

Rite Publishing Presents

# Martial Arts Guidebook



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*Rite Publishing Presents:*

# *Martial Arts Guidebook*

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# Introduction

Wizards join secret societies and mysterious brotherhoods. Priests belong to religious orders and sects. Bards form troupes and movements. Rogues half-heartedly swear to guilds and crime bosses. Warriors, though, are often left wanting when it comes to social organizations within the campaign.

Certainly, characters have the option of joining the local Watch, or the regional military, potentially enlisting with one of the auxiliary units for another class' group. However, in all of these cases, characters who sling steel and spill blood for a living are left in the command structure of non-player characters or shadowy cabals. Most of the time, they're forced into a company where, realistically, there should be nearly no room for personal freedom over the goals of the greater whole, and truthfully, no liberty to go on adventure. This leaves little available for the character who wants the connection to a group of like-minded individuals, but isn't seeking the ladder of a hierarchy to climb.

This book is for those characters. It's for the characters who pulled themselves out of the gutter through the instruction of a skilled and dedicated teacher. It's for the characters who found meaning in their lives through the perfection of a martial art. It's for the characters who discovered camaraderie in the company of people with a similar devotion to the art of war, but didn't need to travel to distant places and kill the inhabitants to manage the task.

Similar to the old Bloodmoon School from Flying Buffalo's venerable *Citybook* line, this text hopes to offer you a half-dozen options for the martial characters in your campaign-- from the monks, to the magi, to fighters, to the cavaliers, to the gunslingers and more. These academies give opportunities for social connections and interactions unencumbered by rank. They present a ready location for rivals, story seeds, and boons, while making it easy to connect a character to the town or region. Instructors from distant lands provide a straightforward method for integrating feats or exotic weapons. So give the warrior in your group what he might never have realized he was missing; give a deeper investment in your campaign world, give the character a community of peers.

## How to Use This Book

These six schools are meant to be easily incorporated into any existing setting with a modicum of integration.



### Wushin Mountain and the Temple of the Five Spirits

While each offers an established history, this origin might be a complete fable, a clever tale with a kernel of fact offered to attract pupils, or it might be the truth. This book also lends itself to a campaign that takes place at these combat schools. While PCs attend these schools, Martial Techniques may be handed out by the GM using different methods, such as boons, bonus feats, or through using a prestige mechanic.

The first part of this book explores the eastern martial arts, which is what most people think of when considering the study of combat techniques. The second half focuses on the martial arts of the west which are as defined and well-practiced as those of the east, but perhaps less popularized in film or television. In the following pages, we explore a series of example schools which can be used in nearly any campaign setting. These schools focus on the fighting skills of the classic fencer, the gladiator, knights wielding two-handed great swords, the elven art of using magic and swordplay as one, and techniques of expert bow and musket marksmen.



These schools teach Martial Techniques, abilities both mundane and extraordinary. There are multiple ways to give your players access to these techniques:

- The simplest method is through the Martial Training feat or an alternate class option. With this method, a character gains permanent access to a single technique and may use it at any time. He must have access to the techniques' school in some way, and cannot simply pick from any and all schools without GM approval. Also, a character can take the Steel Discipline feat. This feat gives a pool of points which can be used to activate techniques. Further, it combines with classes such as the monk and swashbuckler to expand their martial options without needing a huge feat investment.
- A second option exists by developing a relationship with members of the school and choose to receive training in a technique as a boon. This option is best for players and GMs who prefer a heavily character-driven game, where PCs are motivated to become friends and rivals with NPCs.
- We've given options where characters might meet the alternate prerequisites, have access to an instructor of a specific technique, and may spend a skill point to learn a technique. Characters should not be able to learn more than one technique at a time this way, and should be required to have access to the technique's instructor. In this case, if a technique requires points, then the character should be considered to have a number of points per day equal to  $\frac{1}{4}$  of their character level, with a minimum of 1 point. These points may be used for nothing but the techniques the character has learned. This option should not be used if one of the other options is used, or techniques become too easily acquired.

Remember, while this book is about making combat more interesting, it is also about providing social communities to martial characters. Simply using techniques and ignoring the schools does a disservice to the characters involved.

### **Martial Training (Combat)**

*You have trained in the techniques of a martial school.*

**Prerequisites:** BAB +1

**Benefit:** You learn and are able to use one martial technique. You must meet the prerequisites of the technique to learn it.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new martial technique which you meet the prerequisites

## *Options and Access*

As the GM, you might decide that allowing your players to use these techniques an unlimited number of times per day is too powerful. If so, we encourage you to only allow characters with a point pool (i.e. arcane pool, grit, *ki* pool, lay on hands, or touch of corruption class feature) to take and use techniques. An optional point pool cost is provided in the technique descriptions let you know how many points from a point pool will be consumed when they are implemented as a part of those class features. A technique with an optional point cost of 0 is usable an infinite number of times as long as the character has one point in its point pool.

We've done some experimenting here, pushing the boundaries of how martial characters work to provide something beyond "I Power Attack," or "I Vital Strike." Not all of these options may fit your playstyle. Feel free to include or exclude specific techniques to suit your game.

for. You learn and are able to use that technique. A monk may select this as a bonus feat beginning at 6th level.

### **Steel Discipline (Combat)**

You have the mettle to use martial techniques with limited training.

**Benefit:** You gain a pool of steel points which you can use to perform martial techniques, and you learn one technique for which you meet the prerequisites. You must be instructed by a character who knows the technique for a period determined by the GM. At the start of the day, you gain 3 steel point plus a number of steel points equal to your Intelligence modifier. You may use these steel points to perform any martial technique by spending a number of steel points equal to the technique's cost.

**Special:** If you have levels in a class with grit points, panache points, a *ki* pool, or other similar martial-based point system, this feat instead gives you 2 extra points of that class's type and you also learn one martial technique for which you meet the prerequisites. You may not take this feat more than once.

## *Technique Descriptions*

The following block is used to describe techniques in this book:

**Technique Name** – The first line of every technique gives the name by which it is generally known.



*Flavor Text* – The second line of every technique is a brief description of what it does.

**School** (Applicable Weapons) – Beneath the flavor text is a line giving the technique's school (and what weapons it can be implemented with).

**Prerequisites** – The minimum base attack bonus, feats, and techniques (if any) needed to learn the technique. Techniques which only require Steel Discipline may be taken at the time that feat is chosen.

**[Alternate Prerequisites]** – Optional alternate prerequisites your GM may decide to use. These requirements permit the technique to be used by someone with the right combination of skills, feats, or both who then spends a skill point to learn the technique.

**Activation Time** – The action (immediate, swift, standard, or full-round) used to implement the technique.

**[Optional Point Cost]** – The optional point pool cost (see below) your GM may require you to expend to implement the technique.

**Effect** – What the technique enables your character to do.

## New Class Features –

### ANTIPALADIN

**New Cruelty:** Any antipaladin who meets the prerequisites can take the following new cruelty. An antipaladin can take this cruelty more than once.

*Divine Technique (Ex):* You learn and are able to use one martial technique. You must meet the prerequisites of the technique to learn it. Using this ability consumes a number of uses of your touch of corruption ability equal to the technique's optional point cost\*.

### GUNSLINGER

**New Deed:** Any gunslinger who meets the prerequisites can take the following new deed. A gunslinger can take this deed more than once.

*Grim Technique (Ex):* You learn and are able to use one martial technique. You must meet the prerequisites of the technique to learn it. Using this ability consumes an amount of grit ability equal to the technique's optional point cost\*.

### MAGUS

**New Arcana:** Any magus who meets the prerequisites can take any following new arcana. A magus can take this arcana more than once.

*Arcane Technique (Ex):* You learn and are able to use one martial technique. You must meet the prerequisites of the technique to learn it. Using this ability consumes a number of arcane pool points equal to the technique's optional point cost\*.

### MONK (UNCHAINED OR QINGGONG)

**New 4th-Level Ki Power:** Any qinggong monk who meets the prerequisites can take the following new ki power. A qinggong monk can take this ki power more than once.

*Ki Technique (Ex):* You learn and are able to use one martial technique. You must meet the prerequisites of the technique to learn it. Using this ability consumes a number of ki pool points equal to the technique's optional point cost\*.

### NINJA

**New Trick:** Any ninja who meets the prerequisites can take any following new trick. A ninja can take this trick more than once.

*Ki Technique (Ex):* You learn and are able to use one martial technique. You must meet the prerequisites of the technique to learn it. Using this ability consumes a number of ki pool points equal to the technique's optional point cost\*.

### PALADIN

**New Mercy:** Any paladin who meets the prerequisites can take the following new mercy. A paladin can take this mercy more than once.

*Divine Technique (Ex):* You learn and are able to use one martial technique. You must meet the prerequisites of the technique to learn it. Using this ability consumes a number of uses of your lay on hands ability equal to the technique's optional point cost\*.

## New Favored Class Options –

**Antipaladin:** The antipaladin gains 1/6 of a new martial arts technique. Using this martial arts technique consumes a number of uses of your touch of corruption ability equal to the technique's optional point cost\*.

**Gunslinger:** The gunslinger gains 1/6 of a new martial arts technique. Using this martial arts technique



consumes an amount of grit equal to the technique's optional point cost\*.

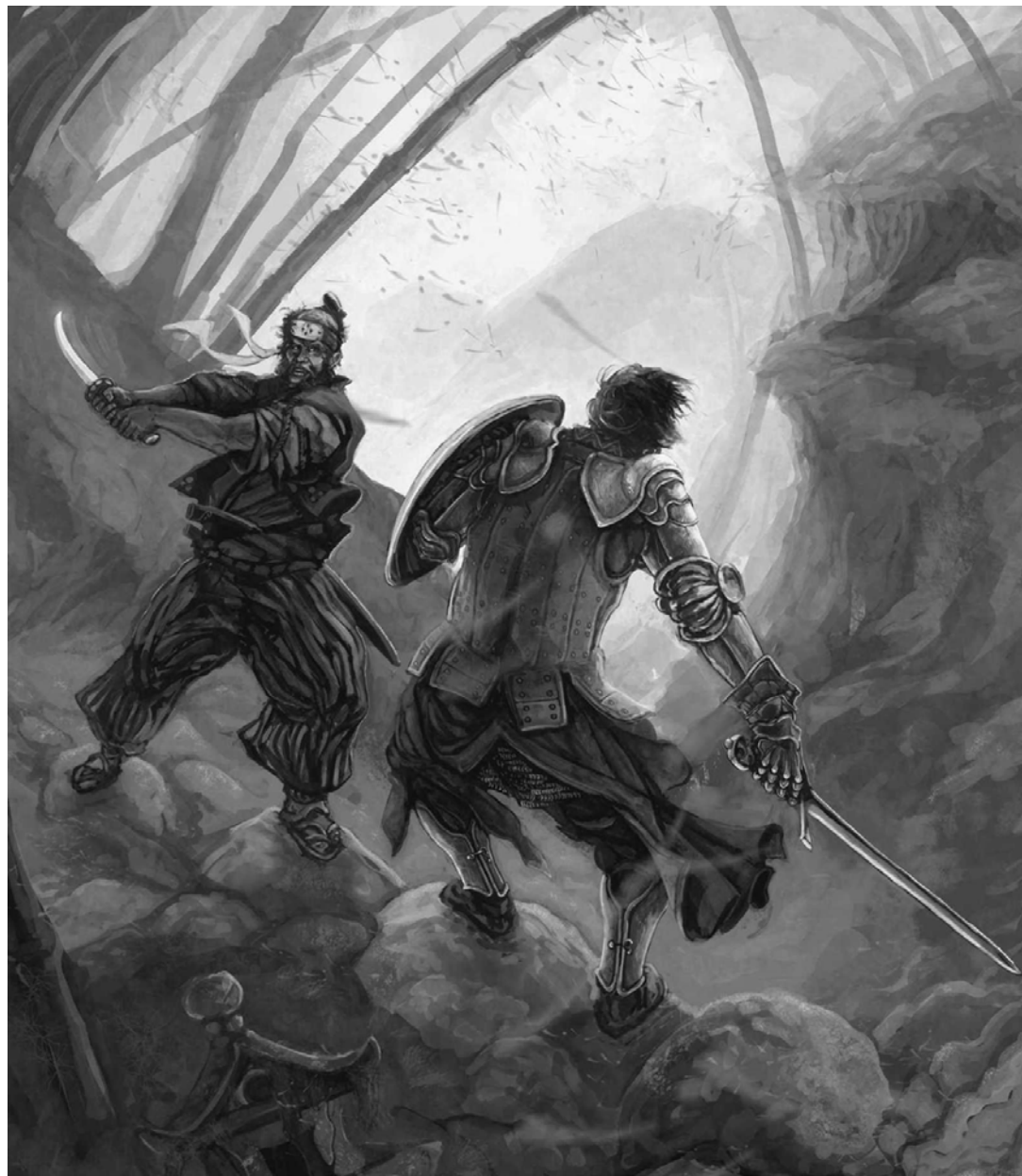
**Magus:** The magus gains 1/6 of a new martial arts technique. Using this martial arts technique consumes a number of arcane pool points equal to the technique's optional point cost\*.

**Monk:** The monk gains 1/6 of a new martial arts technique. Using this ability consumes a number of *ki* pool points equal to the technique's optional point cost\*.

**Ninja:** The ninja gains 1/6 of a new martial arts technique. Using this ability consumes a number of *ki* pool points equal to the technique's optional point cost\*.

**Paladin:** The paladin gains 1/6 of a new martial arts technique. Using this martial arts technique consumes a number of uses of your lay on hands ability equal to the technique's optional point cost\*.

\* A martial arts technique with an optional point cost of 0 points requires that you have at least 1 point/use of the associated ability left to use it.





## Part 1: The Eastern Arts

### *Wushin Mountain and the Temple of the Five Spirits*

**Symbol:** Five moons behind the peak of Wushin Mountain, a sunburst on the face of the mountain.

The Wushin Mountain is called a holy mountain, a mountain of spiritual attraction, a mountain said to be in the planar shadow of Nirvana. It's the attraction known as the "pulling of the mountain" which has caused the rise of its many small communities along the Jiang Chang River flowing from Wushin's peaks. Large groups of western pilgrims made their way to Wushin on quests of inner peace and enlightenment, most not even understanding why they undertook their journey in the first place. Although most of these settlements are segregated, all races of the east and west are welcome between the communities.

Even before their arrival, many pilgrims wondered what summoned them to the mountain. Various proposed theories met with strong emotions, eventually leading to doctrine, then conflict and splintering factions. Skirmishes occasionally broke out between the different believers, especially when the hubris of the humans was involved. For the most part, the Wushin Mountain communities knew a tense peace.

The arrival of the orcs shattered a fragile peace. The Crowhorse Clan, said to eat raw meat from sacks about their waist and use the fat of the defeated to fuel their lamps, came raiding and searching for a bloody glory which left many smaller settlements razed to their foundations. Pride and dogma kept the peoples of Wushin from banding together, leading to the time known as the Years of Bloat, so named because of the rampant starvation and innumerable children's bellies which took on the roundness of the moon.

As all hope seemed trampled, the peoples along the Jiang Chang river found solace in the traveling vanara druidic monk, Xingzhe. Xingzhe spent many months before the Years of Bloat living periodically with each of the settlements and studying their different philosophies. He associated each race to the mountain

through a totem animal; the dwarves mimicked the ferocity of the badger, the elves the swift grace of the swimming otter, the gnomes embodied the cunning of the stalking axe beak, the humans the ingenuity of the fox, and the halflings the mischievous of the tanuki. Each race embraced their totem animal and incorporated its behavior into the core of their marital arts.

After the raiding began, Xingzhe pleaded for the peoples to come together to overcome their impending destruction. Their combined fighting styles and armed forces, working together, paused the Crowhorse advance for a time. This unified front led to the formation of the Temple of the Five Spirits under the guidance of Xingzhe. After the first council formed, Xingzhe walked up a trail to Wushin's peak and was never seen again. This summer marked the 70th anniversary of his departure. And while a celebration of his achievements is planned in the town, some travelers say the Crowhorse have returned, and this time in far greater numbers.

### *Leadership and Races*

**Dwarves and the Seat of the Badger-** The dwarves of the Temple of the Five Spirits focus their training on strength, mental determination, and communing with the earth. Gardens of stelae stand throughout the temple, allowing for hours of ritualized punching and kicking. Stone swallowing is a regular part of the dwarven discipline. Students believe the act connects their body to the earth at their feet.

Master Sootha Yolee holds the most sway in the temple Council of Masters. She has held the seat twice as long as any other Master. As the humans among the Jiang Chang River are a disorganized community, their numerous population fails to give the sway of the dwarven families. Under Sootha's guidance, the dwarves of the Wushin Mountain Badger Clan administer all of the temple's non-river trade. Recently, Sootha caused an uproar by declaring the clan's desire to mine the mountain, which many consider blasphemy. The cold iron ore veins could potentially fund much of the rebuilding necessary after the Crowhorse raids.



**Elves and the Seat of the Otter-** The longevity of the elves allows them to pursue their studies with a relaxed, contemplative approach. In these long hours of meditation, Walagail, The Listening Fire, came to his controversial, and some say heretical, revelation. He believes the Wushin Mountain feeds on the emotions of war. Walagail's teachings states the spirit of the mountain passes through cycles, like the moon. First, the mountain attracts and promises groups a peaceful paradise to live and become one with nature.

Then, after many decades, it begins calls others with more base desires, tempting them with wealth, glory in battle, and ecstatic blood lust. The resulting conflict feeds the mountain's spirit.

Walagail's philosophy has slowly gained adherents, especially within the expanding half-orc population trying to find their place in a community which fears their blood. The elves also seem willing to consider the new teachings, often due to Walagail's logic and charm. In the past months, some have whispered the word "cult" while describing this group. Their innermost teachings are considered taboo in all but the lowest of social circles. Given this reception, most stood in shock when the elder half-elf Faniella stepped down from her position mere weeks ago and awarded Walagail the Seat of the Otter.

**Gnomes and the Seat of the Axe Beak-** Jum Ninshin is brooding and axe handed is one of the harshest mentors at the Temple of the Five Spirits. Most students feel uncomfortable under Jum's mix-colored eyes, but he also enjoys a reputation for fair treatment. Master Ninshin sports multiple tattoos of axe-beaked terror birds, covering the majority of his body. He often trains bare chested. These tattoos, there number, how they are laid out with one another, and how they coil upon themselves is the mysterious foundation of an abstract hierarchy of skill, experience, and accomplishments. A few students possess sufficient mastery of the Axe Beak style to enjoy the privilege of bearing tattoos beyond their arms and shins.

**Halflings and the Seat of the Tanuki-** Although overt racism is forbidden at the Temple of the Five Spirits, halflings hold a slightly different social status than the other races. Or, it could be said they hold a place outside of social standards. The halflings bonded with their spirit totem more deeply than the other peoples in the Jiang Chang river region. They wander aimlessly and sleep the days away, but seem to work extremely hard when no one is watching them. Students find dishes washed, gardens hoed, and



### *Seat of the Badger*

clothes mended with a dozing halfling nearby who swears he knows nothing of the deed when questioned. They are also drunkards. In defiance of commonsense, the practitioners of the Tanuki style seem to fight better while intoxicated. They prefer to sleep in kitchens and possess a fondness for eating other people's noodles.

The Seat of the Tanuki is held by Master Gintoad Yu, also known as Slide Step. Most students abandon his training after a few weeks. It seems to consist solely of doing other students' chores around the temple and fetching Yu's jug. Those who remain obedient to the training discover, after years of cleaning statues and sweeping steps, they have mastered Tanuki Style. Gintoad just laughs at their amazement referring to the sudden event as his "drunken magic trick."

**Humans and the Seat of the Fox-** Humans, of all the races along the Jiang Chang river, have the shortest lives and therefore maintain the closest relationship with death. Understanding their time in the physical world is comparatively short, humans training within the temple of the Five Spirits concentrate on preparing their souls for the next world. In addition to their martial arts, they focus on the contemplation of life and death by maintaining the in the gardens, raising



chickens, serving as midwives, and watching corpses decompose over days of mediation.

A sharp wit is also important in the afterlife; a quick mind offers the best way to overcome the challenges awaiting the soul's journey. Upon adopting the fox as their totem animals, humans study comic timing, puzzles, and poetry. They use these skills in combat, hurling insults and banter to gain an edge against their opponents. Humans children begin training as young as four, much younger than the other races. The twin Masters Yen and Min share the Seat of the Fox; they have been sparring with and teaching each other over half a century. Quiet, grim, and ruthless in combat, they also love to eavesdrop, hiding around the temple and its outbuildings. They use these activities as observation exercises, and run as a form of mediation.

## Grounds

The Temple of the Five Spirits is such a mix of the five races in its architecture, food, and education, that this blend of cultures has become a synthesis of something new. The five totem animal patrons and Wushin Mountain adorn every free surface of the temple, from gables to rain spouts to doors and thresholds. Stone statues of trickster tanuki stand guard outside every structure entrance, with their walking staffs held before them and sacks slung over their shoulders.

The temples grounds follow a winding trek up the eastern face of Wushin, greeting the morning sun. Buildings higher upon the mountain have more importance, with the council chambers near the highest peak. Small shrines centered around the different totem animals of the mountain litter the paths between the different parts of the temple..

Quarters for students are arranged up the mountainside; the students of greater skilled reside higher upon the peaks. Any student quarters has its own small kitchen, training yard, stone garden, and craft outbuildings. Developed over time, these structures allow students to pursue additional studies, such as metalworking with copper, silver or gold, painting, transcribing foreign languages, and forest-craft for those seeking a closer bond to nature.

A large village, low on the mountainside and at the confluence of three streams forming the beginnings of the Jiang Chang River, exists in a symbiosis with the Temple School. Here the incoming and outgoing trade of associated temple lands passes through the hands of

many merchants. A bend in the river has protected this village from the brunt of the raiding as the Crowhorse eschew boats and the current is swift and deep, but much of the trade which once arrived by land has stopped. The roads go mostly unused, except by the most desperate or brave. Within the town limits, one can find bakers and noodle shops, washerwomen, modest warehouses, inns, fish alleys, and a small crafts distract. If the Crowhorse threat were eliminated, the Temple School and village might grow into a prosperous town.

## Adventure Hooks

-Coin Master Vaculik, the owner of many boats and a relatively wealthy river trader, lost his daughter to a new "cult" which seems to follow the Seat of the Otter, Walagain the Listening Fire. Vaculik wants her back, unharmed, and without the townsfolk knowing she ever defied him. She is currently in the three days of isolation all aspirants must wait to prove their dedication to training. If she can be peacefully returned before the waiting period ends, then face can be saved for Vaculik. Otter tradition holds that no student may ever speak of an individual's time in isolation, so long as no crime is committed.

-A cook in a near by village has tattooed himself with the axe-beak markings of the gnomish tradition without the approval of Master Jum Ninshin. Jum wants the PCs to travel to this village and bring this cook back before him and his students to either demonstrate his skill or become a student. The characters arrive to find other martial artists seeking to fight the cook, so they may claim they have defeated a member of the tradition.

-The first mining crew from the Clan of the Badger is surveying Wushin for the placement of a new mine entrance. The mining crew is hiring guards to protect them; they believe some of the populace will attack them, either in violent protest, or for some unknown reason. A group of young human druids living on the mountain also approach the PCs, asking them to attack the same group of surveyors. Will the surveyors disturb a hidden evil, injure an unknown kami, or are the druids spies for another invading force?

### Fell Encounter (CR 5)

While roaming the Wushin Mountain region, the PCs encounter an otter trying to gain their attention. With a successful DC 15 Knowledge (nature) or Sense Motive check, the PCs intuit that the otter needs their help and



wishes for them to follow him. The otter is Mizunikage, the animal companion of Yuugao Kurami (CG Elf ranger 6, at 23 hp), trapped under a fallen tree and harassed by two dire wolves (CR 5; *Bestiary*). To follow Mizunikage, the PCs must make a total of five successful DC 15 Survival checks. Once the wolves are no longer a threat, the PCs can free Kurami with a DC 15 Strength check.

If the PCs successfully free Kurami, she offers them her boon (see Kurami's NPC statblock). In addition, she to sponsor their enrollment in Wushin Temple, where they can learn Wushin Mountain techniques.

### **Corrupted Kami (CR 10)**

While traveling in the Wushin Mountain region, a gang (1d6+2; CR 7) of shikigami kami (*Bestiary* 3) inexplicably attacks the PCs. Unprovoked, the shikigami attack with single-minded determination to harm the PCs. If PCs identify the shikigami with a DC 18 Knowledge (nature) or DC 23 Knowledge (planes) check, they realize something must have driven the creatures to attack them. Further investigation eventually leads to a rakshasa (CR 10; *Bestiary*) with plans on turning all of the kami inhabiting the region against the locals.

Inside the rakshasa's lair, the PCs may encounter an injured Bai Yihu (LN Human monk 10, at 34 hp). If they aid him, he offers them his boon (see Bai's NPC statblock).

If the PCs bring proof of their deeds, such as the head and/or forearms of the rakshasa, to Wushin Temple after defeating the rakshasa, the monks award them 1,000 gp per character and the following boon: if the PCs are accused of any wrongdoing within 100 miles of the Wushin Mountain region, they can call upon the Temple to provide a monk as a character witness who will attempt to absolve them of any wrongdoing. This boon may be used once.

### **Recovering the Lost Scroll (CR 17)**

As the characters become renowned students of the school, and Grandmaster Li (NG Tengu fighter 17) summons them to go on a quest. Grandmaster Li tells the PCs of the recent discovery of a historical document detailing resting place of the long lost Gobuntai Scroll. A pair of oni siblings stole the scroll from Wushin Temple 500 years ago. The recovered document points to a fortress in the nearby Yiwanemo region. The PCs may make a DC 35 Knowledge (history) or Knowledge (planes) check to determine the oni siblings are Hiakuma and Hyouki, a fire yai oni and an ice yai oni (CR 17; *Bestiary* 3), respectively.

While pursuing their quest, the PCs may encounter Sensō (NG Halfling rogue 14, at 47 hp) embattled with two interlocutor kytons (CR 14; *Bestiary* 3). If the PCs help Sensō defeat the interlocutors, he offers to accompany or aid them in their quest.

If the PCs return to the temple with the Gobuntai Scroll, they each receive a magical item crafted specifically for them of up to 5,000 gp in value. In addition, Grandmaster Li directs members of the school to teach each of the PCs one Wushin Mountain technique for which they meet the prerequisites.

## *Boons*

The Temple of the Five Spirits and its community often accepts newcomers as students or apprentices within the temple's village. The temple can become a safe haven for those on the run or wishing to start over even if they do not feel the mountain's pull. Agents of the temple travel abroad, recruiting new craftsmen and laborers to help rebuild the area's prosperity to the levels enjoyed before the renewed Crowhorse raids. If the characters aid one of the traveling emissaries, they are provided a token and a passphrase. The temple village residents warmly welcome adventurers bearing one of these tokens and the passphrase, allowing them to rest there between adventures.

With recent raids bringing many of the outside villages and farms to ruin, foodstuffs and goods are limited. Traders and hunters receive hearty welcomes in the market. Both charity and price gouging have been seen on the dock market. When the characters rescue one of these providers on the road into the village, he's quite grateful and ensures that the party receives reduced prices from him and several of his peers-- at least until the situation becomes more dire and their services are needed again.

## *Magic*

As a school with peasant origins, the items commonly carried by members are often simple and utilitarian, if they're carried at all. The traditions vary on this point, and those schools favored by longer lived races tend to have items passed from master to student to new aspirant, each one bearing a story of the item's lineage and the acts of the previous owners as lessons to inspire or warn the current owner. Many times, when the owner knows death is certain, one will hide the item and leave a nearby mark for a fellow student of the Wushin school. These recovered devices are traditionally returned to the appropriate tradition's headmaster, who either gifts the item to the person who found it, or offers a gift of similar value.

### ***Messenger Token of the Vigilant Sentinel***

**Aura** minor enchantment and conjuration; **CL** 3rd  
**Slot** —; **Price** 750 gp; **Weight** less than 1 lb.



## DESCRIPTION

If any item could be considered commonplace in the Wushin Mountain schools, it is this small steel medallion with a pigeon and a sunburst. When the bearer says the command word as a swift action, which does not provoke attacks of opportunity, it generates the equivalent of an *animal messenger* spell, using the bird in the coin. This usage consumes the coin. The bird does not tire, and flies directly to the person indicated by the user. Used by those who wander the borders watching for the return of the Crowhorse, many masters provide these to students who wish to travel as a part of their studies.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *animal messenger*; **Cost** 375 gp (requires no bird, item provides the animal)

## Welcome Visitor's Tea Set

**Aura** moderate conjuration; **CL** 2nd  
**Slot** —; **Price** 4,500 gp; **Weight** 2 lb.

## DESCRIPTION

Crafted from fine ivory and cobalt porcelain, this tea set is decorated with motifs appropriate to the owner's Wushin Mountain school. The tea kettle itself is made of cast iron, often shaped like an animal's head. When used to make a warm broth, and poured while saying the command word, the resulting brew pleasantly provides a day's nutrition for 6 people once per day.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *create food and water*; **Cost** 2,250 gp

## Wushin Bracers

**Aura** moderate transmutation; **CL** 7th  
**Slot** wrists; **Price** 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3); **Weight** 1 lb.

## DESCRIPTION

These leather wrist bands are inscribed with artwork depicting a sunburst behind the peak of Wushin Mountain, and an animal representing each of the five animal styles on its slopes. They grant an enhancement bonus of +1 to +3 to the save DC of any Wushin Mountain technique performed by the wearer.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, crafter must know at least on Wushin Mountain technique; **Cost** 3,000 gp (+1), 12,000 gp (+2), 27,000 gp (+3)

## Feats

Several feats are particular to the Wushin Mountain schools, but unrelated to their individual styles.

### Fox's Wit

*You are quick to think of many directions for conversation can go and you prepare for them.*

**Prerequisites:** One Fox Style Technique



## Welcome Visitors Tea Set

**Benefit:** After making a Diplomacy or Bluff roll but before the result is determined, you may decide to make a reroll. You must take the result of the second roll. This ability can be used 3/day, and may be used with Bluff checks made to feint.

### Stone Swallower

You swallow stones and pebbles to channel the earth's ki.

**Prerequisites:** One Badger Style Technique

**Benefit:** You swallow a stone and then focus your ki for one minute, this allows you to regain one ki point. You cannot use this ability to gain more ki points than you would normally have in a day. You must have at least one ki point and be standing on sitting on natural earth to use this ability. The ability cannot be used more than once in an hour and only a number of times per day equal to your Constitution modifier.

### Meditative Training

The meditative training you underwent to unlock your inner power has prepared you to undertake vows.

**Prerequisites:** Iron Will, class with an arcane, grit, ki or steel point pool.

**Benefit:** Your levels in a class that grants you an arcane, grit, or ki pool counts as your monk levels for



the purpose of undertaking monk vows (see Ultimate Magic). In addition, you are considered as having the Still Mind class feature for the purpose of meeting prerequisites of feats and class options, but you gain none of the benefits of having the Still Mind class feature. And finally, your arcane or grit pool counts as your ki pool for the purpose of meeting prerequisites of feats and class options.

**Normal:** You can only undertake monk vows if you have a ki pool and the Still Mind class feature, and you cannot use your arcane or grit pool as your ki pool to meet the prerequisites and class options.

### Practiced Martial Artist

Choose a class that grants you arcane, grit or ki points that you possess. Your point pool-derived abilities from that class are more powerful.

**Prerequisites:** Class with arcane, grit, ki, or steel pool feature, Acrobatics 1 rank.

**Benefit:** Your class level for the chosen class is increased by 4 for the purpose of determining the number of points in your pool and the DC of your techniques associated with that class, up to your character level. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of classes without a point pool, you might be able to apply the rest of the bonus.

For example, a human 5th-level magus/3rd-level fighter who selects this feat would increase his magus level for the purpose of determining arcane points from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his magus level for the purpose of determining arcane points would become 9th.

A character with two or more classes with point pools (such as a magus/monk) must choose which class gains the feat's effect.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different class with a point pool.

## Badger Style Techniques

*The half-ogre gave me a nasty smile as he took in my vertically challenged dwarven frame. "Me hungry. Dwarf make good breakfast," he drawled. I did not reply; I just grinned grimly, showing my teeth in warning. He took this as an invitation to charge and lumbered forward clumsily, confident in his ability to defeat me. I easily dodged his crude attempts to grab me and struck out with Humble the Mountain. He howled as his knee buckled, bringing him down to my level. In a way, this worked to his advantage, as he*

*grabbed me in a bear hug and began to squeeze. At that time, I allowed the Ferocity of the Badger to come over me. I hacked at him with abandon with my waraxe until he released me, his face a bloody mess.*

Badger Style is a melee weapon style that focuses on mitigating any advantages one's opponent may have over them. Even opponents quite larger than a Badger Style practitioner will find him to be their equal in combat. Characters who utilize this style often wield a one-handed weapon with an empty off-hand. You will usually find a practitioner of the Badger Style in the midst of combat, often engaged in battle with the largest opponent present.

### Ferocity of the Badger

*When stuck between a rock and a hard place, your desire for freedom becomes most terrifying.*

**Wushin Badger Technique** (Light or One-Handed; Melee)

**Prerequisites:** One Wushin Badger technique

**[Alternate Prerequisites]:** BAB +3, Escape Artist 3 ranks, Improved Grapple

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 1 point

**Effect:** Make a full attack with a light or one-handed weapon against a creature which is grappling you or has swallowed you whole. You take no penalties to your attack roll due to the grappled condition for these attacks. If your opponent is of a larger size category than you, you gain a +4 morale bonus on damage rolls against it.

### Humble the Mountain

*You strike your opponent's knee or shin, causing him to meet you on your level.*

**Wushin Badger Technique** (Melee)

**Activation Time:** 1 standard action

**[Optional Point Cost]:** 1 point

**Effect:** Make an attack with a melee weapon. If this attack hits, you deal damage as normal. In addition your opponent must make a Fortitude save (DC 10 + 1/2 your BAB + your Strength bonus) or fall to one knee before you for 1d4 rounds. This reduces your opponent's speed to 0 feet and applies a -2 penalty to AC versus melee attacks and a +2 bonus to AC versus ranged attacks. If your opponent is flying you instead strike a wing and they begin to glide downward as if under a non-magical *feather fall* effect for the duration while suffering no penalties or bonuses to AC.

### Felling the Mountain

*With a mighty blow, you lay your opponent out flat.*

**Wushin Badger Technique** (Two-Handed; Melee)



**Prerequisites:** Two Wushin Badger techniques

**[Alternate Prerequisites]:** BAB +5, Improved Trip

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 2 points

**Effect:** Make an attack with a melee weapon against an opponent up to two size categories larger than you. If this attack hits, you deal damage as normal. In addition, you may make a trip attempt as a free action without provoking an attack of opportunity. If the trip attempt is successful, your opponent falls prone and you receive an attack of opportunity against them. If the trip attempt fails, you are not tripped in return.

**Special:** If you are wielding a one-handed weapon (but not a light weapon) and holding nothing in your off-hand, you may still perform this maneuver by gripping it with two hands.

### **Pebble Splits the Mountain**

*With a mighty blow, you smash through your opponent's defenses.*

**Wushin Badger Technique (Melee)**

**Prerequisites:** Three Wushin Badger techniques

**[Alternate Prerequisites]:** BAB +7, Improved Sunder

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 2 points

**Effect:** Make an attack with a melee weapon against a single opponent. This attack deals an extra +Xd6 precision damage where X is equal to 1/3 your BAB (minimum 1, maximum 5). This attack ignores damage reduction and hardness, and this extra damage is not multiplied on a critical hit. You lose the benefit of your Dexterity bonus until the start of your next turn.

### **Rage of the Badger**

*When surrounded by enemies, you become most deadly.*

**Wushin Badger Technique (Melee)**

**Prerequisites:** Two Wushin Badger techniques

**[Alternate Prerequisites]:** BAB +6, Combat Expertise

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 2 points

**Effect:** To begin this technique, you must spend one round using the Combat Expertise feat, fighting defensively, or using the total defense action. In the next round, you can make a single melee attack against each of the opponents who attacked you on the previous round as long as you still threaten them. These attacks are all made at your highest attack bonus as a part of the full-round action. In addition, you gain a morale bonus on damage rolls against these opponents equal to the critical modifier on your weapon.

## **Kwan Tae Jin, Badger Style Novice**

**CR 3**

**XP 800**

Dwarf Barbarian 4

NG Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9

### **DEFENSE**

**AC** 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

**hp** 50 (4d12+24)

**Fort** +9 **Ref** +2 **Will** +5; +2 vs. poison, +3 vs. supernatural abilities, +5 vs. spells, and spell-like abilities

**Defensive Abilities** +4 dodge to AC vs giants, trap sense +1, uncanny dodge

### **OFFENSE**

**Speed** 30 ft.

**Melee** mwk dwarven waraxe +10 (1d10+5/x3)

**Ranged** mwk throwing axe +6 (1d6+5)

**Special Attacks** +1 to attack vs. goblinoid and orc humanoids, rage (11 rounds/day), rage powers (intimidating glare, superstition +3)

### **TACTICS**

**During Combat** Jin begins combat by using intimidating glare to cow his opponent, and then uses Humble the Mountain to make them more vulnerable.

**Base Statistics** When not raging, Jin's statistics are **AC** 17, touch 11, flat-footed 16; **hp** 42; **Fort** +7, **Will** +3; **Melee** mwk dwarven waraxe +8 (1d10+3/x3); **Ranged** mwk throwing axe +6 (1d6+3); **Str** 16, **Con** 16; **CMB** +7; **Climb** +8, **Swim** +1.

**Morale** While enraged, Jin will not retreat or surrender. But if he is not enraged and has 20 hp or less, he will attempt to escape and alert the others in the temple, or surrender if he is not able to escape.

### **STATISTICS**

**Str** 20 (+5), **Dex** 13 (+1), **Con** 20 (+5), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 6 (-2)

**Base Atk** +4; **CMB** +9; **CMD** 20

**Feats** Martial Arts Training (Humble the Mountain [DC 17]), Martial Arts Training (Ferocity of the Badger)

**Skills** Acrobatics +6, **Climb** +10, **Heal** +2, **Perception** +9, **Stealth** -1, **Survival** +9, **Swim** +3; **Racial Modifiers** +2 Appraise (nonmagical metals and gems), +2 Perception (unusual stonework)

**Languages** Dwarven, Common

**SQ** slow and steady, stability, fast movement



**Combat Gear** +1 kikko armor<sup>UC</sup>, mwk dwarven waraxe, mwk throwing axe; UC = *Ultimate Combat*

**Boon** If defeated by one of the PCs in single combat (incapacitated or reduced to less than 5hp), Jin will teach the PCs about the temple's customs and traditions, granting a +2 on opposed Diplomacy and Sense Motive checks within the temple.

## Axe Beak Style Techniques

*I stood in a line with my gnome brothers and sisters, our hair like a wispy rainbow in the wind. On the opposite side of the field swarmed a crazed band of goblin raiders, whooping and jeering at us. As one, we surged forward, our halberds leading. As we engaged the horde, I used the Ever-Changing Winds stance to first trip one goblin; then disarm the next. Behind me, I heard another announce its charge with a squeal. Performing Confront the Predator allowed me to quickly turn and catch him on the blade of my halberd. I smiled as I dispatched the filthy creature; watching the mighty Axe Beak served me well.*

Axe Beak Style is primarily a melee style which utilizes polearms and spears. It focuses on versatility in combat; to never let an opponent gain the advantage. Axe Beak Style practitioners often prefer to fight on the front line with other melee specialists, but are quite deadly on their own as well.

### Confront the Predator

*When charged by an opponent, you quickly respond and make him regret it.*

**Wushin Axe Beak Technique** (Melee)

**Prerequisites:** One technique from any Wushin School

**[Alternate Prerequisites]:** BAB +2, Combat Reflexes

**Activation Time:** 1 immediate action

**[Optional Point Cost]:** 1 point

**Effect:** You set a weapon with the brace quality in response to your opponent's charge attack. If your attack hits, it is automatically considered a critical hit. In addition, you may apply the effect of one critical feat that you have to your opponent. You lose the benefit of your Dexterity bonus to AC until the end of your next turn.

### Ever-Changing Winds

*Your versatility with hafted weapons allows you great flexibility in combat.*

**Wushin Axe Beak Technique** (Polearm or Spear; Melee, Stance)

**Activation Time:** 1 swift action

**Duration:** A number of rounds equal to your character level.

**[Optional Point Cost]:** 0 points

**Effect:** You may apply one of the following qualities to your weapon: blocking\*, brace, deadly\*, disarm, distracting\*, double (treat the butt of your weapon as a club), grapple\*, reach, or trip. Your weapon maintains this quality until the end of the encounter or until you use a swift action to apply a different quality. A weapon may not benefit from the double and reach qualities at the same time. Qualities marked with an asterisk (\*) are found in *Ultimate Combat* and *Ultimate Equipment*. This technique ends if you use any other technique with a Stance identifier.

### Flying Axe Beak

*You throw your weapon at your opponent as part of a charge attack and then tear it out to devastating effect.*

**Wushin Axe Beak Technique** (Melee One-handed or Two-handed [Ranged])

**Prerequisites:** BAB +8, three Wushin Axe Beak techniques

**[Alternate Prerequisites]:** Combat Expertise, Critical Focus, Throw Anything

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 2 points

**Effect:** Declare a charge against a creature within range. Before you move, make a ranged attack against the target with a melee weapon as if you had the Throw Anything feat. If the attack hits, the target must make a Fortitude save (DC 10 + 1/2 your BAB + your Strength bonus) or be staggered for number of rounds equal to 1d4 + your Strength bonus. Then, after charging adjacent to the target, instead of making a normal melee attack, make a melee touch attack which provokes attacks of opportunity. If the touch attack hits, you retrieve your weapon, automatically inflict damage as if you had rolled a critical hit with that weapon against the target. If the initial ranged attack fails, you must still move adjacent to your target, but cannot make the melee touch attack; you may draw a weapon as part of the charge but may not attack. If the ranged attack hits but the melee touch attack misses, the target takes bleed damage equal to the critical multiplier of the weapon at the start of each of its turns; the creature or one of its allies may remove the weapon and stop the bleeding by making a Heal check (same DC as above) that provokes attacks of opportunity.





### **Trample The Intruder**

#### **Sweeping Talons**

*You make a horizontal attack while pivoting on one foot to channel your energy into a powerful attack.*

**Wushin Axe Beak Technique** (Two-Handed; Melee)

**Prerequisites:** Two Wushin Axe Beak techniques

**[Alternate Prerequisites]:** BAB +5, Dodge, Mobility

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 2 points

**Effect:** Make a melee attack. If your attack hits, you deal damage as normal. In addition, you deal an extra +Xd6 precision damage where X is equal to 1/3 your BAB (minimum 1), may move up to 1/2 your base speed as long as you end your movement in a square where you still threaten the opponent you attacked. Gain a dodge bonus to AC equal to 1/3 your BAB (minimum 1) versus the opponent you attacked until the beginning of your next turn.

#### **Trample the Intruder**

*When your opponent closes in, you force him back by chopping at his feet and shins.*

**Wushin Axe Beak Technique** (Reach; Melee)

**Prerequisites:** One Axe Beak technique

**[Alternate Prerequisites]:** BAB +3, Improved Bull Rush

**Activation Time:** 1 standard action

**[Optional Point Cost]:** 1 point

**Effect:** When you wield a reach weapon and an adjacent opponent threatens you, you may make a melee attack at your highest attack bonus. If this attack hits, you deal damage as normal and may make a bull rush attempt as a free action without provoking an attack of opportunity. If the bull rush attempt is successful, your opponent is pushed back as per the Bull Rush rules. If you confirm a critical hit on the initial melee attack and the bull rush attempt is successful, then your opponent is instead pushed back and must make a Fortitude save (DC 10 + 1/2 your BAB + your Strength bonus) or fall prone.

### **Kyo-Tori, Axe Beak Style Initiate**

**CR 1**

**XP 400**

Gnome Fighter 2

CN Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; Perception +3

#### **DEFENSE**

**AC** 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 size)

**hp** 19 (2d10+8)

**Fort** +6 **Ref** +1 **Will** +1; +2 vs. illusion, +1 vs. fear

**Defensive Abilities** +4 dodge to AC vs giants, bravery +1

#### **OFFENSE**

**Speed** 20 ft.

**Melee** mwk halberd +6 (1d8+1/x3)

**Ranged** light crossbow +4 (1d6/19-20)

**Special Attacks** +1 to attack vs. goblinoid and reptilian humanoids

**Spell-Like Abilities** (CL 2nd) 1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*

#### **TACTICS**

**During Combat** Upon entering combat, Kyo-Tori employs Ever-Changing Winds as soon as possible to add the trip special quality to his halberd. If he successfully trips his opponent, he then uses a swift action to add the grapple special quality to his halberd and attempts to pin his opponent. When an opponent charges him, he uses Confront the Predator.

**Morale** While brave, Kyo-Tori is not suicidal, and will surrender after being reduced to 9 hp.

#### **STATISTICS**

**Str** 13 (+1), **Dex** 13 (+1), **Con** 16 (+3), **Int** 10 (+0),

**Wis** 12 (+1), **Cha** 10 (+0)

**Base Atk** +3; **CMB** +2; **CMD** 13







**Feats** Martial Arts Training (Ever-Changing Winds), Martial Arts Training (Confront the Predator), Weapon Focus (halberd)

**Skills** Acrobatics +0, Climb +5, Heal +1, Perception +3, Stealth +4, Survival +6, Swim +0; **Racial Modifiers** +2 Perception, +2 any one Craft or Profession

**Languages** Gnome, Common

**Combat Gear** mwk leather lamellar armor<sup>UC</sup>, mwk halberd, light crossbow (10 bolts)

**Boon** If Kyo-Tori is defeated by the PCs, he will assist them in a single fight.

## Fox Style Techniques

*I was combing the forest for herbs when, suddenly, an angry owlbear reared up on its hind legs. Behind me, I heard the telltale sounds of her mate. I quickly dropped into Whirling Tales and attempted to keep them at bay. While I had no desire to become their dinner, neither did I wish to kill these creatures. I used Darting Head Strike to daze the male with the haft of my monk's spade, and while it was distracted, I struck its leg to slow it down. After dodging the female's slashing talons, I tripped her and fled back toward the temple. The students needed to be informed; they must avoid this part of the forest in the future.*

Fox Style is a melee tradition which focuses on disabling ones foes rather than killing them. Fox Style practitioners either wield a double weapon or two weapons. And while a Fox Style practitioner may seek a peaceful way out of combat, do not be misled; they can be quite deadly when necessary.

### Darting Head Strike

*In a burst of speed you hit your opponent in the head with your weapon.*

**Wushin Fox Technique** (Melee)

**Prerequisites:** Two Wushin Fox techniques

**[Alternate Prerequisites]:** BAB +5, Double Slice, Two-Weapon Fighting

**Activation Time:** 1 standard action

**[Optional Point Cost]:** 2 points

**Effect:** Make a single attack against your opponent using your full attack bonus. If this attack is successful, you deal damage normally and your opponent must make a Fortitude save (DC 10 + 1/2 your BAB + your Strength bonus). If the save fails, the opponent is dazed for 1d4+1 rounds. If the save is successful the opponent is staggered until the end of your next turn.

### Dive Between the Roots

*When a larger opponent blocks your way, you slide between his legs, slashing at his shins and causing him to stumble.*

**Wushin Fox Technique** (Double or Two-Weapon; Melee)

**Prerequisites:** One Wushin Fox technique

**[Alternate Prerequisites]:** BAB +3, Acrobatics 3 ranks, Two-Weapon Fighting

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 1 point

**Effect:** Make and Acrobatics check (DC equal to your opponent's CMD) against an opponent one or two size categories larger than you. If you succeed, you may make a main-hand and off-hand weapon attack; each at a -2 penalty and deal damage normally. If your Acrobatics check or both your attacks miss by 5 or more, you fall prone within your opponent's square. If both of your attacks hit, you may make a dirty trick (APG) attempt as a free action without provoking an attack of opportunity. If the dirty trick attempt is successful, your opponent is entangled or shaken (your choice) for 1d4 rounds.

### Go for the Eyes!

*You strike your opponent viciously in a moment of vulnerability.*

**Wushin Fox Technique** (Double; Melee)

**Prerequisites:** Three Wushin Fox techniques

**[Alternate Prerequisites]:** Critical Focus, Two-Weapon Fighting, Vital Strike

**Activation Time:** 1 standard action

**[Optional Point Cost]:** 2 points

**Effect:** When your opponent is cowering, dazed, helpless, or stunned, you may make any one called shot to the head with either end of your weapon and decrease the penalty to attack by 5 (to a minimum of 0). If the attack hits you automatically score a critical hit and your opponent suffers the effects of the called shot (see *Pathfinder Roleplaying Game: Ultimate Combat*, Chapter 5).

### Nine Tail Offense

*Your weapon becomes an extension of your very body.*

**Wushin Fox Technique** (Double or Two-Weapon; Melee, Stance)

**Prerequisites:** Improved Unarmed Strike, Two-Weapon Fighting or flurry of blows class feature

**Activation Time:** 1 swift action

**Duration:** A number of rounds equal to your character level

**[Optional Point Cost]:** 0 points





### *Dive Between the Roots*

**Effect:** When wielding two weapons or a double weapon, you may treat your damage die for unarmed strikes as if it was increased by one step (i.e. 1d3 becomes 1d4). When your BAB reaches 11+, you may treat your damage die for unarmed strikes as if it was increased by two steps (i.e. 1d3 becomes 1d6). This increase in damage does not stack with a Monk's unarmed strike. In addition, you may use your unarmed strikes to make attacks in place of the off-hand end of your double weapon. You may not use this technique a second time to further increase your unarmed damage. This technique ends if you use any other technique with a Stance identifier.

**Special:** If you are a monk utilizing this technique, you may treat the damage dice of your weapons as if they were increased by one step (i.e. 1d3 becomes 1d4), providing you are wielding two weapons or a double weapon. When your BAB reaches 11+, you may treat the damage dice of your weapons as if they were increased by two steps (i.e. 1d3 becomes 1d6).

#### **Whirling Tails**

*The endless spinning of your weapon makes you a threat to all surrounding enemies.*

**Wushin Fox Technique** (Double or Two-Weapon; Stance)

**Prerequisites:** Two Weapon Fighting, One Wushin Fox technique

**Activation Time:** 1 swift action

**Duration:** A number of rounds equal to character level.

**[Optional Point Cost]:** 0 points

**Effect:** When wielding a double weapon or two weapons, increase your threatened area by 5 feet. In addition, when your BAB increases to +8, you gain Uncanny Dodge while implementing this technique. This ability functions in all ways as the Barbarian class

ability of the same name. You may not use this technique a second time to further increase your threatened area, and this technique ends if you use any other technique with a Stance identifier.

### **Bai Yihu, Fox Style Master CR 9 XP 6,400**

Human Monk 10

LG Medium humanoid (human)

**Init** +2; **Senses** Perception +15

#### **DEFENSE**

**AC** 20, touch 18, flat-footed 17 (+2 armor, +2 Dex, +2 Wis, +2 insight, +1 deflection, +1 dodge)

**hp** 68 (10d8+20)

**Fort** +9 **Ref** +10 **Will** +10; +2 vs. enchantments

**Defensive Abilities** improved evasion; **Immune** disease

#### **TACTICS**

**During Combat** If attacked by multiple opponents, Bai first enters the Whirling Tails stance to try and keep his opponents at bay. When his opponent move close enough that having a 10-foot reach is no longer an advantage, he will switch to the Nine Tail Offense stance and attempt to disable one opponent at a time by first implementing Darting Head Strike and then Go for the Eyes! If Bai only faces one opponent, he will begin in the Nine Tail Offense stance and then attempt to disable his opponent.

**Morale** When protecting weaker allies, Bai will fight to the death. If by himself, he will simply attempt to disable his opponent and then withdrawal.

**Stances** When using Nine Tail Offense, Bai's statistics are Melee +1 monk's spade +11/+6



(1d8+4/19-20) or +1 monk's spade flurry of blows +12/+12/+7/+7 (1d8+4/19-20).

#### OFFENSE

**Speed** 60 ft.

**Melee** unarmed strike +9/+4 (1d10+2) or +1 monk's spade +11/+6 (1d6+4/19-20) or unarmed strike flurry of blows +10/+10/+5/+5 (1d10+2) or +1 monk's spade flurry of blows +12/+12/+7/+7 (1d6+4/19-20)

**Ranged** mwk wushu dart +10/+5 (1d3+2) or mwk wushu dart flurry of blows +11/+11/+6/+6 (1d2+2)

**Special Attacks** flurry of blows, stunning fist (10/day, DC 17)

#### STATISTICS

**Str** 14 (+2), **Dex** 15 (+2), **Con** 12 (+1), **Int** 13 (+1), **Wis** 14 (+2), **Cha** 8 (-1)

**Base Atk** +7; **CMB** +12 (+14 trip); **CMD** 27, ff 24 (+7 BAB, +2 Str, +2 Dex, +2 Wis, +2 insight, +1 deflection, +1 dodge; 29 vs. trip)

**Feats** Catch Off-Guard, Combat Reflexes, Dodge, Improved Critical (monk's spade), Improved Trip, Martial Arts Training (Darting Head Strike), Martial Arts Training (Go for the Eyes!), Martial Arts Training (Nine Tail Offense), Martial Arts Training (Whirling Tails), Stunning Fist, Weapon Focus (monk's spade)

**Skills** Acrobatics +8 (+30 when jumping), Climb +8, Escape Artist +15, Knowledge (history) +8, Knowledge (religion) +8, Perception +15, Sense Motive +15, Stealth +15, Survival +5, Swim +8

**Languages** Common, Sylvan

**SQ** fast movement, high jump, *ki* pool (7 points, lawful, magic), maneuver training, purity of body, slow fall 50 ft., wholeness of body

**Combat Gear** *potion of cure moderate wounds*, *potion of darkvision* **Other Gear** +1/+1 monk's spade<sup>UC</sup>, mwk wushu dart<sup>UC</sup> (5), *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, 200 gp.

**Boon** If defeated in honorable combat, Bai will offer the hospitality of the temple in the form of a hot meal and a warm bed for the night. He will also do his best to supply accurate directions to any of the nearby settlements.

## Tanuki Style Techniques

*The orc I stalked was wanted for murder in five cities. Despite my efforts, he knew someone tracked him. Suddenly, a dark hulking form blocked the exit to the alleyway. The moonlight glinted off his tusks. It was my target, and he had found me. He charged, falchion held high. I used Shadow Dodge to drop a smoke pellet and disappear into the darkness as he*

*coughed in the cloud I left behind. I dropped into Keen Eye, Swift Foot, then used Stalking Tanuki to strike him hard. He peered into the surrounding blackness, but could not find me. Finally, I rushed from my hiding place and used Soaring Tanuki to throw him, following with a jump to land on him. He grunted, but did not stir. Once manacled, I took him to the authorities to face justice.*

Tanuki Style is a melee style which employs close, light, and one-handed weapons. Shadows and darkness, as much as any tangible weapon, is what truly give Tanuki Style practitioners their edge. Rarely will you find a Tanuki Style practitioner in the middle of combat. They are much more likely to stay on the fringes, striking quickly from hiding and disappearing again.

#### Keen Eye, Swift Foot

*Your expertise in close combat makes you deadly and hard to hit.*

**Wushin Tanuki Technique** (Light or One-Handed; Melee, Stance)

**Prerequisites:** One wushin tanuki technique

**[Alternate Prerequisites]:** BAB +3, Dodge.

**Activation Time:** 1 swift action

**Duration:** A number of rounds equal to your character level.

**[Optional Point Cost]:** 0 points

**Effect:** When wielding a close, light, or one-handed weapon you gain Xd6 sneak attack damage where X is equal to 1/4 your BAB (minimum 1). This ability functions in all ways as the Rogue class ability of the same name.

#### Shadow Dodge

*As your opponent attacks you, you are suddenly no longer there to be attacked.*

**Wushin Tanuki Technique** (Melee or Ranged)

**Prerequisites:** Three Wushin Tanuki techniques

**[Alternate Prerequisites]:** BAB +7, Stealth 7 ranks, Quick Draw

**Activation Time:** 1 immediate action

**[Optional Point Cost]:** 2 points

**Effect:** To use this technique you must have an unused smoke pellet (see APG or UE) or similar ability (see Ninja, UC) and one hand free. In response to being attacked, you disappear in a cloud of smoke (see rules for smoke pellets) and make a Stealth check with no penalty. You may move any distance up to your base speed and must move a minimum of 5 feet. If it was a melee attack, your opponent must make a Reflex save (DC 10 + 1/2 BAB + your Intelligence bonus) or stumble into the square you vacated. An opponent who stumbles into your square is blinded for 1 round and must make a Fortitude save (same DC as the Reflex



save) or become sickened for 1d4 rounds. You must be aware of your opponent to utilize this technique.

### Soaring Tanuki

*You suddenly grab your opponent with your free hand and toss him away from you.*

**Wushin Tanuki Technique** (Light or One-Handed; Melee)

**Prerequisites:** One Wushin Tanuki technique

**[Alternate Prerequisites]:** BAB +3, Improved Trip or Improved Reposition

**Activation Time:** 1 standard action

**[Optional Point Cost]:** 1 point

**Effect:** To use this technique you must have one hand free. Make either a trip or reposition (APG) attempt against an opponent up to one size category larger than you. This attempt does not provoke an attack of opportunity and you do not fall prone if it fails by 10 or more. If your attempt succeeds, you throw your opponent in a square of your choosing up to 10 feet from its current position. Your opponent falls prone in the destination square and takes Xd6 bludgeoning damage where X equals 1/5 your BAB (minimum 1). You must place your opponent in an empty square that does not contain hazardous terrain. In addition, you may make an Acrobatics check (DC your opponent's CMD) to follow with a jump and land on your opponent dealing an extra +2d6 bludgeoning damage. After this attack, you lose the benefit of your Dexterity bonus to AC until the end of your next turn.

### Stalking Tanuki

*With the quickness of the tanuki, you sweep through the shadows to attack your opponent.*

**Wushin Tanuki Technique** (Melee)

**Prerequisites:** Two Wushin Tanuki techniques, or three techniques from any other school

**[Alternate Prerequisites]:** BAB +5, Stealth 5 ranks, Combat Expertise

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 2 points

**Effect:** Move up to your speed and make a single attack. You do not incur penalties to Stealth for moving or attacking while using this technique. If you were hidden using Stealth at the beginning of this technique, you do not have to make a new Stealth check to remain hidden as long as you end your turn in a square which grants concealment or cover. In addition, when your BAB reaches 11+, you may substitute any technique or combat maneuver with an activation time of 1 standard action in place of the attack.

### Void Strike

*While your foe is unaware, you quickly strike him.*



### Soaring Tanuki

**Wushin Tanuki Technique** (Light or One-Handed; Melee)

**Activation Time:** 1 standard action

**[Optional Point Cost]:** 1 point

**Effect:** Make an attack against an opponent who is flat-footed or otherwise unaware of you. If the attack is successful, you deal normal damage plus 1 point of bleed damage and your opponent does not realize he is bleeding until the start of your next turn. At BAB +8 or greater, you may choose to inflict 1d3 bleed or 1d2 Dexterity bleed. At BAB 13+ you may choose to inflict 1d4 bleed or 1d2 Dexterity or Strength bleed.

### Sensō, Tanuki Style Master CR 13 XP 25,600

Halfling Rogue (Acrobat<sup>APG</sup>) 14  
NG Small humanoid (halfling)

**Init** +4; **Senses Perception** +19

#### DEFENSE

**AC** 23, touch 16, flat-footed 19 (+7 armor, +4 Dex, +1 size, +1 deflection)

**hp** 94 (14d8+28)

**Fort** +7, **Ref** +14, **Will** +5; +2 vs. fear

**Defensive Abilities** improved evasion, uncanny dodge

#### TACTICS



**During Combat** Sensō typically tries to stick to the shadows and use Stalking Tanuki and Void Strike in an attempt to weaken his enemies and cause them to flee. If someone he is protecting would be endangered by these tactics, he will instead attempt to draw the attention of as many enemies as possible.

**Morale** If anyone under his protection is in danger, Sensō will fight to his very last breath. Otherwise, he will attempt to flee when reduced to 23 hit points or less.

**Stance** While in Keen Eye, Swift Foot, Sensō gains an extra +2d6 sneak attack dice. In addition, once per round he may take a 5-foot step and negate one attack that would have otherwise hit him.

#### OFFENSE

**Speed** 20 ft.

**Melee** +2 adamantine shortsword +18/+13 (1d4+3/19-20) or mwk cold iron shortsword +17/+12 (1d4+1/19-20) or mithral shortsword +17/+12 (1d4+1/19-20)

**Ranged** mwk hand crossbow +16 (1d3/19-20)

**Special Attacks** sneak attack +7d6

#### STATISTICS

**Str** 12 (+1), **Dex** 18 (+4), **Con** 14 (+2), **Int** 13 (+1), **Wis** 10 (+0), **Cha** 10 (+0)

**Base Atk** +10; **CMB** +10; **CMD** 25, ff 21 (+10 BAB, +1 Str, +4 Dex, -1 size, +1 deflection)

**Feats** Desperate Battler, Martial Arts Training (Keen Eye, Swift Foot), Martial Arts Training (Shadow Dodge), Martial Arts Training (Soaring Tanuki), Martial Arts Training (Stalking Tanuki), Martial Arts Training (Void Strike), Weapon Finesse, Weapon Focus (shortsword)

**Skills** Acrobatics +16 (+12 jump), Bluff +10, Climb +13, Disguise +10, Escape Artist +21, Fly +6, Intimidate +10, Knowledge (dungeoneering) +11, Knowledge (local) +11, Perception +19, Perform (dance) +10, Sense Motive +17, Sleight of Hand +14, Stealth +25, Swim +11;

**Racial modifiers** +2 Perception, Acrobatics, Climb

**Languages** Common, Halfling, Gnome

**SQ** expert acrobat, rogue talents (fast stealth, fast tumble, finesse rogue, follow clues<sup>APG</sup>, hunter's surprise<sup>APG</sup> [1/day], improved evasion, knock-out blow<sup>APG</sup> [1/day, DC 18]), second chance<sup>APG</sup> (4/day)

**Combat Gear** *gloves of arrow snaring* (2/day), *potion of cure moderate wounds* (2), *potion of darkvision*, *potion of haste*; **Other Gear** +3 mithral shirt, +2 adamantine shortsword,

adamantine crossbow bolts (50), cold iron crossbow bolts (50), masterwork cold iron shortsword, masterwork hand crossbow, mithral shortsword, silver crossbow bolts (50), smoke pellet<sup>APG</sup> (5), *ring of protection* +1, 1,065 gp

**Boon** If defeated in honorable combat, Sensō will aid the PCs with all of his resources (which includes accompanying them) in the completion one quest or goal, as long as he does not deem said quest or goal evil.

## Otter Style Techniques

*A sharp jab from the spear awakened me, laying in the moldy straw of my cell three days after hobgoblins captured me. Two of the ugly brutes roughly prodded me toward a portcullis. On the other side of the portal was ratty bow and three arrows. The portcullis opposing mine opened, and out stepped a hob wielding a hooked axe and large steel shield. Cheers coursed through the stadium like the roar of a dragon as he pumped his arms in the air. I used my first arrow in Husking the Shellfish, to force him to drop his shield. I used my second arrow in Pinion the Pike, to arrest his charge. My final arrow flew wide, so I shifted into the Unpredictable Waters stance and wielded the rickety bow as a club, breaking it on his skull. My opponent slumped to the ground, blood oozing from his ear. The crowd sat strangely quiet, even as I cheered.*

Otter Style is primarily a ranged combat style designed to disable opponents from afar. However, it also allows a ranged combatant to sorely punish any opponent who approaches too close. Otter Style practitioners value freedom and nature, and doing anything to endanger either of those tenets is a quick path to ending up in the sights of their bows.

### Husking the Shellfish

*You fire one shot against your opponent to make him drop his shield, then fire upon him again.*

**Wushin Otter Technique** (Ranged)

**Prerequisites:** Two Wushin Otter techniques

**[Alternate Prerequisites]:** BAB +5, Combat Expertise, Improved Disarm, Point Blank Shot

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 2 points

**Effect:** Make a ranged disarm attempt against an opponent within 30 feet of you; add your Dexterity bonus, instead of your Strength bonus, to determine your CMB. If your attempt is successful, your opponent



drops one item he is carrying of your choice (even if the item is wielded with two hands). If your attempt exceeds your opponent's CMD by 10 or more, your opponent drops two items he is carrying. If you may make any iterative attacks, you may make a single ranged weapon attack against your opponent (though you must have the Rapid Reload feat if you are wielding a crossbow or firearm) that deals +Xd6 extra precision damage where  $X = 1/3$  your BAB (minimum 1). You lose the benefit of your Dexterity bonus to your armor class until the start of your next turn.

### **Kick Against the Rapids**

*You kick out pushing both you and your opponent back so you may shoot him with your weapon.*

**Wushin Otter Technique** (Melee and Ranged)

**[Alternate Prerequisites]:** Improved Bull Rush, Power Attack, Point Blank Shot

**Prerequisites:** One Wushin Otter technique

**[Optional Point Cost]:** 1 point

**Activation Time:** 1 full-round action

**Effect:** Make a bull rush attempt. This attempt does not provoke an attack of opportunity. If the bull rush attempt is successful, you and your opponent are both pushed back 5 feet from each other (as if you had bull rushed each other simultaneously) and you may make a ranged attack against him. If your ranged attack hits, your opponent must make a Reflex save (DC 10 + 1/2 your BAB + your Dexterity bonus) or fall prone. If you or your opponent would be pushed into a square of hazardous terrain, that individual receives a Reflex save (same DC as above) to stay in their square of origin. If either you or your opponent do not have an open 5-foot square to be pushed into, that individual must also make a Reflex save (same DC as above) or fall prone. If neither you nor your opponent have an open 5-foot square to be pushed into, you cannot perform this technique.

### **Pinion the Pike**

*As your opponent charges toward you, you skewer them with a quick shot.*

**Wushin Otter Technique** (Ranged)

**Prerequisites:** One Wushin Otter technique, or two techniques from any other school (more for crossbows and firearms; see text)

**[Alternate Prerequisites]:** Combat Reflexes, Point-Blank Shot

**Activation Time:** 1 immediate action

**[Optional Point Cost]:** 1 point

**Effect:** In response to your opponent's charge attack you quickly launch a missile at them. If your attack hits, it is automatically considered a critical hit. In addition, you may apply the effect of one critical feat that you



### **Kick against the Rapids**

have to your opponent. Without further training you can use perform this technique with all bows, repeating crossbows, and revolvers. If you have the Rapid Reload feat you can use perform this technique with a hand or light crossbow. If you have the Rapid Reload feat, or the Lightning Reload gunslinger deed and at least one grit point, you can perform this technique with a one-handed or two-handed firearm. If you do not have those prerequisites, your crossbow or firearm must be preloaded to perform this technique.

### **Unpredictable Waters**

*You unexpectedly smash your adjacent opponent with your bow.*

**Wushin Otter Technique** (Bow or Crossbow, Melee, Stance)

**Activation Time:** 1 swift action

**Duration:** A number of rounds equal to character level.

**[Optional Point Cost]:** 0 points

**Effect:** You may make melee attacks with your ranged weapon when your opponent is adjacent to you. The damage you deal depends on your ranged weapon (see chart below) though it is always bludgeoning:



Weapon	Dmg (S)	Dmg (M)	Critical	Special
Longbow or composite longbow	1d4/1d4	1d6/1d6	x2	double
Shortbow or composite shortbow	1d3/1d3	1d4/1d4	x2	double
Hand crossbow*	1d2	1d3	x2	
Light crossbow or repeating light crossbow*	1d4	1d6	x2	
Heavy crossbow or repeating heavy crossbow*	1d6	1d8	x2	

Any enchantments on your weapon that apply to both melee and ranged weapons apply to your melee attacks. When your BAB reaches 6+, you may intersperse melee and ranged attacks with your ranged weapon. When your BAB reaches 11+, you may use the Cleave feat with your ranged weapon as long as your first attack was a melee attack. This technique ends if you use any other technique with a Stance identifier.

### Up and Over the Waterfall

*You flip over your opponent, snagging his neck on your bowstring.*

**Wushin Otter Technique** (Bow, Melee)

**Prerequisites:** BAB 8+, three Wushin Otter techniques

**[Alternate Prerequisites]:** Acrobatics 8 ranks, Agile Maneuvers, Combat Expertise, Critical Focus

**Activation Time:** 1 full-round action

**[Optional Point Cost]:** 2 points

**Effect:** Make a grapple check against your opponent's CMD, adding your Dexterity bonus instead of your Strength bonus to determine your CMB. This attempt does not provoke an attack of opportunity. If your attempt is successful, you must then make an Acrobatics check (DC your opponent's CMD) to flip over your opponent, strangling him. If successful, your opponent suffers 1d6 points of bleed damage and must make a Fortitude save (DC 10 + 1/2 your BAB + your Dexterity bonus) suffer a crushed windpipe and be

unable to breathe or speak (see Suffocation, CRB, Chapter 13). If your Grapple attempt and Acrobatics check both exceed the CMD of your opponent by 10 or more, your opponent instead suffers 1d4 Constitution bleed damage and is automatically unable to breathe or speak. A Fortitude save (DC 10 + 1/2 your BAB + your Dexterity bonus) reduces this to 2d6 points of hit point bleed and is only unable to speak for 1d4 minutes. Any amount of magical healing restores the crushed windpipe and allow your opponent to breathe again and reduce the amount time he cannot speak to 1d4+1 rounds.

### Yuugao Kurami, Otter Style Apprentice

**CR 5**

**XP 1,600**

Elf Ranger (Trapper<sup>UM</sup>) 6

CG Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +3

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

**hp** 45 (6d10+12)

**Fort** +6 **Ref** +8 **Will** +3; +2 vs. enchantment

**Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 composite longbow +9/+4 (1d6+3)

**Ranged** +1 composite longbow +10/+5 (1d8+3/×3) or Rapid Shot +1 composite longbow +8/+8/+3 (1d8+3/×3)

**Special Attacks** favored enemy (magical beasts +4, monstrous humanoids +2), ranger traps<sup>UM</sup> (4/day—snare trap or swarm trap)

#### TACTICS

**During Combat** Kurami begins combat by initiating Unpredictable Waters at the first available moment. After that she will use Husking the Shellfish to attempt to disarm her opponents, and Kick Against the Rapids if they get too close.

**Morale** Kurami fights to the death to keep outsiders from discovering the location of his village, but is otherwise happy to lead them on a merry chase and get them lost in the forest.

**Stance** When in Unpredictable Waters, Kurami treats his longbow as a quarterstaff.

#### STATISTICS

**Str** 15 (+2), **Dex** 16 (+3), **Con** 12 (+1), **Int** 12 (+1),

**Wis** 12 (+1), **Cha** 8 (–1)

**Base Atk** +6; **CMB** +8; **CMD** 21



**Feats** Martial Arts Training (Unpredictable Waters), Martial Arts Training (Kick Against the Rapids [DC 16]), Martial Arts Training (Husking the Shellfish [+2d6]), Point Blank Shot, Rapid Shot

**Skills** Disable Device +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (nature) +10, Perception +12, Stealth +12, Survival +10; **Racial Modifiers** +2 Perception

**Languages** Elven, Sylvan, Common

**SQ** hunter's bond (animal companion, otter named Mizunikage), favored terrain (mountain +2), hunter's bond, swift tracker, track +3, trapfinding +3, wild empathy +5

**Combat Gear** +1 mithral shirt, +1 composite longbow (+2 Str) with 40 arrows, cold iron arrows (10), alchemical silver arrows (10)

**Boon** If defeated in combat, Kuarmi will teach the PCs about the surrounding area, granting a +2 on Knowledge (nature) and Survival checks in the Wushin Mountain region. Alternatively, she can instead help the PCs track down one evil monster or group within the Wushin Mountain region.

### **Mizunikage (otter animal companion)**

**Init** +4; **Senses** low-light vision; Perception +5

#### **DEFENSE**

**AC** 18, touch 14, flat-footed 12 (+4 Dex, +3 natural, +1 size)

**hp** 19 (3d8+6)

**Fort** +5 **Ref** +7 **Will** +2

**Defensive Abilities** evasion

#### **OFFENSE**

**Speed** 20 ft., swim 30 ft.

**Melee** bite +7 (1d4+3); tail slap +6 (1d4+3)

#### **STATISTICS**

**Str** 14 (+2), **Dex** 18 (+4), **Con** 15 (+2), **Int** 2 (-4),

**Wis** 12 (+1), **Cha** 6 (-2)

**Base Atk** +2; **CMB** +3; **CMD** 17 (21 vs. trip)

**Feats** Weapon Finesse, Weapon Focus (bite)

**Skills** Escape Artist +5, Perception +5, Swim +9

**SQ** hold breath, tricks (attack, come, down, fetch, heel, perform, seek, stay)

### **SNARE TRAP**

**Type** magic or mechanical; **Perception** DC 14; **Disable** Device DC 14  
(**Perception & Disable** Device DC 12 if mechanical)

### **EFFECTS**

**Trigger** location; **Reset** none

**Effect** The trap entangles the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the ranger included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC 14) as a full-round action. The trap or its leash has a number of hit points equal to 1/2 the ranger's level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold one Medium creature; each extra daily use of the ranger's trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At the ranger's option, if there is a tall object or structure nearby, she can have the trap lift the creature. Two creatures of a smaller size equal one creature of a larger size.

### **SWARM TRAP**

**Type** magic or mechanical; **Perception** DC 14; **Disable** Device DC 14  
(**Perception & Disable** Device DC 12 if mechanical)

### **EFFECTS**

**Trigger** location; **Reset** none

**Effect** The trap releases a bat swarm, rat swarm, or spider swarm that attacks all creatures in the area. The swarm remains in the general area for no longer than 1 round per ranger level, after which it disperses. If the trap is an extraordinary trap, the ranger must provide the creatures of the swarm (typically in a small box, cage, or crate); these creatures may die of starvation before the trap is triggered (an extraordinary trap lasts 1 day per level).

### **Otter Companions**

**Starting Statistics:** **Size** Small; **Speed** 20 ft., swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1d4), tail slap (1d4); **Ability Scores** Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, hold breath.

**4th-Level Advancement:** **Ability Scores** Dex +2, Con +2; **Special Qualities** blindsense 30 feet.







## Part 2: The Western Arts

### *The Dewmar Isle Academy of Swordsmanship and Martial Defense*

**Symbol:** A red rapier crossing a pair of shackles on a field of black. Often, just old shackles hanging from a pole serve as the symbol of the Dewmar Isles.

During the beginning of the second civil war, William Dewmar, the master swordsman, was sent off the southern coast to the island prison of Hangedman's Rock. Born to a noble family, stories claim Williams learned swordplay as soon as he could walk. The only thing quicker than the tip of his sword was the tip of his tongue. In short order, all the prison guards considered him a good fellow and a friend. So it was no surprise that, as the war worsened and the supply ships stopped docking at the prison island, it was William Dewmar, and not the governor of Hangedman's Rock, whom the guards turned to in order to survive.

William's contacts with many smugglers saved the men of the prison and the inhabitants of the surrounding islands. All but forgotten during the war, the liberated prisoners and William's smuggler friends used the remote islands as waystations, and a village sprung up around the prison. The war devastated trade; both armies looted merchants and villages to the point where people began to rise in revolt against all sides on the mainland. With the coast in chaos, the Dewmar Islands soon became a welcome safe haven to those who could reach them.

William took the upper floors of the prison as his private residence and turned them into a school of arms. He accepted all students, training those who wished to defend themselves against the armies of the mainland. Troublemakers quickly found themselves hanging from the gibbets along the piers and fortress walls.

The "navy" of Hangedman's Rock is a newly formed confederation of smugglers, fishermen, and pirates. Relatively small in size, they fight by harassing enemy

ships, whittling them down before they make it to shore. In exchange for providing protection to the coastlines from outsiders, Dewmar promised amnesty from past transgressions and a handsome, regular salary, in addition to a portion of the loot taken from hostile ships. The crown jewel of their navy is a small, ancient frigate carrying the bodies and the ghosts of long dead sailors falsely accused of piracy and executed on the island.

With the prison liberated, Dewmar claimed the ghosts of many unfairly judged prisoners came to him, pledging their fealty. William Dewmar gave them rooms and keeps the ghosts of past kings, famous pirates, and foreign ambassadors of nations dead and forgotten as advisers. Who knows the secrets available from a single conversation with these undead fellows or the secrets William has already learned?

### *Leadership*

When Governor Dewmar assumed control of the prison and islands, his first act was to retain current leaders, as long as they continued working with 'unsavory' types. Dewmar smartly employed the most capable and willing prisoners, giving them pardons as long as they agreed to become productive citizens. He has extended the same invite to his smuggler and pirate contacts in exchange for payment and protection. And he's proven fair, executing both former criminals and guards who thought the change in command was an opportunity to settle old scores.

The prison warden, Jacob Wormbright (cavalier 2, warrior 3), now a student of Dewmar's, handles the island's interior defense. A small army of former prison guards and inmates serves under his command.

A dwarven pirate captain, Olf Oilbeard (rogue 4), who is wanted in several countries for piracy and murder, commands the navy. A safe harbor to call home combined with the idea of regular wealth has kept him honest— so far.



## Grounds

The prison is a massive fort, built for war in ancient times by forgotten wizards and their outsider servants. The upper towers all macabre and bare, hundreds of rooms unfit for a noble's household, but grand enough to imprison those of high station without insult. These apartments are now where Dewmar's staff runs his small island nation. The rock itself raises high out of the sea with barnacle covered walls increasing the effective height. On the south shore, the once small dock has been extended with a township of tiny vessels. Within the prison, every guard room, stairway, and closet on the ground level has been converted to housing and craft shops. Shelves have been carved into the island's side and hundreds of tiny huts erected to take advantage of every available space. Many of the nearby islands are also enjoying population explosions as people flee from civil war and come under Dewmar's protection.

Stairways and dungeon levels exist beneath the prison which no one has visited this century. No guards or administrators know what lies below the depths, and if the ghosts know, the Governor hasn't said. Most records are missing, censored, extremely vague, or bizarre. For example, one tome reads "Room B45-T, Marisha Deemo, the devil of corn, allow no male guards, feed only meat." Water floods some stairwells, with one of these being fresh water much to the joy of the quartermasters. Others have a coating of frost, with all outlet doors frozen over solid. William sent down two discovery teams against the advice of his ghost counselors, neither returned. Once his school and village are running more smoothly, the Governor plans on hiring professional dungeoneers to map the depths of his academy.

## Adventure Hooks

- An officer of the civil war abandoned his station and hides on Dewmar Isle. The army sent the PCs in to capture the officer and bring him out before he can give away important military secrets or to kill him if necessary.
- An old woman, feeble and ancient, asks the PCs to travel to Hangedman's Rock and learn what happened to her first husband, imprisoned there on false charges of piracy.
- Governor Dewmar sent out the call; he needs skilled warriors of foreign fighting skills to come to his school



*Dewmar Isle*

and test the abilities of his students. He offers room and board, a small allowance, and classes in the fencing arts to those who apply.

## Boons

Governor Dewmar does not often take a personal interest in training new students, but if one does happen to catch his eye, he occasionally gives private lessons. A character who attends these private lessons can learn one Fencing technique without having to spend a feat on Martial Training. The character must still meet the prerequisites of the technique. Continued private lessons allow for the selection of additional Fencing techniques. Men and women down on their luck find the Dewmar Isles a safe haven. Governor Dewmar extends his protection to anyone of good heart and strong mind who flees to the Isles to escape political persecution. He accepts even those with criminal bents as long as they pledge not to commit crimes against the citizens of the Isles. The Isles serve as a strong and safe base of



operations for any character who has Dewmar's blessing.

While the navy of the Isles is relatively weak, Governor Dewmar understands how vital control of the sea is to the continued safety of his people. He pays well for any ships of any size captured from the enemies of the Isles and returned to Hangedman's Rock. He requires proof such vessels were in fact seized from enemies, usually in the form of blindfolded prisoners who are granted their freedom in exchange for their testimony.

The Dewmar Isles serve as home to many people with knowledge considered criminal in most other places. With a little effort, characters easily find old sailors, retired thieves, smugglers, pirates, or "dark" arcanists potentially convinced to share a bit of their knowledge. This grants a +5 bonus to any skill check made to identify a creature or object, learn of a secret passage, or solve a puzzle, but it requires an expensive price or a side quest to meet the expert's demands.

The students of the Dewmar Isle Academy believe any advantage is a good advantage, regardless of its source. They often seek out new magic and new alchemical methods to provide them an edge on the field of combat.

## Magic

### Special Weapon Quality

**Drowning:** This lethal ability causes those it strikes to begin drowning. On a critical hit the opponent's lungs begin to fill with water (see Environment chapter of the Pathfinder Core Rulebook) Creatures that do not breathe, such as oozes, golems, and the undead, are not affected by the extra ability. A DC 17 Fortitude save allows the targeted individual to cough up the water; this save is made each round until the character is unconscious or successful. Unconscious and drowning characters take 1d6 lethal damage per round until dead.

Strong conjuration; CL 18th, Craft Magic Arms and Armor, *control water, water breathing*; Price +5 bonus.

**Gemini Weapon:** A *gemini* weapon can physically change into a second type of weapon while keeping all other magical properties. Differences between the two weapons, such as size, weight, and material does not restrict the change. Magical properties that do not apply to the current weapon type, such as *vorpal* on a

blunt or ranged weapon, are dormant until the weapon changes back. Materials do not change between weapons.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus, or +3 bonus if the weapon changes between a melee and a ranged weapon.

### Common Gemini Weapons

Within the Elven Court: +1 mithril elven curve blade Gemini longbow; 32,155 gp

Wielded by the Knights of the Amber Morning: +2 longsword Gemini lance, 32,025 gp

Within the witch covens of the north: +1 keen dagger Gemini scythe, 18,020 gp

**Twin Identity Weapon:** A *twin identity* weapon counts as two different weapons for the purpose of adding bonuses from feats and class abilities that rely on a certain weapon or weapon type. The second identity for the weapon must be chosen at the time of creation from the same weapon group (see Fighter class). For example, a scimitar with *twin identity* (longsword) could gain the benefits of Weapon Focus: Longsword, but not Weapon Focus: Spiked Chain. Faint transmutation; CL 5th; Craft Magic Arms and Armor, *versatile weapon*; Price +1 bonus.

### Boots of Fencing

**Aura** moderate transmutation; **CL** 10th  
**Slot** feet; **Price** 12,000 gp; **Weight** 1 lb.

#### DESCRIPTION

Upon confirming a critical threat when striking an opponent with a melee attack, the wearer of these boots may make a 5-foot step as a free action which does not count against the wearer's movement for this turn.

#### CONSTRUCTION

**Requirements** Craft Wondrous item, *haste*; **Cost** 6,000gp

## Dewmar Techniques

*"We quickly drew blades and assumed our guards; the point of my blade hovering at eye level and hers casually, almost negligently down near her feet. I knew better than to presume her unskilled, only a veteran duelist dared face a student of William*

*Dewmar with such nonchalance. Watching her elbow, I feinted for her knee and disengaged to thrust at her sword arm. Ignoring the feint, my enemy rolled the bell of her rapier with my attack, hoping to bind our weapons as she leapt into motion. Her off-hand pulled*



*a heavy, wide-bladed knife from the folds of a silk sash, and the half-elf lunged forward to bury it in my guts. It was a dance well danced."*

The fencing techniques taught at the Dewmar Academy are for character wishing to excel with light weapons and be mobile about the battlefield. Fencing characters can manipulate the movement and placement of their enemies, the use of their weapons, and stop them from acting as quickly as they normally would.

**Acrobatic Disarm**  
**Fencing Technique**

*With a twist of your wrist, you send your opponent's blade flying right into your open hand.*

**[Alternate Prerequisites]:** Improved Feint, Acrobatics 8 ranks

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** Perform a disarm combat maneuver. If the disarm succeeds and you have a free hand, make an Acrobatics check against the target's CMD. If successful, you may automatically pick up the disarmed weapon as if you had made the disarm attempt without a weapon.

**Along the Bannisters**  
**Fencing Technique**

*Your acrobatic maneuvers open up new avenues of movement and leave your pursuers unable to follow.*

**Prerequisite:** Acrobatics 1 rank, Steel Discipline

**[Alternate Prerequisites]:** Nimble Moves, Acrobatics 5 ranks

**Steel Cost:** 1 point

**Activation Time:** 1 move action or 1 full round action (see text)

**Effect:** Make an Acrobatics check. For every 5 points your check exceeds 0, you may move 5 feet. This movement ignores difficult terrain, hazards, opponents, and may pass through threatened squares, but you cannot move through solid obstacles and you must end your movement in a legal space. If you move your speed or less, this takes a move action, otherwise it takes a full round action. If you move at all, you may not make a 5 foot step this round.

**Balestra**  
**Fencing Technique**

*You jump towards your opponent then lunge, striking forcefully from out of his initial reach.*

**[Alternate Prerequisites]:** BAB +3, Lunge

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** Take a five-foot step, then make a melee attack at your highest attack bonus. You are considered to be charging for the purpose of this attack. You must end your movement closer to the target than you started.

**Fancy Footwork**  
**Fencing Technique**

*Your attacks are designed to force your opponent from the ground they choose to fight on.*

**[Alternate Prerequisites]:** Mobility

**Steel Cost:** 1 point

**Activation Time:** 1 swift action

**Effect:** Until the start of your next turn, each time you hit with a melee attack, the target of the attack must make a DC (10 + ½ BAB + Damage taken) Reflex save or immediately move 5 feet. This movement does not provoke attacks of opportunity and does not count against their normal movement. The target chooses where to move, and cannot be forced to move into a square that would cause them to take damage.

**Gather Strength / Defensive Stance**  
**Fencing Technique (Stance)**

*When your opponent presses, do not give him an opening.*

**Martial Training Prerequisite:** BAB +3

**[Alternate Prerequisites]:** Combat Expertise, Improved Initiative

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** If you are not in assessing or harrying stance, you gain an insight bonus to AC against melee attacks equal to your initiative bonus (maximum +10) and may not make attacks until the start of your next turn. If you are attacked, you may immediately assume defensive stance.

**Special:** While in defensive stance, your initiative score remains static, even if you hold your action or otherwise act out of turn. Once you make an attack on your turn, the defensive stance immediately ends and you lose the AC benefit. Assuming a stance cancels all other stances you have active.

**Locked Blades**  
**Fencing Technique**

*You bind your opponent's blade with your own and step up to him, refusing to allow him to disengage.*

**[Alternate Prerequisites]:** BAB +6, Iron Will

**Steel Cost:** 1 point

**Activation Time:** 1 standard action or 1 immediate action; see below

**Effect:** Choose a weapon you are wielding and perform a grapple combat maneuver against an



opponent wielding a manufactured melee weapon. If your chosen weapon is a light weapon and your opponent is wielding a two-handed weapon, you take a -4 penalty to your combat maneuver roll. If the grapple succeeds, neither you nor your opponent can make an attack with the locked weapons, but either party may make 5 foot steps but such movement is immediately mirrored by the other party, and you both gain the grappled condition for the duration of the grapple. In addition to the normal methods of breaking a grapple, either party may choose to drop their weapon, or make a bull rush or trip combat maneuver against the other; success breaks the grapple in addition to the normal effects.

You may use this technique as an immediate action when attacked by an opponent wielding a manufactured melee weapon if you have at least +8 BAB. In this case, a successful grapple cancels the triggering attack.

**Press Your Advantage / Harrying Stance**  
**Fencing Technique** (Stance)

*When you have the upper hand, do not give your opponent a chance to rest.*

**[Alternate Prerequisites]:** BAB +6, Improved Initiative

**Steel Cost:** 1 point

**Activation Time:** 1 full round action

**Effect:** If you are not in defensive or assessing stance, make a melee full attack. If your initiative score is higher than your target's, you deal bonus damage equal to your initiative bonus (maximum +10) and you may immediately assume harrying stance.

**Special:** While in harrying stance, at the start of your turn, you may lower your initiative score by up to your character level (to a minimum of 0) to gain a +1 bonus to hit until the end of your turn for every 2 points of initiative you give up (to a maximum bonus of +5). Regardless of how your initiative score changes, you only get one turn per round. If you do not make a melee attack on your turn, harrying stance immediately ends. Assuming a stance cancels all other stances you have active.

**Probing Attack / Assessing Stance**  
**Fencing Technique** (Stance)

*When unsure of the enemy's skill, do not commit to an attack.*

**[Alternate Prerequisites]:** BAB +3, Improved Feint

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** If you are not in harrying or forward stance, make a melee attack. If the attack hits, it deals no



*Locked Blades*

## **Who Watches The Initiative Track?**

The stances of the Dewmar Academy manipulate a character's initiative position to provide different benefits. We recommend a player who focuses on these stances take responsibility for tracking encounter initiative, in order to save the GM the heartache of constantly shifting their character's initiative score.

damage but you gain a bonus to damage rolls against the target of this technique equal to half your level until the end of your next turn and you may immediately assume assessing stance.

**Special:** While in assessing stance, every time you hit an enemy with a melee attack, that enemy's initiative score is decreased by 2 to a minimum of 0. If you attack an enemy with a lower initiative score than you, assessing stance immediately ends. Assuming a stance cancels all other stances you have active.



## Stop Thrust

### Fencing Technique

*You thrust your blade under your opponent's clumsy attack.*

**[Alternate Prerequisites]:** BAB +5, Lightning Reflexes, Acrobatics 5 ranks

**Steel Cost:** 1 point

**Activation Time:** 1 immediate action

**Effect:** When an opponent attacks you while they have an AC penalty (such as while charging), make a melee attack against him at your highest attack bonus.

If your attack hits, you deal damage as normal and gain a +4 circumstance bonus to AC against the triggering attack. If your attack misses, you take a -4 penalty to AC against the triggering attack. If you have at least 6 ranks of Acrobatics or +6 BAB, you may instead choose to make a tumbling stop thrust: In addition to the above effects, your target is denied his Dexterity bonus to AC against your attack, and if you miss, you are treated as prone for the triggering attack.

## Sudden Reversal / Forward Stance

### Fencing Technique (Stance)

*When your opponent leaves himself open to attack, oblige him.*

**[Alternate Prerequisites]:** BAB +5, Nimble Moves, Step Up

**Steel Cost:** 1 point

**Activation Time:** 1 immediate action

**Effect:** If you are not in defensive or harrying stance and an enemy within your reach attacks you, make a melee attack against that enemy. If your target has a higher initiative score than you do, your initiative score increases by 4 and you may immediately assume forward stance.

**Special:** While in forward stance, whenever you hit with or are hit by a melee attack, you may move 5 feet. This movement does not provoke attacks of opportunity and does not count against your normal movement. If you do not move at least 10 feet each round, forward stance immediately ends. Assuming a stance cancels all other stances you have active.

## NPCs

### William Dewmar CR 16

XP 76,800

Male human fighter 15/Duelist 2

NG medium humanoid (human)

**Init** +10; **Senses** Perception +17

### DEFENSE

AC 25, touch 18, flat-footed 19 (+5 armor, +5 Dex, +2 Natural, +1 Dodge)

**hp** 144 (17d10+38)

**Fort** +13, **Ref** +11, **Will** +7; +4 vs fear

### OFFENSE

**Speed** 30 ft.

**Melee** rapier +26/+21/+16/+11 (1d6+7)

### TACTICS

**Before Combat** Dewmar drinks a *potion of haste*

**During Combat** Dewmar often uses the Balestra technique against unskilled opponents. When fighting with the rogues within his entourage he uses his boots of fencing and Fancy Footwork technique to flank.

**Morale** If seriously injured or unable to defeat his enemies, Dewmar taunts them as he flees and attempts to kill them another day.

### STATISTICS

**Str** 8, **Dex** 18, **Con** 12, **Int** 12, **Wis** 10, **Cha** 16

**Base** Atk +17/+12/+7/+2; **CMB** +16; **CMD** 34 (38 against sunder and feint)

**Feats** Dodge, Greater Weapon Focus (rapier), Greater Weapon Specialization (rapier), Improved Initiative, Martial Training (acrobatic disarm, along the banisters, balestra, fancy footwork, gather strength, locked blades, press your advantage, probing attack, stop thrust, sudden reversal), Mobility, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

**Skills** Acrobatics +17, Bluff +17, Climb +4, Diplomacy +9, Disguise +4, Escape Artist +8, Intimidate +8, Knowledge (dungeoneering) +8, Perception +17, Perform (comedy) +8, Ride +8, Sense Motive +17, Survival +8, Swim +8

**Languages** Common, Elven

**SQ** Armor Training 4, Bravery +4, Canny Defense, Precise Strike, Weapon Training 3 (+3 light blades, +2 heavy blades, +1 crossbows)

**Gear** *amulet of natural armor* +2, *boots of fencing*, *cloak of resistance* +1, flamboyant outfit, pint of rum, *potion of haste* x3, +3 rapier, *ring of jumping*, *ring of protection* +2, +2 studded leather, 50gp

William Dewmar is the head of The Dewmar Isle Academy of Swordsmanship and Martial Defense, he believes he is the most skilled swordsman in the world. He is governor of the prison village and most of the surrounding islands. He has a small staff that handles most of his day to day dealings and a council of ancient ghosts that advise him on important matters. Master Dewmar juggles the court intrigue among red fingered pirates, strange ghosts, backbiting merchants, common seamen, and freed prisoners. Dewmar's



tongue is as sharp as his sword, and his second greatest gift is storytelling. His stories are probably not always true, but they are often very humorous and typically serve to prove his point in the current discussion.

**Goals:** William wants nothing more than to maintain a safe haven for the people from the war on the mainland. The governing of so many people however is beginning to rub at him. He is secretly looking for someone else to take over the position of governor.

### **Lady Zua Leialoha CR 9**

**XP 6,400**

Female ghost tengu Bard 2/Cavalier 3 (Order of the Seal)/Battle Herald 3

CG undead (augmented humanoid, incorporeal, tengu)

**Init** +2; **Senses** Perception +2; low-light vision, darkvision 60ft

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#### **DEFENSE**

**AC** 17, touch 17, flat-footed 14 (+2 Dex, +4 Deflection, +1 Dodge)

**hp** 82 (6d10+2d8+32)

**Fort** +9, **Ref** +7, **Will** +6; +4 vs channel, bardic performance, sonic, and language dependent effects.

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

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#### **OFFENSE**

**Speed** 30 ft., fly 30 (perfect)

**Melee** corrupting touch +9 (9d6 Fort. DC 20 half)

**Special Attacks** frightful moan (DC 18), seal's challenge +3 (1/day)

#### **Bard Spells**

1st- *cause fear* (DC 15), *disguise self*, *ear-piercing scream* (DC 15)

0 level- *haunted fey aspect*, *lullaby* (DC14), *message*, *ghost Sound* (DC 14), *dancing lights*

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#### **TACTICS**

**During Combat** Zua starts combat with a frightful moan, and then will use her seal's challenge against the opponent she believes to be the best warrior. If she feels she is losing the combat, she will cast her *ear-piercing scream* spell.

**Morale** With her body hidden deep within the dungeons Zua has no reason to fear defeat in combat.

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#### **STATISTICS**

**Str** -, **Dex** 14, **Con** -, **Int** 12, **Wis** 11, **Cha** 18

**Base Atk** +7/+2; **CMB** +9; **CMD** 26

**Feats** Ability Focus (frightful moan), Dodge, Extra Performance, Outflank, Stealthy



**William Dewmar**

**Skills** Bluff +15, Diplomacy +15, Fly +18, Intimidate +14 (+2 against creatures with the same language), Perception +21, Perform (oratory) +8, Profession (soldier) +5, Sense Motive +15, Stealth +12, Use Magic Device +10

**Languages** Common, Tengu, Elven

**SQ** banner +2/+1, bardic performance (16 rounds/day) [countersong, distraction, fascinate (1 target) (DC 15), inspire courage +2], cavalier's charge, easy march (1 hour/day), inspiring command +1

(move) (8 rounds/day), keeper (the Dewmar Isle Academy of Swordsmanship) +2, reveille +1, tactician (Outflank) 6 rds (2/day), telekinesis (once every 1d4 rounds), versatile oratory +15, voice of authority +2/+3, well versed



**Gear** ghostly silk court robes, beaded belt, and silver hair combs

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#### **SPECIAL ABILITIES**

**Scatter (Ex):** One ally named by Zua gains the benefits of the Wind Stance feat. If the ally moves more than 5 ft. during their turn they gain 20% concealment against ranged attacks for 1 round.

**Seal's Challenge (Ex):** As a swift action, Zua chooses 1 target with sight to challenge. Zua's melee attacks deals an extra +3 damage against the challenged foe and she has a -2 AC bonus against all other foes. Zua may make a free bull rush or trip attempt with any full attack action, that does not provoke an attack of opportunity against her challenged foe.

Lady Zua Leialoha was a tengu princess of a distant land. She grew tired of courtly life and the constant fawning of suitors. Under the cover of night, Zua stole her family's ancestral weapon, the Blade of Blood and Water (a +2 rapier of drowning) and fled to be trained as a warrior. After many adventures she was captured and locked within the dungeons of Hangedman's Rock, then known as Cairaking's Pit, for ransom from her family. The ransom never came and she passed away locked within the prison's royal apartments. Since the prison is the resting place of her body the Lady Zua Leialoha has taken it upon herself to follow William Dewmar and protect all those within her tomb; at least until she is ready to return home.

**Goals:** Zua is now training under Governor Dewmar, but will gladly take training from any PCs brave enough to converse with a ghost. Any information on her kingdom is also wanted as she cannot find it on any maps, nor any writings on it's history. She also needs her body removed from the dungeons below as she cannot return to her country without it. The Blade of Blood and Water is most important to her and she has hidden it somewhere within the dungeons outside her apartments. She must take the sword back with her, but is frightened that William will keep it for himself if he finds out about it.

### **Count Mondow Frendart**

Human ghost aristocrat 7 (Pathfinder Roleplaying Game Bestiary)

Count Mondow was the royal liaison between his home kingdom and a neighboring elven kingdom with whom they had turbulent relations. A gifted speaker and tradesman, he had agreed to move to the elven kingdoms to take a bride, Allinlee, from the middle nobility in order to establish a fair trade alliance.

However, Frendart's skill with words extended far beyond just diplomacy and he found himself winning over the hearts of his bride's closest friends, even falling in love with her cousin Lauriana. Too much wine one evening led to carelessness and Frendart's wife happened upon him, Lauriana, and two handmaidens engrossed in a tryst in their private heated tub. Allinlee took the matter to her father Willotim, who had Lauriana and the two handmaidens beheaded in front of Frendart.

Because of his diplomatic status, instead of execution, Frendart was sent to the human kingdoms, stripped of his titles, and sentenced to life imprisonment on Hangedman's Rock. Twice he was able to seduce female guards to release him from his cells and once he even made it into the hold of a ship before being recaptured. However, his luck ran out during his third escape attempt. The elven guard he intended to bed was actually an assassin sent by the royal elven courts and his manhood was taken from him before his life. The intense rage caused by his humiliation before death has anchored him in the material plane as a ghost.

Because of his vast knowledge of diplomacy and trade, Frendart has taken the role of diplomatic relations and trade adviser for Dewmar. Even after death, Frendart still continues to attempt to woo and charm the living women, with some rate of success. However those who make jest of him and officials from his widow's lands will throw him into a violent tantrum come to dandy men with all the power of a restless spirit behind it.

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#### **Tactics:**

**During combat:** Frendart will attempt to use malevolence to possess the most heavily armed person in the party.

**Morale:** Frendart has no fear of death or battle.

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#### **Goals:**

Frendart remains unsatisfied until his wife's father (Magus 12) has been slain. He approached several of the capable trainees learning Dewmar's fighting style. So far, none have succeeded. Since Willotim is an elf, Frendart is patient, but if no one succeeds soon, he plans on taking over a moderately successful swordsman with his malevolence ability and leading his own mission into the elven lands. It has also crossed Frendart's mind to take control of Dewmar to send adventurers on his killing task, but only as a last resort.



## *Third Sun Academy of Chivalry and Knighthood*

**Symbol:** Three golden suns on a field of blue.

Within the nobility of the region surrounding the Amber Morning Forest, hundreds of years of custom and tradition determines the placement and education of male offspring. The eldest son, heir to land and title, is tutored in the governing and management of their future fiefdom. Most often, they studied at home, by their father's or a regent's example. The second son, being a direct threat to their older sibling, attends seminary to study religion under the clergy in a different region. This serves a number of functions for the family; the demonstration of devotion and reverence toward the church fulfills political obligations. Additionally, while away from home, these sons gain important social familiarity with the high ranking priesthood and nobility within the city of their selected seminary, and of course, develop boyhood bonds with the other noble youths. These second sons also gain a separate but corresponding education to that of their older sibling which they can use to advise their future lord and his rule. An unspoken benefit lies in the number of ready hostages which serve to keep the once aggressive lords from open warfare with one another.

The fate of third and fourth sons had no set cultural expectations. From a cold-hearted view, these boys serve little purpose unless their elder brothers die. History showed these late siblings often caused more trouble than they were worth, instigating scandals when they reached adulthood or falling victim to enemies seeking leverage against the ruling lord. For a time, no one had a viable solution. If they became too learned, they represented a threat to their brother and future liege. If trained too little, they were no use to their fathers during tragedy or conflict. Many of these third sons fostered with another noble household. There, they studied alongside the eldest son of that household. However, this occasionally led to mixed loyalties later in life. Others accepted a commission as an officer on a sailing vessel. While this lifestyle offered generous honor and riches, it ensured the absence of the young nobles from their family, sometimes for years on end.

Then a group of knights returned from a regional conflict. They, themselves being third and fourth sons, had no real employment waiting on them. These knights, a corps of men who did not wish to disband,

nor and met no real welcome as a group in any one lord's lands, formed a nameless knightly boarding academy on a grant of land provided by the church. This school offered many of the same benefits of the seminary, such as the study of foreign languages and the working of maps, as well as encouraging social ties with the overseeing knights and other students. Here, they gained much of the same training provided to the eldest son on topics like strategy and tactics, swordsmanship, horsemanship, and falconry. Due to this arrangement, the academy became known in jest as "the third sons school." After just one generation, the headmaster took the moniker seriously, and the Third Suns Academy of Chivalry and Knighthood was born.

### *Leadership*

Three headmasters operate the school, Sir Deerk Engel, Sir Claus Elfriede the Younger, and Sir Adalwolf Dieter. All gray-bearded and entering their bitter years, they seem to hate everyone but each other. As the academy's membership has swelled over the last decades, many of the nearby dukes and lowly kings have grown increasingly concerned with a virtual legion of young warriors within a few days march of their demesnes. Duke Detlef Himister's lands bolstered these fears when he called upon the academy's headmaster for aid after a tribe of hobgoblin were-owlbears overran his lands. For a secret, but undoubtedly large fee, the headmasters added their student body to the duke's ranks, pushing back the threat. In the years since, the reigning nobility poorly concealed their uneasiness and political jockeying, each hoping to call upon the academy in times of trouble and fearing their enemies might be able to as well.

Adding to the academy's social power is the enormous amount of income it generates. Over the past decade, more and more foreigners traveled to learn the art of the "barbarian great sword." These foreign entourages helped swell the town surrounding the school grounds, bringing exotic trade, ambassadors wishing to gain favor with the students' family and households, and an odd assortment of shops and craftsmen. One such foreigner who became a student is the Queen Addo Hola. She arrived from across the southern sea. The queen brought a small retinue of female bodyguards, maiden servants, and elder wise women. Until this point, no women were permitted to enroll within the academy, but behind closed doors it is said that fist sized nuggets of gold and bags of diamonds bought equality for the fairer sex. Many of the surrounding



nobles expressed outrage at the returning practice of woman warriors, a concept the church drove out of these lands nearly 500 years before. Today, a small female boarding wing houses Queen Addo Hola and her three bodyguards: Adedech Ismitta, Jaha Kamaria the Strong, and Jwahir Nana. The wing also hosts the crimson dressed "nun" from the west who does not speak and is simply called "Nun," the widow Duchess Rothfuss, and Lilly "Lil" Blakiston, a wealthy former courtesan. Queen Addo's gold and friendship now carry a lot of weight within the school.

## Grounds

Once the small fortress of Schwaden Pine, the Third Suns Academy occupies a dilapidated fort refurbished and reinforced over the years by hired workers and countless hours of student labor. As the needs of the school grew, a village sprouted around its walls and soon a barricade of log and earth arose around to defend the town. The village hosts a number of ale halls, brothels, blacksmiths and leatherworkers, as well as the necessary people to feed, cloth, and maintain the academy.

The school gates open into the training yard and horse run. All lower level windows are arrow slits, with balconies and ramparts being common on the upper levels in the southern architectural style. The horse stables represent the newest part of the fortress' inner grounds, as the first families of the Amber Morning Forest did not rely on horses and cavalry as they do today. Unlike the rest of the school, the stables are wholly made of wood. The stable has three levels; The first level contains horse stalls, the second contains workmen's apartments, and the third serves as a loft for hay and storage.

The academy is one enormous stone building with boar headed gargoyles manning every corner and rain spout. The grand door stands on the second floor, accessible via a magnificent stone stair and a wooden walkway. After passing through a small entry hall, one enters the Main Hall. This grand chamber acts as the social heart of the Academy, where meals are shared, promotions are given, and both punishments and honors are meted out. Above its arched ceiling are the barracks and apartments for both students and masters alike. Instructor tradition declares better discipline comes from living in close quarters among the students. The catacombs house the holding and meditation cells, main armory, and temple. The lone priest, Low-Father Gunter Axmann, lives in the chambers and maintains the temple. He spends his

time brewing potions, and scribing scrolls of prayer and power. Currently considered unpopular, he often speaks out against Addo Hola and the other women in the boarding wing. His outcries, once furious and vehement, dwindled to private mutterings when the widow Duchess Rothfuss joined the school's roster. A great lady of influential power, he fears what might happen if he spoke out against her.

## Adventure Seeds

- A nun swears to accompany Queen Addo Hola back to her kingdom and knows where the church has hidden a cache of holy weapons. She hires the PCs to retrieve these items, in order to take them with her when she departs.

- Hansel of Votterheim, father of Siegmund, fears for his brazen son's zeal for combat. He hires the PCs to join the school and watch over his son.

- A student has stolen Sir Deerk Engel's ancestral Zweihander and he has gathered up the PCs and a group of students to hunt the thief down before he can country.

## Boons

Some of the older students of the Third Suns believe their personal glory increases through skilled followers and allies. These students willingly teach what they know to younger students who fall into their orbit. Such lessons allow a character to learn a Zweihander technique without having to spend a feat on Martial Training. All prerequisites for the technique must still be met. Continued lessons allow for the selection of additional Zweihander techniques.

Votterheim is a rich mining town, and Siegmund of Votterheim possesses connections in the mines and smithies in the lands his father rules. Characters who earn his favor can purchase raw special materials (such as mithral or adamantine) sufficient to make two suits of light armor or one suit of medium armor, or an equivalent amount of weapons. The characters must still pay full price for these materials -- Siegmund isn't fond of charity, especially on his own gold crown.

The students of the Third Suns School come almost exclusively from the nobility, and one of the primary benefits of the school remains the friendships and favors earned between its students. Becoming friends



with the sons and daughters of nobility grants a character a +5 bonus to Diplomacy checks within that noble's family's lands.

Just as friendships are made, so are rivalries. While the Third Suns School prohibits outright fighting between students except on the practice field, many of the lesser sons of nobility have skills in less savory activities. For a favor, they may be willing to help commit pranks and sabotage, granting characters a +5 bonus to skill checks made to do something underhanded against a rival.

Drawn from the lesser scions of nobility, members of the Third Suns School often carry magic items and gear; though these are often gifts from family members, rather than commissioned pieces requested by the school. Popular items include armor, banners, scabbards, and surcoats.

## Magic

### Floating Banner

**Aura** faint evocation: **CL** 1st

**Slot** -; **Price** 500 gp; **Weight** 11 lb.

#### DESCRIPTION

This banner is two feet wide and five feet long ending in a point. The banner floats above and directly behind the wielder on its own, lowering and folding when needed. Occasionally, these banners have additional enchantments, but the heraldry means they are highly personalized. Enchanting a banner as a wondrous item costs double, as a slotless wondrous item.

#### CONSTRUCTION

**Requirements** Craft Wondrous item, *floating disc*; **Cost** 250 gp

### Great Weapon Gauntlets

**Aura** faint transmutation: **CL** 1st

**Slot** hands; **Price** 750 gp; **Weight** 3 lb.

#### DESCRIPTION

These thick leather gloves have metal backings and are triple stitched. While worn, all of the wearer's weapons weigh half their normal weight for encumbrance considerations. This does not affect the weight of ammunition.

#### CONSTRUCTION

**Requirements** Craft Wondrous item, *ant haul*; **Cost** 375 gp

### Mantle of the Sun

**Aura** strong evocation: **CL** 12th

**Slot** chest; **Price** 70,000 gp; **Weight** -

## DESCRIPTION

This bright yellow, sleeveless garment, worn over clothing or armor, has two abilities. First, it allows the wearer to imbue any one weapon they wield with the *brilliant energy* property for up to 6 rounds a day as a swift action. These rounds need not be consecutive. Secondly, once per day when the wearer is reduced to 0 or fewer hit points, a great flash of light erupts forth blinding every creature within 90 ft that can see the wearer for 1 round (DC 17 Will negates). Any creatures within range that have a weakness to sunlight or the light sensitivity racial trait must make a DC 14 Will save or remain blinded for an additional 6 rounds.

## CONSTRUCTION

**Requirements** Craft Wondrous item, *daylight*; **Cost** 35,000 gp

## Third Sun Techniques

*"The three raiders, in their bell-shaped helms, lowered their pikes toward us. Before my friends could engage them I ordered them to get the townfolk to safety. Then, I charged in among the tips of the pole arms. Wielding my Zweihander overhead, then as a spear, then in broad, arching swings, it became an ocean of steel with weapon hafts, armor, and arms breaking upon its waves. No brigand would ravage our land or my people this day."*

The Zweihander is the massive greatsword used by the warriors of the Amber Morning Forest and the surrounding country. The techniques learned with the Zweihander however can be applied to most all two-handed weapons. Characters using these techniques excel at fighting enemies with great reach, either by virtue of being a larger size or using reach weapons themselves. The glory techniques are recommended for characters wanting to be the focus of combat or seeking a glorious death.

### Headlong Charge

#### Zweihander Technique

*You surge forward to smash into the enemy's ranks, knowing that you have the advantage once you close with your foe.*

**Martial Training Prerequisites:** BAB +1

**[Alternate Prerequisites]:** BAB +5, Weapon Focus with a two-handed weapon, Mobility

**Steel Cost:** 1 point

**Activation Time:** 1 full round action

**Effect:** Make a charge attack. You have +4 AC vs enemies with longer reach than you during this charge. If you have the Spring Attack feat, instead you cannot



be attacked by enemies with longer reach than you during this charge.

### **In Their Faces**

#### **Zweihander Technique**

*Your ferocity and tenacity prevent opponents from being able to leverage their longer reach.*

**Martial Training Prerequisite:** Headlong Charge  
**[Alternate Prerequisites]:** BAB +5, Weapon Focus with a two-handed weapon, Intimidating Prowess

**Steel Cost:** 2 points

**Activation Time:** 1 swift action

**Effect:** Until the start of your next turn, enemies which start their turn in a square you threaten take a penalty to hit for their attacks made against you if you no longer threaten them. The penalty is equal to the enhancement bonus of the weapon you wield plus one-quarter of your BAB.

### **Sever**

#### **Zweihander Technique**

*As it turns out, cutting the heads off pikes is just as effective as decapitating monsters.*

**Martial Training Prerequisite:** Headlong Charge  
**[Alternate Prerequisites]:** BAB +6, Weapon Focus with a two-handed weapon, Strike Back

**Steel Cost:** 2 points

**Activation Time:** 1 immediate action

**Effect:** When you are attacked by an enemy wielding a reach weapon, make a sunder attempt against the weapon. Alternately, when a creature with greater reach than you makes a melee attack against you, make an attack against that creature. In either case, the roll is made at your highest attack bonus, your attacker does not have to be in your reach, and your attack is resolved before the enemy makes his attack roll. If you have the Strike Back feat, you may use this technique as an attack of opportunity, instead of as an immediate action.

### **Gloryhound**

#### **Zweihander Technique (Glory)**

*Victory is my sword, and Glory, my shield!*

**Martial Training Prerequisites:** BAB +1  
**[Alternate Prerequisites]:** Power Attack, Dazzling Display

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** Make a melee attack at your highest attack bonus against a wounded enemy. This technique deals maximum damage on its weapon dice if you use it in conjunction with the Power Attack feat. Bonus dice, such as those from sneak attack, are not maximized. If



### **Sever Zweihander Technique**

the target has more HD than you and is reduced to 0 or fewer hit points as a result of this attack, you gain temporary hit points equal to your BAB and a morale bonus to hit and damage with melee weapons equal to 1 plus one-quarter of your BAB (minimum +2) for 1 minute. This bonus does not stack with itself.

### **At All Costs**

#### **Zweihander Technique (Glory)**

*Never allow defeat to deny you glory.*

**Martial Training Prerequisites:** Gloryhound  
**[Alternate Prerequisites]:** Vital Strike, Toughness  
**Steel Cost:** 2 points

**Activation Time:** 1 immediate action

**Effect:** When an attack would deal enough damage to reduce you to 0 hit points or less, you may move up to twice your movement speed directly towards your attacker and make a single melee attack against it at your highest attack bonus. If you have the Vital Strike feat, you may use the Gloryhound technique instead of making a normal melee attack; the temporary hit points from Gloryhound are gained before you take the damage from the triggering attack. After your attack, you gain the dazed condition until the end of your next turn.



### **This One is Mine**

#### **Zweihander Technique** (Glory)

*The greatest glory comes not from victory alone, but from victory in the eyes of your peers.*

**Martial Training Prerequisite:** Gloryhound

**[Alternate Prerequisites]:** Toughness, Skill Focus (Intimidate)

**Steel Cost:** 2 points

**Activation Time:** 1 swift action

**Effect:** Target an opponent you can see. You gain a +1 morale bonus to hit and damage against the target. If you have the Toughness feat, you also gain DR 1/-. The morale bonus and DR increases by 1 for each of your allies present, (to a maximum of +5 to hit and DR 5/-) and lasts until one of your allies attacks the target or affects it with a spell or ability, or until the target is reduced to 0 or fewer hit points, whichever comes first.

## **NPCs**

### **Siegmund of Votterheim CR 5**

XP 1,600

Human cavalier (standard bearer) of the cockatrice 6

N Medium humanoid (human)

**Init** +1; **Perception** -1

#### **DEFENSE**

**AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

**hp** 57 (6d10+24)

**Fort** +7, **Ref** +3, **Will** +1

#### **OFFENSE**

**Speed** 20 ft.

**Melee** +1 *greatsword* +12/+7 (2d6+5/19-20)

**Special Attacks** techniques

#### **TACTICS**

**During Combat** During combat he holds his banner high at all times, using his Votterheim banner anytime he is not on business with the academy. When with a larger group he will try to take command when possible, using his Tactician ability to grant the Pack Attack feat to nearby allies. He will then challenge the opponent that will give him the most glory to defeat.

**Morale** Retreat holds no glory, and Siegmund will be hard pressed to find a reason to do so. If one can surrender with dignity to a worthy and honorable opponent, that might be permitted but Siegmund's notions of worthy and honorable are higher than most.

#### **STATISTICS**

**Str** 16, **Dex** 12, **Con** 14, **Int** 12, **Wis** 8, **Cha** 13

**Base Atk** +6; **CMB** +9; **CMD** 20

Feats Dazzling Display, Martial Training (Gloryhound, This One's Mine), Pack Attack, Power Attack, Toughness, Weapon Focus (greatsword)

**Skills** Bluff +10, Diplomacy +10, Intimidate +10, Perform (Insults) +10, Profession (soldier) +8, Sense Motive +8

**Languages** Common, Giant

**Gear** +1 *greatsword*, masterwork *full plate*, *potion of cure moderate wounds*, 3 *potions of cure light wounds*, *Votterheim banner*, *Third Suns floating banner*

#### **SPECIAL ABILITIES**

**Challenge (Ex):** Twice per day, Siegmund can challenge a foe to combat. As a swift action, he chooses one target within sight to challenge. His melee attacks deal +6 damage whenever the attacks are made against the target of his challenge. In addition, he gains a further +2 morale bonus on all melee damage rolls against the target of his challenge whenever he is the only creature threatening the target. Challenging a foe requires much of Siegmund's concentration. He takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

**Tactician (Ex):** As a standard action, Siegmund can grant the Pack Attack feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 6 rounds. Allies do not need to meet the prerequisites of the feat. Siegmund can use this ability twice per day.

**Banner (Ex):** As long as Siegmund's banner is clearly visible, all allies within 60 feet receive a +3 morale bonus on saving throws against fear and a +2 morale bonus on attack rolls made as part of a charge. Siegmund's banner is attached to the back of his armor.

**Braggart (Ex):** Siegmund can spend a standard action to extol his own accomplishments and battle prowess. He receives Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability. Siegmund receives a +2 morale bonus on melee attack rolls made against demoralized targets.

**Cavalier's Charge (Ex):** Siegmund receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, he does not suffer any penalty to his AC after making a charge attack while mounted.

**Expert Trainer (Ex):** Siegmund receives a +3 bonus whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.



Of all the young knights at the Third Suns Academy, Siegmund of Votterheim seems to have the most vigor. Siegmund is the seventh son of Horand of Votterheim, and all of his older brothers are alive and well with sons of their own. Called "Lickboot" behind his back by the other students, Siegmund attached himself with Headmaster Adalwolf Dieter and awaits on him even outside his rotation of service. This relationship has often lead to private lessons and other benefits within the academy, such as sitting at the headmaster table with the finest cuts of meat and accompanying Master Adalwolf into town. Within the battle with Duke Detlef Himister's forces against the Carrion Feather tribe, Siegmund became the school's bannerman and served with distinction. Brash and obsessed with both bestowing glory onto his house and winning his father's approval, Siegmund can be harsh company. However, his combat skill is always welcome in times of trouble.

**Goals-** Glory and honor to Votterheim, is the main course of thought for brash Siegmund. He craves battle and positions of leadership. He has been know to hire adventurers to accompany him on his treks home just to have someone to take command of. Of his six older brothers, Siegmund dislikes all but one, and if he could find a way that would not bring himself dishonor to pull them from their positions of power he would do so. To bring notoriety to his house, Sigmund has been known to hire bards to put his adventures against the Meat Feather to verse. He's commissioned songs about his father's stoic nobility and his mother's beauty as well, though it's generally known that his mother's beauty is of the humble sort.

### **Addo Hola CR 8**

**XP 4,800**

Human Aristocrat 1 / Barbarian (urban barbarian) 8  
LN Medium humanoid (human)

**Init** +3; **Senses** Perception +1

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#### **DEFENSE**

**AC** 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 natural)

**hp** 73 (1d8+8d12+13)

**Fort** +8, **Ref** +6, **Will** +6

**Defensive Abilities** improved uncanny dodge, trap sense +2; **DR** 1/-

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#### **OFFENSE**

**Speed** 30 ft.

**Melee** +1 greatsword +12/+7 (2d6+5 / 19-20) or +1 greatsword +9/+4 (2d6+14 / 19-20)

**Special Attacks** techniques, rage powers\

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#### **STATISTICS**

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**Str** 17, **Dex** 16, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

**Base Atk** +8; **CMB** +10; **CMD** 23

**Feats** Dodge, Improved Sunder, Martial Training (headlong charge, sever), Mobility, Power Attack

**Skills** Acrobatics +15, Knowledge (engineering) +6, Knowledge (geography) +10, Knowledge (nobility) +6, Linguistics +4, Profession (soldier) +13, Sense Motive +13

**Languages** Common, Dwarven, Elven, Giant, Orcish

**Gear** +1 chain shirt, cloak of protection +1, amulet of natural armor +1, belt of giant strength +2, +1 greatsword

**SQ** controlled rage, crowd control

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#### **SPECIAL ABILITIES**

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**Crowd Control (Ex):** Addo gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a +4 bonus on Intimidate checks to influence crowds.

**Controlled Rage (Ex):** When Addo rages, instead of making a normal rage she may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. She may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage. Addo can rage for 19 rounds per day.

**Improved Uncanny Dodge (Ex):** Addo reacts to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. Addo can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. In addition, Addo can no longer be flanked. This defense denies a rogue the ability to sneak attack Addo by flanking her, unless the attacker has at least 12 rogue levels.

**Trap Sense (Ex):** Addo gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Rage Powers:** While raging, Addo can use the following powers:

*No Escape (Ex):* Addo can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the



withdraw action. Addo provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

**Quick Reflexes (Ex):** While raging, Addo can make one additional attack of opportunity per round.

**Regenerative Vigor (Ex):** After using her renewed vigor rage power until her current rage ends, Addo gains fast healing 1. She regains hit points from fast healing at the start of each of her turns.

**Renewed Vigor (Ex):** As a standard action, Addo heals 2d8+1 hit points. This power can be used only once per day and only while raging.

**Techniques (Ex):** Addo can use the Headlong Charge and Sever techniques.

Within the middle of wedding arrangements, Princess Addo Hola's father passed away in his sleep. "Assassination" and "poison" were accusations thrown between many of her prospective suitors. Battle ensued between the entourages and many innocents perished along with the warriors during the ensuing skirmishes. Addo's father's soldiers established peace, but not before every suitor had shown themselves of an unworthy character. Addo then declared herself Queen, but under ancient tribal law the tribe's leader must come from the warrior cast and carry the blood of the royal line. Through political maneuvering, all who could train Addo were bribed, refusing to train her sufficiently to earn the title of warrior. The elders decided they should chose her new husband for the good of the tribe and the good of their own coffers. With determination and spite, Addo left in the night with a group of trusted friends and sworn bodyguards. Her party crossed the northern sea and made their way to the Third Suns Academy of Chivalry and Knighthood.

**Goals** As her training is coming to an end, Queen Addo is beginning her preparations to return to her kingdom next spring. She plans on taking back with her more than just the retainers that she brought with her across the sea. Trusted knights and adventurers will be most welcomed and handsomely paid, along with workers, porters, and skilled craftsmen that she does not have in her lands. She is also gathering information on the rule of her lands, and what will have to be done to take control from her father's former sycophants and any puppet husband they have used to rule in her absence. Her women have also been on the lookout for a suitable pairing for their lady; ideally a knight from a wealthy house.

## Halls of Ivy Under the Oaks

**Symbol:** A green tree on a field of cream, with its roots interlocking to create a circle.

To the elven people war is an art encompassing the three separate studies of swordsmanship, archery, and magic, and each is an elegant dance. Orc shamans and the bloodthirsty hordes forced this romantic view of battle to fade in elven culture. Under the brutality of the orcish advance, elegance gave way to grit and mud covered determination. In order to combat the orc shamans, who used raw primitive magics in battle along with their masterful use of spear and axe, the elves combined their arcane and martial studies to complement each other in a technique called "bladesinging."

Bladesinging remained a new concept within elven society when the Halls of Ivy Under the Oaks first formed. Today, many of the older elves, those who wish to keep with the ancient ways, believe mixing the arts taints them while subtracting from their beauty. Those on the front lines, however, seemed to care less and less for beauty and only wished to push back the onslaught of the orc tribesmen. The orcs came out of the mountains and began to lay claim the eastern edges of the Gray Wood. They destroyed the forest to fuel their fires and build their siege engines. Prolific and rapacious, they greatly outnumbered the elves and their allies. The youngest of the Gray Wood dryads, Juana Giuntoli, witnessed an orc raid on an elven patrol. Their shamans made fast work of the elves, battling magic and steel against opponents who seemingly only knew how to combat one or the other. One lone elf survived, the young warrior Ollip, who went against custom and began studying a fluid mixture of all the warrior arts and was able to use his skills to flee. Later when Ollip came back to claim the burnt bodies of his patrol, the juvenile dryad Giuntoli came to him. She confessed her admiration in his skill fighting against shamans and her sadness in the deaths of his fellow elves. In her chaotic state of fey emotions she told Ollip the secret of the Gray Wood: there was a city underneath, a city of roots and tunnels, of darkness and green magic.

Within the secret city Ollip began to gather forces, training manuals, weapons, and veterans of battle to share their knowledge of practical warfare. The warren of tunnels provided a hidden place for his troops to recover, plan, and even move about the forest, concealed by faerie magic. Much of the traditional



ritual of the elven arts fell to the wayside as fighting styles mixed and gaps in technique were filled. Weaknesses and counter strokes were discovered, with the dryads adding in their own twist to the combat magic and fighting styles. After that Ollip lead a surprise attack into the mountains to slay the orc leader, the raids lessened and the Gray Wood base camp slowly became a school as the former soldiers remained to stand watch over the mountains.

## *Leadership*

It was three years after Ollip defeated the orc leader, Riesh, before what was simply known as the Gray Wood's base took on the name Halls of Ivy Under the Oaks. Despite protests by the druids, the elven government refused to leave the forest claiming the area to be a strategic defense point for future battles. The druids of the forest believed the elven leadership planned on annexing the Gray Wood as part of their state and would place the druids and dryads under unwanted rule. Through political bickering between the elves, the druid council of the Gray Wood; called Randa'for in the druidic cant, and the dryads of the Underroot tunnels, bloodshed was averted and the fate of this nascent organization and their new fighting style would be determined.

After months of arguments and misunderstandings, the druids decided the military force within the Underroot could only stay in place if they agreed to certain stipulations: the military group had to be reformed as a school; it was required to take in members of other races; the druid circle would be allowed to choose one fifth of the student body; and if the orcs returned, the military leader of the school would take on a druid adviser who would hold the rank of general. The fact the elven military controls the school and has a military force within their domain is still a sore subject with the druid council, and the dryads seem to be caught in the middle between their respect for the druids and their gratitude toward Ollip and his soldiers for saving their trees.

Sixty years after the school's founding, Ollip and Giuntoli are the two head instructors, but have no real administrative power. The Grand General, who serves a ten year term at the Hall of Ivy Under the Oaks, is invested with those responsibilities. The current occupant of the office is the Lady Udia Silverring, who keeps close counsel with her second in command, and some say her lover, Eborn Wierrun. In the decades since the orcs' defeat, little has been heard from them. Udia and Eborn's believe the orcs should not be



## *Halls of Ivy Under the Oaks*

allowed to regain their numbers as they wait for a new, competent leader to take control. The Grand General wishes to press the attack into the mountains and smash the orcs they suspect of currently planning renewed raids.

## *Grounds*

The Halls of Ivy Under the Oak is a distributed tunnel system beneath the Gray Wood, covering about 50 square miles. The main facilities exist scattered about in a whimsical layout, most of which lie a mile or two from the next closest structure. There are four barracks, a dance hall converted into offices for the Grand General and her staff, an amphitheater now used as the main training yard, and many smaller spaces that serve as storage, pantries, armories, and baths. Newly built areas cater to the needs of the school; such as smithies, merchants shops, and brewers; all of which bring more of the marks of civilization disdained by the more conservative elements of the druids.



Within the Gray Wood Forest the roots of the trees have been magically tended throughout the centuries to encompass the tunnels. The roots embody and support much of the Hall's structure. The dryads of the Gray Wood bond to these trees allowing themselves free movement of the school. A few of these dryads have become the elite guardians of the school, protecting and maintaining it from the shadows. When the elven warriors march out for battle it is these few, the Branch of the Night Leaf, which stays behind to hold the Halls (dryad ninja 3/magus 2).

## Adventure Hooks

- An extended tunnel has recently been unearthed bearing old derro markings within its interior. The PCs are dispatched to see if there truly is a derro threat.

-The druid council is sending an ambassador to the elven homeland to gather support for the demilitarization of the Gray Wood. They wish to hire the PCs to assist the ambassador with his mission.

-The school suspects a spy is in their ranks. They bring in the PCs to pose as students so they can ferret out the imposter.

## Boons

Ollip takes on a handful of students every year as proteges. Such characters can learn any Bladesinger technique without needing to spend a feat on Martial Training. They must still meet any prerequisites of the technique. Continued status as Ollip's protege allows the character to learn additional Bladesinger techniques.

The dryads of the Halls of Ivy know many hidden ways through the forest. Those who prove themselves friends of the fey may be taught some of these secrets, treating passage through the Gray Woods as if there were a road present.

The druids affiliated with the Halls of Ivy grow a wide variety of trees and herbs throughout the Gray Woods. Students who earn their respect may be granted access to these, allowing them to purchase any plant-based special material (such as darkwood), drug, poison, or other consumable item. The druids do keep a careful

eye on students who purchase poisons and drugs to ensure they aren't used in nefarious ways.

The students of the Bladesinger discipline include a wide variety of spellcasters from many different nations and cultures. Befriending these students allows a character to propose a trade of magical knowledge, with both characters teaching the other one of their known spells. This does not allow a spontaneous caster to know more than the usual number of spells, it merely provides access to spells that they might not otherwise be able to learn.

## Magic

Magical armor, weapons, and wondrous items are common amongst members of the Halls. Between the elvish and faerie heritage of the academy, many come to the school bearing the enchanted heirlooms of their families, while others receive specially commissioned pieces upon graduation. The most respected and feared are those capable of suppressing magical ability.

### Special Weapon Quality

**Mage Killer:** An enemy hit by a mage killer weapon cannot cast an arcane spell, or use a spell-like ability, wand, or arcane scroll for 1 round (DC 18 Fortitude negates).

Strong abjuration; CL 17th, Craft Magic Arms and Armor, spell; Price +5 bonus.

**Prayer Killer:** An enemy hit by a prayer killer weapon cannot cast a divine spell, or use judgments, smite, channel energy, or divine scrolls for 1 round (DC 18 Fortitude negates).

Strong conjuration; CL 17th, Craft Magic Arms and Armor, *silence*; Price +5 bonus.

## Feats

These feats are particular to the Halls of Ivy Under the Oaks, related to their specific techniques.

### Power From Within (Combat)

You are able to fuel the techniques of the Halls of Ivy Under the Oaks with your own inner power, but at a cost.

**Effect:** When using a Bladesinger Technique, instead of sacrificing a spell, you may choose to take penalty to your Constitution equal to the spell level you wish to emulate: -1 for a 1st level spell or cantrip, -4 for a 4th level spell, -8 for an 8th level spell, etc. These emulated



spells are not considered to have any descriptors. You do not need to have the ability to cast spells to use this feat. You may not emulate a spell level higher than half your character level rounded up. This penalty lasts for the duration of the technique or 1 minute, whichever is longer.

**Special:** If you do not have a Constitution score, you may use this feat, but you take a penalty to your Charisma score instead. Damage reduction does not apply to damage caused the penalty inflicted by this feat.

#### **Enriched Power** (Combat)

Your inner power manifests itself in more advanced ways.

**Prerequisite:** Power From Within

**Effect:** Choose one spell descriptor, such as fire, acid, or law. Whenever you use the Power From Within feat, you may choose to have your emulated spell be considered to have this descriptor. This increases the ability score penalty by 1, eg, adding the force descriptor to a level 3 emulated spell increases the penalty from -3 to -4.

**Special:** You can select this feat more than once. Each time you do, select a different descriptor and apply it to the emulated spell. Each added descriptor increases the penalty by 1.

## *Ivy Under the Oaks Techniques*

*"Green hands work out runes in the air as arcane words escape between tusk parted lips. I fear not this vile evoker. As the air heats and crackles before me, giving birth to an infant sun hurled at me along with a curse, I raise my blade and slice the fiery mass in two. Flames singe my cloak and mantle, curl my hair into phantom ash, and kiss my unarmored face and hands in a red burn while I laugh. The robed mage cringes in fear as now he knows he can do me no harm. As my own arcane energy pulses into my blade, it shines with a vibrant light and this lowly orc realizes his power is nothing next to mine."*

A school of wizards, magi, and sorcerers, this tradition is for those who wish to mix the magical and martial arts-- whether they are dabblers or capable practitioners.

#### **Deflect Energy**

**Bladesinger Technique** (Defensive)

*Disciples of the Halls of Ivy need not fear flame nor frost.*

**Martial Training Prerequisite:** Eldritch Armor

**[Alternate Prerequisites]:** either Disruptive or both Power From Within and BAB +8

**Steel Cost:** 2 points

**Activation Time:** 1 immediate action

**Effect:** When you would take damage from a spell, spell-like ability, or supernatural ability, you may choose to sacrifice a prepared spell or spell slot to reduce the damage you would take by a number of dice equal to the spell level of the spell you sacrificed (for example, if you would take 5d6 fire damage and sacrifice a 2nd level spell, you instead take 3d6 fire damage). If you sacrifice a spell that shares at least one descriptor or energy type with the attack (or a spell slot that could be used to cast a spell with the same descriptor), instead the damage is reduced by a number of dice equal to twice the spell level. You must choose to use this technique before damage is rolled. This technique has no effect on spells, spell-like abilities, or supernatural abilities that deal damage not expressed in numbers of dice, and only reduces damage for the user. This is a supernatural ability.

#### **Eldritch Armor**

**Bladesinger Technique** (Defensive)

*Before one can learn to defend themselves from magical attack, they must learn to defend themselves with their own powers.*

**[Alternate Prerequisites]:** Power From Within

**Steel Cost:** 1 point

**Activation Time:** 1 full-round action

**Effect:** To use this technique, sacrifice a prepared spell or spell slot. You gain an armor bonus to AC equal to the level of the spell or spell slot you sacrificed. If the spell (or one known spell that is the same level as the spell slot you sacrificed, chosen at the time you use this technique) had the fire, acid, electricity, or cold descriptors, you gain energy resistance to those energy types equal to twice the spell level. If the spell had the force descriptor, the armor counts as *ghost touch armor*. If the spell had the law, chaos, good, or evil descriptors, you gain damage reduction of the opposite type (a good spell gives DR/evil, etc) equal to the spell level. The eldritch armor lasts for 24 hours. This is a supernatural ability and may be dismissed as a full round action.

#### **Eldritch Arms**

**Bladesinger Technique** (Offensive)

*Forging your power into your blade is the first lesson taught to any student at the Halls of Ivy Under the Oaks.*

**[Alternate Prerequisites]:** Power From Within

**Steel Cost:** 1 point



**Activation Time:** 1 full-round action

**Effect:** To use this technique, sacrifice a prepared spell or spell slot and target a weapon. The targeted weapon gains enhancement bonus to attack and damage equal to half the spell level of the spell or spell slot you sacrificed (rounded up, maximum +5). If the spell (or one known spell that is the same level as the spell slot you sacrificed, chosen at the time you use this technique) had the fire, acid, electricity, or cold descriptors, the weapon deals an additional 1d6 damage of those types. If the spell had the force descriptor, it counts as a *ghost touch weapon*. If the spell had the law, chaos, good, or evil descriptors, the weapon counts as the same alignment for the purpose of overcoming damage reduction and deals an additional 1d6 damage to enemies of the opposing alignment. These bonuses last for 24 hours, but anyone other than yourself who wields the weapon takes a -10 penalty to hit with it. This is a supernatural ability and may be dismissed as a full round action.

### Infused Counterspell

**Bladesinger Technique** (Defensive)

*The best way to deal with a spellslinger is to turn their magic against them.*

**Martial Training Prerequisites:** Deflect Energy, Spellcraft 5 ranks

**[Alternate Prerequisites]:** BAB +15, two of the following: Improved Counterspell, Spellbreaker, Power From Within

**Steel Cost:** 3 points

**Activation Time:** 1 immediate action

**Effect:** When an opponent within 30' of you attempts to target you with a spell or includes you in the area of a spell, and you have identified the spell with the Spellcraft skill, you may sacrifice a prepared spell or spell slot of the same level or higher to make a check to counter the spell, as per *greater dispel magic*, and with a Caster Level equal to your BAB. In addition, you may make a ranged attack roll against the spell caster at your highest attack bonus; if the attack hits, you deal 1d6 points of damage per spell level of the spell or spell slot you sacrificed; this damage is magical and not subject to damage reduction. If the original spell or the spell you sacrificed had the fire descriptor, the target is set on fire. If either had the cold descriptor, the target is entangled in ice. If either had the acid descriptor, the target takes an additional 1d6 acid damage at the start of each of its turns. If either had the electricity descriptor, the target is deafened and dazzled. All additional effects last for a number of rounds equal to the spell level of the spell you sacrificed. This is a supernatural ability.

### Power Surge

**Bladesinger Technique** (Offensive)

*The application of just a touch of power in the right place can cause immense pain and dysfunction in any spellcaster.*

**Martial Training Prerequisite:** Eldritch Arms

**[Alternate Prerequisites]:** either BAB +4 and Arcane Strike, or Power From Within and Power Attack

**Steel Cost:** 2 points

**Activation Time:** 1 standard action

**Effect:** Sacrifice a prepared spell or spell slot and make an attack against an enemy within range at your highest attack bonus. If your attack hits, the target takes damage equal to the level of the highest spell memorized times the level of the spell you sacrificed. For example, sacrificing a 3rd level spell in a successful attack against a caster whose highest memorized spell is a 4th level spell would suffer 12hp of damage. In addition, the target may not cast any spells with any of the same descriptors as the spell you sacrificed on its next turn. This is a supernatural ability.

### Spell Reaver

**Bladesinger Technique** (Offensive)

*The orcs relied too heavily on their magic, and were unable to defend themselves when it was taken from them.*

**Martial Training Prerequisite:** Power Surge

**[Alternate Prerequisites]:** Power From Within and either BAB +15 or Improved Sunder

**Steel Cost:** 3 points

**Activation Time:** in place of an attack

**Effect:** Once per round, you may sacrifice a prepared spell or spell slot to use this technique when making an attack. If your attack hits, it deals no damage but the target of the attack cannot cast spells from equal to the level of the sacrificed spell, or spells sharing any descriptor with the spell you sacrificed (or one known spell that is the same level as the spell slot you sacrificed, chosen at the time you use this technique), for a number of rounds equal to the spell level of the spell or spell slot you sacrificed. This is a supernatural ability.

### Power Unbound

**Bladesinger Technique** (Offensive)

*Just as it is possible to extend one's power outwards, so is it possible to focus it inwards. The effects are unfortunate for the user, but devastating nonetheless.*

**Martial Training Prerequisite:** Power Surge, Infused Counterspell

**[Alternate Prerequisites]:** BAB +16, Enriched Power, Power From Within

**Steel Cost:** 4 points



**Activation Time:** 1 round

**Effect:** You may sacrifice one prepared spell or spell slot of each spell level to which you have access. Every creature within 120' of you must make a Reflex saving throw (DC 10 + half your BAB + your appropriate casting ability modifier; those using Power From Within use their Constitution modifier before taking any penalty from Power From Within) or take 1d6 points of damage per spell level you sacrificed. On a successful save, the damage is halved. If any of the spells you sacrificed (or any known spells you could cast with any of the spell slots you sacrificed) had the fire descriptor, every creature who failed their save is knocked prone and set on fire. If any of the spells you sacrificed had the cold descriptor, every creature who failed their save is *slowed* as the spell and entangled in ice. If any of the spells had the acid descriptor, every creature who failed their save takes 1d6 acid damage at the start of each of their turns and their wielded weapons and worn armor gain the broken condition. If any of the spells had the electricity descriptor, every creature who failed their save is deafened, blinded, and dazed. These additional effects last for 1 minute. You do not get a saving throw against this technique. Such is the power required to use this technique that, if you should survive its use, you gain one permanent negative level per level of the highest-level spell or spell slot used to power it and cannot use it again until all the negative levels are removed. This is a supernatural ability.

**Special:** Those using the Power From Within feat to fuel this technique may not sacrifice emulated spell levels greater than their (Constitution Score -1).

## NPCs

### **Ollip Phelpfritz CR 15**

**XP 51,200**

Elven Fighter 15

CG M humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +3

#### **DEFENSE**

**AC** 28, touch 20, flat-footed 22 (+8 armor, +6 Dex, +4 deflection)

**hp** 117 (15d10+30)

**Fort** +14, **Ref** +15, **Will** +14

**Defensive Abilities** bravery +4, energy resistance 16 fire and electricity; **DR** 8/evil

#### **OFFENSE**

**Speed** 30 ft.

**Melee** +4 *shortsword* +32/+27/+22 (1d6+11 plus 1d6 fire and 1d6 electricity / 19-20)



**Ollip Phelpfritz**

**Ranged** +4 *longbow* +31/+26/+21 (1d8+8 plus 1d6 fire and 1d6 electricity / x3)

**Special Attacks** techniques

#### **TACTICS**

**Before Combat** Ollip uses his Power From Within and Enriched Power feats to use the Eldritch Arms and Eldritch Armor techniques (emulating 8th level [fire, electricity, good] spells) at the start of each day. These bonuses are already figured into his statblock. The damage from using Power From Within is healed by his *ring of regeneration*; the entire process takes roughly 20 minutes.

**During Combat** Ollip singles out the most powerful enemy spellcaster he can reach, using his Infused Counterspell to protect himself from spells until he can get close and Spell Reaver and Power Surge to lock down their spellcasting once he reaches his target. If a powerful spellcaster is too dangerous for him to attack in melee combat, he will use his longbow instead. Against non-spellcasters, he fights with his allies. If his weapon is broken or destroyed, he will retreat long enough to use Eldritch Arms on a new weapon.

**Morale** If the situation seems hopeless, Ollip will buy time for his allies to retreat by using Power Unbound; he uses his full power for the technique, dealing 117 nonlethal damage and 87 lethal



damage (via nonlethal overflow) to himself to emulate spells of first through eighth level and dealing 36d6 damage to everything in a 120' area (Reflex DC 23 half) with additional effects as described in the technique above. Otherwise, he orders a retreat when he reaches 30 hit points or when half of his allies are dead.

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#### STATISTICS

**Str** 14, **Dex** 22, **Con** 12, **Int** 15, **Wis** 16, **Cha** 10

**Base Atk** +15; **CMB** +16; **CMD** 30 (34 vs disarm and sunder)

**Feats** Enriched Power (fire, electricity, good), Iron Will, Martial Technique (deflect energy, eldritch arms, eldritch armor, infused counterspell, power surge, power unbound, spell reaver), Power From Within, Toughness, Weapon Focus (shortsword, longbow), Weapon Finesse

**Skills** Acrobatics +21, Climb +10, Linguistics +4, Profession (soldier) +8, Profession (instructor) +15, Spellcraft +17, Survival +10, Swim +12

**Languages** Common, Elven, Orc, Sylvan

**Gear** *ring of regeneration*, *ring of protection +4*, *belt of physical might +4* (Strength and Dexterity), *headband of inspired wisdom +4*, *cloak of resistance +4*, *gloves of duelling*, *boots of elvenkind*, *helm of telepathy*, *2 potions of cure serious wounds*, short sword, longbow, 40 arrows, leather armor

**SQ** armor training +4, weapon training 3

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#### SPECIAL ABILITIES

**Bravery (Ex):** Ollip has a +4 to saves against fear.

**Armor Training (Ex):** When Ollip is wearing armor, his armor's maximum Dexterity bonus is increased by 4 and its armor check penalty is reduced by 4. In addition, he can move at full speed while wearing medium or heavy armor.

**Weapon Training (Ex):** Ollip has a +5 bonus to hit and damage when wielding weapons from the light blades group, +4 to hit and damage when wielding weapons from the bows group, and +3 to hit and damage when wielding weapons from the close group. These bonuses also apply to all combat maneuver checks made with weapons from these groups and to his Combat Maneuver Defense when defending against disarm or sunder attempts made against weapons from these groups.

Ollip has become the paragon of the Hall of Ivy Under the Oaks. In his many years of training and adjusting tradition into practical application, bladesinging has risen to become the paragon of what the new elven warrior should be. As a head instructor, Ollip serves as a liaison between the elven peoples, the dryad community, and the druid council. He is often stuck between his racial pride and his disagreement with the

elven military policy to stay within the Gray Wood after ending the orc threat. Ollip has been known to take his finest pupils and hired henchmen on adventures into the mountains to scout out orc activity, giving them great leeway in their operations.

### **Griselda Halfborn aka Amyria Undaroli CR 6**

**XP** 2,400

Half-orc inquisitor 7

NE M humanoid (human, orc)

**Init** +5; **Senses** darkvision; Perception +14

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#### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)

**hp** 35 (7d8)

**Fort** +5, **Ref** +3, **Will** +9

**Defensive Abilities** *copycat*; **DR** 1/good

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#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *scimitar* +8 (1d6+3 plus 1d6 fire / 18-20)

**Special Attacks** techniques, bane

**Spell-Like Abilities** (CL 7th; concentration +11)

at will--*detect alignment*

7 rds/day--*discern lies*

**Inquisitor Spells Known** (CL 7th; concentration +11)

3rd (2/day)--*nondetection*, *seek thoughts*

2nd (1/day)--*undetectable alignment*, *blistering invective* (DC 16), *invisibility*, *spiritual weapon*

1st (3/day)--*alarm*, *cure light wounds*, *shield of faith*, *protection from good*, *ear-piercing scream* (DC 15)

0 (at will)--*light*, *acid splash*, *read magic*, *detect magic*, *sift*, *brand*

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#### TACTICS

**Before Combat** Griselda casts *undetectable alignment* and uses Eldritch Arms (sacrificing a 2nd level spell slot with *blistering invective*) and Eldritch Armor (1st level *protection from good*) at the start of each day. These bonuses are already figured into her statblock.

**During Combat** If her cover has not been blown, she fights with her schoolmate "allies" as directed by instructors and superiors. She prefers to fight weaker-looking opponents whenever possible. If she has been revealed, she will attack ferociously, knowing that she has no hope of escaping from the Underroot; in this case, she will do as much damage as she possibly can to the most important target she can reach.

**Morale** Griselda will only fight to the death if she has been revealed as a spy. Otherwise, she surrenders or runs away as soon as she reaches half health (17 hit points).

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#### STATISTICS



**Str 14, Dex 13, Con 10, Int 8, Wis 18, Cha 12**

**Base Atk +5; CMB +7; CMD 18**

**Feats** Deceitful, Lookout, Martial Training (Eldritch Arms, Eldritch Armor, Spell Reaver), Outflank

**Skills** Bluff +13, Disguise +21, Intimidate +15, Knowledge (Nature) +11 (+15 to identify creatures), Linguistics +0, Perception +14, Sense Motive +17

**Languages** Common, Orc, Elven

**Gear** *hat of disguise*, +1 chain shirt, 5 feather tokens (bird), scimitar, heavy wooden shield, tears of death x3

**SQ** judgments

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### SPECIAL ABILITIES

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**Copycat (Sp):** Griselda can create an illusory double of herself as a move action. This double functions as a single *mirror image* and lasts for 7 rounds, or until the illusory duplicate is dispelled or destroyed. She can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. Griselda can use this ability 7 times per day.

**Judgment (Ex):** Griselda can use the Inquisitor's Judgment ability twice per day. She uses the Destruction judgment (+3 on all weapon damage rolls) unless circumstances clearly call for a different judgment.

**Solo Tactics (Ex):** All of Griselda's allies are treated as if they possessed the same teamwork feats as Griselda for the purpose of determining whether she receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for Griselda to receive the listed bonus.

**Bane (Su):** Griselda can imbue one of her weapons with the *bane* weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while she wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to Griselda before the duration expires. This ability lasts for 7 rounds per day. These rounds do not need to be consecutive.

**Orc Ferocity:** Once per day, when she is brought below 0 hit points but not killed, Griselda can fight on for one more round as if disabled. At the end of her next turn, unless brought to above 0 hit points, she immediately falls unconscious and begins dying.

Amyria Undaroli is a third year student within the Halls. She fights well, but seems to be holding something back. To the other students, she is well spoken and kind. She is not who she seems to be,



**Amyria Undaroli**

however. Amyria is really the half-orc spy Griselda Halfborn, sent into the Underroot to gather information about the elven forces and their strength, as well as the conflict within the druid council. She has already begun many subtle sabotages, setting traps, and using weak or long term poisons.

## The School of the Martyred Arrows

**Symbol:** Three horizontal arrows on a field of gray, the top one white, the middle one black, and the bottom one red.

Seventy-five years ago in the quiet village of Two Streams a seed of tragedy was planted. That seed today has grown into one of the most prestigious schools of archery in the world. During that time the Baron of those lands grew paranoid after his retinue was ambushed by bandits and he was badly wounded, while his wife was killed. In response he decreed that private possession of weapons was outlawed, including those used traditionally for hunting.

After a meager harvest followed by a long and frigid winter during the same year, the locals desperately created bows to hunt game. The villagers hunted at night to avoid the lord's patrols. Then one of their own betrayed them, hoping for a reward. Just before dawn



one late spring morning, the Baron's men ambushed them. They ordered the men to present their illegal weapons for inspection. Then, the captain gave the order to cut the hunters down for insurrection against their lord.

A boy watched his father die in the morning light, and in that moment his childhood faded away like the fog in the dawning sun. In the following years that shining crimson memory burned brighter and hotter, until it became a fire. At his father's forge, Ronan Oakheart swore vengeance. He left Two Streams and made his home in the Greenhill Forests where he could avoid the watchful eyes of the Baron's men and to distance himself from those who might interfere with his plans.

Gifted or blessed by the gods, Ronan practiced until he was an archer without equal. He befriended the native gargoyles of the forest, who worshiped the wind. They taught him the secrets of the currents and how to let the gusts guide his hand. Others eventually joined him, other locals who felt the weight of the Baron's rule. Ronan gave them the hope, strength, and training to throw off that oppression. He taught them how to make fine bows and arrows, how to stalk the forests for game as well as the Baron's men. Eventually Ronan's rebellion, as the history books called it, led to several local minor fiefdoms uniting and overthrowing the Baron's rule. They say, during the final battle, a mortally wounded and furious Ronan threw himself onto the sword of the Baron, plunging an arrow straight into his enemy's heart with his bare hands. The men he trained founded a school in remembrance of their fallen leader within the sacked city of Deer Pen, naming it The School of the Martyred Arrows.

## *Leadership*

The school grounds are made up of a dozen new structures located in the center of the ruins of an ancient quarry town, a ramshackle affair of old buildings that are grown over and dilapidated. This town lays in the heart of the Greenhill Forest, at the forest's highest point. The ruins were inhabited by the gargoyles of the Stonetalon tribe when Ronan's men first settled the area. They made peace with these rocky creatures, and to this day they enjoy a mutually beneficial relationship. The men watch over the nocturnal gargoyles as they sleep in the crevices of the ruins, while at night the gargoyles take flight and watch over the men. As wind worshippers, the Stonetalons added a great deal of knowledge to the school, helping the students develop their shooting skill. Some of the



### *Stonetalon Gargoyle*

gargoyles even joined the school, becoming fearsome marksmen in their own right.

Two factions currently divide the school. The Traditionalist faction holds to the arts of the bow and crossbow, while the newest faction of the school eschews the traditional weaponry as respected but outdated. This newer Blackpowder tradition embraced firearms of all kinds developed a rivalry with the older cadre of students which is not always friendly. The stigma of pistols and rifles being the weaponry of the nobility seems to lie at the heart of the matter. Lesser issues stem from concerns over the cost and stealth aspects of firearms.

Darqus Galea serves as the current headmaster, a renowned horsemen archer from the eastern plains. Once believed slain in the battle with Baron Von Dahkstruth, he miraculously survived, despite eyewitness accounts to the contrary. Truthfully, Darqus did die at the battle. When hope of his own life was lost, he called upon the school's greatest technique, the Martyr's Arrow, allowing him to transfer his death through his arrow and into his enemy, where they must share in the grim demise. Both Dahkstruth and Galea fell with identical wounds, simultaneously dying as nemeses. His loyal adviser, the necromancer Kurr Thal



(necromancer 11), raised the Baron from death with the *create undead* spell after the battle. Darquus' spirit returned to the living world, a ghost filled with fury and vengeance at the theft of the significance of his death and victory, bent on destroying the Baron for good.

As a test for his students to gain entry into the school, Darquus asks the would-be marksmen to shoot a fruit from atop his head. If they miss, or more often, if they instead strike Darquus, he pretends to die and the schoolmasters lead away the failed student, dismissing them from the school.

When the elders of the Stonetalon clan first encountered Ronan and offered their aid to his cause, they possessed an imperfect understanding of the ways of man. In the sixty years since, the school and its dependents have come to outnumber the gargoyles. Some of the teachers, Pall Glenner (Fighter 2, Expert 2) and Friedrich Allemend (Gunslinger 3) mainly, have recently began teaching lessons referring to the Stonetalon tribe as servants. A small following within the student body of both the Traditionalist faction and the Blackpowder faction devoutly believes this doctrine of fearmongering and misinformation. The new division within the school's paradigm comes much to the displeasure of the Headmaster Galea. He continually reiterates the story of the school's origin at ceremonies and holiday meals, retelling of a foundation by a people unwilling to be unfairly ruled over. Still, weak men desire entitlement, and some students find Glenner and Allemend's words attractive. It is unclear what Headmaster Galea will do if these habits persist.

The Gargoyles' three elders use the common-tongue names of Glasswords (Bard 3, Aristocrat 4), who speaks clear and true; Heavyarrow (Fighter Archer archetype 5, Advanced Player's Guide page 104), first of the nocturnal guard; and Mother of Mothers (Witch 3), who has given birth to a daughter every year even though she is three decades past her barren years. These three elders cooperate with the three humanoid instructors to teach the students of the village school.

## Grounds

The grounds of the School of the Martyred Arrow occupy the former quarry town of Deer Pen. Many small stone buildings have been added within the township while the older buildings have been cannibalized, becoming stables and storage. Every restored building serves as a classroom for a particular

skill or a task. Those studying the skill or craft stay within the building, conducting the duties associated with those houses. For example, the individuals in the four stables conduct patrols abroad, learn horseback archery, and tend to the horses and horse medicines. Those stationed in the east and west kitchens and smokehouses serve the school by completing hunting duties, learning to stalk and trap, and butchering of animals for the school larders. The four gate armories teach the bowcraft and fletching crucial to a pupil's advancement along the path to becoming a master archer. Students garrisoned at the gates also drill, stand guard, and maintain the walls and fortifications. Two gun-smithies, administrative buildings, and additional housing for the workmen, servants, and the families of the student body exist within the restored, original walls. Most members of the school and the staff keep their families within the primary fortifications instead of the outlying village. Regardless of who lives inside the defenses, however, the students must still live within their assigned station house.

On the school campus, the Stonetalon tribe maintains only a small, open temple dedicated to the disembodied wind. Through the forest, the gargoyles erected hundreds of short stone pillars. The stelae stand mainly near the quarry, the school, and sixty feet above the tree line in the surrounding hills. Atop the largest obelisks, the tribesmen stand guard, rotating statues as decoys. The gargoyle tribe houses itself within the shelves and tunnels of the old quarry, just a mile east of the village. At this location, the tribe's elders teach the listening of the wind and their philosophies, relating how the living air pulls and pushes one in combat and throughout life.

## Adventure Hooks

-The gargoyles suffer from a deadly disease which slowly petrifies their bodies into permanent statuary. The schoolmasters task the characters to seek out the cause of the disease and help to find a cure.

-The headmaster Darquus Galea needs help hunting down an old nemesis whom he thought slain. The players can help Darquus track down and destroy the undead Baron Dahkstruth, allowing Darquus to achieve his vengeance without his own death.

-Mother of Mothers needs the PCs to accompany a large group of her daughters to the lands of the Cragtooth tribe for their traditional, periodic moot.



While there, the instructors ask the characters to attempt recruiting more gargoyles to enroll into the The School of the Martyred Arrows.

## Boons

The students who show the most potential receive special training by the instructors of the school. This allows a character to learn a single Marksman technique without having to spend a feat on Martial Training. The character must still meet the prerequisites of the technique. Continued special training allows the character to learn additional Marksman techniques.

The Stonetalon gargoyles enjoy a strong bond with the Martyred Arrows school. It's easy to convince one of the more adventurous gargoyles to scout or spy for a member of the school. These scouts refuse any intentional combat as a mere favor, but they're happy to watch a specific area for day or two and report what they see.

The Greenhill Forest has been home to the Stonetalon tribe for a very long time, and the gargoyles intimately know its features. Characters who earn the friendship of the tribe gain a +5 bonus to Knowledge (Local), Knowledge (Geography), and Knowledge (Nature) checks dealing with the Greenhill Forest and its surrounding lands.

The students of the Martyred Arrows frequently practice their techniques while hunting in the wilderness. They are generally happy to show friendly characters the local game trails, watering holes, monster lairs, and other notable locations. They also sell the furs, hides, and meat from their kills and can be persuaded to hunt specific animals and monsters in search of specific body parts (for use as spell reagents, for example).

## Magic

Members of the Martyred Arrows neither favor nor disdain magical items; the culture of their community feels one should always use the right ammunition for the right task, and frowns upon frivolous expenditure of costly magical shot when mundane would work just as well.

### Bracer of the Sure String

**Aura** faint divination: **CL** 3rd

**Slot** wrist; **Price** 1,000 gp; **Weight** 2 lb.

#### DESCRIPTION

This leather bracer is designed to hug and protect the inside of the forearm. Once per day while using a bow, when the wearer rolls a critical fumble (a natural 1 on the die), the archer may reroll their attack.

#### CONSTRUCTION

**Requirements** Craft Wondrous item, *true strike*,  
**Cost** 500 gp

### Bullet of Wonder

**Aura** moderate enchantment: **CL** 12 th

**Slot** none; **Price** 1,406 gp; **Weight** 1/10 lb.

#### DESCRIPTION

This *+1 bullet* is made of purple-hued iron and does normal damage plus one random effect. Roll a d% to choose the bullet's random effect below.

1. (01-05%) A 10 ft cube of water surrounds the person shot, holding its form for 4 rounds.
2. (06-10%) All the victim's hair burns off and they drop what they are holding.
3. (11-15%) All nonmagical light weapons carried by the victim turn into ravens.
4. (16-20%) All creatures adjacent to victim are healed 3d6 hit points.
5. (21-25%) The victim's mother teleports to an adjacent square (DC 20 Will negates).
6. (26-30%) The victim turns into a gargoyle and smells of skunk.
7. (31-35%) All carried food spoils and iron becomes pitted (gains the Fragile condition until treated with a *mending*).
8. (36-40%) The victim's skin turns purple and they no longer cast a shadow.
9. (41-45%) Dogs attack the victim on sight for six months (DC 20 Will negates).
10. (46-50%) After damage is dealt, *stone skin* is cast upon the victim (DC 20 Will negates).
11. (51-55%) A bat swarm is summoned to two adjacent squares.
12. (56-60%) All potions on the victim's person become *potions of levitate* for 4 rounds (DC 20 Will negates).
13. (61-65%) The victim grows a fox tail and gains permanent untyped +2 bonus to their Diplomacy skill.
14. (66-70%) The victim becomes color blind and learns a new language (DC 20 Will negates).
15. (71-75%) The victim teleports 60 feet away from the firer of the bullet in a random direction (DC 20 Will negates).



16. (76-80%) All paper on the victim burns away (DC 20 Will negates).
17. (81-85%) All metal worn by the victim doubles in weight for 12 hours (DC 20 Will negates).
18. (86-90%) The victim and shooter switch places (DC 20 Will negates).
19. (91-95%) The victim shrinks one size category (for 12 days) and forever craves the taste of ash (DC 20 Will negates).
20. (96-100%) The victim ages 1d20 years and gains a lisp (DC 20 Will negates).

### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *confusion*, creator must be chaotic; **Cost** 706 gp

#### Reverberating Arrow

**Aura** faint evocation; **CL** 4th

**Slot** none; **Price** 56 gp; **Weight** 1/10 lb.

#### DESCRIPTION

This +1 arrow ends in a thin hollow circle of brass with a tiny tuning fork inside. When an enemy is struck with this arrow, instead of doing hit point damage, a single random glass object (usually a vial) on the target takes 3d6 sonic damage.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *shatter*; **Cost** 31 gp

#### Stone Mask

**Aura** faint transmutation; **CL** 7th

**Slot** head; **Price** 1,300 gp; **Weight** 7 lbs.

#### DESCRIPTION

This heavy mask is crudely carved of stone with eyes, nose, and mouth holes. Appearances vary by culture, but it's usually styled after a local monster. As an immediate action which does not provoke attacks of opportunity, the wearer can prevent all damage from a single ranged weapon attack. The use of the mask must be declared after the hit is confirmed but before the damage is rolled. After three attacks are prevented by the mask, the enchantment is used up and the mask reverts to being normal stone.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *stoneskin*; **Cost** 650 gp

## Martyred Arrows Techniques

*"Coming upon my companions, I found them surrounded and hardpressed by bandits. Before I was spotted, I drew an arrow to my cheek and released. It*

*screamed through the air before slamming into the spine of my closest enemy. My second arrow went through the hand of a second foe, causing her to drop her battleaxe. The third shot bounced off a man's shoulder pauldron, and when she turned to look where it came from, my companion pulled his pistol and put it to his neck."*

Students of the School of Martyred Arrows learn marksmanship with bow and gun. Special ranged attacks and methods for the overcoming difficult circumstances are the foundation of its training.

### Part the Wind

#### Marksman Technique (Ranged)

*The wind is no barrier to your shots.*

**[Alternate Prerequisites]:** Weapon Focus with a ranged weapon, Precise Shot, and Perception +6

**Steel Cost:** 1 point

**Activation Time:** 1 standard action or special; see below

**Effect:** Make an attack with a ranged weapon at your highest attack bonus. This attack deals normal damage, ignores the effects of natural and magical wind, and ignores the first five range increment penalties. Alternately, if you have at least +6 BAB, you may use this technique in conjunction with any other Marksman technique, gaining the effects of both techniques but only dealing damage once.

#### Crippling Aim

#### Marksman Technique (Ranged)

*Your enemy cries out in terror as your arrow pierces their hand and their spear clatters to the ground.*

**[Alternate Prerequisites]:** Weapon Focus with a ranged weapon, Improved Critical with a ranged weapon

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** Select one effect from the following list: 1d4+1 Strength penalty, 1d4+1 Dexterity penalty, 1d6 bleed, target drops one held item chosen by the user of this technique, -10' base speed for 1d6 rounds, sickened for 1d6 rounds, dazed for 1 round. Make an attack with a ranged weapon at your highest attack bonus; if you chose the dazed effect, the attack has a 20% miss chance. If the attack hits, the target suffers the chosen effect. If you make a critical hit, your target suffers the effect in addition to the normal damage of your attack. These additional effects are not otherwise affected by critical hits. For every 5 points your BAB exceeds +1, you may choose an additional effect and increase the Steel Cost for this technique by 1. Each effect can only be chosen once for an attack.





### ***Last Ditch Attack***

#### **Last Ditch Attack Marksman Technique**

*Your opponent is too close for you to shoot -- or so they think.*

**[Alternate Prerequisites]:** Weapon Focus with a ranged weapon, Catch Off-Guard

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** Make a ranged attack against an adjacent opponent at your highest attack bonus. You do not draw attacks of opportunity from the target for this attack and take no penalty to hit for the target being in melee combat. Alternately, if you have at least +6 BAB, you may use this technique in conjunction with any other Marksman technique, gaining the effects of both techniques but only dealing damage once.

#### **Demoralizing Shot Marksman Technique (Ranged)**

*You tweak the fletching of your arrow as you nock it to your bow, making it scream as it flies through the air.*

**[Alternate Prerequisites]:** Weapon Focus with a ranged weapon, Dazzling Display

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** Make a ranged attack at your highest attack bonus with a -2 penalty to hit. Your target and all

opponents within 5 feet of the path of your shot must make a Will save (DC 10 + half your BAB + your Dexterity bonus) or be shaken. If you hit your target, he takes normal damage from your attack and must make another Will save at the same DC. Failure indicates the target is frightened instead of shaken and shaken even if the save succeeds. This is a mind-affecting fear effect.

#### **Martyr's Arrow Marksman Technique (Death, Ranged)**

*Blood leaks from your hand into the fletching of your arrow, infusing it with the last of your life force and ensuring that your final attack will be worth your sacrifice.*

**Martial Training Prerequisites:** any two Marksman techniques, BAB +7

**[Alternate Prerequisites]:** Weapon Focus with a ranged weapon, Pinpoint Targeting

**Steel Cost:** 4 points

**Activation Time:** 1 standard action

**Effect:** Make a ranged attack at your highest attack bonus and a Fortitude save (DC 10 + your BAB + your Dexterity modifier). If you fail the save, you die; if you succeed, you are reduced to -1 hit points and are dying. If your attack hits, your target must also make a Fortitude save with the same DC or die. You may choose to intentionally fail your save; if you do, your



target takes additional damage equal to your hit points at the time you used this technique, even if his save succeeds.

### **Gunslinger's Retort**

#### **Marksman Technique** (Firearms, Ranged)

*You slightly overload your gun with powder, causing it to roar loudly and cover the area in thick smoke when fired.*

**[Alternate Prerequisites]:** Weapon Focus with a firearm, Rapid Reload, Craft (alchemy) 3 ranks

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** Make a ranged attack with a firearm at your highest attack bonus. If you hit, your target takes normal damage from the attack. In addition, a cloud of smoke (as *obscuring mist*) fills a 15' cone starting from your square, and every other creature within 30' of you must make a Fortitude save (DC 10 + half your BAB + your Dexterity modifier) or be deafened for 1d4 minutes.

## **NPCs**

### **Darquus Galea the Martyred CR 7**

**XP** 3,200

Human skeletal champion warrior 2 / fighter 5  
N Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +8

#### **DEFENSE**

**AC** 21, touch 14, flat-footed 17 (+5 armor, +4 Dex, +2 natural)

**Hp** 60 (2d8+7d10+9)

**Fort** +7, **Ref** +6, **Will** +4

**DR** 5/bludgeoning; **Immune** cold, undead traits

#### **OFFENSE**

**Speed** 30 ft.

**Melee:** short sword +10/+5 (1d6+2 19-20) and claw +5 (1d4+1)

**Ranged:** composite longbow +15/+10 (1d10+5 x3)

**Special Attacks** techniques

#### **STATISTICS**

**Str** 15, **Dex** 18, **Con** -, **Int** 14, **Wis** 8, **Cha** 12

**Base Atk** +8; **CMB** +10; **CMD** +24

**Feats** Improved Initiative, Martial Technique (part the wind, last ditch attack, martyr's arrow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

**Skills** Climb +14, Craft (bowyer) +14, Disguise +6, Perception +8, Profession (instructor) +4, Stealth +16, Survival +11

**Languages** Common, Sylvan, Dwarven

**Gear** masterwork composite (+2) longbow, 10 +1 *humanbane* arrows, 40 arrows, shortsword, +1 *chain shirt*, *cloak of resistance* +1, *hat of disguise*

**SQ** armor training +1, weapon training (bows +1)

#### **SPECIAL ABILITIES**

**Armor Training** As the Fighter class ability

**Weapon Training** As the Fighter class ability

**Techniques** See Marksman Techniques above

Headmaster Darquus Galea is a foreigner to these lands hailing from the eastern steppe plains. Darquus sacrificed his life force to slay the Baron Von Dahkstruth when the Baron rallied forces against the school. When Von Dahkstruth arose as an undead slave, this so enraged Darquus Galea's soul, he returned to life to battle his enemy once again.

### **GRAKOS (typical nocturnal guard)**

#### **CR 5**

**XP** 1,600

Gargoyle gunslinger (musket master) 1

CN Medium monstrous humanoid (earth)

**Init** +2; **Senses** darkvision 60 ft.; Perception +6

#### **DEFENSE**

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

**hp** 51 (6d10+18)

**Fort** +6, **Ref** +8, **Will** +4

**DR** 10/magic

#### **OFFENSE**

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +8 (1d6+2), bite +8 (1d4+2), gore +8 (1d4+2)

**Ranged** battered musket +8 (1d12/x4)

#### **STATISTICS**

**Str** 14, **Dex** 15, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Gunsmithing, Hover, Point Blank Shot, Rapid Reload (muskets), Skill Focus (Fly)

**Skills** Fly +13, Perception +6, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony areas)

**Gear** battered musket, 10 bullets, 10 doses of black powder

**Languages** Common, Terran

**SQ** freeze, grit, deadeye, quick clear, steady aim

#### **SPECIAL ABILITIES**

**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

**Grit (Ex)** Grakos has 1 grit point. See the Gunslinger's Grit class feature (see Ultimate Combat).

**Deadeye (Ex)** Grakos can resolve an attack against touch AC instead of normal AC when firing beyond his



firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. Grakos still takes the -2 penalty on attack rolls for each range increment beyond the first when he performs this deed.

**Quick Clear (Ex)** As a standard action, Grakos can remove the broken condition from a single firearm he is currently wielding, as long as that condition was gained by a firearm misfire. Grakos must have at least 1 grit point to perform this deed. Alternatively, if Grakos spends 1 grit point to perform this deed, he can perform quick clear as a move-equivalent action instead of a standard action.

**Steady Aim (Ex)** As long as Grakos has at least 1 grit point, he can take a move-equivalent action to increase the accuracy of a two-handed firearm. When he does, he increases the range increment of the firearm he is firing by 10 feet. This stacks with other abilities that increase his range increment.

Grakos is a young Stonetalon wishing to bring glory to his people by borrowing culturally from the world of men. Quiet and stand-offish, Grakos is neither liked or disliked. Still unskilled in all but the basic firearm maneuvers, the young tribesman uses this ability to fly to even the odds in most combat engagements. After Grakos joined the Blackpowder faction, most of the other young gargoyles did as well, making these unskilled musketeers the main force of the nocturnal guard.

## *Ludi of the Waiting Koi*

**Symbol:** Three stylized Koi fish in metal or autumn colors on a field of cream striped in cornflower blue.

According to legend, over nine hundred years ago, a great king loved nothing greater than the law and the thrill of combat. In his youth, he hired an old sailor to tend to his koi pond within the royal garden. The regent and the sailor shared many mannerisms and interests, and became good friends over time. Years later, the sailor made an ill fated legal error within the court. In most versions, he complimented a married woman, much to her husband's dislike. The husband demanded recompense. Since the sailor lacked noble blood, his penalty, under law, was death. Being friends with the king, the sailor could pick the method of his death. Knowing the king's love of combat, the sailor asked to battle all the other death row prisoners, one at a time, before the court and for the king's



### *Ludi of the Waiting Koi*

entertainment. He killed seven before dying, and the gladiator games forever became part of the culture.

Many schools exist throughout the lands, teaching different forms of martial arts. The Ludi of the Waiting Koi teaches more than simple combat; it also teaches entertainment. The school instructs students not merely how to swing a sword, but also the best way to get a crowd to cheer and roar while doing so. Many schools claim to be the first school founded after the death of the king's koi keeper centuries ago, but the Ludi of the Waiting Koi is one of the few which might actually be telling the truth.

The Lutanist of the house is Ricanus Flamininus. Many of the community consider him a pimp, dealing in death, pulling slaves off the ships and sending them to slaughter like cattle. Others see him as one who saves slaves from a short death of exhaustion in the salt mines, giving many of them years of comfortable living before they meet death in the arena.

Once in the school, the slaves separate into two groups based on personality, skill sets, abilities, and work ethic. The lazy, the bitter, and the noncompliant belong to the first group, the *retarii* (singular, *retarius*). *retarii* train for battle with net and trident. Traditionally the villains of the arena, they do have their own following in the stands. A *retarius* wears little armor, most often just a simple shoulder pad and sometimes a single arm guard. Poorly armored, weaker men excel as *retarii*. Also, undesirable men and



criminals are put into retiarius training since no retiarius may wear a helmet, allowing the crowd to see the pain on their faces, dishonoring them as they die. retiarii, portrayed as a fisherman, represent the lowly individual man, who, when compared to nature, are greedy and unworthy creatures.

The other group of gladiators trained at the Ludi of the Waiting Koi are the secutors. Secutors all wear helmets covering their faces. Conversely, they are not considered as individual men, but all as a single representation of the power of nature, symbolized by the fish and wave designs on their armor. Secutors are heavily armored, slow and methodical, and train to wear down the retiarius, forcing them to cast their nets in frustration. Secutors portray the heroes of the arena, representations of nature keeping mankind in their place.

Prisoners sentenced to death command cheaper prices for Ricarius than slaves. They always train as retiarii, though few live long enough to become retiarius in more than name. For the most part, matches to the death are rare events occurring monthly on certain holidays and royal functions. Training a gladiator represents quite the investment, considering the costs of buying, feeding, housing, and training the slave. When the event demands death matches, the battles most often are between a veteran secutor facing a death sentenced prisoner only trained as a retiarius for less than a month. The secutor carefully keeps the fight slow and entertaining for the crowd. Exceptions exist, however, such as the gladiator Brutus Licinivsin, sentenced to death more than six years ago but who has slain secutor after secutor in every event since becoming a retiarius, much to the crowd's excitement and disbelief.

Not just prisoners or slaves became gladiators at the Ludi of the Waiting Koi, some men volunteer. A few come for the fame, confident they will survive the one or two years of their contract, and hopeful they can leave as local celebrities. Most, however, are bankrupt individuals with no other choice. Some are even forced into the school by the bankers themselves. The Ludi of the Waiting Koi falls under the district of magistrate Titus Pera who must give permission for free men to join the school. Titus oversee the process when Ricanus and the new gladiator form their contract, stating how often the new gladiator will fight, the fighting style he will be trained in, and his earnings for each fight. Titus takes a percentage of the new fighter's earnings, often putting the future gladiator further in debt. While under contract, the gladiator is, in all ways, the property of Ricanus, who has total legal power over life

and death of his students, even contracted free men. However, he is restricted to the terms of contracts, and unnecessary deaths of contracted slaves have legal consequences and death benefits to the dead performer's next of kin.

No official ranking system exists for the gladiators, but a tattooing ritual accompanies every victory. "Fishbone" Amilius is a retired secutor who won his freedom over a decade ago. He now serves as Ricanus' groundskeeper and tattoos gladiators after each fight. With each victory, the gladiator, be they secutor or retiarius, receives a koi tattoo. The size and color of the tattoo depend on the gladiator's opponent and the manner of the gladiator's victory. Defeating an inexperienced opponent, or a handicapped opponent awards the gladiator a small orange koi tattoo. The more experienced or famous the defeated opponent, the bigger the koi tattoo trophy. When winning a death match, the koi has black spots. Losing a death match but fighting in such a way the king or crowd demands the defeated gladiator lives is always deemed a victory, and the gladiator is tattooed with the white striped koi. Defending against different animals awards special flora or symbols around the koi. For example, tiny sunflowers in the koi's mouth symbolize a lion, while gray and blue lilies represent an elephant. A gladiator's first koi is tattooed on his face to let the world know the individual is a gladiator of the ludi. retiarii are also tattooed with a facial tattoo of a trident upon their arrival at the school. Fishbone offers to tattoo visiting gladiators from other ludi, but many do not accept. Brutus Licinivsin is so covered in koi, the bottoms of his feet are tattooed and many of his later tattoos have an interlocking, nearly geometric, pattern.

## Leadership

Lanistae Ricanus handles the finances and overall administration of the school. His diplomatic ties with the prisons and guards allow him to continually wheel and deal, bringing fresh fighters into the Waiting Koi school. His reputation as a man who honors agreements keeps new secutor applicants willing to sign over their lives for money. A retired secutor himself, Ricanus sometimes takes time out to train promising fighters but often he leaves these tasks to those younger and more capable. While he has a somewhat hands off approach to the inner political dealings of the school, he does remain aware of current events, and all final decisions on important matters rest with him.



Over 40 years old, Spipio Pera, still serves as a gladiator though he no longer fights in the arena. His years of service give him a fierce loyalty to the school. He directly governs over the fighters, meting out punishments and rewards as he sees fit. Spipio Pera's face, arms, and torso are covered with large, black spotted koi which guarantees students take him very seriously. He does not directly train individuals, but oversees the daily exercise regimen, inspects cells, and routinely challenges random combatants to test their skills. Rumors claim he simply killed three insubordinate secutors who publicly challenged his authority, right on the sands of the training yard, instead of simply disciplining them. He was punished by having to fight four consecutive combats to the death in the arena, all of which he won. The murder of the secutors, along with his efficient management style, is said to be why he has not yet been granted his freedom.

The retiarii are officially trained by an ex-secutor named Titus Scaeve, known as quite proficient with the net and trident. However, the high mortality rate of retiarius fighters shows he gave up showing them anything more than the basics a long time ago. Common knowledge amongst the retiari states that if they truly wish to learn and survive, they must seek training from the surviving veterans. Brutus Licinivsin is known as the unofficial head of the ritiarius but he only trains those who manage to make an impression on him by surviving several rounds against a secutor. Even if he refuses to train a new fighter, he and his students act as protectors to all retiari when outside of the arena. This means they keep a watchful eye, ensuring their fighters do not have food stolen nor suffer indignities from other slaves ganging up on them in the baths or common areas.

The secutors possess the advantage in nearly every way, including their training. Two war veterans lead their group, Appius Terentius and Sextus Numerius. Having formerly fallen on hard times, they both felt it natural to settle their debts the way they lived most of their lives, through combat and bloodshed. They train the secutors in a military fashion, repeatedly drilling group combat techniques. Those who fail to perform suffer punishment through extra exercises, hazing, or in severe situations, night time beatings for those who limit the group. Because the secutors view themselves above the retiari, it is not unknown for their fighters to sneak into an opponent's cell at night, to handicap them through drugs or physical injury. In their minds, they do not see why should they suffer defeat at the hands of a man past

redemption? Unless caught in the act, these assailants are never identified nor betrayed by their brothers, though some feel such treachery is unnecessary.

## *Grounds*

The school grounds are fairly small. They consist of Ricanus' house; the barracks where the gladiators sleep, four to a cell; private rooms noble women can rent for a clandestine (or scandalous) night with a gladiator; a training yard; and a large outside kitchen. Most trainers live within the city or with Ricanus. Fishbone enjoys his own cell within the barracks. As part of their strict diet, the gladiators eat no meat, but live on a grain-heavy diet filled with beans, ash (believed to fortify the body and remind them of death), peppers, dried fruits, dwarven breads and beers. For the price of three gold, a noble woman may rent one of the private rooms to spend the evening with her favorite gladiator. Many combatants are local celebrities in the city, though these dalliances are commonly secret, or occasionally open secrets, depending on the libertine nature of the noble. Ricanus pays the gladiator five silver, and may keep any tips.

A high wall of limestone surrounds around the complex, with a grand courtyard visible through the one double-barred horse gate. At its center, a large city-funded fountain brings water in for drinking and cooking. The fountain is adorned with koi and mermaids and is large enough for many to bathe simultaneously.

Law only permits gladiators in the city on non-game holidays. Not everyone may leave the grounds, this privilege is limited to secutors and a few trusted ritiarii. This is often a dangerous trip, as their tattoos alert everyone as to their identity, and many people pick fights with the gladiator to prove their own reputation, while others simply bombard them with attention and questions, wasting much of their day. These trips are the only time a contracted gladiator has to himself. Many simply rent a room at an inn for the day and relax, eat meats, and listen to music or a private poet performance.

## *Adventure Hooks*

A foreign noble wishes to rent the gladiators of the Ludi of the Waiting Koi to battle the gladiators of his







kingdom for his son's wedding entertainment. The PCs are being paid to travel with the Audi's caravan as guards and to secretly train the gladiators at night, in order to counter the foreign fighting styles and battle-magics of their adversaries.

A nobleman's wife bears the child of famous gladiator, Brutus Licinivsin, and her husband has put a price on the gladiator's head. The wife is secretly paying to have the assassins stopped. Whose money will the characters take to ensure a new star rises in the school? Or is this a chance for a trusted friend to escape the remainder of his contract with a properly faked death?

On a grand holiday, the king invited gladiators from a neighboring city to battle with the Ludi of the Waiting Koi. Some speculators within the city offer the characters handsome bribes to infiltrate the barracks of one of the schools and poison the foreign warriors' breakfasts.

## Boons

Ricanus offers to take a personal interest in the training of his favorites, enabling them to learn a Gladiator technique without having to spend a feat on Martial Training. All prerequisites for the technique must still be met. Continued tutelage allows for the selection of additional Gladiator techniques.

Ricanus does business in several local towns and cities, and offers to smuggle friends in or out of town disguised either as slaves destined for his school, or gladiators heading to a fight. Characters gain a +5 bonus to Disguise checks to seem like normal Waiting Koi personnel while traveling with one of Ricanus's caravans.

Not all of the gladiators of the Waiting Koi are slaves. Some even seek out the school's teachings as a way of earning their keep. Ricanus offers to recommend particularly skilled students into the service of local merchants and nobles as soldiers and bodyguards. Characters gain a +5 bonus to Diplomacy checks to convince a patron to employ them as long as they have a letter of recommendation from Ricanus.

The gladiatorial games are an excellent way to be noticed by the upper class; many nobles and merchants sponsor individual gladiators in exchange for notoriety. If a character can secure such a sponsorship,

they gain a 10% discount on non-magical goods and services within their patron's purview. The benefits of sponsorship immediately cease if the character loses more than two matches in a row or does not participate in any matches for more than a month.

## Magic

Most arenas forbid magical arms and armor in their games, forcing everyone to fight with mundane equipment to level the playing field. Those items which do exist tend not to be very visible in their effects, or the property of former gladiators who now pursue other professions.

### Arena Sandals

**Aura** faint transmutation; **CL** 5th

**Slot** feet; **Price** 3,500 gp; **Weight** 3 lb.

#### DESCRIPTION

These leather sandals have high straps and a shin guard with brass buckles and studs. Any time the wearer takes bleeding or sneak attack damage, or is struck with a critical hit they gain 10ft to their base land speed until the end of their next round.

#### CONSTRUCTION

**Requirements** Craft Wondrous item, *expeditious retreat*; **Cost** 1,750 gp

### Koi Helmet

**Aura** moderate transmutation; **CL** 9th

**Slot** head; **Price** 12,000 gp; **Weight** 9 lb.

#### DESCRIPTION

This large helmet takes the form of copper spotted fish with a stylized tail and fins. While wearing the koi helmet in conditions of rain, heavy fog, or the *solid fog* spell, the wearer gains a fly speed of 20 ft. and may use Swim instead of Fly to maneuver in the air.

#### CONSTRUCTION

**Requirements** Craft Magical Arms and Armor, *air walk*; **Cost** 6,000 gp

### Net of the Biting Koi

**Aura** faint conjuration; **CL** 6th

**Slot** none; **Price** 8,320 gp; **Weight** 5lb.

#### DESCRIPTION

When thrown, this +1 net becomes surrounded by ghostly, sharp-toothed koi fish. When an entangled opponent makes a Strength check to burst the net, the koi deal 3d6 piercing damage to him. This damage is not dealt when making Escape Artist checks.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *summon nature's ally II*; **Cost** 4,320 gp.



## Techniques

*"I looked low with my weapon out, and my retiarius opponent took the bait. I slammed my shield into his brass fish helmet and then again as he stumbled backwards. The crowd cheered and howled. The retiarius regained his composure and began to circle me, twirling his net. Watching his net was a mistake; his trident whipped forward, pinning my foot to the ground. I steeled myself not scream as the net came over me. The crowd leaped to their feet, screaming for my death even as I tried to slash at cords across my body."*

The Ludi of Waiting Koi teaches its gladiators how to battle in its two main styles; the retiarius, with trident and net; and the secutor, who wield short sword and shield. Techniques for utilizing the responses of a combat's audience to gain energy and vigor are also taught.

### Bait the Trap

#### Gladiator Technique (Retiarius)

*You lower your guard in a ploy to get your opponent to attack you in a way that leaves an opening for your readied counterattack.*

**Martial Training Prerequisites:** Play to the Crowd

**[Alternate Prerequisites]:** Improved Feint, Combat Reflexes

**Steel Cost:** 1 point

**Activation Time:** 1 immediate action

**Effect:** When an opponent within your reach attacks you, before the attack roll is made, you may choose to lower your AC by 4 against the attack in order to make an attack, as an immediate action which does not provoke attacks of opportunity, against the target with a readied net, a tanglefoot bag, or any other physical means of causing entanglement. The attack is made at your highest attack bonus and the attempt to entangle your foe is resolved normally. If you succeed at entangling your opponent, their attack automatically misses you and they may not attempt to break the entanglement until the start of their next turn. The DC to later escape the entanglement increases by 1 for every 4 points of BAB you have.

### Play to the Crowd

#### Gladiator Technique

*Your every movement is designed to put on a show for the crowd, and you feed off their energy in return.*

**[Alternate Prerequisites]:** Persuasive or Skill Focus (Perform), and Perform (act, comedy, or oratory) +5

**Steel Cost:** 1 point

**Activation Time:** 1 swift action



### Bait the Trap

**Effect:** As long as there are at least five people watching but not participating in the combat, you may use this technique. Once per round until the end of combat, when you successfully use a technique, succeed at a performance check (see Performance Combat in Ultimate Combat), or confirm a critical hit, you may gain one of the following benefits. Each benefit may be gained multiple times; the effects stack up to a maximum of +5. Gaining each benefit requires the requisite point and/or action cost.

- You get a +1 morale bonus to hit and to damage with weapons
- You get a +1 morale bonus to CMB and CMD
- You get a +1 morale bonus to performance checks

### Shielded Attack

#### Gladiator Technique (Secutor)

*You attack carefully, keeping your shield raised in front of you to prevent counterattacks.*

**Martial Training Prerequisites:** Play to the Crowd

**[Alternate Prerequisites]:** Shield Focus, Combat Expertise

**Steel Cost:** 1 point

**Activation Time:** 1 standard action

**Effect:** Once per round, as long as you are wielding a weapon and a shield, your opponent cannot target you with immediate actions or readied actions in response to your attacks. You may make one attack at your



highest attack bonus against an opponent within reach and if you have at least BAB +11, you may make a second attack against the same target at a -10 penalty.

### Slow and Steady

#### Gladiator Technique (Secutor)

*You approach your opponent carefully but slowly.*

**Martial Training Prerequisites:** Play to the Crowd

**[Alternate Prerequisites]:** Shield Focus, Diehard

**Steel Cost:** 1 point

**Activation Time:** 1 move action

**Effect:** As long as you wear medium or heavy armor, and wear a shield, once per round, you may use this technique to move up to half your speed. You may not move again this round, but you gain a +2 bonus to AC against all attacks made against you until the start of your next turn. If you have at least BAB +11, this bonus increases to +4 and you may move up to three quarters of your speed

### Spear the Catch

#### Gladiator Technique (Retiarius)

*You have learned the best ways to attack an entangled opponent.*

**Martial Training Prerequisites:** Play to the Crowd

**[Alternate Prerequisites]:** Weapon Focus with a piercing melee weapon, Lightning Reflexes, BAB +8

**Steel Cost:** 1 point

**Activation Time:** 1 attack action

**Effect:** Once per round, you may use this technique when you make an attack with a piercing weapon against an entangled opponent. If you hit, you deal an extra 1d6 precision damage, plus 1d6 more for every 4 points of BAB you have. Alternately, instead of dealing damage, you may choose to pin the edges of the net to the ground; if you do so, you must let go of your weapon, but the DC to escape the entanglement increases by 5 and the net is considered anchored, preventing the target from moving out of the square. This damage does not stack with other types of precision damage.

## NPCs

### Marcus Lepidus (Average Secutor)

**XP 800**

Male human fighter 2/warrior 3

N medium humanoid (human)

**Init** +2; **Senses** Perception +0

#### DEFENSE

**AC** 18, touch 10, flat-footed 18 (+5 armor, +3 shield)

**hp** 46 (5d10+12)

**Fort** +8, Ref +1, Will +1; +1 vs fear

#### OFFENSE

**Speed** 20 ft. (30 ft. without armor)

**Melee** shortsword +7 1d6+1 (19-20/x2)

#### TACTICS

**During Combat** Marcus begins combat with his Dazzling Display, then use his Slow and Steady technique to enter combat with his opponents and Play to the Crowd to gain combat bonuses once there.

**Morale** Marcus will fight his best and try to please the crowd, even while dying.

#### STATISTICS

**Str** 12, **Dex** 11, **Con** 14, **Int** 10, **Wis** 10, **Cha** 9

**Base** Atk +5; **CMB** +6; **CMD** +16

**Feats** Dazzling Display (shortsword), Martial Training (play to the crowd, shielded attack, slow and steady), Shield Focus, Weapon Focus (shortsword)

**Skills** Acrobatics -6, Handle Animal +3, Intimidate +7, Profession (gladiator) +8, Stealth -6, Survival +4, Swim -1

**Languages** Common

**SQ** Bravery +1

**Gear** scale mail, heavy wooden shield, dagger, entertainer's outfit

Marcus Lepidus has been under contract as a secutor of 19 months and has 5 months to go before his two year commitment ends. Marcus was a gladiator in his youth, and had to return to the ludi for a new contract when his business failed last summer. Marcus battled his first death match a week ago and now has the black spotted koi on his neck. He is very confused about his feelings after killing the prisoner in retiarius armor. Killing the man saddened him, but he has pride for the high quality show he offered.

### Putlius Pera (Average Retiarius)

**XP 600**

Male human fighter 2/rogue 1

CN medium humanoid (human)

**Init** +1; **Senses** Perception +5

#### DEFENSE

**AC** 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

**hp** 29 (2d10+1d8 +8)

**Fort** +5, Ref +3, Will +0; +1 vs fear

#### OFFENSE

**Speed** 30 ft.

**Melee** trident +2 1d8 (20/x2) or net to *entangle*

#### TACTICS

**During Combat** Putlius begins combat with Bait the Trap to net his opponent. Once his opponent is netted Putlius uses Spear the Catch to deal an extra 2d6



damage. Putlius will flank and use Play to the Crowd whenever possible.

**Morale** Putlius is tired of his life as a gladiator. If he drops below 4 hp he will go to his knees and offer his opponent his neck.

**STATISTICS**

**Str 11, Dex 13, Con 14, Int 9, Wis 10, Cha 8**

**Base Atk +2; CMB +2; CMD +13**

**Feats** Exotic Weapon Proficiency (net), Martial Training (play to the crowd, spear the catch, bait the trap), Net Adept\*

**Skills** Acrobatics +5, Bluff +4, Intimidate +3, Perception +5, Profession (gladiator) +6, Sense Motive +4, Stealth +5

**Languages** Common

**SQ** Bravery +1

**Gear** padded armor, trident, net, dagger, entertainer's outfit

\*Ultimate Combat

Captured on a smuggling ship at the age of 14, Putlius spent the last eight years as a slave. Once a grown man, Putlius resolved himself to die in the salt mines. However, Ricanus bought him just over two years ago and Putlius took to the sneaky style of retiarius fighting rather well. However, Putlius dislikes combat and suffers serious depression over his seemingly meaningless life. If one were to show him care or affection, Putlius might become a devoted cohort.





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*You asked for nice things, and we listened...*

Like a lovingly forged and carefully honed weapon, the Martial Arts Guidebook offers you the chance to employ 59 new martial arts-themed Techniques: methods for your characters to do something more on the battlefield. It also explores the use of arcane, ki, and grit points to perform awesome martial arts techniques. In addition, it brings you six detailed martial schools, complete with descriptions, adventure seeds, boons and associated NPCs – almost twenty personalities to fill out the ranks, along with new feats and new magical items, all with a combat bent.

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