to take Entwined Energy Ki. Lighting the candles and praying in the temple of Irori's prayer room (area A8, page 20) gives them access to Wronged Monk's Wrath.

SYU TAK-NWA'S SKILLFUL TRESSES

FEAT 4

UNCOMMON WITCH

Prerequisites Living Hair (*Advanced Player's Guide* 102)

You can expertly control your living hair and use it to perform various tasks. You can perform simple Interact actions with your hair such as opening an unlocked door or picking up objects. Your hair can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish. Your hair can hold items of up to 1 Bulk, but can't Activate or attack with any items it's holding.

SYU TAK-NWA'S DEADLY HAIR

FEAT 6

UNCOMMON WITCH

Prerequisites Living Hair (*Advanced Player's Guide* 102)

Your hair unarmed attack deals 1d6 bludgeoning damage and gains the grapple trait.

SYU TAK-NWA'S HEXED LOCKS

FEAT 8

UNCOMMON WITCH

Prerequisites Living Hair (*Advanced Player's Guide* 102)

Your hair unarmed attack gains the reach trait. You can deliver hexes through your hair. When you successfully cast a hex focus spell that requires 2 or more actions to cast and that doesn't require a spell attack roll, if your target is within your reach, as part of the spellcasting activity you can make a hair Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect.

ENTWINED ENERGY KI

FEAT 10

UNCOMMON MONK

You can transform your inner power into a type of energy to empower your ki abilities. When you gain this feat, choose either acid, cold, electricity, fire, or sonic damage. When you cast *ki blast* (*Core Rulebook* 401), you can choose to have the spell deal the type of damage you chose instead of force damage. When you cast *ki form* (*Advanced Player's Guide* 229) or *ki strike* (*Core Rulebook* 401), add the type of damage you chose to the list of damage types you can select for the spell.

Special At the GM's discretion, this feat can alter other ki spells.

WRONGED MONK'S WRATH

FEAT 10

UNCOMMON MONK

Prerequisites ki spells

You gain the *wronged monk's wrath* ki spell (page 216). Increase the number of Focus Points in your focus pool by 1.

MAGIC ITEMS

The player characters can find the following new magic items on Bonmu. The characters are tasked with acquiring a *phoenix necklace* at the outset of the adventure (page 11) and Hao Jin transforms it into the *phoenix fighting fan* at the beginning of Chapter 3 (page 61). The *Bonmuan swapping stones* are a reward for destroying the watchtower spirits at area I (page 39).

BONMUAN SWAPPING STONE

ITEM 11+

UNCOMMON CONJURATION CONSUMABLE MAGICAL TELEPORTATION

Usage held in 1 hand; Bulk –

Activate Interact

This small, opalescent stone glows with a light that constantly shifts between colors. When you activate the stone, you throw it into a space within 100 feet. The stone then casts *dimension door* on you and transports you to itself. This destroys the stone.

You can instead hurl the stone at a creature in an attempt to bring that creature closer to you. Make a ranged Strike against a creature using your highest proficiency with a

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index



ranged weapon. The *swapping stone* has a range increment of 15 feet. On a hit, the stone shatters against the creature, casting *dimension door* on the creature and causing it to instantly teleport to a space adjacent to you. An unwilling creature can resist this teleportation with a successful DC 28 Will save.

Type lesser swapping stone; **Level** 11, **Price** 300 gp

Type moderate swapping stone; **Level** 14, **Price** 600 gp

The Will save DC is 31.

Type greater swapping stone; **Level** 17, **Price** 3,000 gp

The Will save DC is 37.

Type major swapping stone; **Level** 20, **Price** 9,000 gp

The Will save DC is 43.



PHOENIX FIGHTING FAN

ITEM 20

RARE **ARTIFACT** **CONJURATION** **HEALING** **MAGICAL**

Usage held in 1 hand; **Bulk** L

This elegant +3 *greater striking flaming silver fighting fan* (*Pathfinder Lost Omens: Gods & Magic* 120) features sharp silver feathers instead of traditional paper leaves in its design.

Activate **◆◆◆** command, envision, Interact; **Frequency** once per day; **Effect** You call upon the fan's extradimensional powers to trap a creature in Hao Jin's repository, a small demiplane that holds the countless relics Hao Jin collected over her lifetime (though a trapped creature cannot interact with any of these relics). The fighting fan casts *maze* on a creature within 30 feet. The fan automatically Sustains the Spell as long as you Strike a creature with it each round. The Survival or Perception DC to escape the demiplane is 34. The spell ends once the creature escapes, you fail to Strike a creature with the fan during a round, or after 1 minute, whichever comes first.

Activate 10 minutes (envision, Interact); **Effect** The fan casts 8th-level *raise dead*, consuming the *phoenix fighting fan* in the process.

PHOENIX NECKLACE

ITEM 20

RARE **ARTIFACT** **HEALING** **MAGICAL** **NECROMANCY**

Usage worn necklace; **Bulk** –

This brilliant jewelry is made from fine silver interwoven with a uniquely malleable form of ruby that causes the necklace to glimmer like a flickering fire. Hao Jin created the necklaces to mitigate the potential of death during the Ruby Phoenix Tournament pre-qualifier, and she specially attuned each *phoenix necklace* to the silver feathers she created for the pre-

qualifying round. While the silver feathers themselves aren't magical, they are required to activate the necklace's power. Each team starts with 3 feathers hidden in their headquarters; they acquire more through challenges and events. Additionally, the tournament emissary's enforcers have the ability to deliver messages to the necklace's wearer at any time by casting *sending*, though the wearer can't respond.

Activate **◆◆◆** command, envision;

Effect You select any number of willing creatures you can see within 30 feet, including yourself.

The selected creatures can make nonlethal attacks without taking a penalty to their attack rolls. This effect remains in place until you

remove the necklace or use this activation again.

Activate 10 minutes (envision, Interact); **Effect** The necklace consumes one of the attached silver feathers and casts 7th-level *raise dead*. Activating this ability is particularly costly and every activation requires consuming one more silver feather than the previous activation.

Destruction Once a *phoenix necklace* has 10 silver feathers attached, Hao Jin can transform the necklace into a *phoenix fighting fan*, a process which requires 3 Interact actions.



SKY CHARIOTS

These vehicles are found rarely outside Goka, where they are pulled by trained peng or hired drakes, or Nex, where they are usually pulled by extraplanar creatures.

SKY CHARIOT, LIGHT

VEHICLE 7

UNCOMMON **LARGE**

Price 1,000 gp

Space 10 feet long, 15 feet wide, 8 feet high

Crew 1 pilot; **Passengers** 1

Piloting Check Arcana (DC 25), Nature (DC 25 to 33, depending on pulling creature), or Piloting Lore (DC 23)

AC 20, **Fort** +14

Hardness 15, **HP** 80 (BT 40); **Immunities** critical hits, object immunities, precision damage

Speed the fly Speed of the slowest pulling creature (pulled by 2 Large creatures or 1 Huge creature)

Collision 5d10 (DC 23)

SKY CHARIOT, MEDIUM

VEHICLE 10

UNCOMMON **HUGE**

Price 3,000 gp

Space 10 feet long, 20 feet wide, 8 feet high

Crew 1 pilot; **Passengers** 3



Piloting Check Arcana (DC 29), Nature (DC 29 to 37, depending on pulling creature), or Piloting Lore (DC 27)

AC 25, **Fort** +19

Hardness 15, **HP** 160 (BT 80); **Immunities** critical hits, object immunities, precision damage

Speed the fly Speed of the slowest pulling creature (pulled by 4 Large creatures, 2 Huge creatures, or 1 Gargantuan creature)

Collision 7d10 (DC 27)

SKY CHARIOT, HEAVY

VEHICLE 13

UNCOMMON HUGE

Price 9,000 gp

Space 20 feet long, 20 feet wide, 8 feet high

Crew 1 pilot; **Passengers** 7

Piloting Check Arcana (DC 33), Nature (DC 33 to 41, depending on pulling creature), or Piloting Lore (DC 31)

AC 29, **Fort** +23

Hardness 20, **HP** 230 (BT 115); **Immunities** critical hits, object immunities, precision damage

Speed the fly Speed of the slowest pulling creature (pulled by 6 Large creatures, 2 Huge creatures, or 1 Gargantuan creature)

Collision 9d10 (DC 31)

SPELLS

The player characters can gain access to the *aura of the unremarkable* spell by taking the Butterfly Blade archetype (page 220), *wronged monk's wrath* by taking the Wronged Monk's Wrath feat (page 213), and *return beacon* by visiting all five transport towers (page 33).

AURA OF THE UNREMARKABLE

SPELL 6

UNCOMMON ILLUSION MENTAL

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Area 30-foot emanation

Duration sustained up to 1 minute

You and allies in the area appear to be completely innocuous to other creatures within the spell's area, regardless of the actions you're committing. For example, if you and your allies are loudly interrogating a local for information or aiming a crossbow at a noble from a balcony, creatures who can see you might not think this is unusual. Non-allied creatures in the emanation must attempt a Will save.

Critical Success The creature sees your actions as they really are and announces them as such. All other creatures in the area gain a +1 circumstance bonus to their Will saves to recognize your actions as they really are.

Success The creature sees your actions as they really are.

Failure The creature believes your actions are normal and unworthy of concern.

Critical Failure The creature believes you are performing other actions entirely, such as helping a local or waving to a noble, as determined by the GM. The creature doesn't have a chance of remembering events normally.

Any hostile actions by you or your allies against a creature or its allies break the effect of the spell for that creature. So, for example, if an interrogated local's friends or threatened noble's guards saw your actions, they would be unaffected by this spell. When the spell ends (or when affected allies move outside the range of the emanation), observers see things normally but the altered perceptions from earlier events remain in mind. Each mention of the events as noteworthy, such as being questioned about them by an authority figure, grants the target another Will save to break the effect and remember things normally (unless the creature critically failed their save).

RETURN BEACON

SPELL 5

UNCOMMON CONJURATION TELEPORTATION

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range 30 feet

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Campaign Consequences

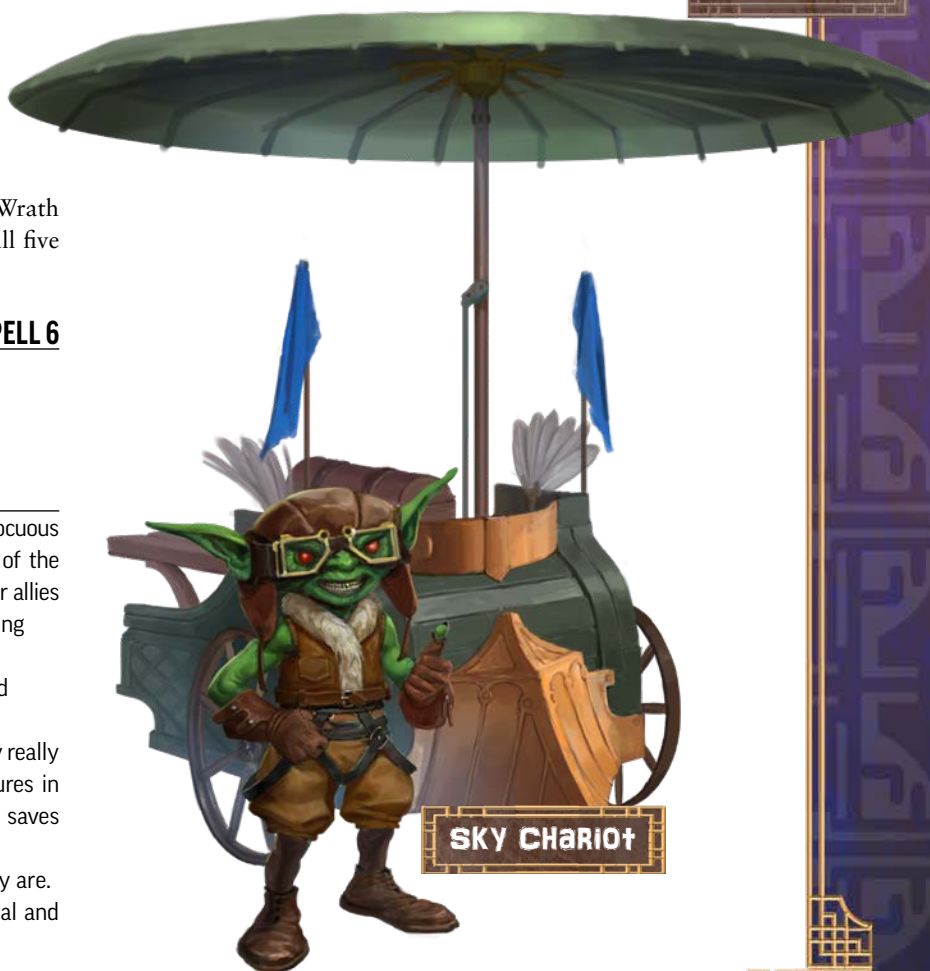
Fighting Roster

Goka

Player Options

Creatures

Glossary & Index





Duration 1 hour

You create a unique planar beacon somewhere within the spell's range that remains in place. The beacon is invisible except when detected by *detect magic*, in which case it looks like a 10-foot-wide tower of bright light stretching into the sky. At any time during the duration of the beacon, you can complete a 1-minute activity, which has the concentrate and manipulate traits, to focus on the beacon and transport yourself and any items you're wearing and holding from your current space to the location of the beacon. Transporting yourself in this way ends the spell. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the beacon collapses, ending the spell, and the transportation attempt fails.

Casting *return beacon* while a beacon is active causes the previous *return beacon* spell to end. If you are not within 1 mile of the beacon, your attempt to transport yourself to the beacon fails.

If a solid object is in the same space as the beacon when you transport yourself, you arrive in the nearest open space to the beacon. If there is not an open space within 30 feet of the beacon, your attempt to transport yourself fails, but the beacon remains intact.

Heightened (7th) The duration is 8 hours and you can transport yourself to the beacon from up to 100 miles away.

Heightened (8th) The duration is 24 hours and you can transport yourself to the beacon from up to 1,000 miles away. In addition, you can bring 1 willing ally you touch with you when you transport to the beacon.

Heightened (9th) The duration is 1 week and you can transport yourself to the beacon from anywhere on the same plane. In addition, you can bring up to 4 willing allies you touch with you when you transport to the beacon.

Heightened (10th) The duration is unlimited and you can transport yourself to the beacon from any distance, even across other planes. In addition, you can bring up to 8 willing allies you touch when you transport to the beacon.

WRONGED MONK'S WRATH

UNCOMMON ELECTRICITY EVOCATION FORCE MONK

Cast ◆ to ◆◆◆ somatic, verbal

Area 5-foot emanation or more

Saving Throw Reflex

FOCUS 5



STORMBREAKER FULU

You unleash your ki as a powerful storm of force and lightning, dealing 2d6 force damage and 2d12 electricity damage to creatures in the area. If you use 2 actions to cast the spell, increase the size of the emanation to 10 feet and the damage to 3d6 force damage and 3d12 electricity damage. If you use 3 actions to cast the spell, increase the size of the emanation to 20 feet and the damage to 4d6 force and 4d12 electricity damage. Each creature attempts one basic Reflex save that applies to both types of damage. On a failed save, the creature is deafened for 1 round; on a critical failure, the creature also takes 2d12 persistent electricity damage and is deafened for 1 minute.

Heightened (+2) The force damage increases by 1d6 and the electricity damage by 1d12, or 2d6 and 2d12 if you use 2 or 3 actions.

TREASURES

The player characters can acquire the following items throughout this adventure.

APRICOT OF BESTIAL MIGHT

ITEM 16

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Price 2,000 gp

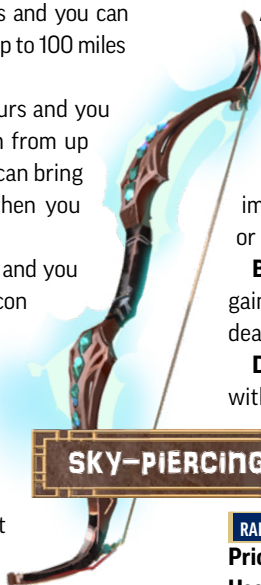
Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This yellow fruit's soft flesh is covered by waxy, fibrous leaves reminiscent of a pineapple. When you eat an apricot of bestial might, you transform into a boar-faced battle form with scaly skin. You can use feats with this item as if it were a bestial mutagen, improving your tusk unarmed attack as if it were a claw or jaws attack.

Benefit You gain 8 resistance to all physical damage and gain a tusk unarmed attack with the deadly d12 trait that deals 1d10 piercing damage.

Drawback You become clumsy 1. If you perform an action with the auditory or linguistic traits, you must succeed at a DC 5 flat check or the action is lost.



SKY-PIERCING BOW

CAPE OF THE OPEN SKY

ITEM 18

RARE INVESTED MAGICAL TRANSMUTATION

Price 22,000 gp

Usage worn cloak; **Bulk** L

This cloth of gold cape was originally gifted to one of Goka's emperors centuries ago. Since then, it has spawned many imitations, which are all alike in that they are dyed with an elaborate seal depicting two drakes flanking Goka's palace and the Seven Dragons Bridge. The beautiful cape grants you a +3 item bonus to checks to Lie and to Make an Impression. While you wear the cape, the weather (including wind and fog) doesn't affect your



movement or vision. Additionally, whenever you fall while wearing the *cape of the open sky*, the cape automatically casts *feather fall* on you.

Activate ♦♦ Interact; **Effect** The cape becomes a pair of golden drake wings that grant you a fly Speed of 30 feet for 1 hour.

Activate ♦ command; **Frequency** once per minute; **Effect** The cloak pushes you onward. You Stride or Fly up to your Speed, but you can move only in a straight line. You gain a +15-foot status bonus to your Speed and fly Speed for this movement.

HEADBANDS OF TRANSLOCATION ITEM 16

UNCOMMON CONJURATION INVESTED MAGICAL TELEPORTATION

Price 10,000 gp

Usage worn headband; **Bulk** –

These silk headbands always come in pairs and usually feature a prominent symbol of a nation or team. If both wearers Invest their headbands at the same time and think of the same symbol while doing so, both headbands change to display that symbol until they are removed. As long as you both have Invested your headbands, you can Aid each other without taking an action to prepare and when you get a critical failure when attempting to Aid an ally with a paired headband, you get a failure instead.

Activate ♦♦ Interact; **Frequency** once per day; **Effect** You remove your headband, which teleports you to a space adjacent to the other Invested wearer's location, if you are within 1 mile of each other.

SKY-PIERCING BOW ITEM 19

RARE EVOCATION MAGICAL TRANSMUTATION

Price 40,000 gp

Usage held in 2 hands; **Bulk** L

Large turquoise gems stud the outer edge of this sturdy +3 *greater striking ghost touch composite shortbow*. Arrows shot from the bow are unimpaired by wind and air effects.

Activate ♦♦ Interact (conjunction, teleportation); **Frequency** once per day; **Effect** You shoot an arrow at an open space on a surface within 500 feet and momentarily vanish into a wind that carries the arrow. You teleport to that location.

Activate ♦♦ command, Interact (electricity); **Frequency** once per hour; **Effect** You shoot an arrow at the sky and it tears an extraplanar rift that resembles a storm cloud in a 30-foot burst centered on a point within 200 feet. A torrent of rain pours down from the rift for 1 minute or until you Dismiss the effect. The area within the torrent becomes difficult terrain for all movement (including Flying). As an Interact action, you can fire an arrow into the rift to cause a bolt of lightning to strike a creature in the area. The creature takes 5d12 lightning damage and must attempt a DC 41 basic Reflex save.

FULU

Fulus are small paper charms that can be affixed to equipment, a creature, or even a structure. Normal fulus have effects immediately once affixed, while fulu talismans, such as the *stormbreaker fulu*, have an effect only once activated. Once a fulu has been activated, it lasts for the given duration and then burns out. Unless otherwise noted, fulus expire a year after being created, reverting to mundane paper. Full rules for fulus are found on page 158 of *Pathfinder Secrets of Magic*.

Activate 10 minutes (command, envision, Interact); **Frequency** once per week; **Effect** You fire a volley of arrows into the sky. You create the effects of a successful *control weather* ritual.

STORMBREAKER FULU ITEM 16

UNCOMMON ABJURATION CONSUMABLE FULU MAGICAL

Price 1,900 gp

Usage affixed to armor; **Bulk** –

Activate ♦ command; **Trigger** You would be forced to move, you would be teleported, or you would take cold, electricity, or sonic damage.

This paper tag is inscribed with magical symbols. When you activate the fulu, it vanishes in a wisp of cloud and you gain resistance 15 to cold, electricity, and sonic damage until the end of your next turn. For that duration, you ignore difficult terrain from wind and weather and you can't be forcibly moved or teleported unless the effect counteracts the fulu (DC 40). These protections apply against the triggering effect.

TUSK AND FANG CHAIN ITEM 16

UNCOMMON CONSUMABLE INCAPACITATION MAGICAL TALISMAN

Price 1,800 gp

Usage affixed to armor; **Bulk** –

Activate ♦ envision; **Trigger** You Grab or restrain a creature or become grabbed or restrained by a creature. This length of silver chain has a tiger's fang on one end and the tip of a dire boar's tusk on the other. When you activate the chain, an ephemeral chain encircles the target creature's head and a cacophony of animal sounds clouds its mind. It must attempt a DC 35 Will save.

Critical Success The creature is unaffected.

Success The creature is confused on its next action.

Failure The creature is confused for 1 round.

Critical Failure The creature is confused for 1 minute and the creature doesn't receive a flat check to end its confusion if it takes damage. At the end of each of its turns, it attempts a new Will save, ending the effect on a success.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary & Index



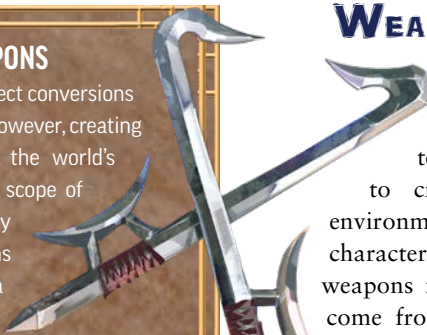
WEAPONS OF TIAN XIA

ADAPTING WESTERN WEAPONS

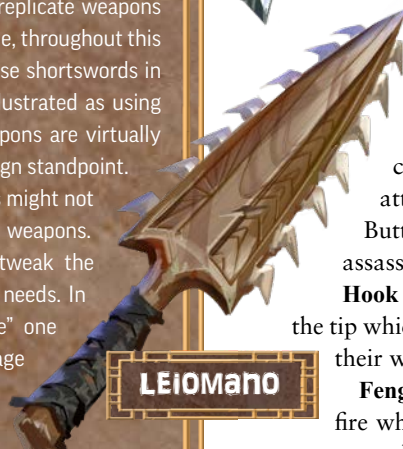
Many weapons of Tian Xia are direct conversions of weapons from the real world. However, creating a list of all weapons from all the world's different cultures is beyond the scope of this adventure. Thankfully, many of the most well-known weapons of eastern and southeastern Asia are similar to the weapons already featured in Pathfinder.

Rather than take the time to recreate the abilities of every weapon, consider using statistics for existing weapons to replicate weapons missing from the game. For example, throughout this Adventure Path, characters who use shortswords in their stat blocks are sometimes illustrated as using a Chinese jian, since the two weapons are virtually indistinguishable from a game design standpoint.

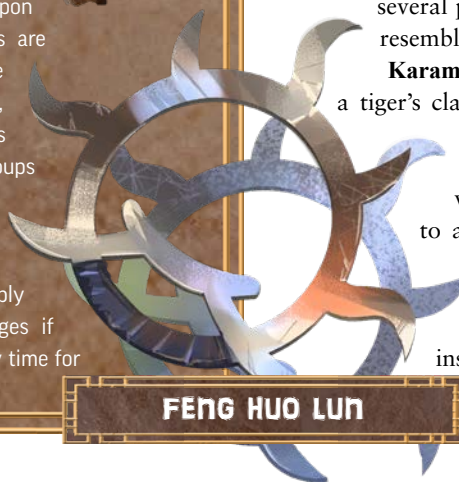
On the other hand, some groups might not be satisfied reskinning existing weapons. GMs and players might instead tweak the statistics of weapons to suit their needs. In general, you should not "increase" one facet of a weapon (such as its damage die) without "decreasing" some other aspect of the item (such as removing a desirable weapon trait). Even so, not all traits are created equal; swapping the versatile trait for the agile trait, for example, can have serious mechanical implications. Groups that decide to alter existing weapon stats should be prepared to adjudicate these changes at the table and possibly alter or entirely undo changes if they lead to an unsatisfactory time for the group.



HOOK SWORDS



LEIOMANO



FENG HUO LUN

Each diverse culture in Tian Xia boasts its own long and storied tradition of combat and martial techniques. Naturally, this leads to creating weapons unique to their environments and histories. If the player characters come from a region in Tian Xia, the weapons featured below are common. If they come from another region, the weapons are uncommon.

WEAPON DESCRIPTIONS

The following physical descriptions correspond to the weapons listed on the table at the bottom of this page.

Butterfly Sword: This short, single-edged sword typically features a cross guard that helps catch oncoming attacks. It is the preferred weapon of Butterfly Blades—highly skilled Gokan assassins.

Hook Sword: This long sword has a hook near the tip which makes it easy to snag an opponent or their weapons.

Feng Huo Lun: Also known as wind and fire wheels, these large, flat steel rings feature several protruding blades typically stylized to resemble flames.

Karambit: This small curved blade resembles a tiger's claw and is capable of delivering deep wounds.

Kusarigama: This impressive weapon consists of a weight attached to a kama via a length of chain, which aids with disarming an opponent or attacking from a distance.

Leiomano: This thick club is inset with sharp teeth, typically from a shark, that easily tear flesh. It is the preferred weapon of many Minatan warriors.

TABLE: TIAN MELEE WEAPONS

Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Kusarigama	2 gp	1d8 S	1	2	Knife	Disarm, monk, reach, trip, versatile B
Leiomano	2 gp	1d6 B	1	1	Club	Fatal d10, versatile S
Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Butterfly sword	2 gp	1d4 S	L	1	Sword	Agile, disarm, finesse, monk, parry, twin
Feng huo lun	2 gp	1d4 S	L	1	Knife	Agile, disarm, finesse, monk, parry, twin, versatile P
Hook sword	3 gp	1d6 S	1	1	Sword	Disarm, monk, parry, trip, twin
Karambit	2 gp	1d4 P	L	1	Knife	Agile, fatal d8, finesse, versatile S



PHOENIX BLOODLINE (UNCOMMON SORCERER BLOODLINE)

You have been blessed by a phoenix, perhaps via some magical interaction with a similarly blessed individual.

Grant this new sorcerer bloodline to players who finish the Fists of the Ruby Phoenix Adventure Path. Players can then choose this bloodline for any new sorcerer characters they create for future campaigns.

Spell List primal

Bloodline Skills Diplomacy, Nature

Granted Spells cantrip: *detect magic*; 1st: *burning hands*; 2nd: *see invisibility*; 3rd: *fireball*; 4th: *remove curse*; 5th: *breath of life*; 6th: *disintegrate*; 7th: *contingency*; 8th: *moment of renewal*; 9th: *meteor swarm*

Bloodline Spells initial: *rejuvenating flames*; advanced: *shroud of flame*; greater: *cleansing flames*

Blood Magic The primal fire of life and death flows through you or one target. Choose to have either you or a target of the spell gain temporary Hit Points equal to the spell's level for 1 round, or to have a target of the spell take fire damage equal to the spell's level (if the spell already deals initial fire damage, combine this with the spell's initial damage before determining weaknesses and resistances).

REJUVENATING FLAMES

FOCUS 1

UNCOMMON FIRE HEALING NECROMANCY SORCERER

Cast ♦♦ somatic, verbal

Area 15-foot cone

Saving Throw basic Reflex

You create a gout of flame that both heals and burns. You restore 1d4 HP to all allies in the area, and those allies gain a +1 status bonus to Fortitude saves for 1 minute. Enemies in the area take 1d4 fire damage with a basic Reflex save.

Heightened (+1) You restore an additional 1d4 HP to your allies and deal an additional 1d4 fire damage to enemies.

SHROUD OF FLAME

FOCUS 3

UNCOMMON EVOCATION FIRE SORCERER

Cast ♦♦ somatic, verbal

Area 10-foot emanation

Duration sustained up to 1 minute

You encircle yourself in an aura of protective flames. Each creature that hits you with an unarmed attack, Grapples you, or otherwise touches you takes 3 fire damage. When you Cast the Spell and the first time you sustain it each round, each creature in the area takes 3d6 fire damage (basic Reflex save).

Heightened (+1) The damage caused by touching you increases by 1, and the fire damage when you Cast the Spell or sustain it increases by 1d6.

CLEANSING FLAMES

FOCUS 5

UNCOMMON FIRE HEALING NECROMANCY SORCERER

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 creature

You wrap the target in purifying flames. You can attempt to counteract a single poison or non-curse effect imparting the clumsy, dazzled, enfeebled, fatigued, frightened, paralyzed, sickened, or stupefied condition. The target can choose to empower the flames with their life force, becoming drained 1 (or increasing their drained value by 1, if already under the condition) to grant you a +1 circumstance bonus to your counteract check.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Characters

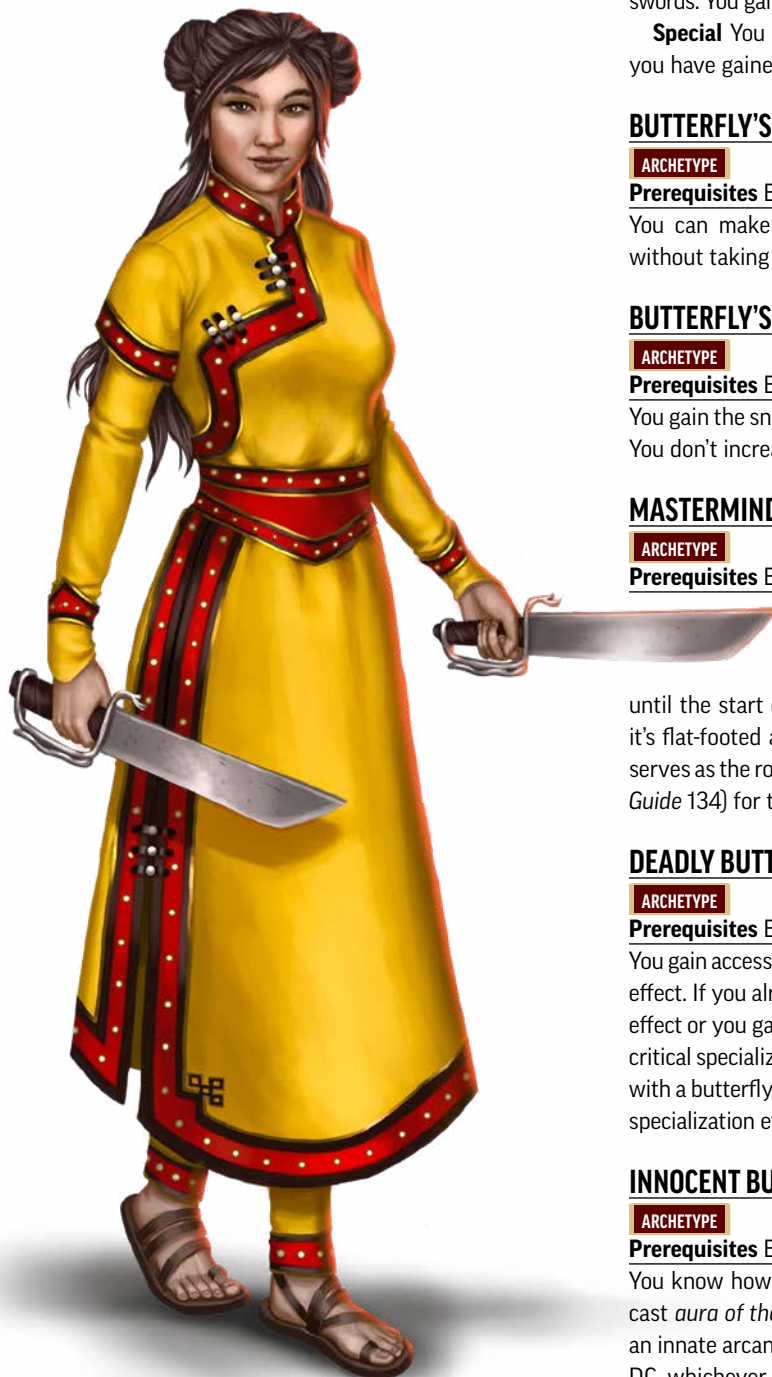
Glossary
& Index



BUTTERFLY BLADE ARCHETYPE

You've trained in one of Goka's oldest traditions of espionage, intimidation, and combat mastery. You use your skills to learn about your enemies and cut them down with your mastery of the butterfly sword.

Additional Feats: 4th Clever Gambit (*Advanced Player's Guide* 134), Combat Assessment (*Advanced Player's Guide* 126), Quick Draw (*Core Rulebook* 172); 6th Dread Striker (*Core Rulebook* 184)



BUTTERFLY BLADE DEDICATION

FEAT 4

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in butterfly swords

Access Defeat a member of the Butterfly Blades in a sanctioned bout (page 63).

You become trained in Deception and Stealth; if you were already trained, you become an expert instead. Whenever your proficiency rank in any weapon increases to expert or beyond, you also gain that new proficiency rank with butterfly swords. You gain access to butterfly swords (page 218).

Special You cannot select another dedication feat until you have gained two other feats from this archetype.

BUTTERFLY'S KISS

FEAT 6

ARCHETYPE

Prerequisites Butterfly Blade Dedication

You can make nonlethal Strikes with a butterfly sword without taking a penalty.

BUTTERFLY'S STING

FEAT 6

ARCHETYPE

Prerequisites Butterfly Blade Dedication

You gain the sneak attack class feature (*Core Rulebook* 181). You don't increase the number of dice as you gain levels.

MASTERMIND'S EYE

FEAT 6

ARCHETYPE

Prerequisites Butterfly Blade Dedication

When you succeed at identifying a creature using Recall Knowledge, that creature is flat-footed against your attacks until the start of your next turn; if you critically succeed, it's flat-footed against your attacks for 1 minute. This feat serves as the rogue's mastermind racket (*Advanced Player's Guide* 134) for the purpose of meeting prerequisites.

DEADLY BUTTERFLY

FEAT 8

ARCHETYPE

Prerequisites Butterfly Blade Dedication

You gain access to the butterfly sword's critical specialization effect. If you already had access to the critical specialization effect or you gain the effect at a later time, you also gain the critical specialization effect for knives when you critically hit with a butterfly sword. You can benefit from only one critical specialization effect at a time.

INNOCENT BUTTERFLY

FEAT 14

ARCHETYPE

Prerequisites Butterfly Blade Dedication

You know how to alter the perceptions of others. You can cast *aura of the unremarkable* (page 215) once per day as an innate arcane spell. The spell uses your class DC or spell DC, whichever is higher.



GHOST EATER ARCHETYPE

The warriors of Minata frequently contend with lost spirits of the Taumatan people that haunt their shattered lands to this day. These Minatan warriors, known as ghost eaters around Bonmu, travel the countless islands of Minata and offer their skills to exorcists and priests. When working in such a partnership, ghost eater's main task is to destroy a spirit in order to give their holy comrade time to learn about the individual soul and finally put it to rest.

Characters can gain access to this archetype from Ingdani (page 11) after they retrieve the *phoenix necklace* from the temple of Irori (page 25).

GHOST EATER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Occultism or Religion

You have trained as a ghost eater, a hunter specialized in the destruction of spirits. You know how to channel your own spiritual energy to harm spirits. Your weapon and unarmed attack Strikes become magical. Against incorporeal creatures, they also gain the effects of a *ghost touch* property rune.

Special You cannot select another dedication feat until you have gained two other feats from this archetype.

REACH BEYOND

FEAT 4

ARCHETYPE

Prerequisites Ghost Eater Dedication

You've learned to move your spiritual energy past yourself to attack spirits where others can't. You can make melee Strikes against incorporeal creatures that are inside solid objects as long as the object is within your reach. An incorporeal creature inside of a solid object is hidden, requiring you to succeed at a DC 11 flat check when you target it. You can spend an action, which has the concentrate trait, to focus on a creature inside of a solid object. If you do, the next melee Strike you make this turn requires you to succeed at only a DC 6 flat check to affect the creature.

DISRUPTING STRIKES ◆

FEAT 6

ARCHETYPE

Prerequisites Ghost Eater Dedication

You call forth positive energy from within to help you destroy undead. Your weapon and unarmed Strikes gain the effects of a *disrupting* property rune until the start of your next turn.

If you're 14th level or higher, your Strikes instead gain the effects of a *greater disrupting* property rune. The DC for the rune's effect is equal to your class DC or spell DC, whichever is higher.

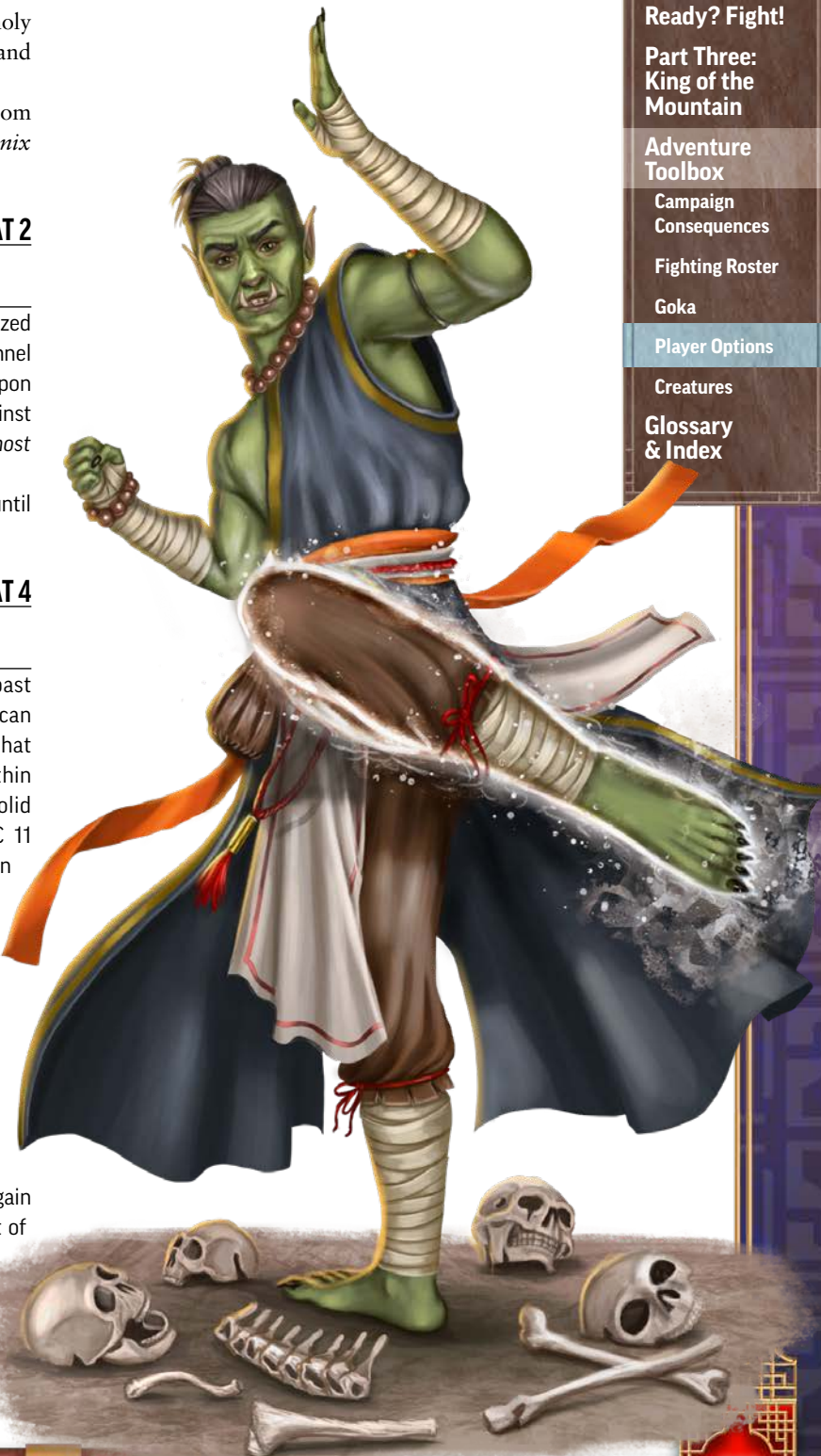
CROSS THE THRESHOLD

FEAT 16

ARCHETYPE

Prerequisites Ghost Eater Dedication

You can cast *ethereal jaunt* as an occult innate spell once per day. You don't need to Sustain the Spell; instead, it lasts for 10 minutes or until you choose to return to your material form as a free action.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index



GOLDEN LEAGUE XUN ARCHETYPE

You've become a xun, a powerful gang enforcer.

GOLDEN LEAGUE XUN DEDICATION

FEAT 8

UNCOMMON ARCHETYPE DEDICATION

Prerequisites master in Underworld Lore

You are a xun for the Golden League, aiding the organization. You gain expert proficiency in two of the following skills (or in two other skills of your choice in which you're trained, if you were already an expert in the listed skills): Athletics, Deception, Intimidation, or Stealth. In addition, if you use Underworld Lore to Earn Income or Recall Knowledge, when you get a success, you get a critical success instead.

Special You can't select another dedication feat until you've gained two other feats from the Golden League Xun archetype.



BENEATH NOTICE

FEAT 10

ARCHETYPE

Prerequisites Golden League Xun Dedication, expert in Deception

You are skilled at hiding from your foes and targets among the common populace. You gain the Quick Disguise and Slippery Secrets skill feats. In addition, while in a crowd, you can Impersonate a nondescript member of the crowd as a three action activity (one action if you are legendary in Deception).

MENACING PROWESS

FEAT 10

ARCHETYPE

Prerequisites Golden League Xun Dedication, expert in Intimidation

Scaring off multiple people at once is your specialty. When you Demoralize, you can target up to 2 creatures within 30 feet of you at once. If you are a master of Intimidation, you can Demoralize up to 4 creatures at once; if you're legendary, you can Demoralize up to 8 creatures at once.

ROPE MASTERY

FEAT 10

ARCHETYPE

Prerequisites Golden League Xun Dedication, expert in Athletics

Ropes are your tool of choice, and you deploy them in versatile ways. When Climbing a rope, you move 5 more feet on a success and 10 more feet on a critical success, to a maximum of your Speed. This additional movement stacks with the effects of Quick Climb.

In addition, you can use a rope to hamper your foes. When holding a rope, you can attempt an Athletics check to Disarm, Grapple, or Trip a creature up to 10 feet away instead of only adjacent creatures. If you critically fail such a check while holding a rope, you can drop the rope to take the effects of a failure instead of a critical failure.

SILENT STING

FEAT 10

ARCHETYPE

Prerequisites Golden League Xun Dedication, expert in Stealth

Trigger You make a Strike with a weapon of light bulk.

You quickly hide your weapon to make it difficult to pin the attack on you. You attempt to Conceal an Object to hide the triggering weapon. Your Stealth check is compared to the Perception DC of all creatures within 30 feet that can see you. You automatically succeed against creatures farther than 30 feet. The target of your Strike gains a +4 circumstance bonus to their Perception DC for this check. If your Stealth check is a success, you hide your weapon so well that the creature can't clearly determine where the attack originated.



SIXTH PILLAR ARCHETYPE

The Sixth Pillar follows a tradition that blends martial arts with magic. Traditionally, this is a way to better focus and harness innate or bloodline magic, but it can be used by anyone who can cast spells.

SIXTH PILLAR DEDICATION

FEAT 10

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Dexterity 14, expert in Acrobatics, able to cast spells

You use your physical discipline to channel your magic. If your proficiency rank in unarmed attacks is at least expert, your proficiency rank in spell attacks increases to expert. Likewise, if your proficiency rank in spell attacks is at least expert, your proficiency rank in unarmed attacks improves to expert. You become an expert in Athletics, or in another trained skill if you were already expert in Athletics.

Special You can't select another dedication feat until you've gained two other feats from the Sixth Pillar archetype.

SIX PILLARS STANCE

FEAT 12

ARCHETYPE STANCE

Prerequisites Sixth Pillar Dedication

Requirements You are unarmored.

You stand firm, steeling your mind and body, allowing you to use your magic unperturbed. While in this stance, you gain a +4 circumstance bonus to AC against reactions triggered by using actions with the concentrate or manipulate traits. In addition, when you cast a spell that requires one or more actions while in this stance, your unarmed Strikes gain a +1 circumstance bonus to damage.

MANEUVERING SPELL

FEAT 12

ARCHETYPE

Prerequisites Sixth Pillar Dedication

Trigger You begin to Cast a Spell that requires at least 2 actions to cast.

You instantly tap into the magical power of a spell you're casting to quickly pounce around the battlefield. You Step, Leap, or Stand. This action can be before or after you Cast the Spell.

SIXTH PILLAR MASTERY

FEAT 14

ARCHETYPE

Prerequisites Sixth Pillar Dedication

You align your magical and physical potential. Whenever you succeed at an unarmed Strike against an opponent, they have a -1 status penalty to saves against your spells until the start of your next turn. Whenever you cast a spell using spell slots, you gain a +1 status bonus to attack rolls with your unarmed Strikes until the start of your next turn.

TOUCH FOCUS

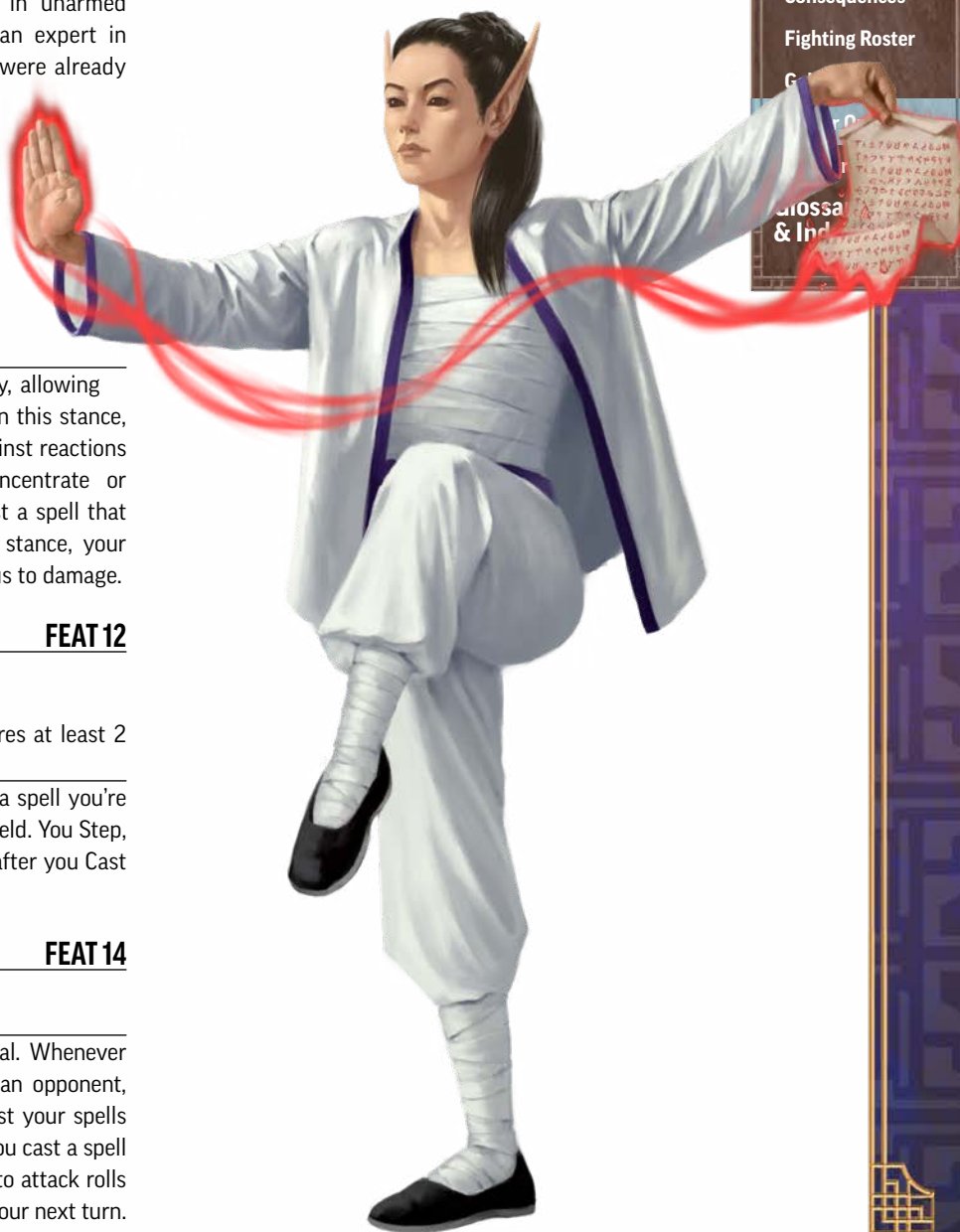
FEAT 16

ARCHETYPE MANIPULATE METAMAGIC

Prerequisites Sixth Pillar Dedication

Trigger You begin to Cast a Spell that requires a spell attack roll.

You can redirect a spell's power through you to deliver it within striking distance. If your next action is to Cast a Spell with 1 or more targets and a range farther than touch, you change the range to touch. You gain a +2 circumstance bonus to the attack. This only allows you to touch a single target with the spell, even if the spell originally affected more than 1 target. As long as your spell attack is successful, the target is knocked prone in addition to the spell's normal effects.



Introduction

Part One:
Despair on
Danger Island

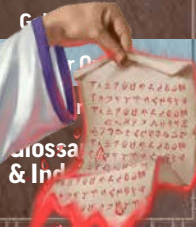
Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster





CANOPY ELDER ALLIES

Epiphytes, hallucinogenic mushrooms, carnivorous orchids, and stinging insects all call a canopy elder home, as might larger creatures such as primates, big cats, birds, bats, and snakes. Many of these residents will take great pains to defend their home from threats.

ARBOREAL, CANOPY ELDER

In the densest and oldest jungles, arboreals can reach heights of 200 feet or more. Given thousands of undisturbed years, these massive creatures enter into a symbiotic relationship with a myriad of plants, fungi, and animals to achieve the esteemed status of canopy elder. They provide a safe home for the creatures they host and develop a variety of powers that help them defend their forest realms.

CANOPY ELDER

CREATURE 19

RARE N GARGANTUAN PLANT

Perception +32; low-light vision, tremorsense (imprecise) 120 feet

Languages Arboreal, Common, Sylvan; *speaks with animals, speaks with plants*

Skills Athletics +37, Diplomacy +35, Forest Lore +35, Intimidation +35, Nature +40, Stealth +31 (+39 in forests)

Str +10, **Dex** +4, **Con** +9, **Int** +6, **Wis** +8, **Cha** +5

AC 42; **Fort** +36, **Ref** +28, **Will** +33

HP 445; **Weaknesses** axe vulnerability 15, fire 15; **Resistances** bludgeoning 15, piercing 15

Attack of Opportunity ⤴

Speed 40 feet

Melee ⬥ branch +37 (reach 15 feet), **Damage** 4d12+18 bludgeoning and Improved Push 20 feet

Melee ⬥ root +37 (reach 30 feet), **Damage** 4d8+18 bludgeoning plus Trip

Melee ⬥ vine +37 (agile, reach 40 feet), **Damage** 4d6+18 bludgeoning plus Improved Grab

Primal Innate Spells DC 38; **9th** *nature's enmity* (×4);

Constant (9th) *speaks with animals, speaks with plants*

Fungal Web ⬥ The canopy elder launches a rapidly growing net of fungus from the mushrooms growing on its body at a single creature within 80 feet. The target must attempt a DC 39 Reflex save or become restrained by the fungal web (Escape DC 39).

While restrained, the creature takes 4d6 poison damage at the end of each of their turns.

Pollen Cloud ⬥⬥ The canopy elder releases a dense cloud of pollen from the epiphytes living in its branches. The cloud emanates from the canopy elder in a 40-foot emanation. The cloud doesn't move with the canopy elder and remains in place for 1d6 rounds before dissipating. Creatures inside the cloud become concealed, and all creatures outside the cloud become concealed

to creatures within it. Non-plant and non-fungus creatures within the cloud must attempt a DC 38 Fortitude save. On a failure, the creature is sickened 3, and on a critical failure the creature is also blinded for 1 minute. Regardless of the result, a creature is then temporarily immune to the sickening and blinding effects of the canopy elder's pollen for 24 hours.

Vine Splint ⬥ (healing) The canopy elder grows a mesh of vines around its broken branches, repairing the damage and restoring 40 HP to itself. The canopy elder can't use Vine Splint again for 1d4 rounds.





ANGOYANG

Angoyangs resemble white cats with black stripes like those of a tiger. They have beautifully silken fur, piercing blue eyes, and long fluffy tails. Yet, far from the picturesque feline companions they appear to be, angoyangs are actually terrifying beasts capable of peeling back the fleshy layers of their face to reveal a mass of long, toothed tentacles.

Although most cats instinctively avoid areas where angoyangs roam, the unlucky felines who do encounter this creature are invariably entangled in the monster's toothy tentacles and devoured. In cities and towns where angoyangs reside, cat owners may find that their beloved pets have gone missing only to soon have a fluffy black-and-white cat coincidentally appear at their doorstep, looking up at them with wide eyes and meowing adorably. Angoyangs almost never attack their caretakers, who they see as loyal servants that feed, clean up after, and pamper them, and the creatures protect the people in their household from any would-be intruders. However, a caretaker who mistreats or neglects their angoyang ward is often met with a grisly fate. More than one coroner or gravedigger has inadvertently inherited an angoyang after being assigned to clean up the mutilated remains of a previous "owner."

ANGOYANG

CREATURE 14

NE SMALL ABERRATION

Perception +25; dander scent (1 mile, imprecise), darkvision

Languages Aklo

Skills Acrobatics +27, Deception +27, Stealth +27, Survival +25

Str +3, **Dex** +7, **Con** +4, **Int** +5, **Wis** +5, **Cha** +7

I Am A Cat The angoyang has an automatic result of 47 to Deception checks and DCs to appear as a cat.

Dander Scent The angoyang can imprecisely sense the location of any creature within 1 mile that has previously come in contact with the angoyang's fur.

AC 35; **Fort** +24, **Ref** +29, **Will** +25

HP 250

Speed 35 feet

Melee ✦ claw +27 (agile, finesse), **Damage** 3d10+9 slashing

Melee ✦ tentacles +27 (finesse, reach 10 feet), **Damage** 3d12+9 piercing plus Grab

Silent Yowl ✦✦ (auditory, fear, illusion, mental, occult) The angoyang opens its mouth and drops its innocent disguise, releasing its monstrous tentacles and letting out a blood-curdling scream directed at a single target that it can see to deal 8d10 mental damage. Only the target of this ability can hear this scream. The target must succeed at a DC 30 Will save as the sound tears through their mind.

Critical Success The target takes no damage and is immune to Silent Yowl for 24 hours.

Success The target takes half damage.

Failure The target takes full damage and is frightened 1.

Critical Failure The target takes double damage and is frightened 3.

Slow Blink ✦✦ (enchantment, incapacitation, mental, occult, visual) The angoyang lets out a small meow and slowly blinks twice at a single creature. The target must attempt a DC 31 Will save. On a critical success, the target is unaffected and immune to Slow Blink for 24 hours. Otherwise, the creature is overcome with the urge to pet the angoyang's silken fur, becoming fascinated. If the angoyang attacks the creature, the creature can attempt a new save at the beginning of their next turn.



LUCKY CAT?

Due to their appearance as cats and their monstrous intellect, angoyangs are skilled at getting around unnoticed and often collect useful trinkets and information for their own mysterious purposes. Sometimes an angoyang will leave their stolen valuables inside the homes of "lucky" individuals. Such individuals may find small valuables, coins, or notes with trade secrets in their shoes and pockets and believe them to be a divine blessing. However, the angoyang's motives are likely far from benign.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

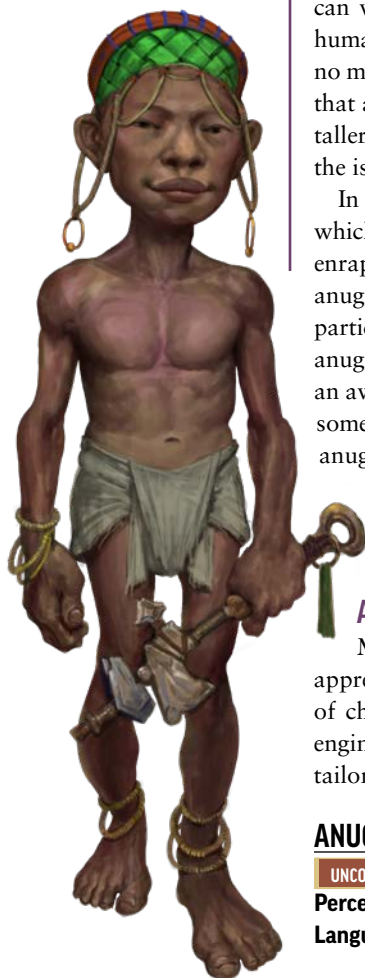
Glossary & Index





ANUGOBU WORKSHOPS

An anugobu's inherent magical powers manifest a unique extradimensional space that they call their workshop. Most anugobus keep all their belongings within this space. Of course, anugobus know that this security system isn't foolproof, since the workshop is visible whenever an anugobu is inside. Thus, to further secure their workshops anugobus, tend to open the extradimensional portal into solid surfaces like walls. When the space is used in this way, the anugobu can step inside, but other any creatures' attempts to do so are foiled by the solid matter in the way.



ANUGOBU

Renowned in Tengah folklore as divinely gifted artisans and crafters, anugobus are a curious group of tiny humanoids native to the central islands of Minata. Countless stories describe anugobus sneaking around Minatan cities to tinker with and improve upon other humanoids' structures and architecture.

Owing to their slight stature and relatively frail bodies, anugobus are said to be particularly shy of larger peoples and creatures. Whether under cover of darkness, during a festival that draws people away from their domiciles, or simply whenever they think they're unseen, anugobus in folklore perform their wondrous restorations and crafting projects in secret nearly without exception. Many popular Tengah stories feature homes ruined by a natural disaster that are then magically restored the next morning or unfinished projects like half-built bridges that are mysteriously completed while its workers wonder at how this was accomplished.

According to most legends, anugobus are unparalleled masters of architecture and engineering and use this expertise to erect complex structures or greatly improve upon already-existing buildings. Some have questioned these extraordinary stories, but anyone who witnesses an anugobu walk on the walls and ceilings of buildings while improving them knows that such tales aren't that far-fetched.

In reality, anugobus are as diverse as any species of humanoid, though they all possess innate gifts for mending and construction, and they can walk on walls and ceilings. Anugobus resemble exceptionally small humans with superficial similarities to Tian-Sings. Most anugobus stand no more than 2 feet tall and weigh about 30 pounds—a diminutive stature that allows them to move in and out of crevices and remain unnoticed by taller folks. Nearly all verifiable anugobu encounters have taken place on the isles of Minata.

In many anugobu cultures, each anugobu seeks an ultimate life goal, which they call their wonder. A wonder is any particular project that enraptures an anugobu in a way no other will. Any project can be an anugobu's wonder, from repairing a majestic cathedral to hunting a particularly dangerous animal to exploring a mysterious cave. When an anugobu discovers their wonder, it's not uncommon for them to fall into an awestruck trance and commit themselves fully to completing the work, sometimes binging on the project for days or weeks at a time. When an anugobu finishes the last minute details on their wonder, their life's work is considered complete, and they spend the rest of their days aiding other anugobus with their own journeys or taking on apprentices to pass on their skills.

ANUGOBU APPRENTICE

Most young anugobus undertake not just one, but many apprenticeships in order to learn advanced techniques in their trade of choice. The apprentice depicted here specializes in construction and engineering, but an anugobu is just as likely to take up cooking, hunting, tailoring, or really anything that piques their interest.

ANUGOBU APPRENTICE

CREATURE 3

UNCOMMON CN TINY ANUGOBU HUMANOID

Perception +12; low-light vision

Languages Anugobu, Common, Sylvan, Terran



Skills Acrobatics +10, Athletics +6, Crafting +13, Diplomacy +8, Engineering Lore +13, Stealth +10, Survival +7

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

Items artisan's tools

AC 17; **Fort** +8, **Ref** +12, **Will** +7

HP 35

Speed 20 feet; stone step

Melee ♦ hammer +8 (agile), **Damage** 1d8+2 bludgeoning

Melee ♦ chisel +8 (agile, parry, versatile B), **Damage** 1d6+2 piercing

Melee ♦ foot +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ♦ hammer +12 (agile, thrown 20 feet), **Damage** 1d8+2 bludgeoning

Occult Innate Spells DC 20, attack +12; **2nd** *dispel magic*, *mending* (at will); **1st** *create water*, *floating disk*, *unseen servant* (at will); **Cantrips** (2nd) *prestidigitation*, *telekinetic projectile*

Planar Workshop An anugobu is intrinsically connected to small, pocket dimension that they typically refer to as their workshop. The workshop is an extradimensional 10-foot cube. The workshop holds an anugobu's collected tools and materials. An anugobu can enter or leave their planar workshop as an action, which has the concentrate and manipulate traits. The anugobu gains resistance 5 to all damage (except force) and concealment while within the workshop. The workshop is only visible while the anugobu is inside it.

Stone Step An anugobu can effortlessly stick to any worked or manufactured surface, allowing them to walk up walls and stand on ceilings.

ANUGOBU WONDERCRAFTER

Once an anugobu apprentice sets out on their own, they travel the world working on small projects here and there to maintain their skills. But an anugobu does not earn the honorable title of wondercrafter until they find their own wonder. Once they discover and finish such a wonder, the anugobu is considered fully mature. As a result of their station and experience, such anugobus possess skills and magic that far surpass most of their kind.

ANUGOBU WONDERCRAFTER

CREATURE 7

UNCOMMON CN TINY ANUGOBU HUMANOID

Perception +18; low-light vision

Languages Anugobu, Common, Sylvan, Terran

Skills Acrobatics +17, Athletics +12, Crafting +20, Diplomacy +15, Engineering Lore +20, Stealth +17, Survival +14

Str -1, **Dex** +4, **Con** +2, **Int** +6, **Wis** +1, **Cha** +4

Items sterling artisan tools

AC 23; **Fort** +13, **Ref** +19, **Will** +14

HP 90

Speed 20 feet; stone step

Melee ♦ hammer +14 (agile), **Damage** 2d8+5 bludgeoning

Melee ♦ chisel +14 (agile, parry, versatile B), **Damage** 2d6+5 piercing

Melee ♦ foot +16 (agile, finesse, nonlethal, unarmed), **Damage** 2d4+7 bludgeoning

Ranged ♦ hammer +18 (agile, thrown 20 feet), **Damage** 2d8+5 bludgeoning

Occult Innate Spells DC 25, attack +17; **4th** *blink*, *creation* (at will); **3rd** *mending* (at will); **2nd** *dispel magic*; **1st** *create water*, *floating disk*, *unseen servant* (at will); **Cantrips** (4th) *prestidigitation*, *telekinetic projectile*

Planar Workshop As anugobu apprentice.

Stone Step As anugobu apprentice.



ANUGOBU TOOLS

Anugobus need a bewildering variety of fine handmade tools for their crafts, and human-sized tools simply won't do. It's not uncommon for an anugobu to use dozens of custom-made tools for a single project or even craft a special tool for a single specific use. Though anugobus also wield useful magic, most prefer to work with their hands and supplement their handiwork with only the minor spells they're born with. To say nothing of their value as cultural artifacts, the tools in an anugobu's workshop are typically worth upwards of 300 gp in total.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index



KABOUROPHOBIA

Berberokas share an unusually intense fear of crabs, so many folktales suggest fishers bring a crab with them should they suspect a berberoka nearby. If no crab is available, clicking one's tongue or snapping one's fingers might suffice.

BERBEROKA

Berberokas are giant humanoids who live among forests and swamps, where they use their ability to swallow massive amounts of water to drain small ponds and lakes. Creatures who visit their favorite watering hole and find only an empty mud basin become prey for the berberoka, who hides in the brush and overwhelm their prey with a massive torrent of regurgitated water.

A berberoka's mottled backside—which resembles a bundle of local plants, small trees, and large rocks—grants them natural camouflage that allows them to hide in plain sight. Berberokas tend to disguise themselves as rock formations in the center of a dried-up waterbed while they lie in wait for passersby. In the tropical regions where berberokas are most common, locals know to give empty ponds a wide berth, regardless of the enticing fish flopping about. Hungry travelers, on the other hand, might see such bounty as a blessing from the gods, only to be swept up in the berberoka's deadly deluge.

BERBEROKA

CREATURE 15

UNCOMMON NE HUGE GIANT HUMANOID

Perception +26; darkvision, scent (imprecise) 60 feet

Languages Common, Jotun

Skills Athletics +31, Deception +27 (+31 to Impersonate a small mound or island in its native environ), Intimidation +25, Nature +26, Stealth +25, Survival +26

Str +8, **Dex** +4, **Con** +6, **Int** -1, **Wis** +3, **Cha** +4

Deep Breath A berberoka can hold their breath for 2 hours.

AC 36; **Fort** +29, **Ref** +23, **Will** +24

HP 310; **Weaknesses** fear of crabs

Attack of Opportunity ☞

Fear of Crabs (emotion, fear, mental) If a berberoka sees a crab or crab-like creature, the berberoka must attempt a DC 33 Will save. They then becomes immune to the sight of that creature for 10 minutes.

Critical Success The berberoka is unaffected.

Success The berberoka becomes frightened 2.

Failure The berberoka gains the fleeing condition for 1 round and is frightened 4.

Speed 30 feet, swim 30 feet; 15 feet while waterlogged

Melee ♦ fist +31 (reach 15 feet), **Damage** 3d12+16 bludgeoning plus Grab

Greater Constrict ♦ 2d12+12 bludgeoning, DC 33

Consume Lake (manipulate) The berberoka drinks a prolific amount from an adjacent water source. If the water source is equal to or greater in volume than themselves, the berberoka consumes up to 1,500 gallons of water per minute and becomes waterlogged. They can release water at the same rate. While waterlogged, the berberoka can use Spray Water, their size grows to Gargantuan, and their Speed is reduced to 15 feet.

Spray Water ♦♦ **Requirements** The berberoka is waterlogged; **Effect** The berberoka sprays a blast of water in a 60-foot line. All creatures in the line take 6d8 bludgeoning damage (DC 35 basic Reflex save). On a failed save, a creature is knocked prone and pushed back 5 feet (10 feet on a critically failed save).





DESECRATED GUARDIAN

Countless temples across Golarion, dedicated to deities both living and forgotten, have risen and fallen through the ages. Many find themselves buried under sand, snow, or vine never to be found. In such places, the spirits of the faithful can bind with their ruined temple to form a guardian construct, though with nothing left to guard, these spirits often become hollow, resentful, and filled with malice. These “desecrated guardians” lie in wait, sometimes for centuries, and destroy any adventurers who happen upon them. The most powerful desecrated guardians, such as the one presented here, incorporate the structures of multiple temples into their massive serpentine forms.

DESECRATED GUARDIAN

CREATURE 18

RARE **NE** **GARGANTUAN** **CONSTRUCT**

Perception +30; **lifesense** 60 feet

Skills Athletics +35, Stealth +31 (+35 in ruins)

Str +10, **Dex** +6, **Con** +9, **Int** -5, **Wis** +5, **Cha** -3

AC 42; **Fort** +36, **Ref** +31, **Will** +25

HP 360; **Immunities** cold, death effects, disease, doomed, drained, fatigued, fire, healing, mental, necromancy, nonlethal, paralyzed, poison, sickened, unconscious; **Weaknesses** good 15; **Resistances** physical 15 (except adamantine)

Desecration Aura (aura, abjuration, divine, evil) 40 feet. Desecrated guardians exude a palpable malice that nauseates all but the most wicked passersby. Non-evil creatures that enter the aura must attempt a DC 37 Will save. On a failure, the creature becomes sickened 1 (sickened 2 on a critical failure). In addition, any non-evil creatures that attempt to Cast a Spell within the aura must succeed at a DC 5 flat check or the spell is lost.

Attack of Opportunity Tail only.

Speed 40 feet, climb 40 feet

Melee ♦ jaws +35 (deadly 3d12, magical, reach 20 feet), **Damage** 3d10+22 bludgeoning plus Improved Grab

Melee ♦ tail +35 (magical, reach 30 feet), **Damage** 3d8+20 bludgeoning plus Improved Grab

Avalanche ♦♦ The desecrated guardian thrashes its body about, causing the nearby terrain to crumble and crash down on creatures in a 60-foot cone, dealing 12d10 bludgeoning damage (DC 42 basic Reflex save). It can't use Avalanche again for 1d4 rounds.

Coiled Rockslide If the desecrated guardian started its turn hidden, it can Trample and remain hidden until after its attacks.

Constrict ♦ 2d8+18 bludgeoning, DC 39

Rebuild ♦♦ (divine, earth, healing transmutation) The desecrated guardian draws in rubble from the surrounding area to rebuild its damaged body. It recovers 8d6 Hit Points. It can only use this ability if it is near suitable rock or rubble.

Swallow Whole ♦ (attack) Huge, 3d8+20 bludgeoning, Rupture 45

Trample ♦♦♦ Huge or smaller, tail, DC 37



DESECRATED TEMPLES

Many of the temples that dot the peaks of the Wall of Heaven lay abandoned or in complete ruin. The magic in some of these places lives on, corrupted by time, decay, and the nightmarish extraplanar powers of Leng often found at Golarion's highest altitudes. There are dark tales of adventurers seeking refuge within a lone temple along the Wall of Heaven only to meet a terrible death at the hands of the temple's desecrated guardian. Although granting hospitality to strangers is a tenet of many Wall of Heaven temples, stories of monstrosities in disguise give some climbers pause as they approach a potential sanctuary.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index





HUNTING DROMORNISES

Dromornis hides and beaks garner a relatively high asking price on markets. However, finding a dromornis is easier said than done, as they tend to claim dens in the remote parts of a jungle. Even once a hunter has found a dromornis den, they then have to contend with several of the birds at once, since dromornises almost never lair alone. Facing off against a pack is a deadly prospect, but might be well worth the trouble for an enormous payoff.

DROMORNIS

Dromornises are large, flightless, carnivorous birds that travel in packs to ambush prey. Their short, stubby wings may give them a comical appearance, but anyone who's been on the receiving end of the beast's powerful beak finds the experience less than amusing. Dromornis use their beaks to easily tear flesh and sinew from prey's bones, quickly dispatching sizable mammals like deer, tapirs, and primates. Particularly hungry or aggressive dromornises have even been known to attack humanoids. The bird's strong legs sport sharp talons that, while secondary in combat to its beak, can nonetheless trample and shred smaller creatures like rodents and amphibians caught underfoot.

While a lone dromornis is dangerous enough, a pack of dromornises can take down a den of bears or village of humanoids. A dromornis pack typically consists of three or four adults and up to five juveniles, all of whom work in tandem to overpower larger prey. Packs lie in wait for something like an anaconda, boar, buffalo or, in cases of desperation, a dinosaur to emerge, then move as one for a surprise strike. Dromornises aren't

particularly intelligent, but they have been known to use an ingenious (if hazardous) decoy tactic, luring in massive prey by putting one of their own fledglings at risk.

Dromornises most often live in tropical jungles far from the reaches of civilization, though they sometimes make their homes in mountainside caves or along rocky coastlines. While most onlookers would be hard-

pressed to tell one dromornis from another, dromornises maintain tight familial structures based on pheromones and scent glands, so it's obvious when a straggler from another family is trying to encroach on a pack's den. Such disputes over breeding grounds are common; a particularly prized dromornis den might change hands several times in the course of a year. Fights between dromornis packs are chaotic and swift, marked with the sounds of terrifying screeches and sprays of blood.



DROMORNIS

CREATURE 10

UNCOMMON N LARGE ANIMAL

Perception +19; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +18, Athletics +22, Deception +14, Stealth +20

Str +6, **Dex** +6, **Con** +4, **Int** -4, **Wis** +3, **Cha** -2

AC 28; **Fort** +20, **Ref** +21, **Will** +17

HP 150

Pack Ambush **Trigger** Another dromornis within 10 feet Strides; **Effect** The dromornis Strides up to half its Speed.

Speed 30 feet

Melee beak +22 (reach 10 feet), **Damage** 2d12+10 piercing plus 1d8 persistent bleed

Melee talon +20 (agile), **Damage** 2d8+10 slashing plus 1d4 persistent bleed

Pack Attack Dromornises fight best while among their fellows. A dromornis deals 1d8 extra damage to any creature that's within reach of at least two of the dromornis's allies.

Rushing Attack The dromornis suddenly Strides and makes a Strike at the end of its movement. During the Stride, it gains a +10-foot circumstance bonus to its Speed.

Trample Medium or smaller, talon, DC 26



GUMIHO

Gumihoes are legendary nine-tailed fox creatures who, when disguised in humanoid form, use charm and guile to lure prey deep into the forest before revealing their true form and striking. The green-eyed canids use brutally sharp fangs to tear out their victim's throat and feast on their liver. Those few who survive a gumiho's trap recall the canid's eerie green eyes as well as a strange marble amulet worn around the monster's neck.

Old stories claim that a fox transforms into a gumiho once it has lived for a thousand years, quadrupling in size, growing eight additional tails, and gaining the power to change shape. Terrifyingly, it also gains an insatiable hunger for the livers of people. This hunger is so closely connected to a gumiho's power that if it abstains from eating liver for one thousand days, the gumiho loses its magic and permanently takes on its humanoid guise—also losing its evil nature in the process.

GUMIHO

CREATURE 17

UNCOMMON CE MEDIUM FEY

Perception +29; darkvision, scent (imprecise) 60 feet**Languages** Common, Sylvan**Skills** Acrobatics +30, Diplomacy +33, Deception +33, Society +28, Stealth +30**Str** +4, **Dex** +8, **Con** +5, **Int** +6, **Wis** +6, **Cha** +9**Items** *fox marble***Guileful Charm** (emotion, enchantment, incapacitation, mental, occult) Any creature that converses with a gumiho must attempt a DC 35 Will save. The creature then becomes temporarily immune for 24 hours.**Critical Success** The target is unaffected but knows the gumiho tried to charm it.**Success** The target is unaffected.**Failure** The target is affected by the failure effects of 4th-level *charm*.**Critical Failure** The target is affected by the failure effects of *dominate*.**AC** 39; **Fort** +26, **Ref** +32, **Will** +29**HP** 310; **Immunities** charm; **Weaknesses** cold iron 15**Speed** 40 feet**Melee** ♦ claw +31 (agile, finesse), **Damage** 3d8+18 slashing**Melee** ♦ jaws +31 (finesse), **Damage** 3d12+18 piercing**Occult Spontaneous Spells** DC 38, attack +30; **9th** (1 slot) *power word kill*; **8th** (2 slots) *disappearance*, *power word stun*; **7th** (2 slots) *project image*, *warp mind*; **6th** (3 slots) *dominate*, *repulsion*; **5th** (3 slots) *subconscious suggestion*; **4th** (4 slots) *charm*, *invisibility*, *sleep*; **3rd** (3 slots) *enthrall*; **Cantrips** (9th) *dancing lights*, *daze***Change Shape** ♦ (concentrate, polymorph, occult, transmutation) The gumiho changes into humanoid or fox shape. Their humanoid shape has a specific, persistent appearance but their true form is their fox shape. In humanoid shape, the gumiho uses their original size, loses their jaws strike but retains their claws strike, and their Speed is reduced to 25 feet. A gumiho is never able to completely conceal one of their nine tails through this transformation.**Sapping Critical** ♦ **Trigger** The gumiho critically hits with a claw or jaws Strike; **Effect** The gumiho uses its *fox marble* to channel the life force lost by the target and heal for half the amount of damage dealt.

FOX MARBLE

A gumiho wears a strange green amulet around its neck. This fox marble stores all of the gumiho's knowledge. By focusing on the marble, a gumiho can perfectly recall anything it has experienced in its lifetime. A creature who manages to steal a gumiho's fox marble is lucky indeed, for they can also use it to access the gumiho's memories. However, if the gumiho still lives, the vengeful fox will stop at nothing to recover its marble.

Whoever wears a *fox marble* gains a +2 item bonus to all checks to Recall Knowledge.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary & Index



CALLING A HANTU

The spiritual nature of a hantu allows divine spellcasters to draw them forth with complex rituals.

These rituals typically require a piece of the entity that the hantu embodies, such as a cup of water from a river or a bit of fur from a tapir. A successful ritual tugs a hantu toward the site of the ritual.

A hantu typically listens to the requests of those who summoned it; whether it agrees to these requests, on the other hand, is another story.

HANTU

Hantus are manifestations of the powerful nature spirits that inhabit all things, from animals to objects to the environment itself. As spiritual representations of whatever they inhabit, hantus follow no preordained agenda. Some hantus choose to act as guardians, defending the forest or waterway that they represent, while others simply set out into the world and experience the wonders of life in ways that their physical form—be it a boulder, bamboo stand, or tapir—would typically be unable to enjoy.

Hantus are most well known in the archipelago of Minata, particularly in the southern islands of Rendah Pulu, where animists believe that hantus manifest in locations imbued with significant spiritual power. To the residents of Rendah Pulu, hantus exist as manifestations of their culture's anxieties, fears, and ills. An individual who encounters a hantu might interpret the meeting as a sign that they have dwelt for too long on their particular worries (or the opposite: they have ignored the source of their anxieties for too long).

Interestingly, although hantus are incorporeal, they still retain tangible characteristics as varied as hantus themselves.

Some give off a potent odor, such as the scent of durian or jasmine. Others leave corporeal droppings, such as literal animal waste or tufts of fur left on a tree trunk.

HANTU DENAI

When an environment such as a forest or stream is at risk of overhunting or overfishing, the land itself can manifest as a hantu denai in order to defend itself from overconsumption. Hantu denais stalk hunters and emit haunting cries of native fauna to scare off poachers, loggers, and other despoilers of nature before resorting to violence if necessary.

HANTU DENAI

CREATURE 9

UNCOMMON N LARGE BEAST HANTU INCORPOREAL SPIRIT

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Common (can't speak any language)

Skills Acrobatics +18, Deception +19, Nature +21, Stealth +20, Survival +21

Str -5, **Dex** +5, **Con** +2, **Int** +0, **Wis** +6, **Cha** +4

AC 22; **Fort** +17, **Ref** +18, **Will** +23

HP 125; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 8 (except force or ghost touch; double resistance vs. non-magical)

Sound Imitation A hantu denai that succeeds at a Deception check to Lie can mimic the sounds of any animal native to its environment. It adds a +4 circumstance bonus to this check.

Speed fly 25 feet

Melee ♦ claw +20 (agile, finesse, magical), **Damage** 2d6+8 slashing

Melee ♦ fangs +20 (finesse, magical), **Damage** 2d8+8 piercing plus Grab

Terrifying Cry ♦♦ (auditory, emotion, fear, mental) The hantu denai unleashes a loud animal cry to scare off nearby creatures. Each creature in a 120-foot emanation must





attempt a DC 27 Will save and is then immune to the hantu denai's Terrifying Cry for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is fleeing for 1 round and frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.

Sneak Attack A hantu denai's Strikes deal an additional 2d6 precision damage to frightened and flat-footed creatures.

HANTU BELIAN

The hantu belian represents the spiritual essence of a tiger and typically manifests as a ghostly bird perched on a tiger's back. Hantu belians commit acts of great destruction as well as restoration. They sometimes possess humanoids to cause great discord and devastation, though their intentions are typically borne of amusement or boredom rather than malice.

HANTU BELIAN

CREATURE 11

UNCOMMON N SMALL BEAST HANTU INCORPOREAL SPIRIT

Perception +24; darkvision

Languages Common

Skills Acrobatics +23, Athletics +20, Medicine +22, Stealth +19

Str -5, **Dex** +6, **Con** +0, **Int** +0, **Wis** +5, **Cha** +7

AC 27; **Fort** +19, **Ref** +21, **Will** +24

HP 150; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force or *ghost touch*; double resistance vs. non-magical)

Unrest Aura (emotion, enchantment, mental, occult) 30 feet. A creature that enters the emanation must attempt a DC 27 Will save. On a failure, the creature is confused until the end of its next turn (1 minute on a critical failure). During this confusion, the creature attempts to cause turmoil, using its actions to create disarray in its general vicinity by throwing around objects or scaring passersby. A creature that succeeds at its save is immune to all hantu belians' unrest auras for 1 hour. A hantu belian can suppress or resume the effects of this aura as an action, which has the concentrate trait.

Speed fly 35 feet

Melee ♦ claw +22 (agile, finesse, magical),

Damage 2d6+13 slashing

Melee ♦ beak +22 (finesse, magical), **Damage**

2d8+13 piercing

Occult Innate Spells DC 30, attack +22; **7th** possession; **6th** heal; **4th** remove curse; **3rd** fear, remove disease; **Cantrips (6th)** daze, light, prestidigitation, telekinetic projectile

Greater Possession A hantu belian can use its possession innate spell to possess a creature for up to 1 hour rather than 1 minute. While possessing a creature, the hantu uses its own Acrobatics, Athletics, and Stealth modifiers unless those of the possessed creature are higher.



OTHER HANTUS

Hantus can manifest from any manner of object or being, so an endless variety of the spirits exist. The following are some of the best-known examples of hantu kind.

Hantu Batu: These playful stone spirits throw rocks and pebbles with alarming frequency.

Hantu Beruk: These monkey spirits possess people (especially those with a naturally stoic or sober demeanor) and use their bodies to perform great acrobatic feats or perform mesmerizing dances.

Hantu Hutan: These jungle spirits defend their homes by shapeshifting into animals and plants to keep eyes on those who dare enter their domain.

Hantu Tinggi: These giant tree spirits tower above forest canopies. They tend to defend a location by using their great height to pick up intruders and place them elsewhere.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary & Index



MATERIAL REINCARNATION

When an inmyeonjo dies, their body rapidly decomposes to dust, but their black headpiece remains. The headpiece magically fits itself to any size head. A creature that dons the headpiece becomes immune to disease and stops aging, but cannot remove it by nonmagical means (DC 37 check to counteract). Over the course of 100 years, the creature grows feathers and their neck elongates until they eventually become an inmyeonjo.

INMYEONJO

Mountain guides whisper stories of giant white birds that stretch towards the sky, singing with human voices. While these stories are often dismissed as tall tales, the truth is much stranger, for the bird they've encountered not only has a human voice, but one a human face as well. Inmyeonjos are enormous white birds with flowing tails, abnormally long necks, and mask-like human faces. They wear an elongated black headpiece that serves as a vessel for their life energy, enabling their reincarnation through any living creature.

Inmyeonjos often serve as gatekeepers or guardians of the tombs of great sages and leaders who brought peace to their lands and people. They can also be found atop on high mountains where the border between earth and sky is thinnest. Ultimately, inmyeonjos strive for balance and peace among all mortals. A person who has encountered an inmyeonjo often has trouble remembering if the strange creature was beautiful or terrifying.

INMYEONJO

CREATURE 16

RARE LN HUGE AIR BEAST

Perception +30; darkvision

Languages Auran, Common; telepathy 100 feet

Skills Acrobatics +30, Athletics +28, Diplomacy +32, Medicine +32, Nature +32, Occultism +27

Str +6, **Dex** +9, **Con** +7, **Int** +7, **Wis** +9, **Cha** +5

Blurred Countenance Creatures farther than 60 feet from an inmyeonjo see it only as the generic form of a huge bird. An inmyeonjo has concealment against attacks originating farther than 60 feet away.

AC 38; **Fort** +25, **Ref** +28, **Will** +30

HP 300; **Immunities** disease

Limited Immortality Though an inmyeonjo still needs to eat, drink, and sleep, they don't age and can't die of old age.

Terrifying Beauty (aura, emotion, fear, mental) 60 feet. Any creature within 60 feet of an inmyeonjo that the inmyeonjo can see must attempt a DC 32 Will save. The effects last for 1 day while it is within the area of blurred countenance.

Critical Success The creature is unaffected and is immune to the inmyeonjo's Terrifying Beauty for 1 day.

Success The creature finds the inmyeonjo beguiling and becomes stupefied 1.

Failure The creature finds the inmyeonjo terrifying and becomes frightened 1.

Critical Failure The creature finds the inmyeonjo dreadful, becoming frightened 2. They can't willingly move closer to the inmyeonjo.

Speed 40 feet, fly 100 feet

Melee ♦ talon + 30 (agile, finesse, reach 15 feet), **Damage** 3d10+18 bludgeoning

Melee ♦ tail +30 (agile, finesse, reach 25 feet), **Damage** 3d8+18 bludgeoning

Occult Spontaneous Spells DC 34, attack +26; **8th** (1 slot) *discern location, unrelenting observation*; **7th** (2 slots) *ethereal jaunt, mask of terror*; **6th** (2 slots) *phantasmal calamity, vibrant pattern*; **5th** (2 slots) *hallucination, synaptic pulse*; **4th** (3 slots) *discern lies, read omens*; **3rd** (3 slots) *mind reading, zone of truth*; **2nd** (3 slots) *mirror image*; **Cantrips** (8th) *telekinetic projectile, message*





KUN

Hungry and resentful, the malevolent kun is a mythological fish monster that dwells in the remotest, coldest depths of the ocean. This massively powerful creatures could easily rule a subaquatic domain if they cared to, but kuns are also famous for their total self-absorption and complete ambivalence toward other forms of life. A kun remains as far away from other creatures as they can, subsisting on only their own icy hatred. They can consume and digest prey, but such feedings are incidental. Most kuns remain ignorant and uncaring, keeping themselves in the dark, disregarding any signs of life around them except to occasionally lash out with a spiteful attack.

KUN

CREATURE 14

UNCOMMON NE GARGANTUAN AQUATIC BEAST COLD

Perception +27; darkvision, light blindness, wavesense 60 feet

Languages Aquan (can't speak any language)

Skills Acrobatics +25, Athletics +29, Intimidation +22, Survival +25

Str +8, **Dex** +4, **Con** +7, **Int** +1, **Wis** +5, **Cha** +4

AC 36; **Fort** +29, **Ref** +24, **Will** +33

HP 230; **Resistances** cold 10; **Weaknesses** good 10

Spite **Trigger** A creature within reach of the kun's tail uses an action to attack or heal another creature (including the kun); **Effect** The kun bats the triggering creature away with their tail, making a tail Strike against the creature. On a hit, the action is disrupted and the creature is pushed 10 feet.

Speed swim 40 feet

Melee **◆** jaws +30 (reach 15 feet), **Damage** 3d12+14 piercing plus Grab

Melee **◆** tail +28 (reach 20 feet, sweep), **Damage** 3d12+14 bludgeoning

Primal Innate Spells DC 32; **7th** *control water* (at will), *darkness* (at will), *wall of ice*

Funnel **◆◆** (cold, evocation, primal, water) The kun inhales violently, sucking in heat and all creatures in the water in a 60-foot cone. Creatures in the area must succeed at a DC 33 Fortitude save or take 10d8 cold damage. The kun can't Funnel again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pulled 30 feet toward the kun.

Critical Failure The creature takes double damage and is pulled 60 feet toward the kun.

Heart of Darkness Whenever the kun makes an attack from within an area of darkness, their attack deals an additional 2d6 evil damage.

Swallow Whole **◆** (attack) Huge, 3d12+7 bludgeoning, Rupture 30



CHANGE OF HEART

The kun hunts at the bottom of the cold, dark sea. But if shone the light of the sun, a kun begins to understand that it dwells within a different, bigger world. When flocks of birds or schools of fish cast their dappled shadows upon a kun, they might grow weary of their solitude or become curious about the realm above. In extremely rare circumstances and for their own mysterious reasons, a kun might sacrifice some of their power to undergo a permanent, one-time transformation. In a final dramatic act, the kun flings itself up and out of the ocean, allowing the sun to fully wash over them. In the process, the kun transforms from the hateful fish into a noble and curious bird called a peng (page 243).



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary & Index



MONITOR ACID

Many alchemists prize the corrosive enzymes of a caustic monitor to enhance their own acidic concoctions and pay hunters handsomely for freshly gutted specimens. Harvesting a caustic monitor's acid requires a successful Crafting or Nature check against a very hard DC of the caustic monitor's level (DC 36 for most caustic monitors). On a success, the gutter gathers 2 doses of caustic monitor acid, or 4 doses on a critical success. Applying a dose of caustic monitor acid to an acid flask increases the persistent acid damage the flask deals on a hit by one damage die (from 1d6 to 2d6, for example). The monitor acid expires after 1 week.

LIZARD, CAUSTIC MONITOR

Caustic monitors are enormous lizards native to eastern Minata known and named for the corrosive enzyme in their mucus, saliva, and other bodily fluids. These corrosive fluids originally developed as a means of protection from large insects such as giant mosquitoes. The thick layer of mucus that naturally coats the monitors' scaly skin makes it difficult for most other creatures to get too close, let alone prey upon the lizard.

Caustic monitors also use their corrosive biological features to their hunting advantage, particularly by expelling the acidic contents of their stomach at prey. Even when not making use of their acid, caustic monitors can be deadly predators: They grab onto smaller creatures using their powerful forelimb muscles and are remarkably agile, considering their size and weight.

Most caustic monitors live among rocky terrain such as pebble beaches, natural caves, and along sandy river shoals. A caustic monitor's mucus corrodes only flesh, so its den is safe from damage, but corroded plant life near a cave is a telltale sign that a caustic monitor lives nearby. Hardy adventurers and fortune seekers must weigh the potential benefits of hunting this beast—as its acid is highly prized among alchemists—against the obvious risks.

CAUSTIC MONITOR

CREATURE 13

RARE N HUGE ANIMAL

Perception +22; low-light vision, scent (imprecise) 30 feet


Skills Acrobatics +24, Athletics +28, Stealth +20

Str +7, **Dex** +5, **Con** +5, **Int** -4, **Wis** +4, **Cha** -2


AC 34; **Fort** +24, **Ref** +23, **Will** +20


HP 235

Corrosive Flesh A creature that touches the caustic monitor takes 2d8 acid damage (DC 32 basic Fortitude save).

Gnashing Grip  **Trigger** A creature grabbed by the caustic monitor's jaws fails a check to Escape; **Effect** The caustic monitor's jaws deal 2d8 piercing damage and the triggering creature is exposed to caustic monitor venom.

Speed 40 feet

Melee  jaws +27 (reach 10 feet), **Damage** 2d10+9 piercing plus 2d8 acid, Improved Grab, and caustic monitor venom

Melee  talon +27, **Damage** 2d8+13 slashing plus 2d6 persistent bleed

Caustic Spray  (acid) The caustic monitor spits a spray of corrosive bile that deals 5d8 acid damage in a 20-foot cone (DC 32 basic Reflex save). It can't use Caustic Spray again for 1d4 rounds.

Lurching Charge 

The caustic monitor Strides twice, then makes a jaws Strike. If the monitor moved at least 20 feet away from its starting position, it gains a +2 circumstance bonus to this attack roll.

Caustic Monitor Venom (poison); **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and enfeebled 1 (1 round); **Stage 2** 4d6 poison damage and enfeebled 2 (1 round)





MANANANGGAL

Manananggals are wicked monsters that live as humanoids during the day but feed upon them at night. To hide their depravities, these beings disguise themselves as everyday people—typically recluses or eccentrics—and use their proximity to a community to pick out their next targets before striking under cover of night. Manananggals use their long, hollow tongues to drain victims' blood from vital organs such as the liver, and the resulting odd drainage marks make it difficult to determine the exact nature of a victim's death. This typically leads to confusion, terror, and mistrust among communities, which most manananggals savor. While they fly, manananggals make a distinctive ticking sound, leading some to refer to the creatures as "tik-tiks," and badly affected communities descend into fearful chaos at the first reports of this telltale noise.

Manananggals share their cannibalistic, body-separating traits with other types of tannгалs, such as penanggalans, though a number of characteristics set them apart. For instance, whereas penanggalans relish vinegar and even bathe in the substance, manananggals abhor the merest scent of it.

MANANANGGAL

CE MEDIUM ABERRATION TANGGAL

Perception +16; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Deception +16, Religion +13

Str +5, **Dex** +5, **Con** +2, **Int** +1, **Wis** +3, **Cha** +4

Light Blindness

AC 26; **Fort** +14, **Ref** +17, **Will** +19

HP 180; **Weaknesses** slashing 8

Speed 30 feet (or fly 80 feet when body is separated)

Melee ♦ claws +18 (agile, magical), **Damage** 2d8+9 slashing plus Grab

Melee ♦ jaws +18 (magical), **Damage** 2d10+9 piercing

Occult Innate Spells DC 26; **4th** *sleep*; **3rd** *fear*; **2nd** *darkness* (×3);

1st *ray of enfeeblement* (×3); **Cantrips** (4th) *dancing lights*

Blood Drain ♦ **Requirements** The manananggal has a creature grabbed; **Effect** The manananggal drives its tongue into the grabbed creature to drink its blood. This deals 4d6 damage, and the manananggal gains temporary Hit Points equal to the damage dealt. A creature whose blood is drained by a manananggal is drained 1 until it receives healing (of any kind or amount).

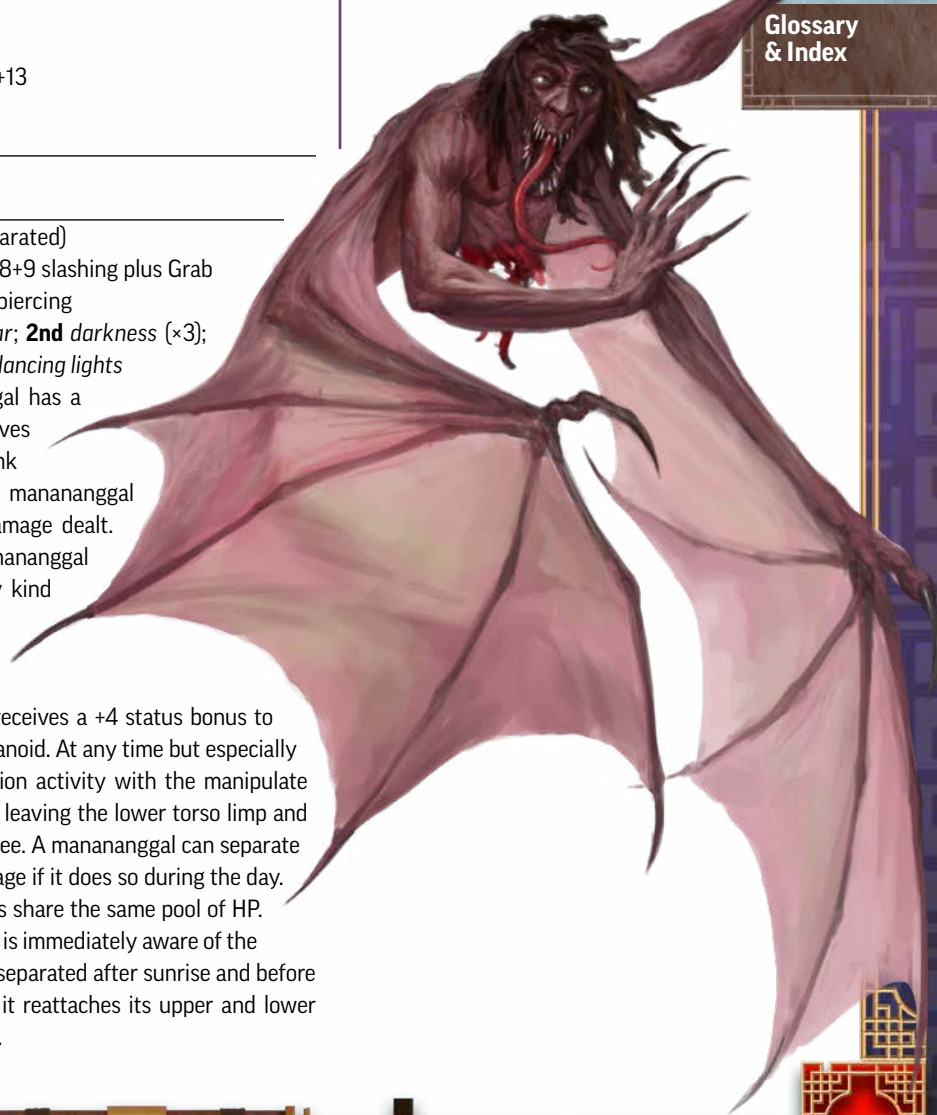
Separated Body A manananggal typically resembles a living humanoid. It doesn't appear as an aberration at first glance and receives a +4 status bonus to its Deception DC when Impersonating a humanoid. At any time but especially at night, a manananggal can, as a three-action activity with the manipulate trait, rip its upper torso from its bottom half, leaving the lower torso limp and helpless but allowing the upper torso to fly free. A manananggal can separate its body at any time, but it risks further damage if it does so during the day.

The manananggal's upper and lower halves share the same pool of HP. If its lower half is damaged, the manananggal is immediately aware of the attack. Each minute a manananggal remains separated after sunrise and before sunset, it takes 2d6 points of damage until it reattaches its upper and lower torsos or is destroyed, whichever comes first.



GRIM BLADES

Minatan folktales have it that a forgotten demigod created the first manananggals by bisecting the torso of a human with a divine knife. The demigod then cut into the human's shoulders and drove a pair of bat wings into their back, birthing the first manananggal. The divine power of the demigod's knife still resonates in every manananggal and makes each of the aberrations susceptible to cuts from similar weapons. Communities dealing with a manananggal's terror train with light blades and other slashing weapons to cut the monsters from the sky.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Character
Options

Character
Options

Character
Options

Glossary & Index



MOGARU

The Final King

Mogaru, sometimes called King Mogaru or the Final King, is one of the many enormous living engines of destruction called kaiju which hail from the Valashmai Jungle south of Tian Xia. Like all kaiju, Mogaru towers over both other living creatures and the tallest buildings in any civilization. Even compared to his titanic kin, Mogaru is considered one of the biggest and strongest kaiju.

Mogaru is not intelligent, but his territorial instincts lead him to attack any kaiju who dare encroach upon where he chooses to wander. These spectacular battles can devastate whole regions but at the same time might also eliminate other threats to the area. Some residents of the Valashmai jungle consider Mogaru the most honorable of the kaiju because his bouts of devastation are more rare than many of his kindred. A few legends tell of how Mogaru can be calmed and sometimes encouraged to approach, attack, or even leave by the most amazing of musical performances.

CAMPAIGN ROLE

Recently, one of Mogaru's eggs disappeared from its nest on an unnamed island (along with the entire island itself) near the Valashmai Jungle. When Syndara the Sculptor realized what he had taken, he conceived a plan to use Mogaru's unhatched young to lure the kaiju to Goka to distract and humiliate Hao Jin and her allies. He used divination magic on the egg to locate Mogaru's lair and then created portals connecting the egg to the lair so that Mogaru could sense his egg was nearby but moving. In the third chapter of this adventure, Mogaru emerges from the depths of Xu Hong Bay in response to Syndara's final such portal, and when the kaiju hears the entrancing melody of Syndara's ally, Razu (page 244), Mogaru can't help but trample over the city of Goka as he searches for the source of the rapturous music.

Rather than a stat block for Mogaru—who is likely far beyond any player characters' abilities—the following environmental hazards are presented to exemplify in game terms the chaos wrought by the Final King. At your discretion, include some or all of these hazards during the events of Chapter 3 to further complicate Mogaru's siege on Goka.

QUAKING FOOTFALLS


HAZARD 14

ENVIRONMENTAL

Stealth DC 10

Description Mogaru's steady footsteps pick up speed, causing the earth around him to tremble as though from a powerful earthquake.

Disable three DC 39 Athletics (trained), Crafting (trained), or Engineering Lore (trained) checks to brace a small structure or surface to cancel the effects of the quake in that area; DC 41 Performance (legendary) to calm Mogaru momentarily

Quake  **Trigger** Mogaru moves at least 60 feet; **Effect** The ground shakes in a 120-foot emanation from Mogaru's space. This creates a variety of effects, depending on where the player characters are at the time of the quake.

In most parts of the city, the ground becomes difficult terrain, and creatures on it are clumsy 2 for 1 round.

In parts of the city with existing underground spaces (like sewers, sinkholes, or catacombs), fissures open up in the ground. Creatures in the area tumble into the resulting 40-foot-deep hole unless they succeed at a DC 40 Reflex save.

In bays, on beaches, and in other relatively substantial but shallow bodies of water, Mogaru's movement creates dangerous waves. Creatures in the water or within 60 feet of the waterline are struck by waves that deal 3d8 bludgeoning damage (DC 35 basic Reflex save). On a critically failed save, a creature is instantly swept 60 feet out to sea and 60 feet under the water's surface.

Reset Mogaru doesn't rush this way again for 1d4 rounds.

COLLAPSING STRUCTURE

HAZARD 15

COMPLEX ENVIRONMENTAL

Stealth +20 (master) to notice cracks forming in the walls of the structure as Mogaru approaches

Description Mogaru brushes against a structure, severely compromising the building's stability and possibly causing it to collapse.

Disable DC 43 Athletics (master), Crafting (master), or Engineering Lore (master) to brace the structure to reduce the risk of collapse until the end of the creature's next turn. The DC of the flat check for this round (see Routine) is increased by 4 on a success, or by 8 on a critical success. Increasing the flat check DC to 21 or higher stabilizes the structure, ending this hazard.



Shake Apart ➤ **Trigger** Mogaru applies any amount of force to the structure; **Effect** The building trembles. The floors of the building and the streets within 30 feet of the building become difficult terrain; creatures on this difficult terrain take a -2 circumstance penalty to attack rolls, AC, and skill checks. The hazard rolls initiative.

Routine (1 action) The GM rolls a DC 9 flat check to determine if the building collapses, increasing the DC as listed above. On a successful check, dust and debris fall within the building and 30 feet around it, providing concealment and dealing 6d6 bludgeoning damage to 1d4 randomly chosen targets (DC 35 basic Reflex save; on a critically failed save, the creature is knocked prone). On a critical success, the effect is the same, but the debris deals 12d6 bludgeoning damage to 2d4 randomly chosen targets instead (DC 35 basic Reflex save; on a critically failed Reflex save, the creature is restrained by rubble until freed [Force Open DC 38, Escape DC 35]).

Reset The building becomes susceptible to Shake Apart again 1d4 rounds after it is stabilized.

SWATTING TAIL

HAZARD 18

ENVIRONMENTAL KAIJU

Stealth DC 10

Description Mogaru's tail sweeps forth, causing an arc of devastation in a 60-foot cone.

Disable DC 45 Performance (legendary) or DC 48 Deception (legendary) to momentarily divert Mogaru's attention

Tail Swat ➤ **Trigger** A creature takes a hostile action against Mogaru, produces a visible area effect, or flies within 120 feet of Mogaru; **Effect** Creatures in the area must succeed at a DC 40 Reflex save or take 6d10+28 bludgeoning damage.

Critical Success The creature is unaffected.

Success The creature takes half damage and is pushed 20 feet away. If flying, it descends 20 feet.

Failure The creature takes full damage, is pushed 40 feet, and descends 60 feet (if flying) or is knocked prone.

Critical Failure The creature takes double damage, is pushed 60 feet away, descends 120 feet (if flying) or is knocked prone, and is stunned 2.

Reset Mogaru doesn't swat his tail again for 1d4 rounds.

MOGARU'S BREATH

HAZARD 21

ENVIRONMENTAL EVOCATION FIRE KAIJU PRIMAL

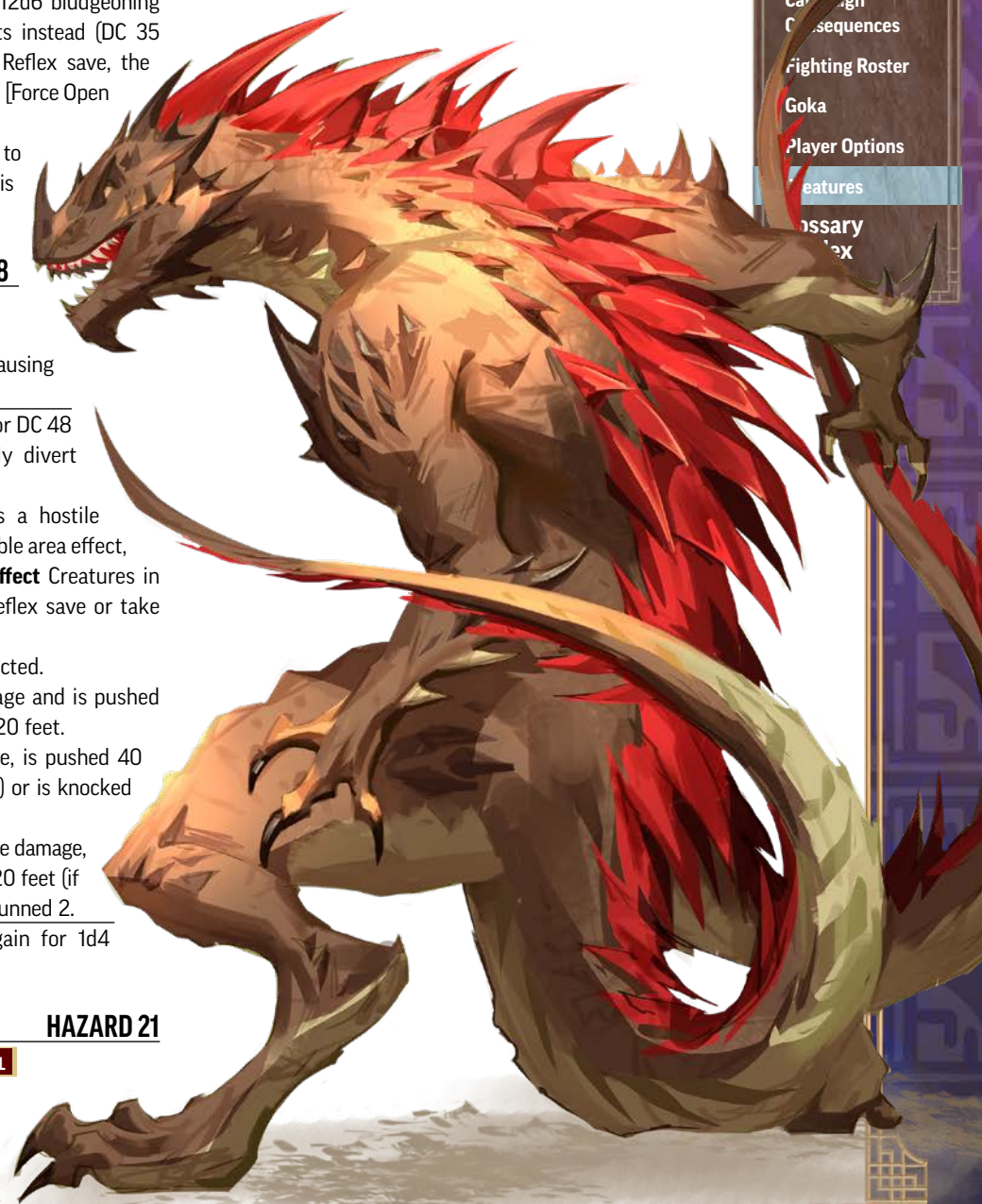
Stealth DC 10

Description Mogaru exhales a blast of intense flames to eradicate any meddlesome pests in the area.

Disable DC 50 Performance (legendary) or DC 53 Deception (legendary) to momentarily divert Mogaru's attention

Volcanic Breath ➤ **Trigger** A creature takes a hostile action against Mogaru, produces a visible area effect, or flies within 120 feet of Mogaru; **Effect** Mogaru breathes a 120-foot cone of fire toward the object of his ire. Flammable objects in the area immediately combust, and stone or metal surfaces warp into difficult terrain. Creatures in the area take 20d6 fire damage (DC 44 basic Reflex save). On a failed or critically failed save, a creature also takes 3d6 persistent fire damage.

Reset Mogaru must wait 1d4 rounds before letting loose another gout of fire.



Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Character
Consequences

Fighting Roster

Goka

Player Options

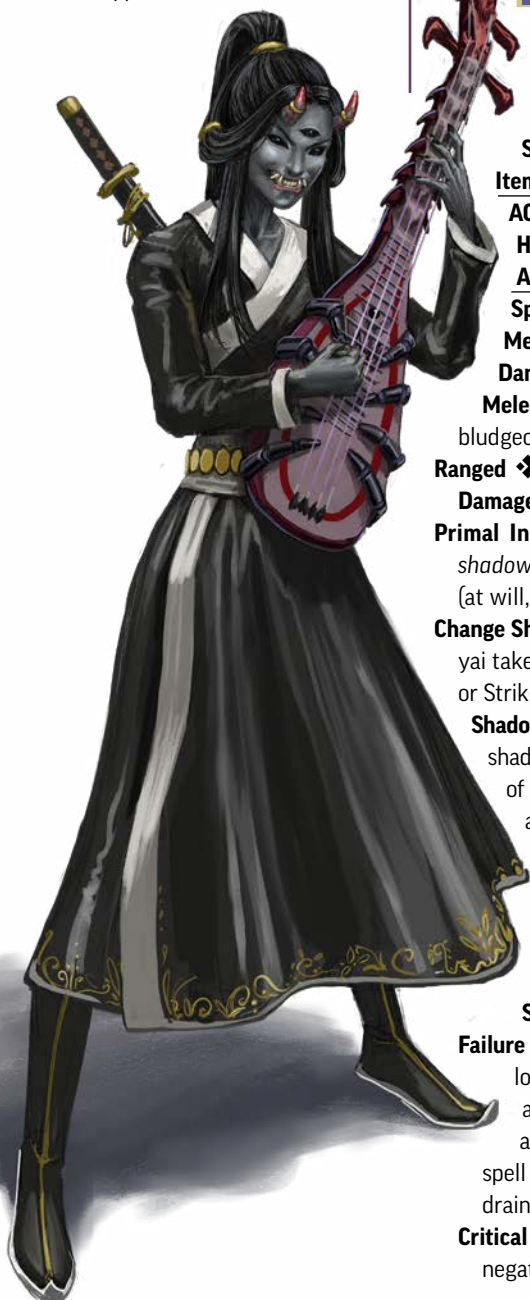
Features

Glossary
Index



SHADOW COMPETITIONS

When shadow yais congregate they sometimes hold musical competitions between their servants. Wagers often include the performers themselves, so a servant might attend to many shadow yais over their life. Yais that feel cheated in these games redouble their recruitment in surrounding areas for an upper hand in the next contest.



ONI, SHADOW YAI

Oni who assume the form of shadow giants are known as shadow yais. Many shadow yais crave the pleasures of music and go to great lengths to secure bardic or musically inclined supplicants. Smaller beings who refuse to submit to a shadow yai are subject to painful, drawn out, and strangely beautiful deaths, for a shadow yai has a special way of evoking melodic cries and screams from their victims: a veritable symphony of pain. Individuals of particular musical skill who accompany a shadow yai can find the experience extremely lucrative and enriching—as long as they don't run afoul of their liege.

SHADOW YAI

CREATURE 16

CE LARGE FIEND GIANT HUMANOID ONI SHADOW

Perception +28; greater darkvision

Languages Common, Jotun

Skills Acrobatics +28, Arcana +30, Athletics +30, Deception +33, Intimidation +31, Performance +33, Stealth +30

Str +8, **Dex** +6, **Con** +5, **Int** +6, **Wis** +6, **Cha** +9

Items +2 greater striking glaive

AC 39; **Fort** +25, **Ref** +28, **Will** +26

HP 290, regeneration 15 (deactivated by acid or fire)

Attack of Opportunity 2

Speed 40 feet, fly 40 feet; Shadow Step

Melee ♦ *glaive* +32 (deadly 2d8, evil, forceful, magical, reach 15 feet),

Damage 3d8+14 slashing plus 2d6 sonic

Melee ♦ *fist* +28 (agile, evil, magical, reach 10 feet), **Damage** 3d8+14 bludgeoning plus shadow touch

Ranged ♦ *sonic missile* +30 (evil, sonic, magical, range increment 60 feet),

Damage 3d10+11 sonic plus deafened for 1 round

Primal Innate Spells DC 37; **8th** *charm*, *sound burst*; **5th** *command* (×3), *shadow walk*; **4th** *charm* (×3), *darkness*; **3rd** *enthrall* (at will); **2nd** *invisibility* (at will, self only)

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The shadow yai takes on the appearance of a shadow giant. This doesn't change its Speed or Strike attack and damage.

Shadow Step ♦ (conjuration, primal, shadow, teleportation) **Requirements** The shadow yai is in an area of dim light or darkness or is standing in the shadow of any Large or larger object; **Effect** The shadow yai instantly teleports to another location that's in dim light or darkness or to a space that's in the shadow of any Large or larger object within 60 feet.

Shadow Touch A shadow yai's touch harms their target's spiritual essence in addition to its body. A creature hit by the shadow yai's fist Strike must attempt a DC 36 Will save.

Critical Success The creature is unaffected.

Success The creature takes 2d6 negative damage.

Failure The creature becomes drained 1 and takes 3d6 negative damage. As long as the creature is drained as a result of this ability, it loses the ability to speak above a whisper. When the creature attempts to Cast a Spell with a verbal component, it must succeed at a flat check or the spell is disrupted. The DC of this flat check is equal to 5 plus the creature's drained value (for example, DC 7 if the creature is drained 2).

Critical Failure As failure, but the creature becomes drained 2 and takes 6d6 negative damage.



ONI, TAIGA YAI

Wearing the visage of taiga giants, taiga yais generally travel in a solitary fashion, always yearning for new experiences and destinations. They are zealous in their love of nature in its purest form and gleefully destroy any established civilizations that they encounter before continuing onwards.

TAIGA YAI

CREATURE 15

NE HUGE FIEND GIANT HUMANOID ONI

Perception +30; greater darkvision

Languages Common, Jotun; *speaks with animals*

Skills Acrobatics +29, Arcana +26, Athletics +27, Deception +27, Intimidation +27, Nature +30, Survival +32

Str +6, **Dex** +8, **Con** +8, **Int** +5, **Wis** +7, **Cha** +6

Items +2 greater striking shortbow (20 arrows)

AC 36; **Fort** +27, **Ref** +29, **Will** +30; +1 status on all saves vs. magic

HP 270, regeneration 15 (deactivated by fire)

Attack of Opportunity ↻

Botanic Interruption ↻ (evocation, primal) **Trigger** The taiga yai is standing in natural foliage or undergrowth and is targeted by a melee attack; **Effect** The taiga yai infuses their power within the plants around them, causing the plants to shoot up and create a protective barrier. The taiga yai gains a +2 circumstance bonus to AC against the triggering attack roll. If the attack misses, the attacker must attempt a DC 33 Reflex save. On a failed save, the attacker is immobilized for 1 round as the plants grab hold of them; on a critical failure, the attacker is also knocked prone.

Speed 40 feet, fly 40 feet

Melee ✦ fist +27 (agile, evil, magical, reach 15 feet),

Damage 3d8+12 bludgeoning plus 2d6 acid

Ranged ✦ acid missile +29 (acid, evil, magical, range increment 60 feet, reload 0), **Damage** 3d8+10 acid plus flat-footed for 1 round

Ranged ✦ shortbow +31 (deadly 2d10, range increment 60 feet), **Damage** 3d6 piercing

Primal Innate Spells DC 34; **8th** earthquake (×2), *summon animal*; **7th** shifting sand (×2; *Gods & Magic* 110); **6th** tangling creepers (×2); **4th** darkness; **2nd** entangle (at will), *invisibility* (at will, self only); **Constant (8th)** *speaks with animals*

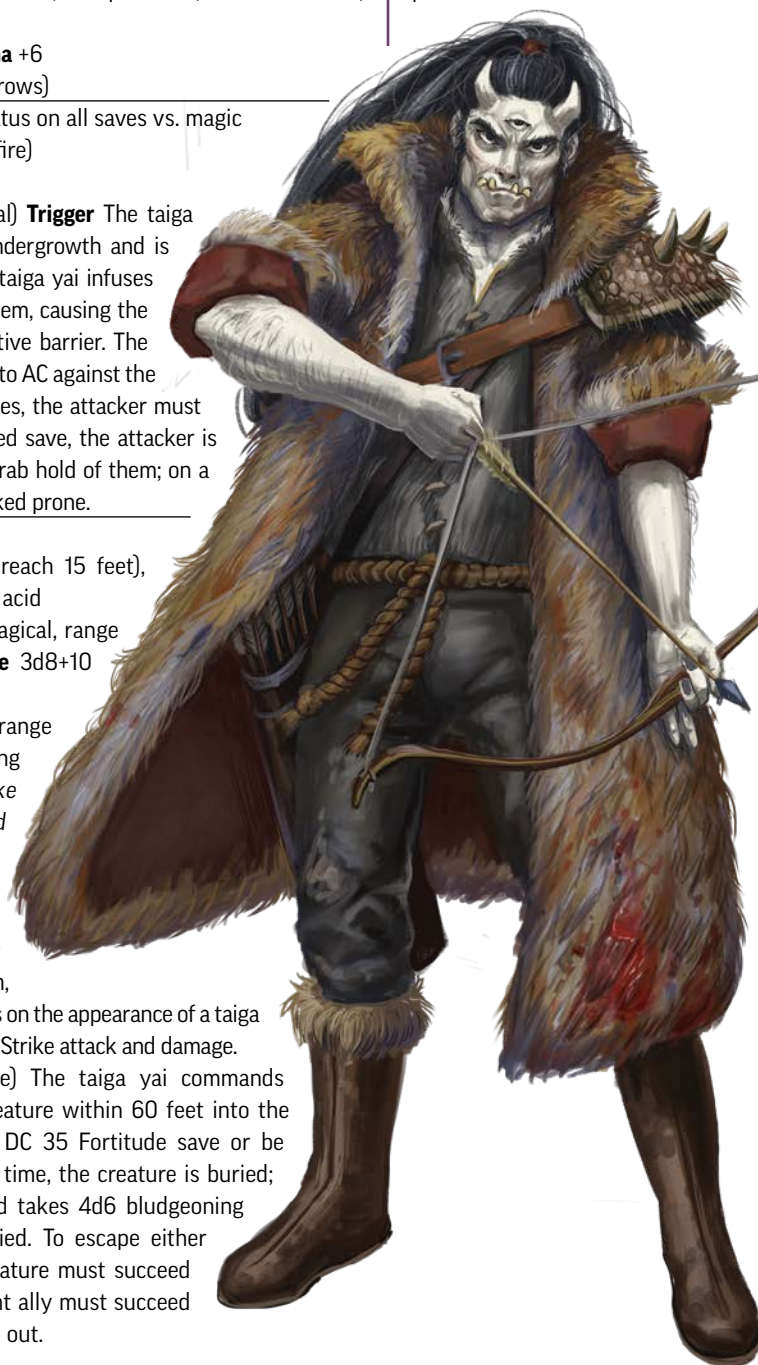
Change Shape ✦ (concentrate, polymorph, primal, transmutation) The taiga yai takes on the appearance of a taiga giant. This doesn't change their Speed or Strike attack and damage.

Return to Nature ✦ (earth, manipulate) The taiga yai commands underground plant roots to drag a creature within 60 feet into the earth. The target must succeed at a DC 35 Fortitude save or be immobilized for 1d4 rounds. After this time, the creature is buried; it is grabbed, begins to suffocate, and takes 4d6 bludgeoning damage each round they remain buried. To escape either while immobilized or grabbed, the creature must succeed at a DC 35 Escape check or an adjacent ally must succeed at a DC 33 Athletics check to pull them out.



ONI LONERS

More so than other oni, taiga yais prefer seclusion or the company of evil beasts and wicked fey over that of other humanoids. They often befriend carnivorous animals, frequently partnering with apex predators such as bears and lions.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index



SPOILS OF THE OROCHI

Legends state that a warrior able to slay an orochi in single combat will find a blade deep within the creature's flesh. Such blades are said to have a mastery over flames and to be able to cut entire fields of grass in a single stroke.

OROCHI

An orochi is an enormous serpent with eight heads and eight tails that lives among large waterways. Orochi are vile, amoral creatures kept at bay only with yearly sacrifices. Most settlements unable to satisfy an orochi with a sacrifice soon meet their destruction.

CREATURE 18

OROCHI

RARE **CE** **GARGANTUAN** **AMPHIBIOUS** **BEAST**

Perception +33; darkvision, low-light vision

Languages Aklo, Common, Draconic

Skills Acrobatics +30, Athletics +36, Intimidation +31, Survival +29

Str +10, **Dex** +6, **Con** +10, **Int** +5, **Wis** +4, **Cha** +6

AC 42, all-around vision; **Fort** +33, **Ref** +30, **Will** +27

HP (body) 400; **Resistances** poison 15

HP (head) 60, multiple heads; **Immunities** area damage; **Weaknesses** cold iron 15; **Resistances** poison 15

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 37

Attack of Opportunity ⤴

Multiple Heads A creature can attempt to sever one of the orochi's eight heads by specifically targeting it and dealing damage equal to the head's HP. A head not completely severed returns to full HP at the end of the attacking creature's turn.

An orochi that loses all of their heads immediately dies.

Multiple Opportunities The orochi gains an extra reaction per round for each of their heads that remains beyond the first, which it can use only to make Attacks of Opportunity. They can't use more than 1 reaction on the same triggering action, and the orochi must use a different head for each Attack of Opportunity.

Speed 30 feet, swim 60 feet

Melee ⬥ jaws +35 (reach 40 feet), **Damage** 3d12+18 piercing plus Improved Grab

Melee ⬥ tail +35 (agile, magical, reach 50 feet), **Damage** 3d10+18 bludgeoning

plus Improved Knockdown

Ranged ⬥ rock +34 (brutal, range increment 100 feet), **Damage** 3d8+18 bludgeoning

Orochi Flurry ⬥⬥ The orochi makes a number of jaws Strikes equal to the number of their remaining heads, each against a different target. The orochi's multiple attack penalty doesn't increase until after the orochi makes all of their attacks.

Swallow Whole ⬥ (attack) Huge, 2d12+18 bludgeoning, Rupture 40





PENG

Pengs are massive avian beasts who fly effortlessly among the highest clouds. Their bright plumage makes it difficult to see their shape against an azure sky, but with patience, an onlooker might notice movement too swift to be a natural cloud.

Beautiful and graceful, pengs arise from the unlikeliest of origins: the cruel kun, a hateful fish monster whose predilection for the crushing depths of the sea matches the peng's own love of the bright, open sky. After a kun sacrifices their power for a noble heart by bathing in the sun's rays, they transform into this majestic bird, which eschews violence unless they must fight to stay free. Pengs do not seek danger or thrills; they want only to make their long voyages and fly without disruption.

A peng's calm and steady nature is so strong that its mere presence can quell storms and still winds. Mariners and pilots believe spotting a peng is a sign of good luck. When the sky is clear and blue and the weather gentle for an extended period, people attribute such fine conditions to the presence of an unseen peng.

PENG

CREATURE 12

RARE NG GARGANTUAN AIR BEAST COLD

Perception +25

Languages Auran, Common

Skills Acrobatics +23, Athletics +22, Nature +25

Str +4, **Dex** +6, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7

Heaven's View Clouds don't impair a peng's vision.

AC 32; **Fort** +23, **Ref** +24, **Will** +23

HP 200; **Weaknesses** evil 10; **Resistances** cold 10

Calm Weather Aura (air, aura, evocation, primal)

1 mile. The ambient weather around a peng is always lightly cloudy with a pleasant breeze, and the temperature is pleasantly warm for the season. A creature that attempts to alter the weather within this aura (such as with a *control weather* ritual or localized effect like *gust of wind*) must succeed at a DC 33 Will save; otherwise the effect is disrupted. The peng can activate or deactivate this aura as a single action (this action has the concentrate trait).

Speed 10 feet, fly 70 feet; windslice

Melee ♦ beak +22 (reach 10 feet), **Damage** 3d8+10 piercing

Melee ♦ talon +22 (agile), **Damage** 3d6+10 slashing

Primal Innate Spells DC 31; **5th** *cone of cold*, *gust of wind* (at will), *wall of wind* (at will)

Windslice Pengs can move in any wind with easy grace. A peng ignores difficult terrain caused by wind and doesn't need to Maneuver in Flight in high winds.

Cloud Cover ♦ (air, evocation, primal) The peng exhales a thick cloud and envelops itself in the mist. The peng gains cover until the end of their next turn.

Flap Wings ♦♦ The peng beats its wings to create a mighty burst of frosty air and push away foes. Each creature within 10 feet of the peng takes 3d6 bludgeoning and 3d6 cold damage (DC 32 basic Reflex save). Creatures that fail their save are pushed away 10 feet; creatures that critically fail are pushed away 20 feet and knocked prone. The peng can't Flap Wings again for 1d4 rounds.



CLEAR DIRECTION

Most pengs on Golarion are seen in the skies of southern Tian Xia. Pengs hardly ever roost or even stop to rest, and they are almost always seen headed in a southerly trajectory. According to pengs themselves, they have no destination: they are headed south, and even they don't know why. Some whimsical pengs claim that they are in pursuit of a dream they once had in a life they lived long before this one.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Ros'r

Goka

P





RAZU

Villainous Virtuoso Extraordinaire

Master Razu is one of the most prominent and successful performers of his generation, with a voice known for moving the social elite to tears on the stages of Goka and throughout western Tian Xia. By reputation, he is a shy but brilliant virtuoso who can play an enormous repertoire of folk songs and popular new music on nearly any instrument he puts his hands on. In person, he is a calculating social chameleon, continually intuiting what his audience wants to hear and giving it to them. He prefers to maintain an air of mystery and aloofness, but those close to him know that Razu can be goaded into explosive ranting if the merits of his acclaim are publicly called into question.

Razu is private about his origins. He was born and raised in Goka, where he escaped the hard life of a scavenger only to become a much-abused servant in the theater houses of the Floating Lotus district. Although he pined for respect and admiration like the performers he watched from behind the stage, Razu didn't find a chance to use his incredible voice or knack for instruments until his parents died from extreme poverty and he fled the city in frustrated agony.

The young man played a stolen erhu, his only possession, to scrape by as a traveling performer until he by chance impressed a Lingsheni general who saw the tactical application of what she called "a voice like thunder." She took Razu on as a signaler in her army, and under her guidance the vocalist used his talents to coordinate the movements and configurations of some of Lingshen's greatest military troops. Razu left this post as soon as he had saved enough money to do so, but he kept in touch with his old comrades and sold Lingshen any secrets he gathered while he established his career as a heartbreaking opera star in Kwanlai. His work earned him connections to some of the most powerful warlords and arms brokers in Tian Xia.

Recently, Razu has returned home with a vengeful debt to settle: his voice will bring the city that killed his parents to its knees. Although Razu has long harbored a violent disposition, his recent avowal can be traced directly to the influence of none other than this Adventure Path's demiplane-building axiomite villain, Syndara the Sculptor.

As part of his scheme to undo his archrival the Ruby Phoenix and thoroughly sully her name in Goka's history books, Syndara formulated a plan to lure the devastating kaiju King Mogaru into the city. Syndara could use the kaiju egg he'd stolen from Mogaru to draw the behemoth toward Xu Hong Bay, but beyond that he could not risk exposing himself within Goka proper. To ensure Mogaru didn't simply just wander away from the city without first destroying it, Syndara would need to rely on the reptile king's well-known weakness for music. To create the booming songs that could lead the kaiju throughout the entire city, Syndara would need a powerful performer. Syndara soon learned of Razu's vengeful grief, a passion matched only by his extraordinary musical reputation. Through his intermediaries the Lightkeepers, Syndara contacted the virtuoso and made him an offer he could scarcely refuse—the opportunity to destroy Goka.

CAMPAIGN ROLE

The player characters have a chance to meet Razu during the first chapter of this adventure, where he comes across as a haughty and aloof performer. Canny players likely suspect that the tengu bard is implicated in the strange extraplanar magic that causes a minor catastrophe at the Empress Yin Opera House (page 87)—and although he wasn't responsible for the accident, he is indeed working for the axiomite who is. Without hard evidence there is little to be done. Afterward, Razu moves to the background; you might choose to insert him into any of the player characters' hijinks as they traverse the city. Razu could even provide background music at the tournament itself if you so wish.

In Chapter 3, Razu reveals himself as a key player in the plot to lure King Mogaru into Goka, and the player characters must defeat him in order to save the city.

Although he wishes to wreck all of Goka, Razu has chosen several specific targets for Mogaru's rampage. In preparation for this attack, he has strategically placed instruments on the rooftops of various towers, temples, and high-rises throughout the city. These sites include the Grand Bank of Abadar, Icefang Aerie, the Seven Dragons Bridge, and numerous other prominent locales the player characters may have already visited.



RAZU

CREATURE 18

UNIQUE NE MEDIUM HUMANOID TENGU

Male tengu master bard

Perception +30; low-light vision

Languages Taldane, Tengu, Tien

Skills Acrobatics +32, Deception +35, Diplomacy +33, Goka Lore +25, Intimidation +33, Performance +35, Theater Lore +27, Warfare Lore +27

Str +0, **Dex** +6, **Con** +3, **Int** +1, **Wis** +4, **Cha** +6

Items greater maestro's instrument (erhu), +3 greater striking erhu bow, oil of animation, potion of tongues, potion of true seeing, +3 greater resilient studded leather armor

AC 40; **Fort** +27, **Ref** +32, **Will** +30

HP 250

Speed 25 feet, fly 80 feet

Melee ♦ erhu bow +30 (agile, finesse, magical, thrown 20 feet, versatile P), **Damage** 3d6+10 slashing plus 3d6 sonic

Occult Spontaneous Spells DC 42, attack +32; **9th** (2 slots) unfathomable song, wail of the banshee; **8th** (3 slots) disappearance, spirit song, uncontrollable dance; **7th** (3 slots) shadow blast, shadow siphon, soothe; **6th** (3 slots) collective transposition, mislead, wall of force; **5th** (3 slots) crushing despair, hallucination, telepathic bond; **4th** (3 slots) blink, dimension door, veil; **3rd** (3 slots) haste, mind reading, slow; **2nd** (3 slots) see invisibility, shatter, silence; **1st** (3 slots) charm, sanctuary, ventriloquism; **Cantrips** (9th) dancing lights, detect magic, ghost sound, read aura, telekinetic projectile

Bard Composition Spells 2 Focus Points, DC 42; **9th** counter performance (Core Rulebook 386), lingering composition (Core Rulebook 387); **Cantrips** (9th) dirge of doom (Core Rulebook 386), inspire courage (Core Rulebook 386), triple time (Core Rulebook 387)

Bow Basher Razû wields his instrument's unique rune-enchanted bow as a deadly weapon. His decades of training with the item allow him to augment it with his own battle cries so that it also deals sonic damage. By attaching the bow's case to its end, he can change the weapon's damage to piercing and use the bow much like a short spear. Any other creature who wields the erhu bow does not deal sonic damage with it, but the weapon otherwise possesses the traits listed above. If sold without its runes, the bow is worth 50 gp.

Incredible Volume Razû's auditory effects that normally have a range 60 feet or less or an emanation area with a radius of 60 feet or less instead have a range or radius of 300 feet. His auditory effects that normally have a range of greater than 60 feet or an emanation area with a radius of greater than 60 feet instead have a range or radius of 1,200 feet (unless it was already farther). His performances are audible up to 10 miles away.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Play Option:

Resources

Glossary
Index





BLENDING IN

While rivkas generally don't use the same *illusory disguise* more than once during their forays into civilization, some rivkas become eerily attached to one particular guise. Such a rivka uses the same disguise wherever it goes, at most changing clothes, and might develop a reputation or even cult following as a speaker for a particular kaiju. Such deceptions rarely end well for the cocky rivka when their treachery is inevitably discovered.

RIVKA

Rivkas are parasitic monsters that cling to the sides of kaiju. In their natural form, they resemble giant cockroaches with eight razor-like legs and two mouths—one between two vicious pincers plus a second, much larger mouth on their abdomen. With this secondary mouth they feed off the primordial energy of whichever kaiju they've latched onto.

In the wake of a kaiju attack, a rivka detaches from its host and wades into the disaster zone to prey on the unsuspecting populace by presenting itself as an emissary of the kaiju and demanding tribute. According to this cruel charlatan, only sacrifices of blood and gold can appease their master—though of course the rivka absconds with these offerings before the gifts ever reach the kaiju (such tributes would mean little to the kaiju anyway). Particularly heinous rivkas search the rubble for dead victims to impersonate, magically adopting the visage of a beloved city elder or priest in order to stoke the citizens' paranoia.

Drinking kaiju blood has a strange effect on a rivka's anatomy, enriching both its defensive and offensive capabilities with the primal energy of its host. Other creatures have attempted to drink kaiju blood and replicate this phenomenon, always to terrible effect. Clearly rivkas have coevolved with kaiju in order to metabolize their ancient blood.

RIVKA

CREATURE 13

RARE NE MEDIUM ABERRATION

Perception +21

Languages Aklo, Common

Skills Acrobatics +26, Athletics +22, Deception +27, Stealth +26, Survival +19

Str +5, **Dex** +7, **Con** +5, **Int** +0, **Wis** +0, **Cha** +8

Kaiju Blood Each rivka gains resistances and offensive powers by feasting on the primordial blood of a kaiju. The type of damage the rivka resists and the type of damage dealt by its Kaiju Ray depend on the kaiju it last fed upon.

Some of the most typical rivkas include those that feed on **Cimurlian** (cold), **Igroon** (acid), **Jakabu** (negative), **Mogaru** (fire), or **Yorak** (electricity).

AC 32; **Fort** +24, **Ref** +26, **Will** +17

HP 220; **Resistances** one type 10 (see above)

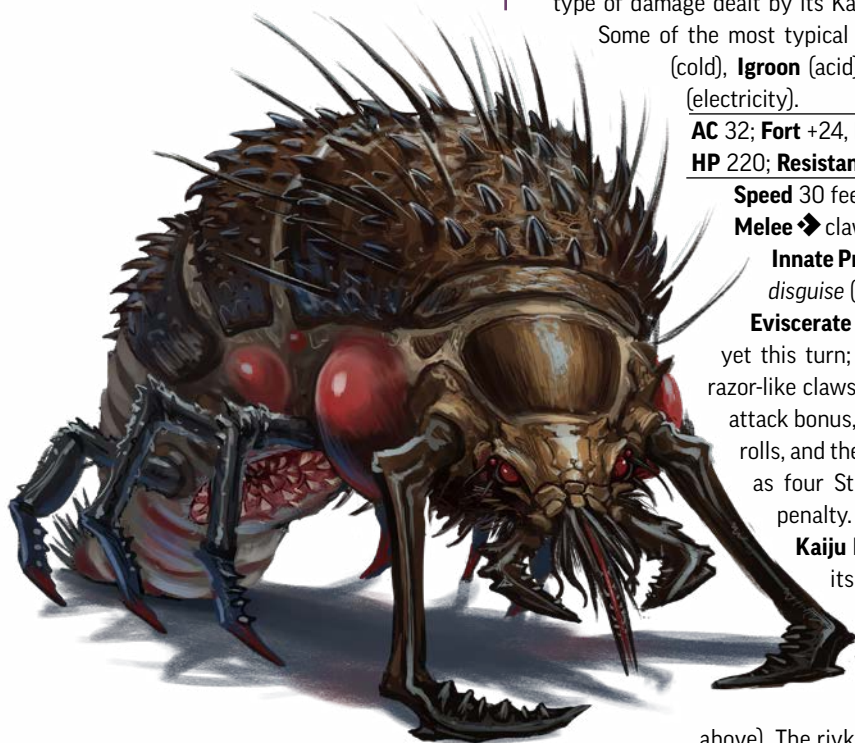
Speed 30 feet

Melee ♦ claw +26 (agile, finesse), **Damage** 3d6+11 slashing

Innate Primal Spells DC 33; **5th** *charm* (at will), *illusory disguise* (×3)

Eviscerate ♦♦ **Requirements** The rivka has not attacked yet this turn; **Effect** The rivka lashes out with four of its razor-like claws. It makes four Strikes: the first at its highest attack bonus, the next two with a -4 penalty to their attack rolls, and the last one with a -8 penalty. This ability counts as four Strikes for the purpose of its multiple attack penalty.

Kaiju Ray ♦♦ (evocation, primal) The rivka opens its maw and projects a 60-foot line of primal energy that deals 14d6 damage (DC 32 basic Reflex save). The type of damage dealt by the ray depends on which kaiju the rivka has most recently fed from (see above). The rivka can't use Kaiju Ray again for 1d4 rounds.





SANZUWU

Those who feast on the sun are said to carry its power within them. Sanzuwus are small crows with red plumage and dark throats. According to legend, they stole their burning power from the sun and now fly across the sky as blinding streaks of fire. When they land on the earth, it ignites around them, causing unbound destruction. A handful of people worship these radiant birds and inscribe their three-legged visage on coins, items, and weapons.

SANZUWU

CREATURE 15

UNCOMMON N TINY BEAST FIRE

Perception +26; greater darkvision

Languages Common; telepathy 100 feet

Skills Acrobatics +30, Athletics +27, Diplomacy +25

Str +4, **Dex** +8, **Con** +6, **Int** +4, **Wis** +5, **Cha** +4

AC 36; **Fort** +26, **Ref** +29, **Will** +23

HP 295; **Immunities** fire, light; **Weaknesses** cold 15

Golden Sun (abjuration, aura, primal) 10 feet. A golden aura envelopes the sanzuwu, protecting them from weak magic. Any non-cold spells of 3rd level or lower burn away and are ineffective. A sanzuwu can deactivate or activate the golden aura as a free action with the concentrate trait.

Scorching Gaze 🔮 (evocation, fire, primal) **Trigger** A creature within 30 feet targets the sanzuwu or one of their allies with a weapon attack; **Effect** The sanzuwu focuses their gaze on the triggering creature's weapon, heating it to a burning temperature for an instant. The creature takes 4d8 fire damage unless the creature Releases the weapon as a free action.

Speed 25 feet, fly 60 feet

Melee 🔪 beak +30 (finesse, fire, magical), **Damage** 3d6+14 piercing plus 3d6 fire

Melee 🔪 talon +30 (agile, finesse, fire, magical), **Damage** 3d4+14 piercing plus 3d6 fire

Fiery Transformation 🔮 (concentrate, fire, polymorph, primal, transmutation)

The sanzuwu transforms into an enormous bird made of flame. As the sanzuwu begins their transformation, creatures within a 10-foot emanation take 6d8 fire damage (DC 33 basic Reflex save). While in their flame form, the sanzuwu gains the effects of 4th-level *enlarge*. They can use Fiery Transformation again to revert back to their standard form.

Radiant Blast 🔮 (evocation, fire, primal) The sanzuwu opens their mouth to produce a bead of burning energy, hurling it a point within 200 feet. The bead detonates, dealing 7d8 fire damage and 4d10 sonic damage to all creatures in a 30-foot burst (DC 33 basic Reflex save). Creatures that critically fail become blinded for 1 round. The sanzuwu can't use Radiant Blast again for 1d4 rounds.

Scorch Earth 🔮 **Requirements** The sanzuwu is standing on the ground; **Effect** The sanzuwu Strides. A 6th-level *wall of fire* appears in all the spaces the sanzuwu left during this movement, lasting for 1 round. The sanzuwu can't use Scorch Earth again for 1d4 rounds.

Transfixing Sunbeam 🔮 (evocation, incapacitation, light, primal) **Requirements** The sanzuwu is in their fiery form; **Effect** The sanzuwu spreads their wings, emitting a bright cascade of light in a 30-foot cone. Creatures in the cone must attempt a DC 33 Fortitude save.

Success The creature is unaffected.

Failure The creature is stunned 1.

Critical Failure The creature is stunned 2.



A FIERY MURDER

When several sanzuwus are together the immense heat radiating from them can cause an inferno of devastation. Legends tell of sanzuwus gathered together as the ground rends into volcanic rifts and uncontrollable blazes. Though they bring destruction in their wake, some stories claim that a brave individual who can follow these cataclysmic rifts for 10 days will reach the sun and earn its blessing.

Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index





SPIRITUAL TASKS

Most spirit turtles grant an extended lifetime as gift for completing an important task. The requirements of a task vary from turtle to turtle, but they are always massive undertakings. In one part of the saga of Artimos the Tailor, Artimos met with a spirit turtle and earned their favor by sewing a quilt as massive as the lake in which the turtle slept. The quilt required cloth from the robes of each ruler in Tian Xia, but Artimos's efforts eventually earned him a golden needle to aid him on his journeys.

SPIRIT TURTLE

Spirit turtles are benevolent fey known to heal those in need and confer other powerful gifts. These gentle giants resemble enormous turtles and often bear entire ecosystems on their shells.

In ancient times, so the legend goes, spirit turtles used to grant wishes to many mortals. After millennia of such encounters, the giant creatures grew tired and went into hiding or returned to their home plane, the First World. Those few spirit turtles who remain on Golarion now grant their favors only to the purest and worthiest mortal petitioners.

SPIRIT TURTLE

CREATURE 21

RARE CG GARGANTUAN FEY

Perception +35

Languages Common, Sylvan; *tongues*

Skills Diplomacy +36, Lore (all subcategories) +34, Medicine +40, Nature +36, Occultism +34, Survival +40

Str +8, **Dex** +6, **Con** +11, **Int** +6, **Wis** +10, **Cha** +7

AC 45; **Fort** +40, **Ref** +32, **Will** +38

HP 320, regeneration 25 (deactivated by cold iron or evil); **Weaknesses** cold iron 20; **Resistances** fire 20, physical 15

Pacifying Aura (emotion, enchantment, primal) 100 feet. A spirit turtle exudes a constant feeling of calm. Creatures within the aura are subjected to a 10th-level *calm emotions* spell (DC 44 Will save). The effects persist up to 1 hour, even if the creature leaves the aura. Regardless of the result of the saving throw, the creature is temporarily immune for 1 hour.

Speed 30 feet, swim 40 feet

Melee ♦ jaws +37 (magical, reach 20 feet), **Damage** 4d12+14 piercing plus 2d6 energy and Improved Grab

Melee ♦ foot +37 (magical, reach 15 feet), **Damage** 4d10+14 bludgeoning plus 2d6 energy and Improved Knockdown

Primal Innate Spells DC 44; **10th** *primal phenomenon, revival*; **9th** *field of life* (×2); **8th** *moment of renewal* (×2); **7th** *plane shift* (self only), *regenerate* (×2); **6th** *restoration* (×2); **5th** *breath of life* (×3); **4th** *heal* (at will), *vital beacon* (at will); **Constant (10th)** *tongues*

Constrict ♦ 4d12+7 bludgeoning, DC 41

Environmental Balance ♦ (evocation, primal) **Trigger** The spirit turtle begins their turn; **Effect** The spirit turtle harnesses their connection with the world around them to augment their attacks. They choose acid, cold, electricity, or fire. The energy damage dealt by their Strikes and Unbalancing Stomp changes to the selected energy type.

Unbalancing Stomp ♦♦ The spirit turtle makes a foot Strike. Whether or not the Strike hits, the stomp creates a shockwave on the ground in a 15-foot burst centered on the target. All creatures in the area other than the spirit turtle take 10d10 bludgeoning and 4d8 energy damage and are knocked prone (DC 41 basic Reflex save). Creatures that critically succeed at their Reflex save are not knocked prone. The spirit turtle can't use Unbalancing Stomp again for 1d4 rounds.





STHIRA

The Wall of Heaven claims many intrepid climbers. Some such travelers come seeking fortune. Others seek enlightenment. Many, however, find only an icy death. With no means for a proper burial, many of these unfortunate souls remain abandoned to the ice, their bodies becoming macabre guideposts along mountain trails.

Through means unknown, the most willful of these frozen travelers reanimate to seek vengeance upon the living for their denied burial. Such creatures, called sthiras, are composed of multiple bodies or body parts frozen together into one horrific monstrosity.

STHIRA

UNCOMMON NE LARGE COLD UNDEAD

Perception +33; darkvision

Languages Common (can't speak any language)

Skills Athletics +39

Str +9, **Dex** +2, **Con** +10, **Int** -5, **Wis** +0, **Cha** -2

Items +3 *greater striking greatsword*

AC 45; **Fort** +39, **Ref** +27, **Will** +33

HP 475, negative healing; **Immunities** cold, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** fire 20

Freezing Death (aura, cold, evocation, primal) 20 feet. A creature that starts its turn in the aura takes 6d6 cold damage (DC 42 basic Fortitude). If the creature is grabbed or restrained by the sthira, it takes one degree of success worse than it rolled.

Attack of Opportunity

Frozen to the Touch (cold) A creature that damages the sthira with an unarmed attack, tries to Grapple it, or otherwise touches it takes 6d6 cold damage (DC 42 basic Fortitude).

Speed 25 feet

Melee ♦ *greatsword* +38 (magical, versatile P, reach 10 feet),

Damage 3d12+15 slashing plus 2d6 cold and frostbite

Melee ♦ fist +38 (magical, reach 10 feet), **Damage** 3d8+15

bludgeoning plus 2d6 cold, frostbite, and Improved Grab

Primal Innate Spells DC 39, attack +31; **10th** *massacre*; **9th** *polar ray* (×2), *storm of vengeance* (hail only each round), *wall of ice*; **Cantrips** (10th) *ray of frost*

Frostbite A creature that takes cold damage from a sthira's Strikes or aura must attempt a DC 42 Fortitude save. A creature that already has persistent cold damage from frostbite ignores this effect.

Critical Success The creature is unaffected, and is temporarily immune to this ability for 1 hour.

Success The creature is unaffected.

Failure The creature takes 3d6 persistent cold damage.

Critical Failure As failure, but the creature is also drained 1.

Create Sthira (primal, necromancy) When a creature dies while it has persistent cold damage from the sthira's frostbite, the creature rises as a sthira in 24 hours. If the creature is grappled by the sthira when it dies, the dying creature becomes permanently fused with the sthira instead. In this case, the sthira immediately recovers a number of Hit Points equal to the half the dead creature's maximum Hit Points.

CREATURE 20



OTHER STHIRAS

Mountaineer stories warn of sthiras that have incorporated the bodies of powerful non-humanoids and have even more terrifying abilities as a result, ranging from the capacity to cast spells, exhale gouts of ice, or even fly.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary & Index



SYNDARA THE SCULPTOR

Unrivalled Builder of Demiplanes

From the moment of his creation, Syndara was drawn to patterns. Though all axiomites strive to bring order in a chaotic world—many through acts of creation—Syndara took this a step further than his fellow inhabitants of Axis, not by crafting clever artifices, but by creating entire pocket realities of mathematically precise shapes and spirals. For many years, Syndara was the premier artist of Axis, until one day a ruby-haired sorcerer arrived at the city's gates.

The two were immediate kindred spirits. But time passed and Syndara grew jealous of Hao Jin's innate gifts. His creations grew crueler and more depraved, his "art" seeking to shock as if to make up for a self-perceived deficit in ability. Hao Jin realized that while Syndara had always desired to cultivate order from chaos, he also wished to impose his own idea of how the world should be on others—by force if necessary. After a great struggle, Hao Jin defeated her old friend. She could not bear to destroy him, though, and instead imprisoned him within his own demiplane-in-progress, the *Glass Lighthouse*. She further secured him by placing the *Glass Lighthouse* in her own demiplane, the *Hao Jin Tapestry*, which amplified the effects and duration of his imprisonment. Syndara spent eons trapped in a flow of turbulent time, consumed with thoughts of revenge. Now that he is free from his cage, Syndara seeks to humiliate and kill Hao Jin then claim her magic for himself.

CAMPAIGN ROLE

Syndara is the ultimate villain of this Adventure Path and has been manipulating events behind the scenes since before the start of this decade's Ruby Phoenix Tournament. He recruited the Lightkeepers to enter the tournament and gather information on the other teams, and he also orchestrated Mogaru's attack on Goka to force a direct confrontation with Hao Jin on his own demiplane, the one place he stood a chance of defeating her. He orchestrates his Hungry Ghost Tournament on his demiplane island both as an insult to Hao Jin and to delay the party so he has time to recover from his duel with the Ruby Phoenix. Once the player characters reach the *Glass Lighthouse*, Syndara begins to see them as Hao Jin's successors and will stop at nothing to utterly destroy them.

SYNDARA THE SCULPTOR

CREATURE 22

UNIQUE LE MEDIUM AEON MONITOR

Male axiomite grandmaster

Perception +39; spatial sense

Languages Senzar, Taldane, Tien, Utopian

Skills Acrobatics +41, Arcana +37, Athletics +39, Deception +34, Demiplane Lore +45, Intimidation +39, Occultism +37

Str +10, **Dex** +11, **Con** +8, **Int** +8, **Wis** +11, **Cha** +7

Spatial Sense Syndara instinctively knows the position of all creatures and objects within the *Glass Lighthouse* as a precise sense. His senses do not extend into extraplanar spaces, even if the entrance to these spaces is within the Lighthouse (such as a creature within a *bag of holding*).

AC 48; **Fort** +39, **Ref** +39, **Will** +36; +2 status to all saves vs. chaotic

HP 380, fast healing 20; **Immunities** extradimensional, keeper of the lighthouse

Attack of Opportunity ⤴

Essence Reflection Syndara and his reflection (page 187) are two linked existences. If one of them is affected by a harmful effect, they can shift the harmful effect to the other as a free action, even if they can't act.

Extradimensional Immunity Syndara can foil any attempts to use planar powers against him. He is immune to all extradimensional effects, such as *maze*, but can choose to be affected by such effects normally.

Keeper of the Lighthouse Syndara can choose whether he is affected by his worldspheres (page 187).

Portal Redirection ⤴ (conjunction, divine, teleportation)

Trigger Syndara is targeted by a ranged Strike or spell attack roll; **Effect** Syndara opens a portal in front of the incoming missile, then opens another portal nearby that fires the missile at another creature within 60 feet of him. He takes no damage from the triggering attack and makes a ranged Strike with a +43 bonus. The Strike deals damage according to the triggering ability.

Speed 40 feet, *air walk*

Melee ♦ palm +41 (agile, finesse, reach 10 feet, unarmed),

Damage 6d6+18 bludgeoning plus vicious impact

Melee ♦ knifehand +41 (deadly d10, finesse, reach 10 feet, unarmed, versatile P), **Damage** 7d8+18 slashing plus vicious impact



Ranged ♦ elemental gateway +39 (cold, range 120 feet),

Damage 4d10+19 acid, cold, electricity, fire, or sonic

Gateway Onslaught ♦♦ (conjunction, teleportation)

Requirements Syndara is in the *Glass Lighthouse*; **Effect** Syndara folds the fabric of the *Glass Lighthouse* before opening several gateways from which dangerous elements spew forth. He teleports to his throne, regardless of distance, then makes three elemental gateway Strikes. Each Strike must target a different creature. He can't use Gateway Onslaught again for 1d4 rounds.

Planar Restructuring ♦ (concentrate) **Requirements**

Syndara is in the *Glass Lighthouse*; **Effect** Syndara exerts his will over the *Glass Lighthouse* to cause one of several effects. The effect is magical, but Syndara isn't using magic when he takes this action—just triggering a magical effect he already set up. The level for each of these effects is 10, and any save is DC 45. Syndara or Syndara's Reflection can't use Planar Restructuring for 1d4 rounds.

- **Accelerate/Decelerate** Syndara affects the flow of time around a target within 60 feet, affecting them with either *haste* or *slow*.
- **Deny** Syndara rejects the existence of a power other than his own, affecting an object with *disjunction*.
- **Rewind** Syndara rewinds time to undo harm. He or his reflection are affected by the two-action version of *heal* or by *restoration*.
- **Rise** Syndara creates a gravitational nexus of *reverse gravity*.
- **Sequester** Syndara folds space to affect a creature with *resilient sphere*.

Temporal Flurry ♦♦ **Frequency** once per round;

Effect Syndara bends time to make multiple attacks. He makes three unarmed Strikes. If multiple attacks hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Vicious Impact Syndara has had an eternity to reflect on his own weaknesses and the weakness of others. If he critically hits with a melee Strike, he can target the eyes, joints, or other weak points to add one of the following effects of his choice unless the target succeeds on a DC 46 Fortitude save.

- The target becomes clumsy 1 for 1 minute.
- The target becomes enfeebled 1 for 1 minute.
- The target takes 3d6 persistent bleed damage.
- The target can't Step for 1 minute.

Walk the Spiral ♦ **Requirements** Syndara is in the *Glass Lighthouse*; **Trigger** Syndara Strikes a creature on his own turn; **Effect** Syndara rotates the space of the *Glass Lighthouse* around himself to carry him to a distant

location in an instant. He Strides twice. This movement doesn't trigger reactions. If his next action is to attack a different target than the triggering creature, he gains a +1 circumstance bonus to that attack; each time he Walks the Spiral in a turn, this bonus increases by 1, to a maximum of +3.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary & Index



YOH SOURAN

Ruby Phoenix Fan, Ace Pilot

Yoh Souran first traveled from his hometown in Minkai when he was five years old, when his family's ferry company sailed wealthy tourists to Goka to see the Ruby Phoenix Tournament. There, sitting between his parents, eating a steamed black sugar bun and waving a white and orange pennant to support the one Minkaian team that had made it through the qualifiers (The Four Bright Carp), Yoh fell in love with the spectacle of blurring fists, flashing blades, and impossible feats of martial arts prowess.

Though the Four Bright Carp were soundly defeated in the quarterfinals, this did nothing to dull Yoh's love of the sport, and as he grew up, Yoh avidly collected fight memorabilia and devoured tales of tournaments past and present from woodblock-printed picture books. Though he was never the best with numbers, often miscalculating ticket prices for his family's ferries, he was nevertheless able to recall win rates and other fight statistics with little effort and took great joy in theorizing matchups between fighters of different generations. Ironically, whatever team he roots for tends to get knocked out of the competition relatively early.

Between tournaments, Yoh operates the transport business he inherited from his family, sailing cargo and passengers across Tian Xia and relishing the opportunity it grants him to see the world and experience new sights. On one such trip to Hwanggot, he butted heads with the harbormaster, a human woman named Kyoung-Yoo. This led to a number of squabbles between the two of them over several years (at least one of which involved a shipment of fireworks "accidentally" being set alight in port) before Kyoung-Yoo asked Yoh to marry her. The two now operate the ferry business out of Haseong, with Yoh in the field and Kyoung-Yoo keeping the operations afloat from shore. Though Yoh's skills as a captain are exceptional, economic pressure from shipping guilds looking to buy out the competition and carve out a monopoly in the region have caused business to dry up, and he worries for the future of his livelihood, especially now that he and Kyoung-Yoo have had their first child, a baby boy named Soahiko (whom Yoh never tires of regaling his crew about).

Though as far as he can remember, his family was always on the sea, Yoh remembered sometimes hearing his grandfather talk of a family legend. Several generations ago, his ancestor crafted a pair of beautiful ships that sailed not on the waves, but through the air itself. Yoh always thought it a tall tale, best told in a tavern over strong drink and good company, but when an ancient sorcerer with ruby hair appeared in front of his family's modest home to pull a sleek, winged airship from a tear in space, Yoh realized the stories had been true. He began practicing with the airship and found he was even more skilled at cutting across the skies than through the waves, and in doing so, he had an idea to save his livelihood: by transporting not across the tortuous sea routes, but in a straight line through the air.

Naturally, when Lady Nai Yan Fei asked him to pilot the *Solar Jian II* at the finalists' processional, Yoh was overjoyed, not just as a lifelong fan who tends to divide the periods of his life by tournament cycles—4701 was the first tournament he attended presenting as male, 4711 was his first as a full-fledged captain operating the family business, and the current 4721 tournament is his first as a new father—but also because piloting on the world stage will let him show off his skills and airship for all of Tian Xia. He looks forward to coming home from the tournament with enough fame and exposure to live a comfortable life, and he looks forward to taking Soahiko to the tournament one day in the future, just like his parents did with him.

CAMPAIGN ROLE

Yoh serves as the team's pilot for much of this adventure as the team scours the Flying Mountains in Chapter 1. While he's a fan of fighters, he's not one himself and will stay with the ship rather than disembark to face the legendary monsters he grew up hearing cautionary stories about. His lifetime of tournament fandom means he's likely to push the PCs to interact with the other finalist teams they come into contact with, if only so he can find time to ask for their autographs. Yoh sees Hao Jin as something closer to a demigod than a person, but he nevertheless feels a deep debt to the sorceress for the return of his



family heirlooms, making him as invested as the PCs in tracking her down.

For encounters involving piloting, Yoh Souran faces these as if he were 18th-level.

YOH SOURAN

CREATURE 15

UNIQUE CG MEDIUM HUMAN HUMANOID

Male human pilot

Perception +25

Languages Taldane, Tien

Skills Acrobatics +28, Athletics +24, Piloting Lore +38, Ruby Phoenix Tournament Lore +38, Society +28

Str +3, **Dex** +7, **Con** +3, **Int** +5, **Wis** +0, **Cha** +3

Items heavy crossbow

Ancestral Airship Link The *Solar Jian II* recognizes Yoh as a descendant of its creator, and the magical ship extends him protections beyond those that would be given to most other pilots. If Yoh is piloting the *Solar Jian II*, his AC and saves are increased by 4.

AC 38 (42 while piloting *Solar Jian II*); **Fort** +26, **Ref** +28,

Will +23; +4 to all saves while piloting *Solar Jian II*

HP 265

Shake 'Em! (manipulate) **Requirements** Yoh is piloting an airborne vessel; **Trigger** One or more creatures aboard Yoh's vessel are the target of an attack or attempt a Reflex save and the attacker is not aboard the ship; **Effect** Yoh attempts evasive maneuvers. All creatures aboard the vessel gain a +2 status bonus to their AC and saves against the triggering effect.

Speed 25 feet

Ranged (heavy crossbow +30 [range increment 120 feet, reload 2], **Damage** 4d10+6 piercing

Deploy Countermeasures (manipulate) **Frequency** once per hour; **Requirements** Yoh is piloting the *Solar Jian II*; **Effect** While the *Solar Jian II* is not a combat vessel, it does have a magically renewing supply of fireworks for victory parades and the like. Yoh fires them at a 20-foot burst within 60 feet. Creatures in the area take 3d6 fire damage and 3d6 sonic damage with a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage and is dazzled for 1 round.

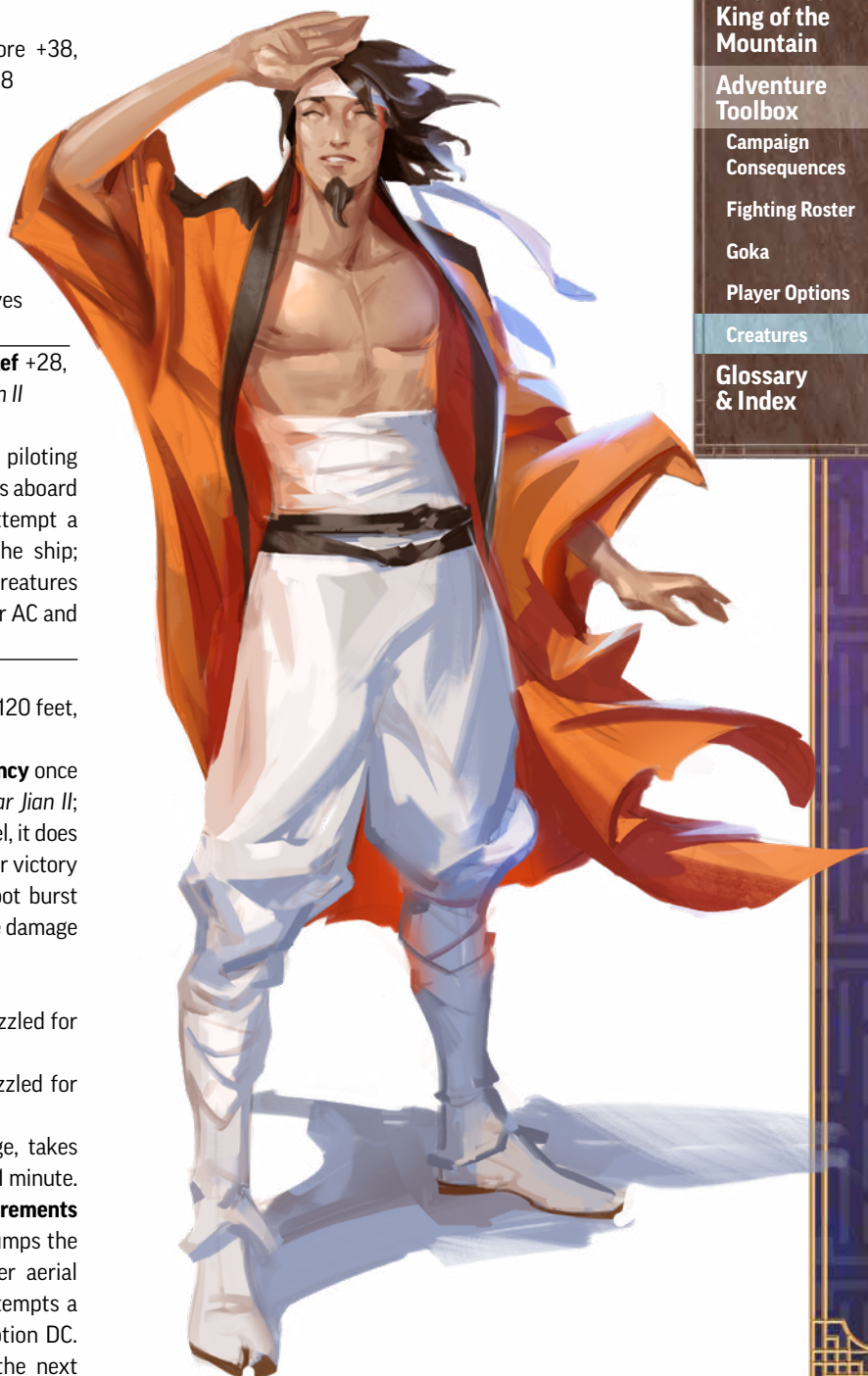
Failure The target takes full damage and is dazzled for 3 rounds.

Critical Failure The target takes double damage, takes 3d4 persistent fire damage, and is dazzled for 1 minute.

I'll Get You into Position! (manipulate) **Requirements** Yoh is piloting an airborne vessel; **Effect** Yoh pumps the brakes, banks quickly, or performs some other aerial maneuver to get the drop on an enemy. He attempts a Piloting Lore check against the enemy's Perception DC. If he succeeds, that enemy is flat-footed to the next

attack from a creature onboard as long as it is made before Yoh's next turn. All enemies who witnessed the maneuver are then temporarily immune for 1 day.

Punch It (manipulate) **Frequency** once per hour; **Requirements** Yoh is piloting an airborne vessel; **Effect** Yoh pushes the ship, tripling its speed for 1 round. After this point, the ship stalls—though it Hovers in place, it can't move under its own power for 1 round.



Introduction

Part One:
Despair on
Danger Island

Part Two:
Ready? Fight!

Part Three:
King of the
Mountain

Adventure Toolbox

Campaign
Consequences

Fighting Roster

Goka

Player Options

Creatures

Glossary
& Index



GLOSSARY & INDEX

The Fists of the Ruby Phoenix Adventure Path is filled with many characters, places, and groups to keep straight. This glossary provides a quick reference of key names.

Abadar Lawful neutral god of cities, law, and wealth. Known as the Master of the First Vault. *Gods & Magic* 12–13

Arms of Balance A fighting team hailing from Vudra that uses different elemental attacks in combat. The team's members are **Pravan Majinapti** (LG male human ki elemental), **Jivati Rovat** (N female vishkanya ki elemental), **Ranya Shibhatesh** (LN female human ki elemental), and **Usvani** (LN male vanara ki elemental). 197

Biting Roses A fighting team specializing in supernatural combat hailing from Arcadia. The team's members are **Lantondo** (LN wyrwood harrower) **Yarrika Mulandez** (LG female human spiritualist), and **Artus Rodrivan** (LN male half-elf soul archer). 198

Bonmu An island located in the Minata region of Tian Xia, now dubbed Danger Island. 10

Glass Lighthouse A unique demiplane that once served as a prison for Syndara, but now serves as his home.

Goka A large city-state in western Tian Xia. 202–207

Hao Jin (LN female human sorcerer) A powerful, plane-traveling sorcerer known as the Ruby Phoenix and grand judge of the Ruby Phoenix tournament. *Legends* 46–49

Irori Lawful neutral god of history, knowledge, and self-perfection. Known as the Master of Masters. *Gods & Magic* 30–31

Lady Nai Yan Fei Empress of the city-state of Goka.

Lightkeepers A team made up of members from Tian Xia. They make use of unsporting and cruel fighting styles and are secretly working on behalf of Syndara. The team's members are **Blue Viper** (NE male ysoki poisoner), **Ran-To** (LE male frost goblin grappler), **Shino Hakusa** (LE female Tian-Shu assassin), and **Syu Tak-nwa** (NE female Tian-Hwan white-haired witch). 198

Minata A vast archipelago located in southeastern Tian Xia.

Mogaru A powerful, reptilian kaiju. Known as the Final King. 238–239

Razu (NE male tengu master bard 18) A popular bard called upon by Syndara to summon King Mogaru. 244–255

Ruby Phoenix Tournament An international fighting tournament that brings some of Golarion's greatest fighters together every decade.

Speakers to the Winds Students from the Magaambya Academy in Garund that formed a fighting team focused on magic. The team's members are **Mafika Ayuware** (NG male Zenj Tempest-Sun halcyon speaker), **Boundless Hummingbird** (N female gnomish Cascade Bearer transmuter), **Surjit Hamelan** (LN male gnome Rain-Scribe attendant), **Phuthi Nuware** (N female gnomish Cascade Bearer transmuter), **Akila Stormheel** (LN female halfling Emerald Boughs attendant), and **Umbasi** (N pangender elf Uzunjati attendant). 200

Steps of the Sun A fighting team hailing from Minata that makes use of rhythm and song during their battles. The team's members are **Amihan** (N female human battle dancer), **Halspin the Stung** (NG male catfolk beast singer), **Joon-Seo** (LN male samsaran song striker), and **Maalya** (N female human battle dancer). 199

Syndara (LE male axiomite grandmaster 22) A spiteful axiomite intent on taking revenge against the Ruby Phoenix, Hao Jin. 250–251

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *World Guide* 9

Tino's Toughest A group of underdog fighters hailing from the nation of Quain in Tian Xia. The team makes use of a variety of fighting styles. The team's members are **Ji-Yook** (N female kitsune ninja), **Takatorra** (LN nonbinary tengu swordmaster), **Tino Tung** (LG male Tian-Shu paladin of Irori), and **Yabin the Just** (N male nagaji sorcerer). 200

Winter's Roar A group of prospective Linnorm Kings from Avistan that joined to form a fighting team. The team makes use of ice abilities and overwhelming strength and tactics. The team's members are **Troff Frostknuckles** (N male hobgoblin brawler), **Urnak Lostwind** (NG male half-orc viking), **Juspix Rammel** (N male halfling witch), and **Huldrin Skolsdottir** (LN female human shieldmaiden). 201

Yoh Souran (CG male human pilot 15) A skilled airship pilot and avid fan of the Ruby Phoenix Tournament. 252–253



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Fists of the Ruby Phoenix Adventure Path © 2023, Paizo Inc.; Authors: James Case, Luis Loza, and David N. Ross, with Joan Hong, Sen H.H.S., Tan Shao Han, Danita Rambo, William Thompson, and Ruvaidd Virk.

PAIZO INC.

Creative Director • James Jacobs

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sonja Morris

Director of Game Development • Adam Daigle

Development Managers • Linda Zayas-Palmer

Managing Creative Director (Starfinder) • Thurston Hillman

Senior Developers • Eleanor Ferron and Luis Loza

Developer • Jenny Jarzabski

Starfinder Lead Designer • Joe Pasini

Starfinder Senior Developer • John Compton

Organized Play Line Developers • Jessica Catalan

Pathfinder Lead Designer • Logan Bonner

Senior Designers • James Case and Michael Sayre

Managing Editor • Leo Glass

Lead Editor • Avi Kool

Senior Editors • Patrick Hurley, Ianara Natividad, and Simone D. Sallé

Editors • Solomon St. John and Shay Snow

Art Directors • Kent Hamilton, Kyle Hunter, and Adam Vick

Senior Graphic Designer • Emily Crowell

Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens

President • Jim Butler

Chief Creative Officer • Erik Mona

Vice President of People & Culture • Maggie Gallagher

Vice President of Sales & Operations • Mike Webb

Vice President of Technology • Rei Ko

Controller • Mary Webb

Sales Manager • Cosmo Eisele

Sales & E-Commerce Assistant • Mika Hawkins

Director of Licensing • John Feil

Marketing and Media Manager • Aaron Shanks

Marketing and Licensing Coordinator • Raychael Allor

Director of Community • Tonya Woldridge

Organized Play Coordinator • Alex Speidel

Director of Project Management • Glenn Elliott

Project Manager • Lee Aula

Senior Accountant • William Jorenby

Finance Operations Specialist • B. Scott Keim

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineer • Erik Keith

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Mari

Webstore Coordinator • Katina Davis

Customer Service Team • Jonathan Morgantini, James Oakes, and Austin Phillips

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, James Mafi, Zac Moran, Evan Panek

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Fists of the Ruby Phoenix Adventure Path © 2023, Paizo Inc. All Rights Reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Fists of the Ruby Phoenix, the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.

Printed in China.

What was that? An exhibition? We need emotional content!

Introduction

Part One: Despair on Danger Island

Part Two: Ready? Fight!

Part Three: King of the Mountain

Adventure Toolbox

Glossary & Index

PATHFINDER

ENTER THE
PARANORMAL!

Uncover the hidden secrets of esoteric cults, elusive cryptids, temporal anomalies, and the paranormal world beyond with this spine-tingling new sourcebook that includes two new character classes: the psychic and the thaumaturge!

DARK
ARCHIVE

BATTLE ROYALE

Prepare for the fight of your life! Martial artists, magic users, and misfits from around the globe meet in the arena for the world's greatest fighting competition: the Ruby Phoenix Tournament. Challengers can gain valuable rewards and enhanced reputations, or even obtain access to special opportunities and amazing new powers. But to reach the tournament's final bout and claim their place as grand champions, members of the party will need to defeat sinister rivals, survive perilous challenges, and overcome incredible odds. After all, only one team can win the grand prize—a priceless treasure from the vault of the Ruby Phoenix herself, the sorcerer Hao Jin! The Fists of the Ruby Phoenix Adventure Path is a complete campaign for 11th- to 20th-level characters.



paizo.com/pathfinder

PATHFINDER

US \$54.99
ISBN 978-1-64078-490-1
5 5499 >



9 781640 784901

Printed in China.