

SECOND EDITION

PATHFINDER[®]



**READY?
FIGHT!**

By David N. Ross

GOKA



1 MILE

PATHFINDER

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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. Before the matches begin, however, the contenders must acquire a Gokan patron to represent their team. The characters need to make a strong impression on their potential sponsors in order to secure the bid of a patron whose goals align with their own.

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The time has finally come for the eight competing teams to meet in the grand arena for the Ruby Phoenix Tournament! Over the course of a week, the contenders will face off against one another in a double-elimination bracket. Exciting exhibition matches against monsters and other special events hold the crowd's attention between fights.

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Before the party can face off against their dread rivals the Lightkeepers, Goka descends into bedlam. The schemes of Hao Jin's ancient enemy, an axiomite demiplane builder named Syndara the Sculptor, come to fruition when the saurian kaiju Mogaru descends upon the city! To save the day, the characters must race through Goka to confront and defeat Razu, the tengu bard whose music lures Mogaru ever farther into the city.

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. If they're amenable to this, use the Goka article in the back of this volume for some ideas on possible quests. You can easily adapt the exhibition fights in this text for a party of thrill seekers rather than tourney competitors. 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.

ADVANCEMENT TRACK

“Ready? Fight!” is designed for four characters. Characters should level up between chapters.

- 15** The characters begin this adventure at 15th level.
- 16** The characters should be 16th level on the tournament's first day.
- 17** The characters should be 17th level by the time Mogaru interrupts the tournament. The party will likely have enough XP before then, but it's recommended you wait until after the Ruby Phoenix Tournament ends for the players to level up their characters.

The characters should be 18th level at the end of the adventure.



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 11), 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 11 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.

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*.

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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.

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.

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 10, 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.



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 29). 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 75), and a *greater oil of object animation* (*Pathfinder 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.

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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 74), and a *flame navette*.

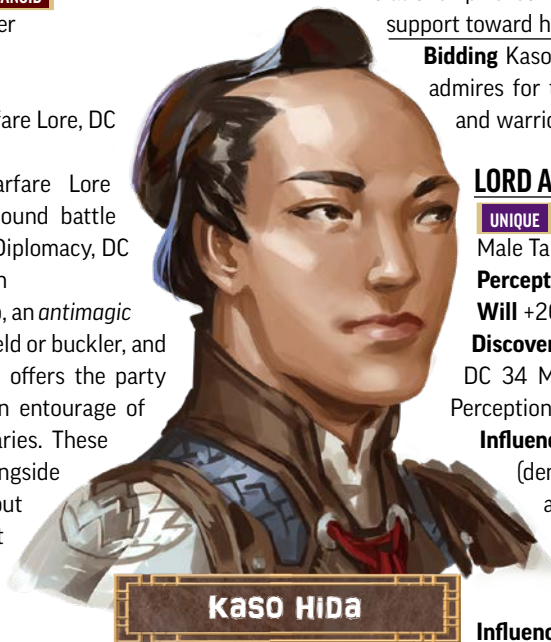
Influence 8: Hida's final bid includes 4,000 gp, a suit of *impenetrable scale*, and the chance to retrain up to three feats per character with his own personal legendary trainer in the week leading up to the tournament.

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 45) is reduced to 30.

Influence 4: Lady Xhai's second bid includes a *moonstone*

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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 snares and/or hazards, which can be any combination of hail of arrows snares, omnidirectional spear snares, floating flamethrower hazards (page 44), or freezing floor tiles hazards (page 45). 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.

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 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 60 for more details about this city.

This adventure also includes random events (see Events Around Goka on page 20) 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 24.

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 66 of the previous 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 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 Malii** (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.



Miang Malii

“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 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 humanoids 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 Aldunar 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.

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, stonесkin, 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

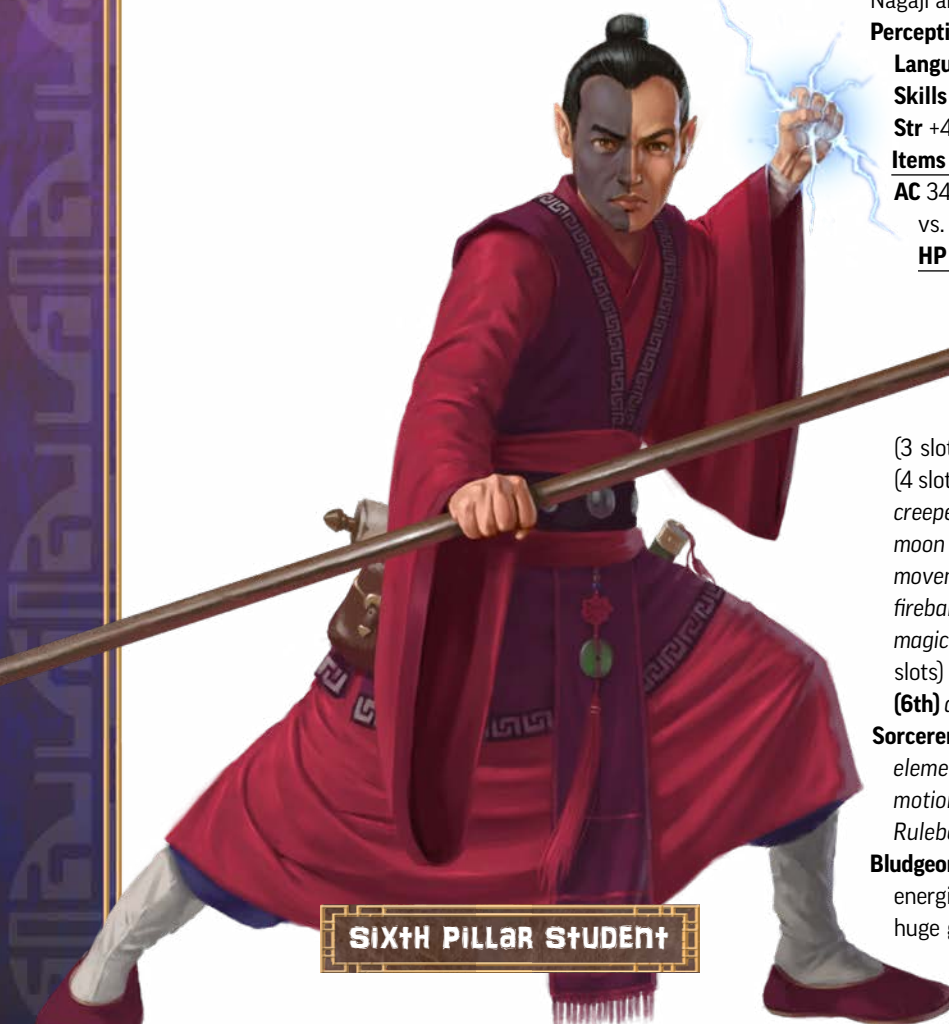
energies with physical brawn, blasting opponents with

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.



SIXTH PILLAR STUDENT



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 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 Aldunar 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 77).

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.

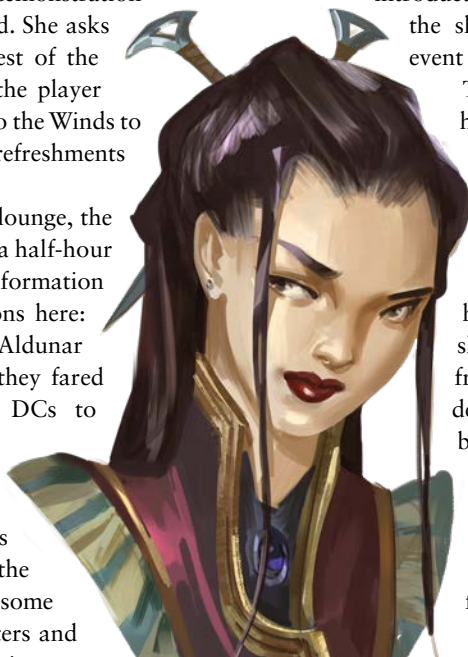
Alongside the two fighting teams here are the tournament's eight potential patrons. Besides the introduction at the Grand Bank of Abadar and the showcase exhibition, this is the only event at which all eight patrons are present.

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.



VENTURE-CAPTAIN AMARA LI

Chapter 1:
In Search of
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Chapter 2:
The Tournament

Chapter 3:
Rage of Mogaru

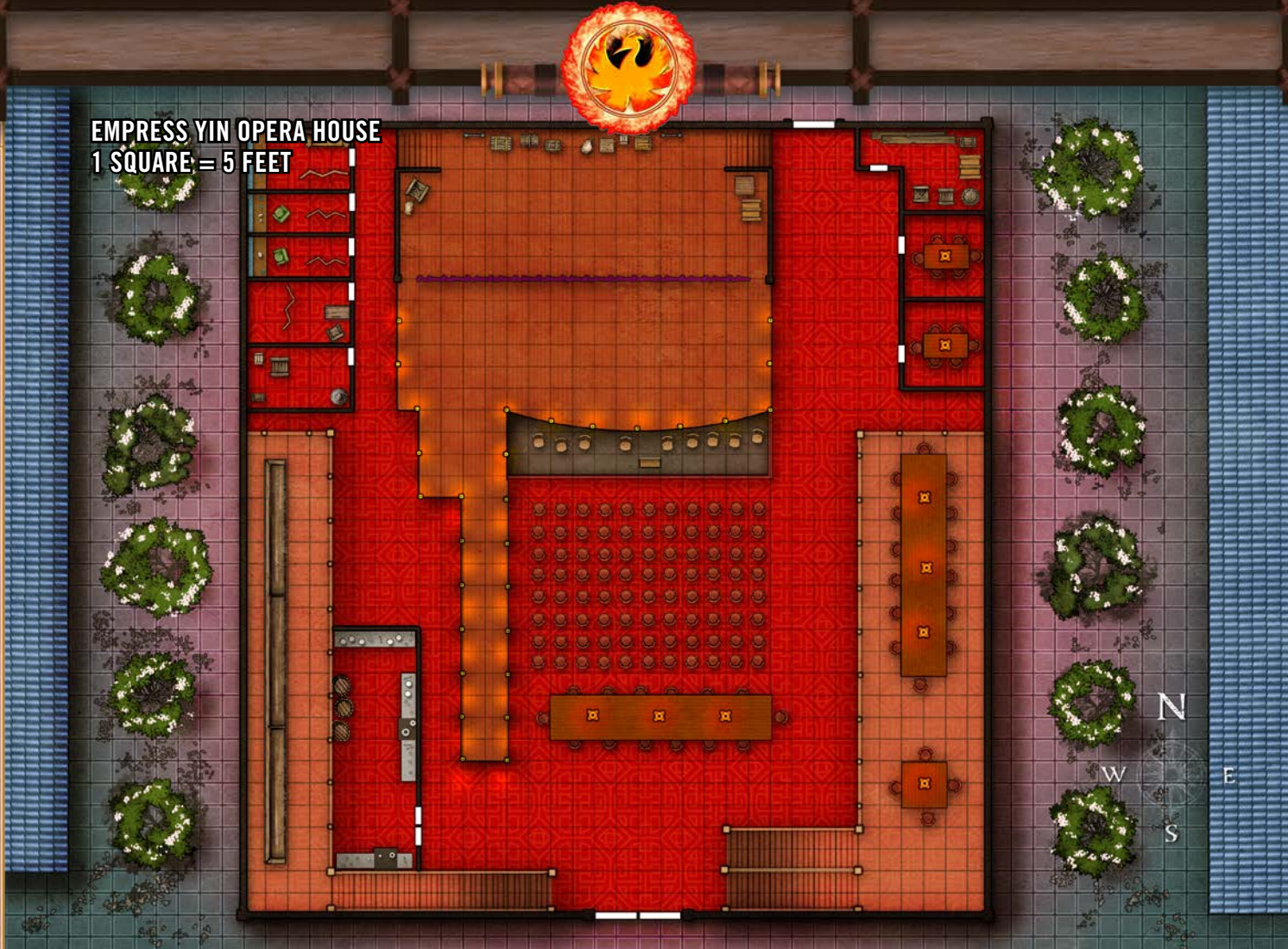
Goka

Rise of the Kaiju

Adventure
Toolbox

EMPRESS YIN OPERA HOUSE

1 SQUARE = 5 FEET



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).

- 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 74) 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).

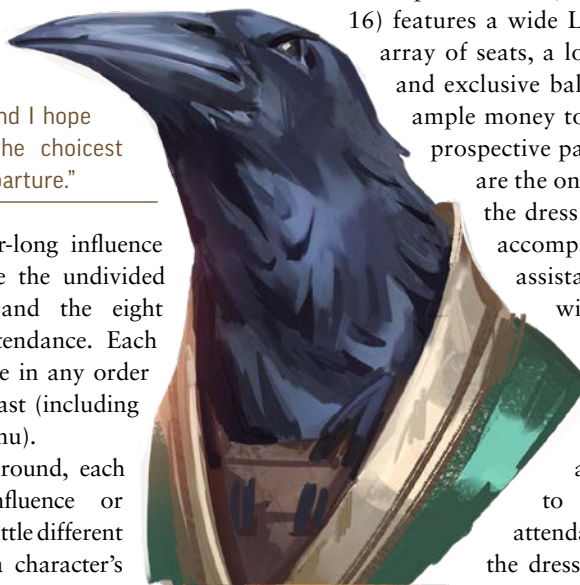
Like a typical influence round, each player character can Influence or Discover, but this round is a little different in one important regard: a character's check applies to all five potential patrons simultaneously. When a character tells a story, have the player roll a single Influence or Discover 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



MASTER RAZU

in attendance are General Kaso Hida, Lady Qiu May Shai, and Lady Xhai Zhia.

The opera house (shown in the map on page 16) 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 16 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

Chapter 1:
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Goka

Rise of the Kaiju

Adventure
Toolbox




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

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.

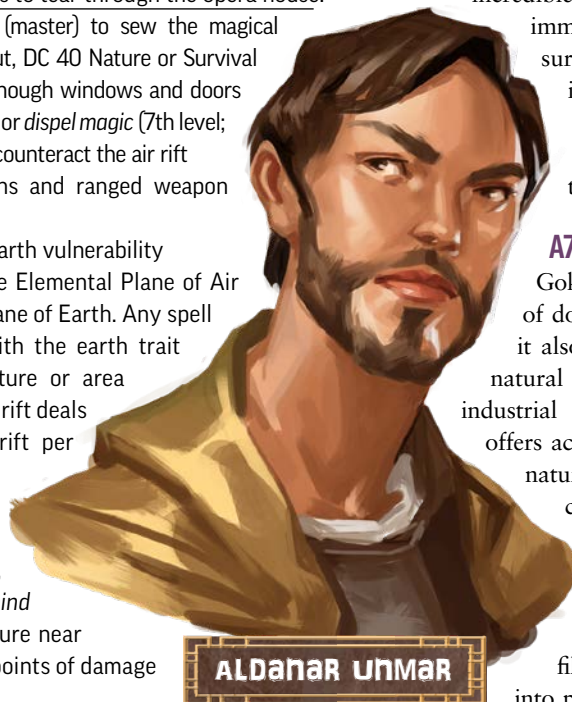
Success The creature is pushed 10 feet, but takes only half damage from impact.

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.



ALDANAR UNMAR

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.

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.

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 Aldunar 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 dreas 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)

Page 78

Initiative Perception +25

CREATURE 14

DRAMOFIR

Pathfinder Bestiary 3 86

Initiative Perception +28

CREATURE 14

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 Aldunar 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



DRAKE COURSER AND RIDER



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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 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 12

Pathfinder Bestiary 6; page 13

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 (page 87)

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.

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 76).

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.

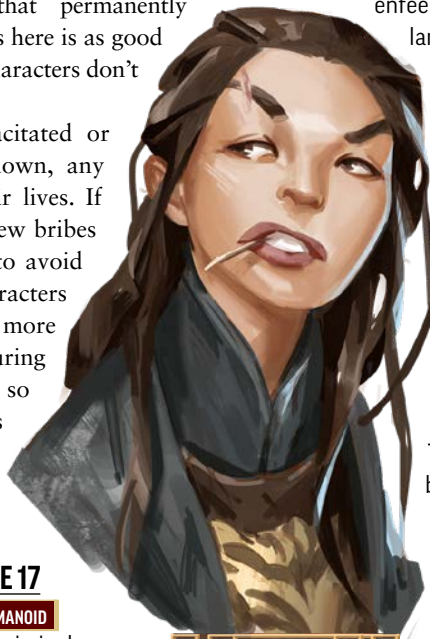
Through clever wordplay and perhaps a successful DC 36 Deception, Diplomacy, or Intimidation check, the player characters might be able to learn about Winter's Roar or the team throwing the match without agreeing to Kas Xi Rai's deal. Alternatively, the player characters can succeed at one of these checks 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 51).

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 51), so however this meeting is resolved, it's important that Kas Xi Rai makes a strong impression on the players.



Kas Xi Rai

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.

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

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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 Iagaara and three scaly kuns—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 (*Bestiary* 3 85)

Initiative Perception +28

KUNS (3)

CREATURE 14

Page 79

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 17), 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



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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 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 24), 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 team 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 28).

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 28) and 1 influence round while signing the contract to formally enter the tournament (page 29).

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



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

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.

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

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 \curvearrowright 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 \blacklozenge fist +26 (agile, finesse, nonlethal, unarmed),

Damage 3d8+10 bludgeoning

Melee \blacklozenge 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 \blacklozenge **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 \blacklozenge (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 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.

TAKATORRA

CREATURE 13

UNIQUE CG MEDIUM HUMANOID TENGU

Non-binary tengu sword master

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

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 dazed (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: thrasfyrs. As though she had prepared them beforehand, the thrasfyrs 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 thrasfyrs rage mightily against the player characters, compelled by Hao Jin's magic to keep their ire restricted to the ring's occupants. The thrasfyrs fight until they are destroyed and sent back to their home plane.

THRASFYRS (2) CREATURE 17

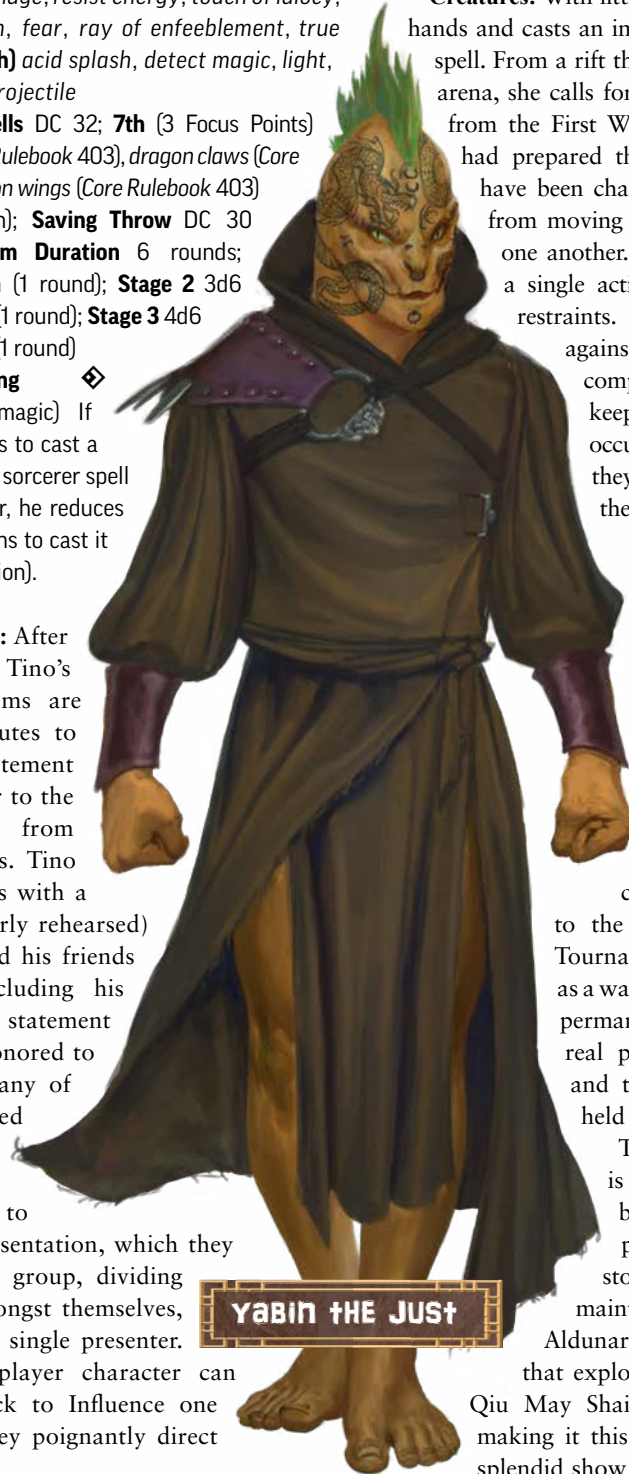
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Initiative Perception +31

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 Aldunar 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



YABIN THE JUST



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 32 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.



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 24) 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.

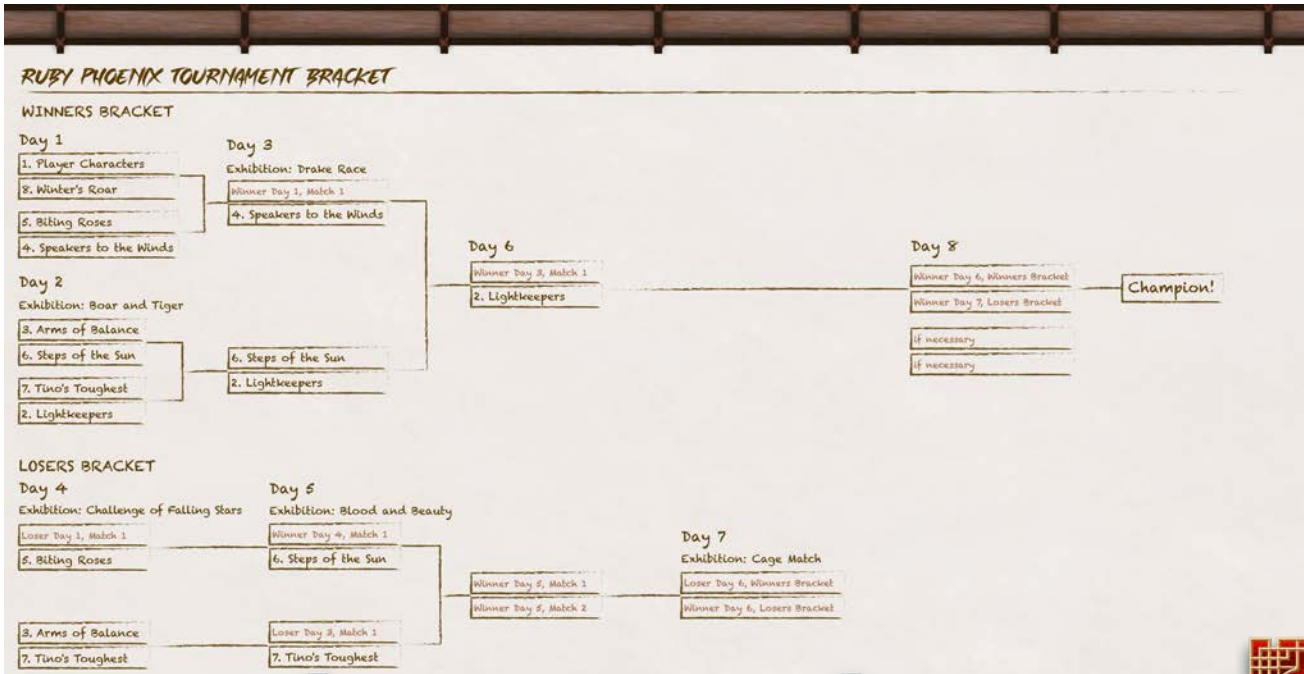
As written in this adventure, during the first round of the winners' bracket, the Speakers to the Winds defeat the Biting Roses, the Steps of the Sun defeat the Arms of Balance, and the Lightkeepers defeat Tino's Toughest. In the second match of the second round of the winners' bracket, the Lightkeepers 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 fight in the losers' bracket, see the What if They Lose? sidebar on page 3.

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.

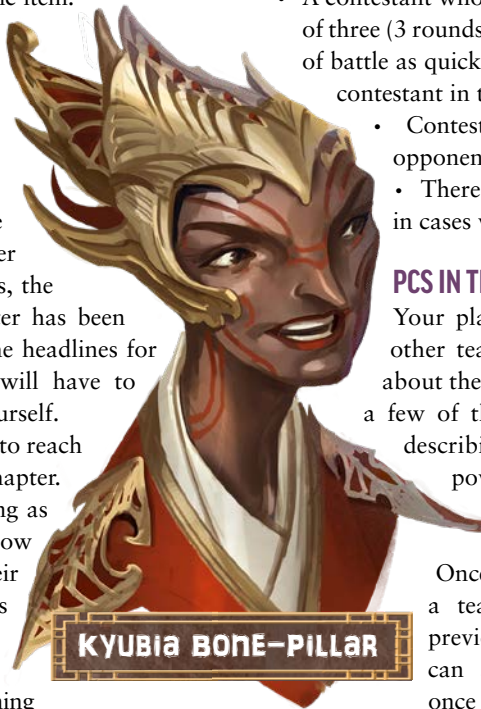




Prizes: For each exhibition match or tournament match, each team earns a set prize in gold, win or lose. The winning team also gets a magic item. These prizes are noted in the Prize entry at the end of each match.

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.



KYUBIA BONE-PILLAR

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.
- 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 31. 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 43, 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.



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

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** *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 (*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.

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

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.

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.

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 \curvearrowright **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 \blacklozenge *fist* +32 (agile, finesse, nonlethal, unarmed), **Damage** 3d6+14 bludgeoning plus 1d6 electricity

Ranged \blacklozenge *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 $\blacklozenge\blacklozenge$ 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.

melee Strike. He can still disrupt a triggering manipulate action if he critically succeeds at his attempt.

Speed 25 feet

Melee \blacklozenge *gauntlet* +33 (agile, free-hand), **Damage** 3d4+17 bludgeoning plus Improved Grab

Ranged \blacklozenge *halfling sling staff* +30 (propulsive, range increment 80 feet, reload 1), **Damage** 3d10+11 bludgeoning

Body Slam \blacklozenge **Requirements** Ran-to has a creature grabbed

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In Search of
Sponsorship

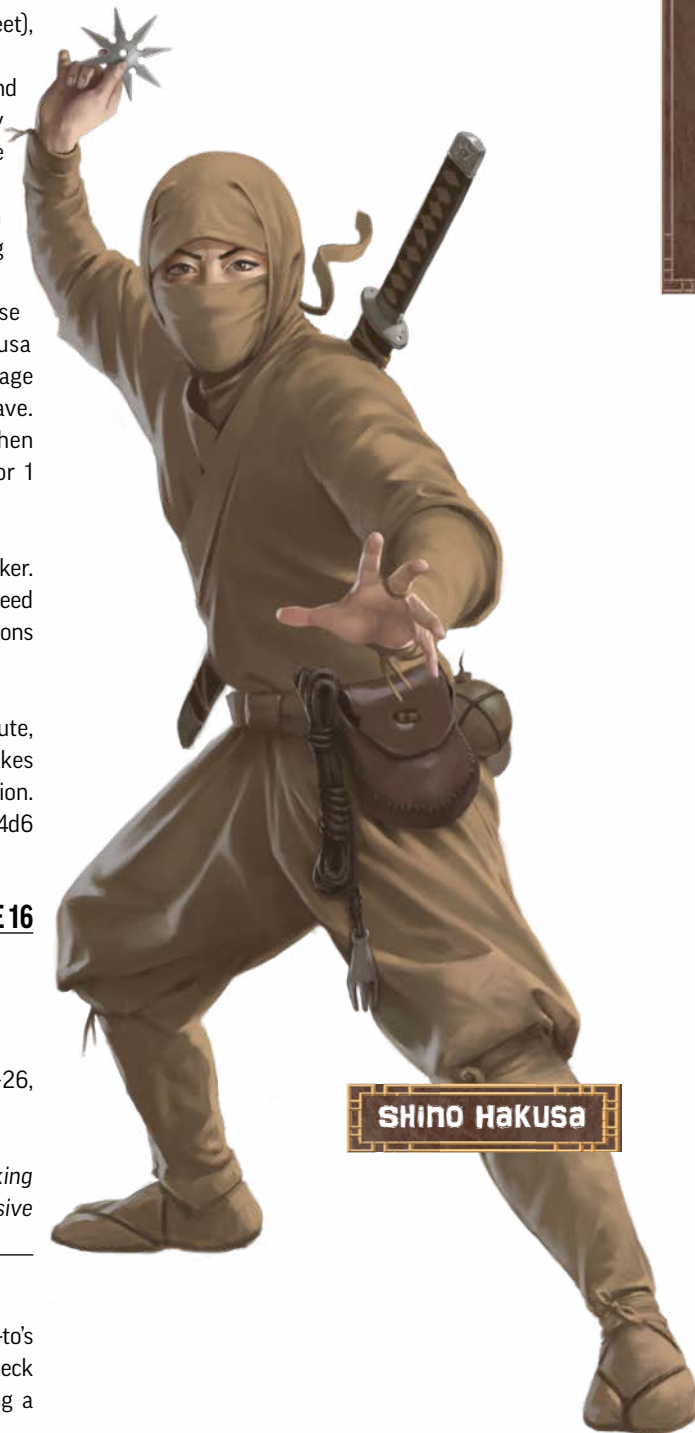
Chapter 2:
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SHINO HAKUSA

RAN-TO

CREATURE 16

UNIQUE LE SMALL GOBLIN HUMANOID

Male frost goblin grappler

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 \curvearrowright 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



or restrained; **Effect** Ran-to throws his foe to the ground. The grabbed 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.

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.

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

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 \blacklozenge (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 \blacklozenge Akila Strides, then Strikes. If she was hidden at the start of this action, she remains hidden until after the Strike.

Powerful Leap $\blacklozenge\blacklozenge$ 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 \blacklozenge 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* ($\times 2$), *heal, tongues*; **4th** *enlarge, heal, fly* ($\times 2$); **3rd** *haste, jump* ($\times 2$), *slow*; **2nd** *glitterdust* ($\times 2$), *invisibility, longstrider*; **1st** *fear, fleet step, true strike, unseen servant*; **Cantrips (7th)** *detect magic, electric arc, light, produce flame, shield*

Change Shape \blacklozenge (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 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 \blacklozenge (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 \blacklozenge 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 \blacklozenge **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 \blacklozenge hook sword +26 (disarm, parry, trip, twin), **Damage** 2d6+11 slashing

Ranged \blacklozenge 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 $\blacklozenge\blacklozenge$ (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.



AKILA STORMHEEL



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

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 Crowd Appeal sidebar on page 45).

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 1*, +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



HALSPIN THE STUNG

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 26. 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



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

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



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* (x2); **4th** *air walk* (x3), *freedom of movement*; **3rd** *earthbind* (x2), *haste*, *heal*; **2nd** *dispel magic*, *glitterdust* (x2), *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

Ice 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 ice 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 24). 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.
- One or more unarmed melee attacks specific to the

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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 45).
- **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 75).

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 73); 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 13). 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.

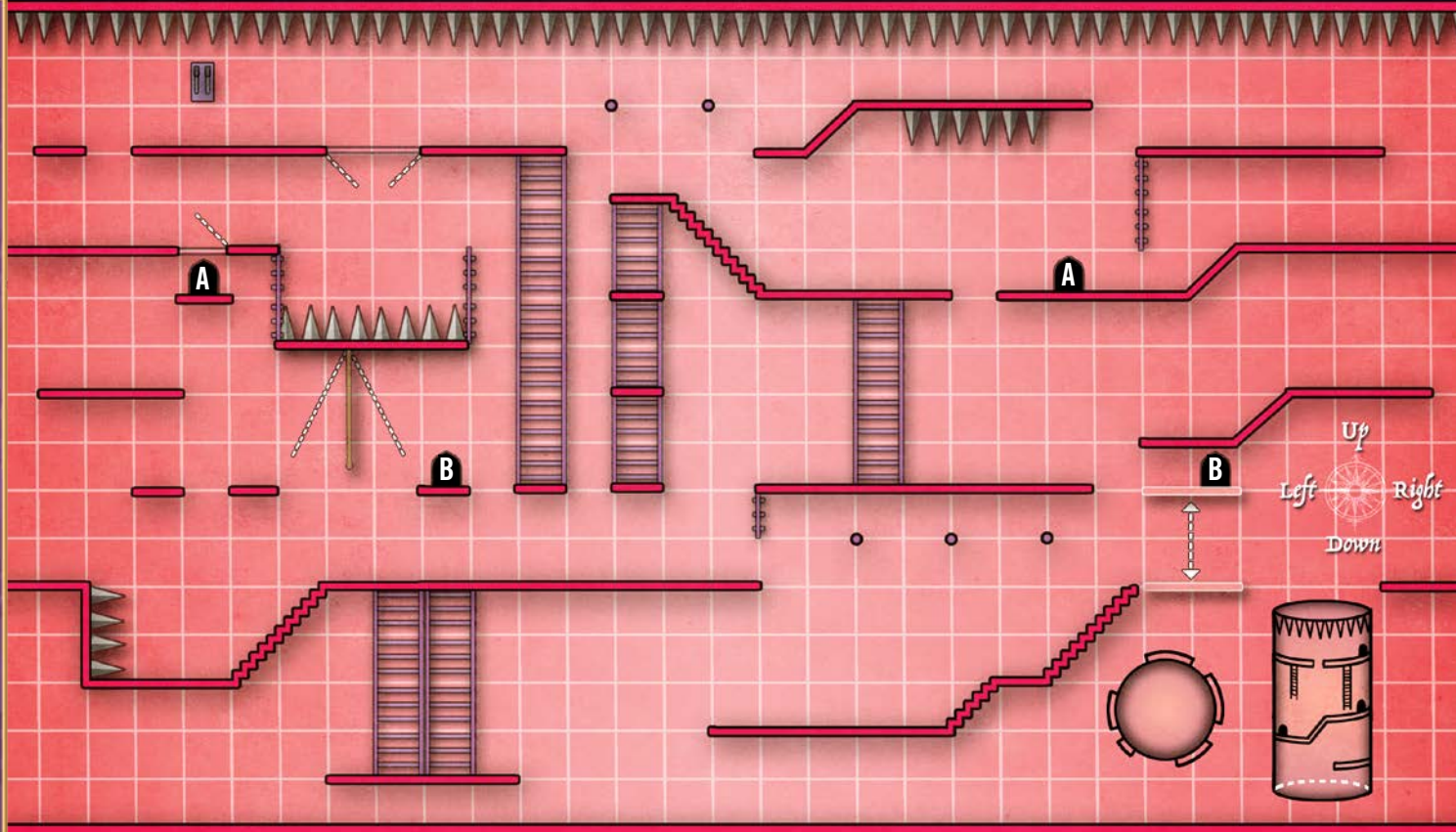
MOVING STATUE MIRAGES **OBSTACLE 16**

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.

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 24).

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 or 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.

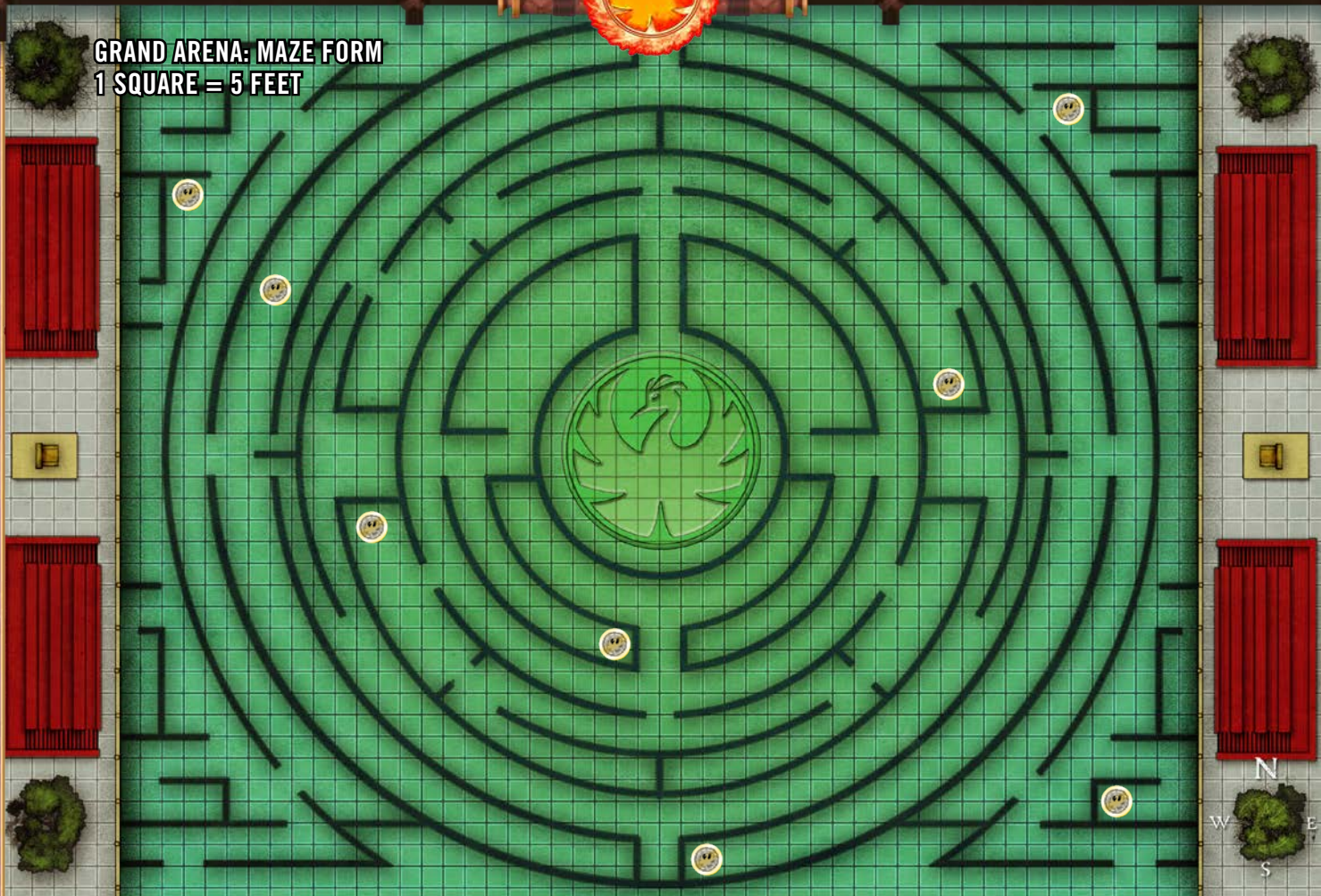
Opponents: The party's opponents are either Tino's Toughest or the Lightkeepers. If the player characters won their match against Winter's Roar on Day 1, then they fight Tino's Toughest. If the characters lost that match, they instead fight the Lightkeepers.

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 74).

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 vary depending on when the characters entered the losers' bracket. Refer to the diagram on page 31 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 81

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 22) 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 23

Initiative Stealth +31

MASTER XUNS (2)

CREATURE 14

Page 23

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.

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 19), 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 32), 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 52), which makes use of alchemical items in its quasi-legal games of chance and skill. It is also home to a simple but impressive fighting ring surrounded by a square 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, then 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.



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



READY?
FIGHT!

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 74) 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 88.

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 57.

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 80

Initiative Perception +28

RIVKAS (3)

Page 83

Initiative Perception +21

CREATURE 16

SHADOW YAI

MODERATE 17

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.

Chapter 1:
In Search of
Sponsorship

Chapter 2:
The Tournament

Chapter 3:
Rage of Mogaru

Goka

Rise of the Kaiju

Adventure
Toolbox





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

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 83

Initiative Perception +21

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 46). 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 88). 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

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 17).

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 17).

OPERA HOUSE REPRISE

EXTREME 17

Razu stops his flight at the Empress Yin Opera House (page 17). 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 90

Initiative Perception +30

MELODIC SQUALLS (2)

CREATURE 16

Page 57

Initiative Perception +30

SHADOW YAIS (2)

CREATURE 16

Page 80

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 74). 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.





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GOKA

Famed for its architectural marvels, boundless entertainment, and unequalled 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.

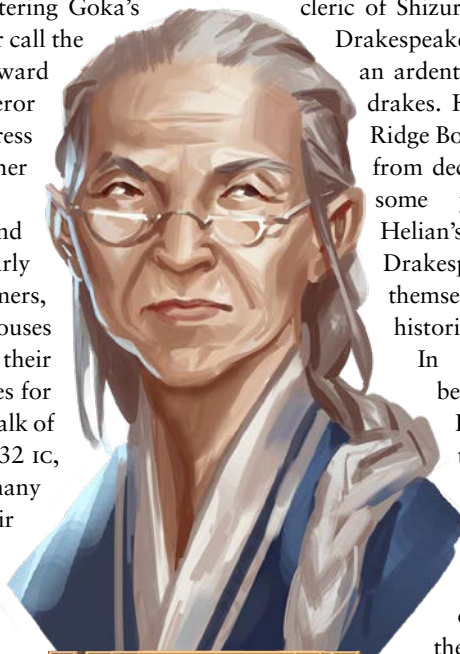
Goka, on the brink of implosion, desperately put all they had in Shu, who ascended to the throne in 5601. From the outset, however, this government was bloated with nepotism, and though Goka expanded under its guidance, most agree that this was in spite—not because—of Shu's management. When the empire 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



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 herself 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” themselves 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 the inside front cover.)



QUE YAN HELIAN

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.

LANDSCAPE FEATURES

The descriptions below correspond to the landmarks on the map on the inside front cover.

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

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

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find themselves in one of the dozen less prestigious magic schools.

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 the inside front cover.

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





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RISE OF THE KAIJU

The earth trembles; that is always the first sign. Shortly after comes a crushing atmospheric pressure, and far off in the distance, looming shadows, as tall as mountains appear. The air tastes of ash and smoke; faint screams can be heard on the wind. Birds and beasts begin to silently flee, moving as fast as possible like bugs skittering away from a descending humanoid foot. These apocalyptic phenomena represent signs of an inescapable approaching doom: the kaiju.

Kaiju are a nebulous category of sky-scraping monstrosities that alternate between periods of deep hibernation and violent awakening. These legendary titans dwarf even the largest dragons, giants, and constructs, standing no shorter than 100 feet tall and often measuring more than double that size. Whether they are worshipped as gods or feared as harbingers of destruction, kaiju are a humbling reminder of the tenuous nature of Golarion's relatively diminutive civilizations. Entire societies have disappeared overnight in a shower of pyroclastic rubble thanks to these unstoppable behemoths, whose merest wanderings can transform an empire into a crater. Even worse is when a kaiju's attack is intentional—for all the collateral damage they cause, their focused rage is far deadlier, comparable in scale only to the goriest of humanoid wars.

No two kaiju are alike; their origins are as varied and mysterious as their diverse supernatural powers. Some kaiju are created by powerful beings to fulfill some alien purpose, such as Agmazar the Star Titan, while others incubate and rise from beneath the crust of cursed realms, such as Yarphoon the Moon Grub. Still others are speculated to have been born alongside Golarion itself with the rest of the cosmos. In addition to their own singular history and legend, a kaiju's abilities and typical behavior determine how it is regarded by people dwelling nearby. For example, those who live in cities near the Valashmai Jungle cultivate many talented musicians in order to quell the rage of Mogaru, the Final King. Similarly, some

animists and totemists worship the two-headed flying Agyra as the cause of powerful storms and might even hold festivals to appease her. Horrors such as crustaceous Frovith the Void Duke, on the other hand, inspire only existential dread among those who have witnessed such a preternatural terror.

Whatever their origins, kaiju tend to dwell in extreme climes, far from the temperate continents that house many of Golarion's peoples. In these remote lands, two kaiju might battle one another for control of the region, possibly for days at a time, until one yields. Kaiju are rarely mortally wounded, however, and many are known to be millennia old. Rather, defeated kaiju retreat to slumber and tend their wounds.

What exactly awakens or enrages a kaiju varies. Some follow a predetermined cycle of hibernation and activity, while others respond to cataclysmic events or ancient rituals. Many kaiju seem to have some instinct they must satisfy or an internal balance they must maintain akin to a regulating force on the world. For this reason and others, kaiju are commonly revered as gods by those who witness them. Some gifted people even show some affinity for one or more kaiju. These so-called "kaiju callers" intuitively understand that a kaiju's motivation is often also its weakness, and such individuals know how to exploit this primordial instinct to predict when a kaiju will awaken, direct a kaiju's movement, or even in some exceptional cases, control the very will of the kaiju.

In Pathfinder, kaiju are less likely creatures to be defeated and more often walking natural disasters to be mitigated. The heroes who must deal with a kaiju typically do not confront it directly and set out to kill it, but rather do what they can to avert the worst of the behemoth's atrocities.

The following pages describe four of Golarion's notable kaiju from a variety of regions. Each entry includes a description of the kaiju and its routine or tactics, plus two adventure hooks that you can use to incorporate the legendary beasts into your campaign.



CIMURLIAN

Great Bear of the Frozen North

Deep within the eternal snowscape of the Crown of the World slumbers a beast that rises like a mountain from the white wastes. Cimurlian, the Great Bear of the Frozen North, resembles a massive polar bear over 400 feet from head to tail. Few have actually seen the dread kaiju's body, for her fur is as white as the snow, and her presence is always heralded by blinding blizzards. If Cimurlian were to stand still, only her glowing eyes, each as menacing and impassive as daytime stars,

would render her visible in the midst of the storms she carries with her. Were the sun ever to shine through, it would reflect brilliant rainbow arcs off the massive chunks of ice growing out in spikes from her fur. A closer inspection would reveal hundreds of animal bodies frozen forever within the jutting ice.

It is a gift to humanity that the Great Bear gives the Path of Aganhei a wide berth, and indeed all mortals are lucky that Cimurlian seems averse to interacting with creatures smaller than most kaiju. Only the hardest explorers of the High Ice can reliably hope to meet Cimurlian, whose thousand-mile path makes a rough circle around the circumference of the pole.

The Great Bear takes her centuries-long naps somewhere around the frozen lakes of the Lustral Spires, and the ice caves of this range are filled with the weapons and gear of countless failed kaiju hunters.

The fell winter magic that permeates Cimurlian causes her body to absorb all heat within a mile, flash-freezing any warm-blooded creatures who approach her and snuffing out even the most well-protected fires. This ambient environmental phenomena is typically accompanied by flashes of blinding light and loud pops—a result of such sudden, drastic changes in air pressure and temperature. Each step Cimurlian takes can be felt for miles, and the ice that cascades off her body smashes the ground, defining the very shape of the landscape itself.

ADVENTURE HOOKS

Ancestral Hunt: A Varisian treasure hunter named Lytera has discovered evidence of a long-lost ancestor; his last correspondence noted that he was seeking the kaiju Cimurlian in her den at the Lustral Spires. Lytera wishes to reclaim her ancestor's remains (and, more importantly, his powerful magic items) from his icy tomb. She seeks a hardy crew of experienced adventurers to join her expedition to the Crown of the World.

The Climb: Irriseni researchers have found a way to counteract the freezing magic of Cimurlian's aura, and they are looking for brave explorers to scale the Great Bear's mighty pelt and gather data on the kaiju's biosphere. The researchers have promised handsome rewards for anyone who returns with samples of ice and fur; additionally, countless priceless treasures from destroyed cities and doomed kaiju slayers are rumored to be buried within the beast's mountainous hide.





Igroon The Dragon Eater

There are legends whispered among dragonkind of a being called simply “the Devourer.” The lives of dragons are long, and their collective memories are even longer. What could otherwise be a tall tale to scare rowdy wyrmlings into behaving is in fact a living menace for older dragons. They tell of a kaiju so terrible that it instills dread even in the hearts of elder dragons: Igroon, the Dragon Eater.

With unknown origins and an utterly alien appearance, Igroon is a towering saurian fiend composed of thousands of tessellating chitinous plates that gleam blindingly in the sun. Each scale is roughly the size of a galleon’s sail, and its composition matches no known substance. The material is, however, preternaturally durable, able to shrug off even the most wicked blows of dragons and other kaiju. Magical and elemental attacks likewise slide harmlessly off Igroon’s natural armor. Its numerous eyes, embedded seemingly at random across what can only be assumed is the monster’s rough face, continually adjust and readjust like clockwork in shades of electric blue.

Igroon’s metallic composition and the eerie precision with which it moves leads some to believe it is of constructed origin, though who or what could have created such a titanic being is beyond anyone’s guess. Yet in spite of its size, Igroon still moves gracefully and effortlessly through its home in the high mountains of Shenmen in central Tian Xia. Many reputable sources claim that Igroon’s scales can bend light in order to camouflage itself. Others insist that Igroon’s form is indeterminate, that it can squeeze through improbably tight spaces and reconfigure the composition of its entire body at will. The worst possibility, all agree, is that both these theories are true.

Igroon’s namesake comes from its unwavering pursuit of dragons. All Tian dragons know of Igroon, and most stay as far away from it as possible. Feasting upon dragons is the only time one may witness Igroon’s otherwise hidden mouth: a scaly aperture it exposes by unhinging its entire body and creating a horrific maw of jagged metal plates on its underbelly. In addition to dragons themselves, Igroon devours dragons’ treasure hoards, a tendency thought to replenish the physical materials used to generate its scales.

For the humanoid inhabitants of Shenmen, Igroon is regarded as either a blessing or a curse, depending on what type of dragon draws it to the vicinity. In towns tyrannized by rapacious underworld dragons or vindictive forest dragons, for example, a chosen peasant might take a shed dragon scale or other

object bearing the evil dragon’s scent high into the surrounding hills in the hopes of drawing out the Dragon Eater. Elsewhere, such as in the imperial dragon-ruled nation of Xa Hoi, the Dragon Eater is nothing short of an existential threat to all the people know and hold dear.

Igroon stifles the effects of natural disasters in a miles-wide radius, seemingly absorbing the world’s energy for its own purpose. The Dragon Eater has been observed mitigating the effects of volcanic eruptions, inhaling ash and smoke into its body and releasing clean air, and creating vortexes of clear weather in the middle of cataclysmic thunderstorms. The Dragon Eater can amplify its ambient powers at will, causing those in nearby settlements to become light-headed as the very soundwaves in the air are dampened. When Igroon rattles its scales—a terrifying and mesmerizing sight—it produces a powerful shock of metallic sound that can rupture nearby animals’ organs or even cause entire bodies to explode.

Few triggers awaken Igroon, though the presence of dragons is the most obvious and common one. Another, strangely, is sudden elemental activity, such as when a large portal opens to an elemental plane or a being of great elemental power arrives on Golarion. Otherwise, Igroon wakes once a century or so, which is enough time for new towns to pop up in the mild climates of Igroon’s shadow. Like many other kaiju, the Dragon Eater usually returns to slumbering once its goal has been achieved, but little else is known to pacify the beast.

ADVENTURE HOOKS

Slay the Tempter: Igroon has stirred from its slumber and given chase to the underworld dragon Dokwan. Rather than face the Dragon Eater, the cautious dragon has instead kept a steady distance, leading Igroon around the fields of Shenmen like a dog drawn to a strip of meat. Affected cities have pooled their resources to offer a substantial bounty for anyone who can slay Dokwan, though doing so without falling into Igroon’s destructive path will be no easy feat.

Tipping the Scale: Amid its last hungry rampage in the Gossamer Mountains, Igroon shed a single scale from its massive frame, which crashed down and embedded itself in the outlying hills. The humans who discovered the scale soon dispersed when rivaling dragons took notice and began fighting over the artifact. The hills have since become a battleground for the imperial dragon Xarmaas and the sky dragon Lunguin and their proxies. Perhaps a brave group of adventurous intermediaries could help one side claim the relic in order to end the bloodshed.

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JAKABU

Ethereal Leviathan of the Eastern Sea

As inevitable as the summer rain, the passing of Jakabu over the Ikkaku Peninsula in the Tian nation of Minkai is a once-in-a-generation event that marks the end of one era and the beginning of the next.

The Ethereal Leviathan resembles a massive flying whale with ghostly glowing flesh, large enough to swallow a city whole. Its eyes are sunken and red, lazily scanning its surroundings with vague intent. Surrounding the behemoth at all times is a cloud of spirits that resembles rotting seagulls, skeletal flying fish, and tentacled horrors that defy description.

In the weeks preceding Jakabu's appearance, the waters around northern Minkai grow eerily still and sea life acts in strange ways. Some fish cease moving entirely—floating up to the surface, alive but motionless. Gulls perch on the sides of ships to observe sailors with disturbing concentration. A lilting moan can be heard in the evening air, growing louder with each passing day. Finally, in the dark red light of a lunar eclipse, Jakabu breaches the ocean surface and soars into the sky, casting a shadow over the Ikkaku Peninsula for no fewer than 3 days.

During this period, the villages, farms, and roadside inns all along Ikkaku go dark as people snuff out all their lights except for torches that blaze a continuous

line across the peninsula: a path for Jakabu to follow safely to Mount Kumijinja, where it soars high into the sky until it simply and unceremoniously disappears. Without this custom of torch lighting, Jakabu aimlessly flies over Minkai—sowing chaos as it sporadically beaches and flails—until it stumbles on its intended destination by pure chance. If the chain of light is disrupted, as occurs most commonly during wartime, this havoc can last for weeks before Jakabu finds its way home.

ADVENTURE HOOKS

The Maiden of Falling Leaves: Jakabu has beached not far from Ikkaku's shoreline, where it has begun wreaking havoc in a weeks-long struggle to right itself. A priestess of Hei Feng named Haiziki claims to know the rites to calm Jakabu, but she needs brave guards to escort her across disaster-ridden terrain riddled with the deadly creatures feasting upon Jakabu's rotting flesh. Once there, Haiziki and her company must go inside Jakabu's body to perform the rites and get the leviathan airborne again.

The Sound of Transmigrating Souls: An expedition into the cavernous stomach of Jakabu for treasure has gone terribly wrong. With only two days before Jakabu disappears above Mount Kumijinja, can a band of intrepid adventurers wade through the vengeful undead that plague Jakabu's gut, rescue the expedition from a watery doom, and perhaps claim some of the relics within?





YORAK

The Horned Thunder

The rhinoceros kaiju known as Yorak, the Horned Thunder, wanders the arid wastes of Shaguang in Tian Xia. Each crushing step of his hooves rumbles against the sky like thunder, reverberating within the bodies of anyone nearby. Yorak's craggy hide seems carved out of a mountain, his horn a spire tall enough to pierce the heavens. His brilliant jade-green eyes perpetually scan the horizon as if searching for something. Indeed, the Horned Thunder's every movement resembles the inexorability of the changing seasons. Yorak's path, it is said, is as inevitable as the thunderstorms of late summer on the Shaguang Desert. Of course, Yorak himself generates many of these thunderstorms, which follow in his wake wherever he roams.

The Horned Thunder's hulking frame is perpetually surrounded by large thunderheads, and the clouds crackle with green bolts that sporadically strike his horn like a lightning rod. When the kaiju stands on two legs, extending his gargantuan body upward into the sky, one can observe Yorak's head for a brief moment as it rises out of the maelstrom. Even unobstructed by clouds his visage appears as a silhouette, his shining green eyes like stars piercing through the darkest of night skies.

Standing proudly as the largest being in all the desert, the Horned Thunder despises tall structures and goes out of his way to demolish them. He has even been observed crushing mountains beneath his bloodstained hooves, though he saves his mightiest blows for wayward kaiju who wander into his territory. Even then, Yorak's powers over lightning make his monolithic stature seem an afterthought, and woe be unto any creature, humanoid or titan, who stands in the way of the Horned Thunder's devastating electrical discharges.

The Mutabi-qi of Shaguang know Yorak's territory well and stay far afield of it, but non-native travelers need tread only a few miles within the Horned Thunder's nation-spanning migratory route to feel the kaiju's presence in their bones. Heightened ambient electricity is the first sign, felt like a soft, ever-present tingling against one's face but growing in intensity until the merest touch creates blinding arcs of blue electricity. Deep reverberations from Yorak's steps might be mistaken for a sledgehammer hitting one's torso, and of course there are the beast's indeterminate periods of shedding—in which entire landslides of dirt, sand, and rock fall from the giant's body to crash upon the desert below.

In contrast to his steady, deliberate gait, Yorak is incredibly temperamental and quick to anger. When molested, the kaiju lets loose terrible grunts and snuffling that coincide with a thousand lightning strikes in all directions. Those Mutabi-qi whose lands intersect Yorak's do well to appease the beast, holding frequent festivals full of song, dance, and many drums, all of which appear to soothe his temper. Yorak seems more cognizant of the people in his territory than other kaiju, and he responds to large choreographed dances with what can only be described as terrible glee. Even more oddly, Yorak seems to have a preternatural sense for powerful evildoers, and his hooves have crushed the skulls of so many would-be tyrants and warlords that it seems impossible to be a coincidence. It is said that the hundreds of fallen despots in his shadow have sown the land with legendary weapons and caches of treasure, though any who bear such relics might too draw the kaiju's ire.

ADVENTURE HOOKS

A Titanic Clash: A wayward and unlikely encounter with Zimivra, the Endless Coils, has challenged Yorak's control over his roaming territory. The kaiju have been battling in the great desert of Shaguang for weeks now following the unprecedented advance of Zimivra into the sands. Each blow sends a tremor through the earth, stirring up sandstorms that engulf nomadic communities and strangle oases. The people of Shaguang can only endure so much before the land itself becomes totally unlivable. What caused Zimivra to attack so suddenly, and what can be done to stop her fight against Yorak?

Until My Body, Too, Becomes a Blade: Legends persist about the origins of Yorak, the Horned Thunder, with some folk tales even suggesting that he was originally a human who sought ultimate strength. It is said that once reaching the lonely peak of power, Yorak grew distraught at the barren wasteland he saw before him. He forgot why he had sought such prowess in the first place, and his anguish grew until it turned his form monstrous and unrecognizable. Though by no means verifiable, it is thought that a lineage of bladesmiths in a rural mountain village at the edge of Shaguang had ties to the man who became Yorak. Foreign powers wishing to harness Yorak's incredible might have turned their eyes toward the only daughter of the fabled smiths, and an anonymous patron has reached out to adventurers with a tantalizing offer: protect the smith from foreign kidnappers in return for a morsel of the mounds of ancient treasures that line Yorak's trail.

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READY?
FIGHT!

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ADVENTURE TOOLBOX

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

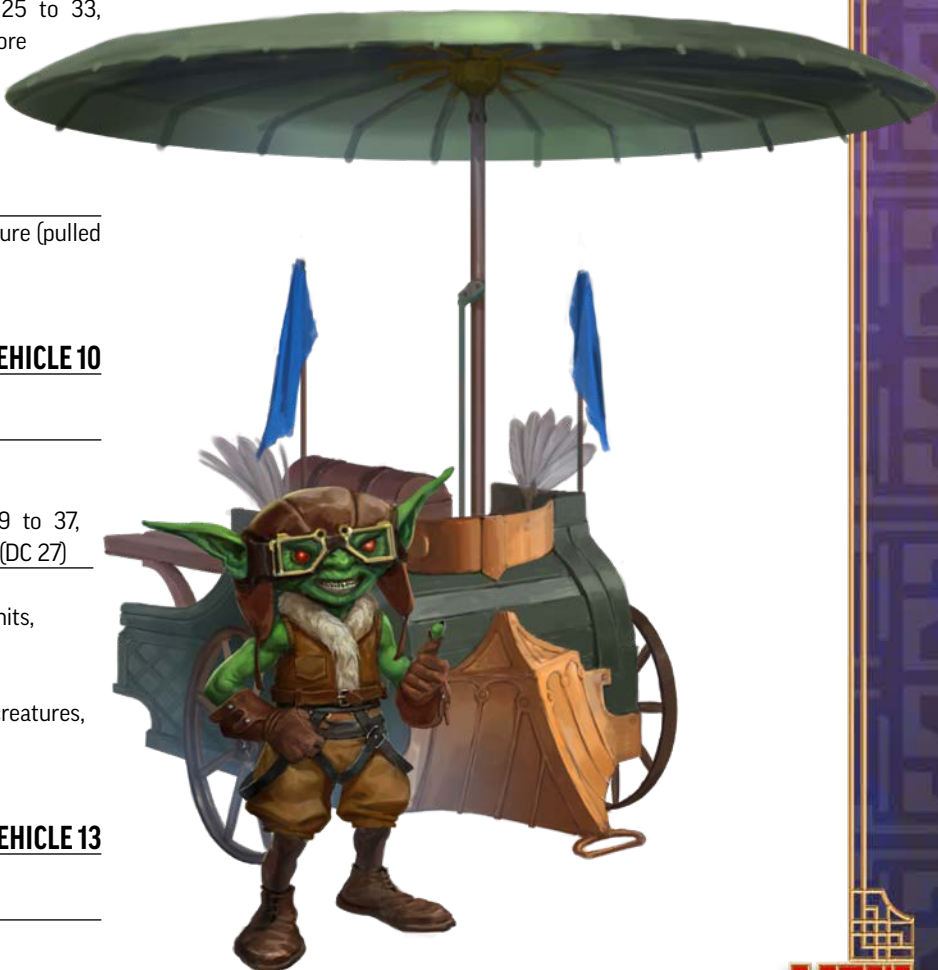
Piloting Check Arcana (DC 33), Nature (DC 33 to 41, depending on pulling creature), or Piloting Lore (DC 31)

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)





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 \blacklozenge 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.

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 \blacklozenge Interact; **Effect** The cape becomes a pair of golden drake wings that grant you a fly Speed of 30 feet for 1 hour.

Activate \blacklozenge 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 \blacklozenge 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

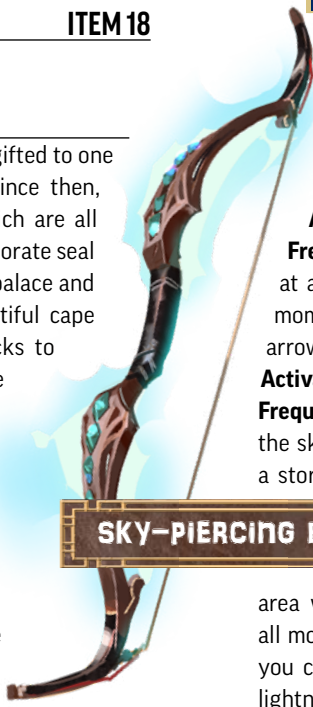
Usage held in 2 hands; Bulk L

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 \blacklozenge 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 \blacklozenge 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.

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.

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 6

UNCOMMON MONK STANCE

Requirements You are unarmored.

You relax your posture and loosen your joints, allowing

FULU

Fulus are small paper charms that can be affixed to armor, a shield, a weapon, 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.

yourself to move with incredible fluidity. You can make stinging lash attacks that deal 1d8 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.



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 8

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 10

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 16

ARCHETYPE

Prerequisites Sixth Pillar Dedication

Your greater discipline aligns your magical and physical potential. If your proficiency rank in unarmed attacks is at least master, your proficiency rank in spell attacks increases to master. Likewise, if your proficiency rank in spell attacks is at least master, your proficiency rank in unarmed attacks improves to master.

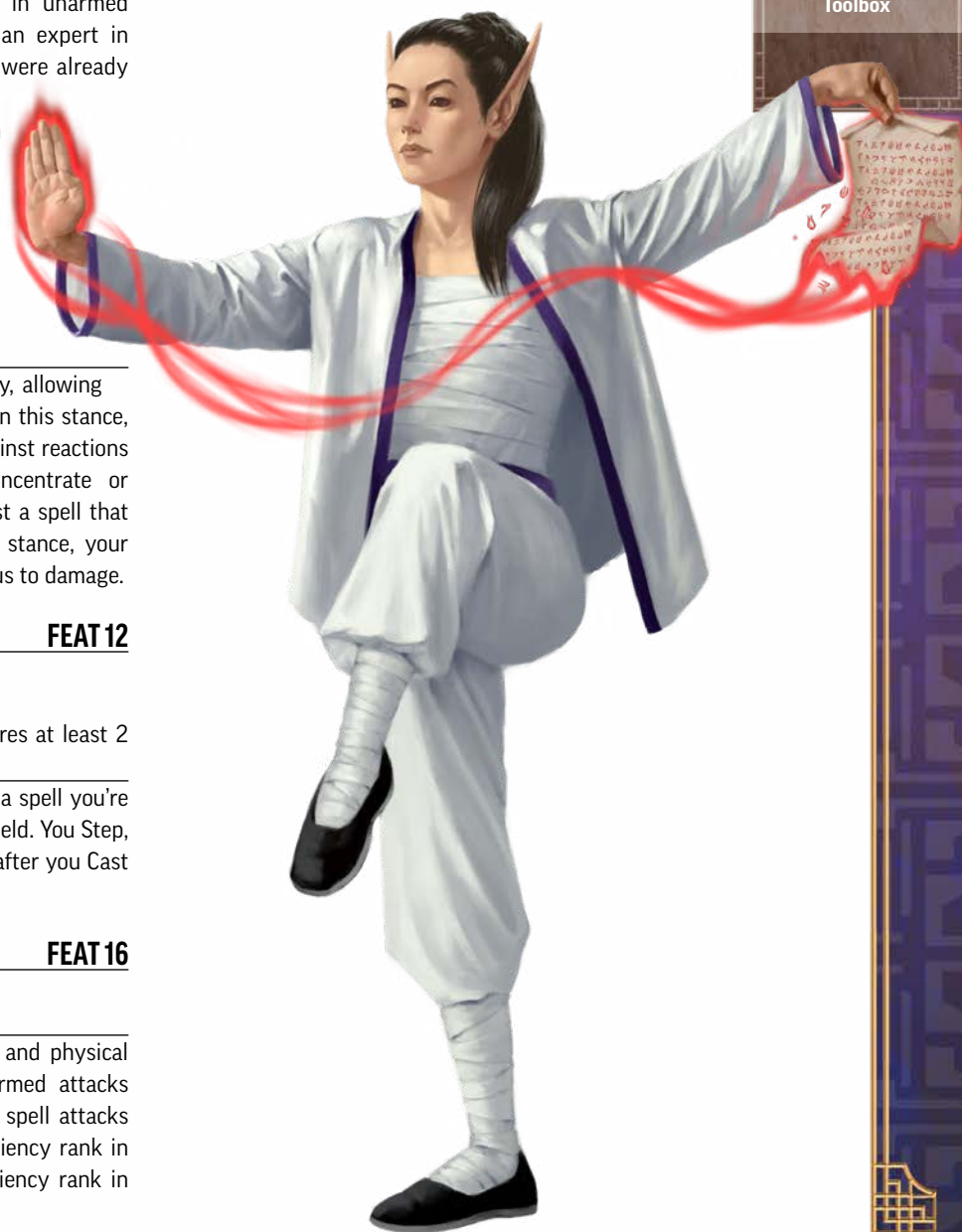
TOUCH FOCUS

FEAT 14

ARCHETYPE MANIPULATE METAMAGIC

Prerequisites Sixth Pillar Dedication

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 can change the range to touch. If the altered spell requires a spell attack roll, 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. After you Cast the Spell, you can Disarm, Shove, Trip, or Strike the target with an unarmed attack.



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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.

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.





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** +23

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 82).



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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

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.



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CLEAR DIRECTION

Most pings on Golarion are seen in the skies of southern Tian Xia. Pings hardly ever roost or even stop to rest, and they are almost always seen headed in a southerly trajectory. According to pings themselves, they have no destination: they are headed south, and even they don't know why. Some whimsical pings claim that they are in pursuit of a dream they once had in a life they lived long before this one.

PENG

Pings 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, pings arise from the unlikeliest of origins: the cruel kun, a hateful fish monster whose predilection for the crushing depths of the sea matches the ping'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. Pings do not seek danger or thrills; they want only to make their long voyages and fly without disruption.

A ping's calm and steady nature is so strong that its mere presence can quell storms and still winds. Mariners and pilots believe spotting a ping 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 ping.



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 ping'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 ping 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 ping 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 Pings can move in any wind with easy grace. A ping ignores difficult terrain caused by wind and doesn't need to Maneuver in Flight in high winds.

Cloud Cover ♦ (air, evocation, primal) The ping exhales a thick cloud and envelops itself in the mist. The ping gains cover until the end of their next turn.

Flap Wings ♦♦ The ping beats its wings to create a mighty burst of frosty air and push away foes. Each creature within 10 feet of the ping 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 ping can't Flap Wings again for 1d4 rounds.



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.



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

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), **Kujiba** (negative), **Igroon** (acid), **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.





DREAMERS OF THE DARK

Jiang-shi typically arise from priests or holy workers who have died but chose to make their way back from the afterlife. While in a state of repose, a jiang-shi is haunted by dream visions of the netherworld. Many recall endless privations and instinctively seek to share their agonies while awake. Some recall humiliation and swear none shall master them again. A few even glimpse the multiverse's secrets and plot to drain the heavens dry.

VAMPIRE, JIANG-SHI

Jiang-shi are terrifying hopping vampires from Tian Xia. Though similar to other vampires—they are undead, they drain vital energy from the living, and they can be slain only in specific ways—jiang-shi feast upon the breath of the living, also known as qi or ki, instead of blood. While they possess unique powers, including their magic-deflecting paper fulus, extraordinary jumping ability, and immunity to sunlight, jiang-shi also possess unique vulnerabilities, such as the inability to see living creatures save through breathsense, a revulsion to bells and mirrors, and near-stupefying melancholia. Thankfully, most jiang-shi can't create vampiric spawn.

CREATING A JIANG-SHI

While it's best to create a jiang-shi from scratch, you can turn an existing living creature into a jiang-shi using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead and vampire traits, and usually becomes evil.
- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 1.
- Reduce the creature's Speed by 10 feet, to a minimum of 15 feet.
- Increase the creature's damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's breath weapon), increase the damage by 2 instead.
- Reduce the creature's HP by the amount listed on the table.
- The jiang-shi gains fast healing and resistance to physical damage (except darkwood) as indicated in the table. These abilities are the reason the jiang-shi has less HP.

Starting Level	HP Decrease	Fast Healing/Resistance
3-4	-20	5
5-7	-30	7
8-14	-40	10
15+	-60	15

Basic Jiang-Shi Abilities

If the base creature becoming a jiang-shi has any abilities that specifically come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the jiang-shi's theme. All jiang-shi gain the following abilities.

Darkvision

Breathsense 60 feet (precise). A jiang-shi can't perceive living creatures beyond 5 feet except with their breathsense. A living creature within the listed range who holds its breath is invisible to the jiang-shi for as long as it hold its breath. To hold its breath in this way, a creature must have one hand free to fully plug its nose or cover its mouth. (Refer to page 478 of the *Core Rulebook* for the full rules on holding breath.)

Negative Healing

Immunities death effects, disease, paralyzed, poison, sleep, prone

One More Breath (divine, necromancy, negative) Unlike other undead, a jiang-shi isn't destroyed at 0 HP. Instead, they fall unconscious and awaken in 1 minute with 1 Hit Point. Scattering at least 1 Bulk of glutinous rice or hen eggs on an unconscious jiang-shi destroys them permanently. If the jiang-shi was reduced to 0 HP by an attack from a weapon made of darkwood, they're destroyed immediately.



Jiang-shi Vulnerabilities All jiang-shi possess the following vulnerabilities.

- **Revulsion** A jiang-shi can't voluntarily come within 10 feet of a brandished mirror or the sound of ringing handbells. A creature can Interact with a mirror or handbell to brandish or ring that item for 1 round (similar to Raising a Shield). If the jiang-shi involuntarily comes within 10 feet of an object of their revulsion, they gain the fleeing condition, running from the object of their revulsion until they are 10 feet or farther from the object. After 1 round of being exposed to the object of their revulsion, a jiang-shi can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, they overcome their revulsions for 1d6 rounds (or 1 hour on a critical success).
- **Bitter Epiphany** A jiang-shi is afflicted by severe melancholia when reminded of their debased nature and the truth of their existential disconnection from living beings. When a jiang-shi sees an altar with at least 1 Bulk of food offerings to ancestor spirits, they must attempt a DC 25 Will save. They are then temporarily immune to bitter epiphany for 1 minute.

Critical Success The jiang-shi is unaffected.

Success The jiang-shi is stupefied 1 for 1 round.


Failure The jiang-shi is stupefied 2 for 1 minute.

Critical Failure The jiang-shi is stupefied 2 and confused for 1 minute.

Warped Fulu The jiang-shi has corrupted the fulu attached to their brow. The jiang-shi is immune to spells cast from a magic item without expending a spell slot, such as from a scroll or wand. A creature can Steal a jiang-shi's fulu to remove it, rolling against the jiang-shi's Perception DC. This immediately ends the jiang-shi's immunity to these effects. If a creature then destroys a jiang-shi's removed fulu with an Interact action, the jiang-shi also loses their fast healing ability. A jiang-shi can create a replacement fulu by spending 1 uninterrupted hour inscribing a strip of paper (or similar) with a writing instrument.

Rigor Mortis The jiang-shi ignores difficult terrain and effects that would render it prone. A jiang-shi can't take the Drop Prone action. When a jiang-shi Leaps, it doesn't trigger reactions that are normally triggered by move actions, such as Attacks of Opportunity.

Claws If the base creature had hands, its fingernails thicken and grow to terrible proportions, granting it an unarmed claw Strike that deals slashing damage, has the agile trait, and can Grab. Use the moderate damage for the creature's level on the Strike Damage table on page 65 of the *Gamemastery Guide*.

Drain Qi  (divine, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the jiang-shi's reach; **Effect** The jiang-shi drains the victim's life energy, or qi, through their breath. This requires an Athletics check against the



JIANG-SHI AND FULU

A typical Tian exorcism for a jiang-shi involves the subdual of the vampire followed by a lengthy prayer to Pharasma. The exorcist then affixes a fulu charm (*Pathfinder Secrets of Magic*) upon the jiang-shi's brow, an object believed to ease the undead's eternal nightmares.



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HIERARCHIES OF BREATH AND DEATH

Unlike their blood-drinking cousins, jiang-shi subsist on mortals' breath and vitality in the form of qi, also known in some regions as ki. As a jiang-shi inhales more qi, it becomes stronger in body and mind. A truly gluttonous jiang-shi becomes even more powerful and attains a higher status than its peers. Such ancient vampires are known as "ministers," and they seek to feast on only the most rarefied qi of the cosmos.

victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the jiang-shi regains HP equal to 10% of its maximum HP, gaining any excess HP as temporary Hit Points. Draining qi from a creature that's already drained doesn't restore any HP to the jiang-shi but increases the victim's drained condition value by 1. If the victim has the ability to cast ki spells, it can spend 1 Focus Point to avoid becoming drained. This protects it only from the current attack, not from subsequent attempts to Drain Qi.

A victim's drained condition value decreases by 1 every week. If the creature restricts their diet to glutinous rice for at least 1 day and spends 10 minutes dancing, jogging, or otherwise engaging in vigorous physical activity by succeeding at a DC 25 Athletics check, it reduces its drained condition by 1.

Jiang-Shi Minister Abilities

Those rare jiang-shi who have devoured at least a thousand victims' qi have shed many of their frailties and become able to create jiang-shi from their slain victims. These imperious undead address themselves as "ministers" or by other grandiose titles, and they mock lesser jiang-shi as mere "provincials."

Ministers gain additional jiang-shi abilities, as detailed below. A creature below level 13 is not significant enough to become a minister—you should instead simply make such a creature into a regular jiang-shi or rebuild the creature so that it's at least level 13 before becoming a minister.

Resistances The jiang-shi resists all physical damage (except magical darkwood).

Dark Enlightenment The jiang-shi is no longer limited to seeing living creatures with only their breathsense, and they no longer have the Revulsion vulnerability. They can perceive living creatures normally with either darkvision or breathsense, and they can take the Drop Prone action.

Distant Steps When the jiang-shi Leaps, they can add 10 feet to the horizontal and/or vertical distance they move without affecting the Leap DC. The jiang-shi can stand and walk on water and other solid or liquid surfaces that wouldn't normally support their weight.

Tumult of the Blood (divine, necromancy) The third time a jiang-shi successfully Drains Qi within a single minute, they become quickened for 1 minute. They can use their extra action only to Strike or Stride.

PROVINCIAL JIANG-SHI

Roused rudely from their nightmarish slumber, the provincial jiang-shi roams the villages and graveyards around their domain for sustenance.

PROVINCIAL JIANG-SHI

CREATURE 11

CE MEDIUM UNDEAD VAMPIRE

Perception +22; breathsense (precise) 60 feet, darkvision

Languages Common, Necril, Tien

Skills Acrobatics +16, Athletics +22, Intimidation +20, Religion +22

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

Items +1 striking mace

AC 31; **Fort** +21, **Ref** +18, **Will** +24

HP 130, fast healing 10, negative healing, one more breath; **Immunities** death effects, disease, paralyzed, poison, sleep, prone; **Resistances** physical 10 (except darkwood)

Jiang-Shi Vulnerabilities

Warped Fulu



Speed 15 feet; rigor mortis

Melee ♦ claw +22 (agile), **Damage** 2d10+11 piercing plus Grab

Melee ♦ mace +23 (magical, shove), **Damage** 2d6+11 bludgeoning

Drain Qi ♦ (divine, necromancy) When Draining Qi, the provincial jiang-shi regains 13 HP.

Divine Innate Spells DC 32, attack +22; **6th** *harm* (×7), *spirit blast*, *vampiric exsanguination*; **5th** *shadow blast*; **4th** *enervation*, *ghostly tragedy* (*Advanced Player's Guide* 220; ×2); **3rd** *bind undead*, *fear* (×3)

MINISTER OF TUMULT

Ministers of tumult are grandmasters of killing, having cultivated their prowess to supernatural levels through the qi reaved from countless mortals. Many such jiang-shi ministers rule over settlements or even entire city-states, cowing their subjects into unerring obedience.

MINISTER OF TUMULT

CREATURE 14

LE MEDIUM UNDEAD VAMPIRE

Perception +28; breathsense (precise) 60 feet, darkvision

Languages Common, Necril, Tien

Skills Acrobatics +24, Athletics +29, Diplomacy +24, Intimidation +24, Martial Arts Lore +22, Society +20, Stealth +24

Str +7, **Dex** +4, **Con** +6, **Int** +4, **Wis** +8, **Cha** +4

AC 36; **Fort** +26, **Ref** +24, **Will** +28

HP 190, fast healing 10, negative healing, one more breath; **Immunities** death effects, disease, paralyzed, poison, sleep, prone; **Resistances** physical 10 (except magical darkwood)

Jiang-Shi Vulnerabilities

Warped Fulu

Speed 30 feet; rigor mortis

Melee ♦ claw +29 (agile, finesse), **Damage** 3d10+13 piercing plus Grab

Drain Qi ♦ (divine, necromancy) When Draining Qi, the minister of tumult regains 19 HP.

Monk Focus Spells 3 Focus Points, DC 34; **8th** *ki rush* (*Core Rulebook* 401), *medusa's wrath* (*Advanced Player's Guide* 229), *wind jump* (*Core Rulebook* 402)

Premonition of Death ♦ **Trigger** The minister rolls initiative or their turn begins; **Effect** The minister is attuned to coming violence. The minister uses Stance of Death.

Stance of Death ♦ (stance, necromancy) The minister's qi-engorged form allows perfect body control at all times. They assume one of the following stances.

- **Bone Corpse** When the minister successfully Drains Qi while in this stance, for 1 round each time the drained creature Strides it must succeed at a DC 5 flat check or waste the action and fall prone.
- **Cloudless Void** The jiang-shi gains a +1 circumstance bonus to AC and their claw Strikes gain the reach trait.
- **Sundered Veins** Creatures struck by the jiang-shi's claw Strikes take 1d10 persistent bleed damage. On a critical hit, they are also enfeebled 1.



SCORNB BY HEAVEN AND EARTH

Jiang-shi crave qi, but are also repelled by harmonious arrangements of qi, such as that which occurs in rice, hen eggs, mirrors, and certain types of wood.



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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 90), 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.



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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 1d6 rounds after it is stabilized.

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.

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)





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 17)—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.



READY?
FIGHT!

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 Razu 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 Razu'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.



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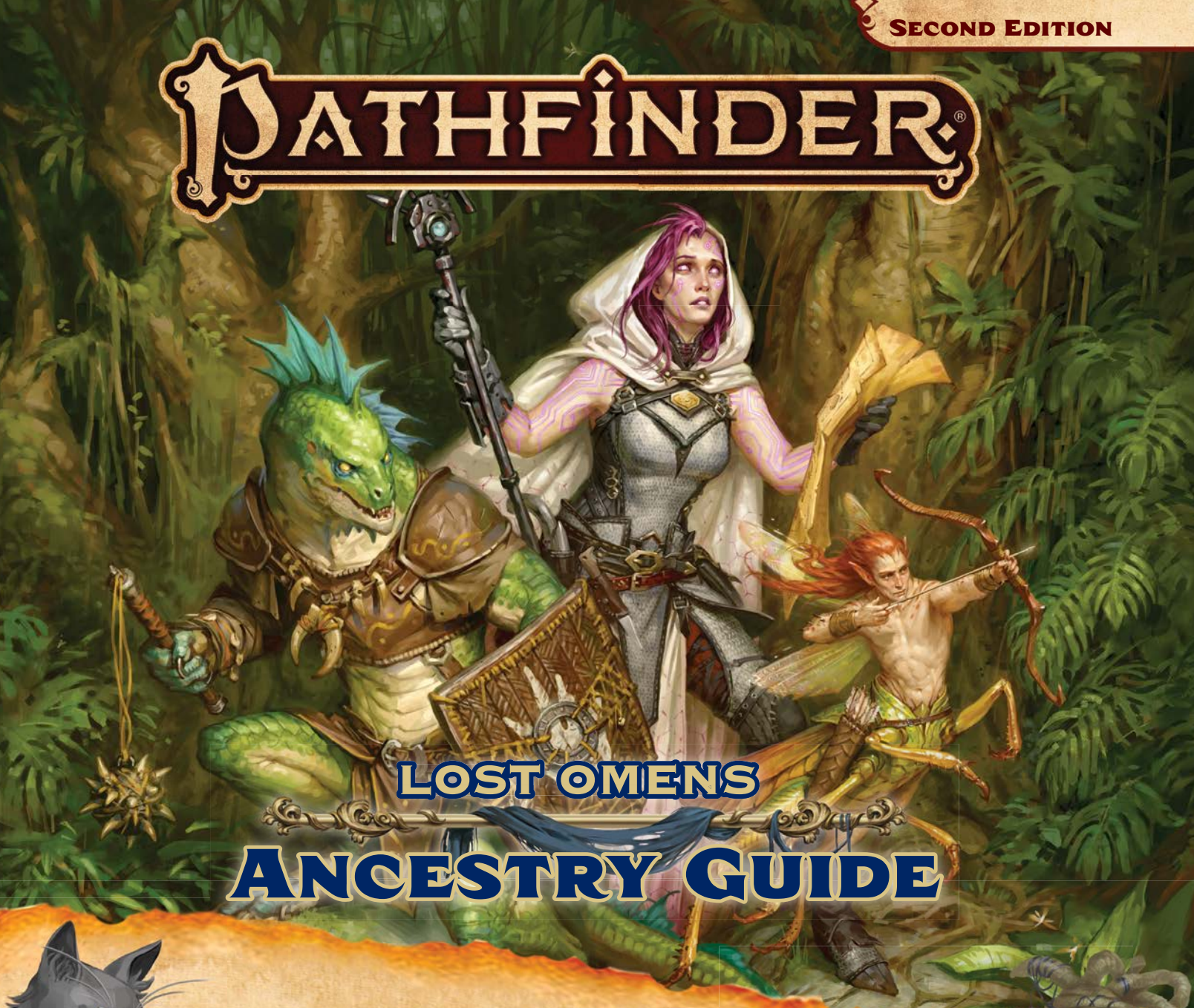
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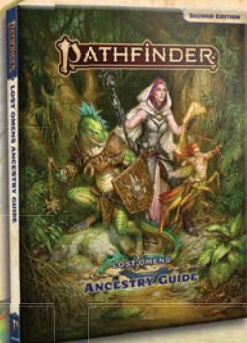
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