

A Pathfinder Society Special



Pathfinder Society Special:  
**BLOOD UNDER  
ABSALOM**

By Tim Hitchcock





# BLOOD UNDER ABSALOM

PATHFINDER SOCIETY SPECIAL

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This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Bestiary*, *Pathfinder Roleplaying Game Advanced Player's Guide*, and *Pathfinder Roleplaying Game Bestiary 2*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/pathfinderRPG/prd](http://paizo.com/pathfinderRPG/prd).

*Pathfinder Society Special: Blood Under Absalom* is a Pathfinder Society Scenario designed for 1st- to 11th-level characters (Tier 1–11; Subtiers 1–2, 3–4, 5–6, 8–9, and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 47 of this product.

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# PATHFINDER SOCIETY SPECIAL: BLOOD UNDER ABSALOM

BY TIM HITCHCOCK

While the Pathfinder Society is a neutral institution, focused on increasing its own stores of knowledge, artifacts, and resources and it rarely gets involved in worldly affairs, sometimes an opportunity to further the Decemvirate's goals comes along that warrants more direct interaction from the Society's agents in larger events. The Ruby Phoenix Tournament, held only once every 10 years, is one such event. Given the Pathfinder Society's focus on obtaining ever more secrets and artifacts for the agents in their charge, the Decemvirate long to have one of their agents win the contest and thus obtain one of the unique and priceless prizes for the organization. And they believe this year may be their best chance. But before the contest can be won, a Pathfinder Society agent must gain entry into the elite fighting championship.

## Introduction

*Blood Under Absalom* is the second of a series of annual events that permit Pathfinder Society players to take part in major events that shape Pathfinder Society. Each Special Event has a theme that will echo throughout the season it begins. The scenarios are designed specifically for large-scale organized play, allowing any number of participants to play simultaneously and all have an impact on the adventure's outcome. *Blood Under Absalom* is designed to be run with a minimum of five tables of tiered players, 1 Table GM per table, and one Overseer GM.

## Running The Event

The event is organized as follows:

**PCs:** Player Characters.

**The House:** All the PCs participating in the adventure.

**Acts:** Like many Pathfinder Society Scenarios, the event is broken into separate acts.

**Overseer Game Master:** This GM is responsible for keeping the entire room on point. She sets the pace for the event, as unlike in a typical scenario, each of the acts is timed. The timing for each act may speed up depending on how quickly the tables from each subtier to meet their objectives. The Overseer GM is responsible for introducing the event, stating the rules and terms, and performing the opening descriptions for each of the major acts.

The Overseer GM should have some means of signaling to the entire room, especially the Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can permeate the din of a room full of excited gamers, or a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is and ensure that they are all positioned to be able to see or hear it during the event.

**Table Game Masters:** These GMs each run a subtiered table. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announced the end of an act, that act is finished and the Table GMs must follow the instructions for getting the PCs to the next act provided in the next act's description. Likewise, if a Table GM has a group that finishes the act before the Overseer GM calls time, she must notify the Overseer GM.

Because the Overseer GM changes the scenes, Table GMs aren't responsible for presenting the adventure's introduction or the descriptions for the major act changes, though they should be familiar with them in the event that their PCs require a recap or further clarification of the events.

## Adventure Background

Centuries ago, in the eastern continent of Tian Xia, there rose to power a nearly godlike mystic known as Grandmaster Hao Jin. Unlike the power-seeking and despotic wizard-kings of the western world, Hao launched a quest for immortality driven solely by her desire to acquire the greatest collection of wonders from throughout the world. Over passing centuries, Hao's collection of treasures grew vast, encompassing magic swords, artifacts, imprisoned beasts in permanent stasis—even the remains of long dead heroes. Fearing the collection's dissolution upon her inevitable death, Hao searched long for a way to ensure the collection she had built would last for centuries and earn the respect it deserved. Through a pact with powerful spirits in her native land, Hao Jin ensured that none could take anything from her collection after her death save through a single method: a world-spanning

fighting tournament held every 10 years in the port city of Goka on Tian Xia's western coast. This she called the Ruby Phoenix Tournament, for her hope was that each decade the legend of her collection would rise from the ashes of memory and shine like a tempting jewel for the best and brightest competitors Golarion had to offer to attain.

To this day, the trustees of Hao's estate carry on the tradition of the Ruby Phoenix Tournament. Every 10 years upon the site of the Grandmaster's fortress temple in Goka's vast harbor, contestants from around the globe train for years to compete for the title of Golarion's greatest champion. Not only does the winner earn the respect of the most skilled fighters and dueling mages in the world, but they also gain entrance into the secret vault containing Hao's collection and are permitted to choose a single item from the vast treasure for themselves.

It is access to this untold wealth that the Decemvirate want, though what specific item they have their sights set on remains a mystery to all but themselves. Unfortunately, the Pathfinder Society isn't alone in their desire. The Aspis Consortium and several other organizations from across the globe, with resources and drive to match those of the Pathfinder Society, also have their own reasons for wanting to win the tournament, and many of these rival organizations will stop at nothing to ensure their entrants have the best chances of victory.

In order to get a spot in the Ruby Phoenix Tournament, contestants must first earn prestige in one of several qualifying competitions held throughout the world. As it turns out, the Tournament's hosts have chosen Absalom as a location for the first of their qualifying competitions. The Decemvirate, as much pragmatists as they are mysterious, won't let such an opportunity pass them by; surely with so many Pathfinders present within Absalom's walls, the organization can secure a spot in this year's tournament and move one step closer to its ultimate goal: an entire world of wonders to plumb for knowledge, unhindered by the day-to-day obstacles of exploring the Inner Sea region.

## Adventure Summary

Upon the request of the Decemvirate, Pathfinders gather at the Grand Lodge in Absalom, where they are briefed about the Ruby Phoenix Tournament—a global contest of martial arts held once every 10 years by emissaries of the estate of one of Tian Xia's most celebrated arcanists: the mythic and nearly immortal Hao Jin. This year's emissary seeks to expand its reach, so the first of the tournament's numerous qualifying rounds is slated to be held in Absalom, with several covert and bloody contests set to run over the course of the next few days. Hoping to learn more about the contest and its hosts, the Society wishes to place as many of its members as possible among

the ranks of the qualifiers. Pathfinders are instructed to seek the Tournament's emissary and do their best to make it into the next round of the tournament.

In Act 1, the PCs travel to the Docks to attend an open invitation to the contest. The event is hosted by one of the emissary's heralds, whose parting words cause the eager contestants to erupt into a violent brawl.

In Act 2, those who survive the brawl are invited to the next event, an arena match that forces them to fight off a horde of humanoid warriors and monstrous beasts alongside the same contestants with whom they brawled the previous night.

In Act 3, the third contest pits the PCs against a rival group of Aspis Consortium members. The host tasks both the Consortium team and the PCs with locating and retrieving the contents of a locked cage hidden in a series of sewer drainage chambers beneath the city.

Next, a brief interlude provides the PCs an opportunity to convince an unassociated contestant (a ronin from the far east) to ally with the Pathfinders or remain neutral. If they fail, Aspis Consortium agents lure the ronin into their service, transforming him into a powerful rival.

In Act 4, while resting up for the next event, the PCs are attacked by Qadiran assassins. If they can figure out why, they gain a boon in Act 5, which features a nonlethal combat held in a large theater.

The finale in Act 6 takes place in an abandoned mausoleum. After bypassing the gatekeeper, the PCs must travel to a central chamber where the emissary waits, surrounded by hordes of elementals. The PCs must break through the elemental barrier to reach the emissary. The climax occurs when he unleashes his last defense, a group of simulacra that the Pathfinders must defeat in order to conclude the event.

Once they defeat the simulacra, the qualifying competition ends and remaining survivors are rewarded by qualifying for the Ruby Phoenix Tournament.

## Rewards

Rewards are handled differently in this event than in a normal scenario. Rather than the PCs collecting loot during the competitions, they receive a blanket reward at the end of the event for successfully qualifying for the Ruby Phoenix Tournament. In addition, there are three bonus rewards for each subtier—each PC must select one, and the **Table GMs** must line out any rewards that are not chosen.

## Prestige

All participating PCs advancing on the normal advancement track receive 2 Prestige Points (PP) for reaching the emissary and successfully completing the event; PCs on the slow advancement track earn 1 PP



for meeting the same conditions. There are no faction missions for this event, but the factions still hold the PCs in high regard for their work. Indeed, the factions are very interested in having their members qualify for the prestigious tournament, placing them in a better position to uncover its founder's secrets. Each time the PCs come closer to passing the qualifying matches, they help both their own faction and the Pathfinder Society as a whole.

## STARTING THE EVENT

The focus of the start of the event should be getting all the players divided into four to six person tables of like-level PCs and get them seated and set up to play. The **Overseer GM** should coordinate the marshalling of the room, and all **Table GMs** should be ready to accept a table of eager players and get started quickly when they arrive.

When players arrive at a table, the **Table GM** should greet them, explain how the event works, and allow each player to quickly introduce his or her PC to the table as they prepare to play. This is a timed event, so **Table GMs** are encouraged to ask their players to be prepared on their turns. Some GMs may want to ask players to pre-roll their attacks and damage and announce the results when their turn comes up to save time.

Since the results of each table have an impact on the success or failure of the collective House, Table GMs should encourage players to be proactive, even if a particular encounter seems daunting. Their involvement (or lack thereof) can have an impact on the rest of the House. Players should also be made aware that at certain points, they may be able to interact with or assist other tables to achieve a goal together. The Table GMs will inform them when such a time comes.

**TABLE GMs, ONCE YOUR PLAYERS ARRIVE AT YOUR TABLE, YOU HAVE 5 MINUTES TO GREET THEM AND HELP THEM PREPARE TO PLAY THE EVENT.**

## STARTING THE ADVENTURE

Once all the event tables are ready, the **Overseer GM** begins the event. Using the persona of a Decemvirate representative, she addresses the crowd en masse with the following statement:

### OVERSEER GM

The Decemvirate are truly grateful that so many of you have answered this summons to the Grand Lodge, for they, above all, know the trying lives that field agents endure. Indeed, you have only to look about this courtyard and gaze upon your colleagues

to know they have come from all ends of Golarion to be among us. Look not grim, but rather determined, for this summons is not one brought of dire threat or terrible consequence. No! The Decemvirate has instead summoned you to taste the opportunity to enter the greatest contest of martial arts the world has ever known—the Ruby Phoenix Tournament.

The legacy of Tian Xia's legendary mystic arcanist, the nearly immortal Grandmaster Hao Jin, the Ruby Phoenix Tournament is held only once every ten years. The Tournament is run by Sifu Xho Nuo, Emissary of the Ruby Phoenix and sole heir to Hao Jin's secrets. The prize for victory: an artifact pulled from Hao Jin's fabled collection of the greatest wonders Golarion has ever known.

Though Xho Nuo has made no formal announcement, we have learned the sifu has chosen to hold the qualifying round for this decade's tournament here in Absalom. The Pathfinder Society has long sought to send one of its members to compete in this tournament. If our information is true, this means that for the first time, the Society has the opportunity to qualify a good number of its field agents. While the chance to glean an artifact from Hao Jin's collection is enticing, that is hardly the entirety of our goal. However, I shall speak more on this subject at a later time.

At present, we have learned that Xho Nuo plans to host a covert meeting to address all would-be contestants. Don't get too excited though; it's supposedly being held at a decrepit tavern in the Docks called the Devil's Dregs. Go there and see what details you can pick up about the competition and the other entrants, but watch your backs. There's little law to protect you down on the wharves, and it'd take a riot to raise any attention. Oh, and I wouldn't expect an appearance from Xho Nuo either, as his social status prevents him from contact with such filthy and common places. My guess is that he'll send one of his agents to rile up as many lowlifes as possible to serve as fodder for the first round of the contest.

Lastly, though its likely Xho Nuo is aware of our interest in the competition, we need all our agents to maintain as much secrecy as possible. For all we know, he has deliberately chosen Absalom to bait our interests, so it's imperative that he identify as few of our agents as possible. From here out, to keep our affiliations covert, we request all of you make arrangements for your stay outside the Grand Lodge. Try to pick a place that's low key to avoid attention. Don't worry about the cost though. The Decemvirate will pick up the tab. Good luck.

## TABLE GMs, YOU HAVE 10 MINUTES TO RUN THIS ENCOUNTER

At this point, **Table GMs** should encourage the PCs to collect themselves and set out for the tavern. While they'll eventually need to make arrangements for their stay (as announced at the Grand Lodge), their present concern should be gaining a spot in the qualifier. The

GMs should stress this fact, if necessary, to keep all tables running in tandem.

In a quiet, rundown section of the Docks, the PCs spot a weathered wooden sign hanging above a wide alcove that reads “Devil’s Dregs.” A pair of thick double doors within the alcove lead into the tavern. As exiting the tavern plays a crucial role to the conclusion of Act 1, the GM should permit industrious PCs a few minutes to scope out the surrounding area or engage in whatever preparations they deem necessary before entering.

When the PCs enter, read or paraphrase the following.

Despite its sizable taproom, the Devil’s Dregs seems filled to capacity. The smells of cheap ale, unwashed bodies, and thick pipe smoke mix in the crowded room, as tightly squeezed contestants push and shove their way about the tavern. As one might expect in the Docks district, the tavern extends over the harbor, and beneath the floor lies the silty, brackish water of Absalom’s wide bay. The dim light of the tavern’s few lanterns exposes few specifics about the patrons or the surroundings.

Aside from the front doors from the shore, a set of double doors leads out of the tavern onto rickety piers in the center of both the east and west walls, and a number of windows look out over the harbor to the south.

Allow the PCs to scan the place and size up various contestants (as noted in the following section). These include members of the Aspis Consortium, Red Mantis agents, and several other obvious rivals, as well as some foreigners never before seen. Among the foreigners stands a unshaven swordsman in ornate lamellar armor and a full helm bearing the visage of a snarling demon (see Interlude: The Ronin on page 24).

**TABLE GMS: STOP!**

**OVERSEER GM**

## ACT 1: BRAWL AT THE DEVIL’S DREGS (CR VARIES BY SUBTIER)

One it seems that all the PCs have reached and entered the tavern, the **Overseer GM** begins this section by reading the following aloud:

Without warning, a flash of smoke flares up from the center of the tavern floor. As it clears, a towering, golden-skinned humanoid of hideous and terrifying countenance steps forth, ebon teeth gleaming fiendishly. Standing before the crowd, she greets them with a slow and gracious bow, yet her eyes never look away.

The creature gestures to call the crowd’s attention, and one by one they fall silent. She then speaks to them in fluent Common.

“Good evening, and allow me to introduce myself. I am called Kiang Zhen. My sifu, Xho Nuo, the Emissary of the Ruby Phoenix, wishes for me to tell all of you he is most pleased to see so many of you eager to attend the tournament. It is his desire that everyone please find a table and make yourselves comfortable at his expense.”

## TABLE GMS, YOU HAVE 3 MINUTES TO RUN THIS ENCOUNTER.

At this point, allow the PCs a minute or two to situate themselves in the room, noting their positions relative to their host. Emphasize that the room becomes increasingly packed as contestants file in. If after a minute they’ve failed to pick a place to sit, other contestants quickly fill all remaining tables leaving the tavern with standing room only. GMs need not fill up their battlemats with minis; they can simply emphasize that the room is tightly and dangerously packed.

During this time a PC may make a DC 19 Knowledge (the planes) check to identify the creature before them as a kuwa oni—an evil spirit made manifest by occupying a human form (see page 208 of *Pathfinder RPG Bestiary 3*). **Kiang Zhen** (LE female kuwa oni sorcerer 10) is locked in the celestial order, and while she’d like to see all the entrants die terrible deaths at her own hands, she must work eternally to carry out the final wishes of the mighty Hao Jin, serving as the herald of whomever currently serves as Emissary of the Ruby Phoenix.

**TABLE GMS: STOP!**

**OVERSEER GM**

The **Overseer GM** initiates the encounter by read the following aloud.

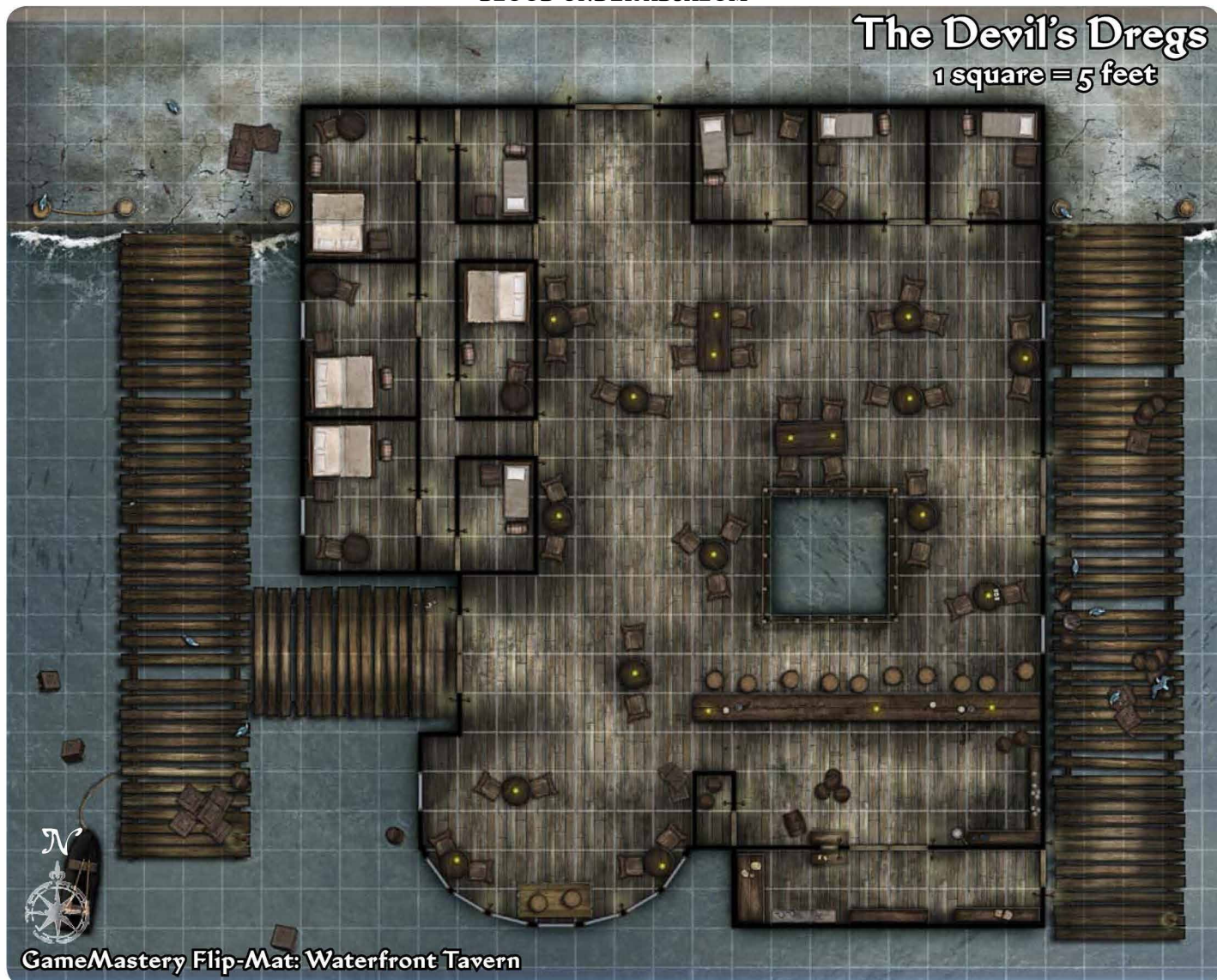
“Again, your attention please. I regret to inform all of you that Sifu Xho Nuo will not be present this evening, though he has appointed me to speak on his behalf.

“To speak with candor, there are many who wish the Sifu dead and desire to steal from him the ancient secrets he was appointed to guard. This comes as no surprise to the Emissary, for he has been charged with the protection of great and terrible power. Even now, in this very room, some of these same individuals sit among us. To them I say, Sifu knows who you are and fears you not. He even entreats you to enter the Ruby Phoenix Tournament, for he shall not compromise the primary intention of the contest—to find the world’s greatest martial artist. Rest assured, this tournament shall test the mettle of its contestants, regardless of their intentions. Competition shall be fierce and violent without regard for contestants’ lives. That is your concern—not mine,



## The Devil's Dregs

1 square = 5 feet



GameMastery Flip-Mat: Waterfront Tavern

not the Emissary's. Those who fail might be lucky enough to walk away with their lives. For this reason, there are few places where our tournament is truly welcome. Thus, given the nature of the tournament and other circumstances, the Emissary has expressed to me the need to retain secrecy. However, I assure you he shall make an appearance before the end of the qualifying round.

Lastly, I have noticed many of you have come as teams. This is good, for initially, you may need help from allies you trust."

The beast pauses for a moment, letting his dark, pupil-less gaze hover upon the crowd. From his belt he unfastens a leather satchel and holds it aloft before the crowd.

"I have here 100 rubies. On the morrow, fifty of these rubies will begin to glow, and those individuals or groups in possession of one such gem shall be contacted by one of our agents, who will give them the details of where the first event of the qualifier will take place." Then with a wide and wild grin, he says, "And so it begins!"

On his final words, he tosses the bag into the air, sending the rubies scattering everywhere. The next moment, he vanishes, leaving behind only a vaporous wisp.

### TABLE GMS, YOU HAVE 35 MINUTES TO RUN THIS ENCOUNTER.

As the rubies scatter, contestants leap from everywhere to grab them. Those few individuals lucky or quick enough to catch a gem before it gets lost in the sea of bodies filling the tavern are immediately assaulted by the nearest empty-handed opponent. If any PC has the Combat Reflexes feat or is otherwise unable to be caught flat-footed, he may make a DC 22 Reflex save to grab one such ruby as it flies through the air.

Among the scuffle of the hopefuls scrambling for as many rubies as they can grab, it takes a DC 20 Perception

check to notice the faint shimmer of a ruby from among the mass of legs and muddy boots, though getting and holding onto it proves an entirely different challenge, as anyone who manages to get hold of a ruby becomes an immediate target. After 5 rounds, consider all rubies to be claimed; PCs who are unable to find a ruby must now attempt to take one from one of the other non-Pathfinder contestants. All of the rubies radiate a faint aura of divination and evocation.

The crush of people in the tavern makes movement difficult, and while the tavern does not count as difficult terrain for purposes of movement or skill checks, the sheer number of combatants prevents any creature from moving more than its speed in a single round.

**Creatures:** Different subtiers should face different opponents (see below). There is no specific number of encounters; instead, the PCs have to face successive opponents until they escape with one or more of the rubies or Absalom's authorities break up the brawl. Whether or not the PCs have a ruby at the start of the encounter, they should initiate combat right away, either as an opponent tries to take their gem, or as they seek a gem from another member of the crowd. After completing an encounter, allow the PCs 1d4 rounds to move, regroup, or perform any other actions until they face a new opponent.

The sole exception to this system occurs if a PCs whose group possesses a ruby attempts to use teleportation magic to escape from the tavern. If this occurs, an adjacent opponent in the room observes this action and makes an immediate attempt to thwart the PC's rapid escape using a readied action to disrupt the attempt; success is still possible, of course, but the PC attempting to travel must make a concentration check as normal.

Each time the PCs initiate a new encounter, the **Table GM** rolls 1d8 to randomly determine their new opponents, as described by their specific subtier. Once a particular enemy has been defeated, **Table GMs** and the players at their tables should feel free to shout out their victories. After a given enemy has been defeated by a particular table, future results of the same enemy should be thrown out and re-rolled by that table's GM.

Once the melee breaks out, groups of opportunistic thugs guard each doorway out of the bar (though not the windows) and attack any person attempting to leave with a ruby. Should the PCs wish to leave through the open hole in the center of the floor, it is a 15-foot fall to the water's surface, and the harbor is 20 feet deep at this point. The water outside the bay windows along the tavern's south wall is 30 feet deep.

The encounter ends when all PCs at the table have extricated themselves from the tavern with at least one ruby between them, or when the **Overseer GM** calls time, whichever occurs first.

### Subtier 1–2 (CR 1)

d8	Encounter	Source	Average CR
1–2	1d4 Aspis rogues	page 16	CR 2
3	1 Red Mantis assassin (use Subtier 1–2 Qadiran assassin)	page 28	CR 1/2
4–5	1 Aspis fighter	page 16	CR 1/2
6	1 ronin (Subtier 1–2)	page 25	CR 2
7	Aspis cleric	page 16	CR 1/2
8	Roll again on the Subtier 3–4 table below*		CR 3

### Subtier 3–4 (CR 3)

d6	Encounter	Source	Average CR
1–2	1d4 Aspis rogues	page 18	CR 3
3	2 Red Mantis assassins (use Subtier 3–4 Qadiran assassin)	page 30	CR 2
4–5	1 Aspis fighter	page 17	CR 1
6	1 ronin (Subtier 1–2)	page 25	CR 2
7	1d4 Aspis clerics	page 17	CR 3
8	Roll again on the Subtier 5–6 table below*		CR 5

### Subtier 5–6 (CR 5)

d6	Encounter	Source	Average CR
1–2	1d4 Aspis rogues	page 19	CR 5
3	2 Red Mantis assassins (use Subtier 5–6 Qadiran assassin)	page 30	CR 4
4–5	1d4 Aspis fighters	page 19	CR 5
6	1 ronin (Subtier 3–4)	page 26	CR 4
7	2 Aspis clerics	page 18	CR 5
8	Roll again on the Subtier 8–9 table below*		CR 9

### Subtier 8–9 (CR 9)

d6	Encounter	Source	Average CR
1–2	1d4 Aspis rogues	page 21	CR 8
3	2 Red Mantis assassins (use Subtier 8–9 Qadiran assassin)	page 30	CR 8
4–5	1 Aspis fighter	page 21	CR 6
6	1 ronin (Subtier 5–6)	page 27	CR 6
7	1d4 Aspis clerics	page 20	CR 8
8	Roll again on the Subtier 10–11 table below*		CR 9

### Subtier 10–11 (CR 10)

d6	Encounter	Source	Average CR
1–2	1d4 Aspis rogues	page 23	CR 10
3	2 Red Mantis assassins (use Subtier 10–11 Qadiran assassin)	page 31	CR 8
4–5	2 Aspis fighters	page 22	CR 10
6	1 ronin (Subtier 8–9)	page 27	CR 9
7	2 Aspis clerics	page 22	CR 10
8	Roll twice, combining the two encounters		CR 11

\* If you get this result while rolling on a table for a subtier higher than the one your party is playing, ignore the result and roll again on the same table.



**Special Developments:** If PCs escape the brawl with a ruby before the **Overseer GM** ends Act 1, the **Table GM** should encourage them to try to seek out some accommodations, await their contact, and prepare themselves for the following day's competition (as described in the section below). As the Conclusion section runs about 15 minutes, some **Table GMs** whose PCs have finished might suggest a bathroom break at this time.



**TABLE GMs: STOP!**

**OVERSEER GM**

## Concluding Act 1 (CR Varies by Subtier)

After 35 minutes have passed, the **Overseer GM** calls Act 1 to a close by reading the following aloud:

Without warning, loud slamming noises echo through the tavern, even over the fray of the combat within. Moments later, the front doors rupture in a shower of splinters. In full battle regalia, a contingent of Absalom's First Guard rush into the room. Swinging heavy chains and nets, they beat into the brawlers en masse, dragging dozens to the floor. The remainder of the contestants break from their opponents, and the crowd devolves into a raging mob as all race frantically for the nearest exit to avoid arrest.

## TABLE GMs, YOU HAVE 15 MINUTES TO RUN THIS ENCOUNTER.

The eruption of chaos makes maneuvering difficult and dangerous, even more so than previously. The PCs have little time to force their way through the mob to the nearest escape route before the authorities reach them. If they can get to an exit within 5 rounds, they evade capture.

### Subtier 1–2 (CR 1/2)

**MOB** **CR 1/2**

**Strength/Acrobatics/Escape Artist** DC 12  
**Mob CMD** 19  
**Mob swarm damage** 1d6 nonlethal

### Subtier 3–4 (CR 2)

**MOB** **CR 2**

**Strength/Acrobatics/Escape Artist** DC 14  
**Escape Artist** DC 14  
**Mob CMD** 21  
**Mob swarm damage** 2d6 nonlethal

## MOB RULES

Individuals trapped within the mob can only take standard actions. Movement requires a successful Strength, Acrobatics, or Escape Artist check to force one's way through the mob. Alternatively, individuals may attempt a Combat Maneuver check to swing at the crowd to try to disperse some of it. Dispersing the crowd clears a 5-foot square, which can prevent an ally from being trampled or blocked. However, if attacked, the mob fights back. Following any failed attempts to forcefully clear space, the attacking individual takes nonlethal damage each round (as if the mob were a swarm occupying the same space), until he is knocked unconscious or able to exit the room. A successful attempt to disperse the mob clears the 5-foot square for 1 round.

### Subtier 5–6 (CR 4)

**MOB** **CR 4**

**Strength/Acrobatics/Escape Artist** DC 16  
**Escape Artist** DC 16  
**Mob CMD** 23  
**Mob swarm damage** 3d6 nonlethal

### Subtier 8–9 (CR 7)

**MOB** **CR 7**

**Strength/Acrobatics/Escape Artist** DC 19  
**Escape Artist** DC 19  
**Mob CMD** 26  
**Mob swarm damage** 4d6 nonlethal

### Subtier 10–11 (CR 9)

**MOB** **CR 9**

**Strength/Acrobatics/Escape Artist** DC 21  
**Escape Artist** DC 21  
**Mob CMD** 28  
**Mob swarm damage** 5d6 nonlethal

**Development:** The authorities' primary goal is to break up the brawl and clear the tavern, not to make arrests. Still, they have few qualms about taking in resisters who attack them. If the players suggest fighting them, the **Table GMs** should remind them that fighting the Absalom authorities is a bad idea, and those who do risk being expelled from the contest. If PCs foolishly engage the authorities, the police force simply overwhelms them, resulting in their arrest and detainment. There is no negative consequence for being jailed, as this outcome is only included as a story-telling element; if jailed, a

Pathfinder agent comes shortly after the PC is detained to bail him out, giving him a stern gaze but making no vocal admonishments.

Groups that are able to escape should find a place to hole up for a bit. The **Table GM** can inform them that the closest available inn with vacancies is the Flying Alderman, a modest but comfortable establishment just over the border between the Docks and the Foreign Quarter. Pathfinders checking into the inn are immediately met by a paunchy innkeeper with strikingly walruslike features. Upon entering, he flashes a *wayfinder* emblazoned with the Glyph of the Open Road. Those who return the sign by displaying their own *wayfinders* he greets as allies, handing them a key and telling them their room has been paid for. If no one in the party has or displays a *wayfinder*, the innkeeper charges each PC 2 gp for the night's stay, dinner, and breakfast the following morning.

Those groups that acquired a ruby (whether they escaped or were jailed) have a 50% chance + 5% per additional ruby beyond the first that the gem glows the following morning. Those parties with a glowing ruby are soon greeted by a black-feathered tengu who introduces herself as their liaison to the Emissary of the Ruby Phoenix. She informs them that all contestants are to meet within a large shipping house near where the Docks meets the sodden district known as the Puddles and provides them with a specific time and directions to the event.

If for some reason a group failed to acquire a ruby or their ruby doesn't glow, they are sought out by **Riymor Queed** (LN male human monk 3/sorcerer 3), a practitioner of mystic martial arts whose comrades were mauled in the preceding event. Riymor himself was skilled enough to escape with a glowing ruby, though his current situation has made him reconsider entering the Tournament. Riymor approaches the PCs and, after explaining his position, offers to sell them his ruby for a number of gp equal to 100 × the party's average level. Note the amount spent if the PCs are forced to resort to this option, as a portion of it should be deducted from each PC's Chronicle sheet at the event's conclusion. The tengu liaison arrives shortly thereafter with instructions.



**TABLE GMS: STOP!**

**ACT 2: UNLIKELY ALLIES  
(CR VARIES BY SUBTIER)**

**OVERSEER GM**

Following the directions given to you by your tengu liaison, you arrive just past dusk at the shipping house. Soon enough, a small crowd of would-be contestants begins to gather.

Approaching the entrance, you spot a disheveled, barefooted man dressed in plain sackcloth leaning in the shallow doorway. As you draw nearer, he slowly raises his head to examine the crowd. Then, grinning a toothy smile, he holds out his hand and asks, "Any of you happen to find a ruby?"

Here the **Overseer GM** should pause to allow for the crowd's affirmative response.

The man nods and pushes the door open. Then he holds out a sack to collect the rubies of those seeking entry. As the various contestants enter, he directs them towards a flight of stairs near the back of the warehouse. These stairs descend into a wide and shadowy basement converted into a crude, makeshift arena illuminated by a ring of greasy-scented torches. The main floor is cleared of all objects save for a dusting of sand and straw that covers the cold stone floor. An assortment of contestants have already arrived, anxiously scanning the room. Almost all in attendance are recognizable from the previous night's brawl.

From across the arena floor strides Kiang Zhen, the terrifying creature who represents Sifu Xho Nuo. Clapping her massive, clawed hands, she calls for silence, and with a low growl addresses the entire room as she runs her hands over her gruesome golden horns.

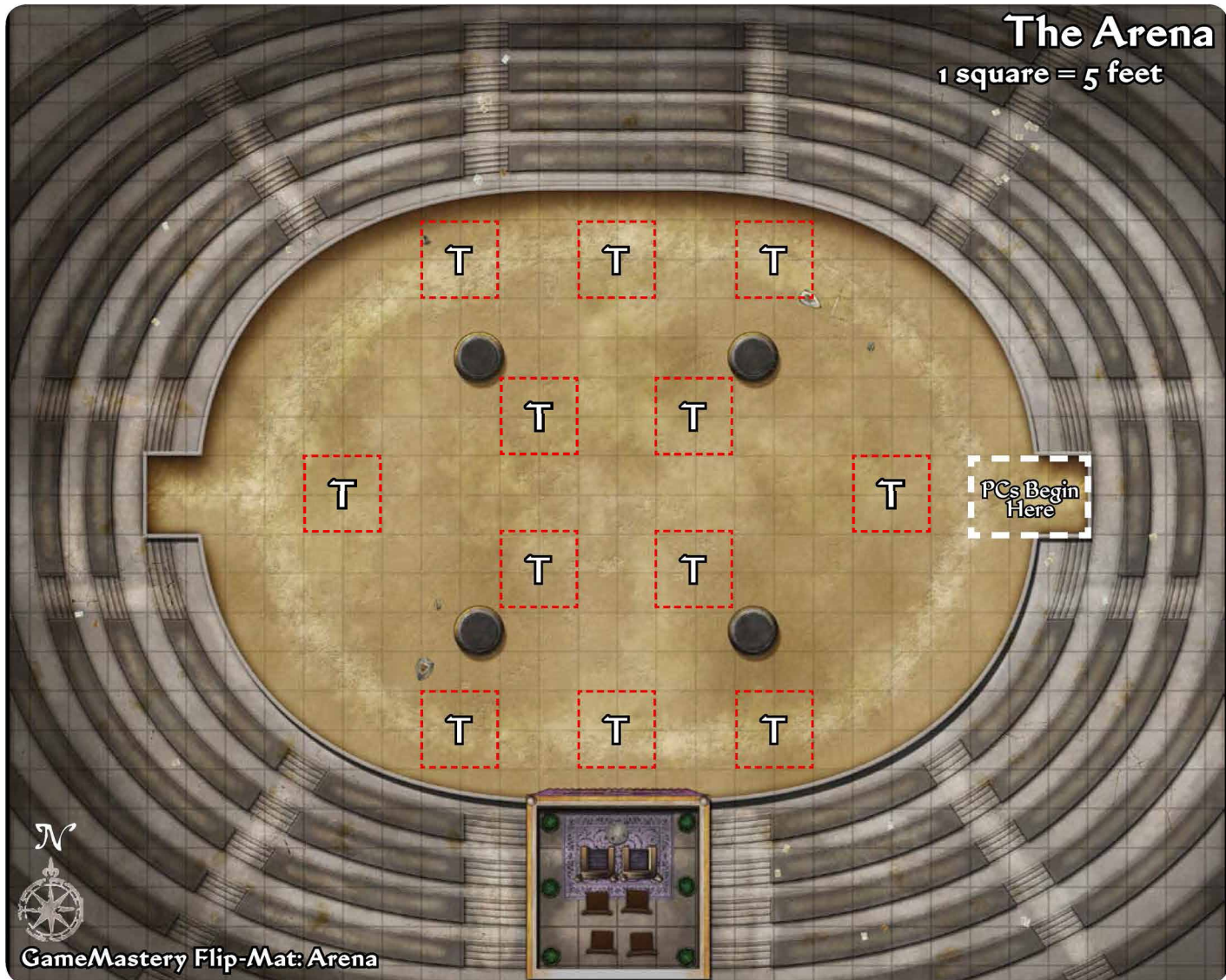
"Bringing defeat upon your perceived adversaries is only part of what it takes to walk the path of a truly great warrior. A true master sees beyond his adversaries; he sees the war and not just the battle. Last night, I watched how all of you were quick and eager to fight one another—therefore today... today I shall see how you fight together! Let's see how well you can keep each other alive!"

As she finishes this exuberant and enigmatic statement, smoke flashes erupt throughout the arena, and several dozen hidden trapdoors suddenly spring open, unleashing a horde of otherworldly beasts!

**TABLE GMS, YOU HAVE 35 MINUTES TO RUN THIS ENCOUNTER.**

**Creatures:** The frenzied creatures immediately charge the PCs. While the initial wave of attacking creatures consists of savage exotic beasts, allow individuals a DC 20 Perception check to note an unnerving gathering of tengu swordsmen and leering oni building in the arena's shadowy perimeter. These individuals engage the PCs 2 rounds after the PCs defeat the first wave of beasts unless the PCs engage them first. Determine all subsequent waves of attackers randomly using the appropriately subtiered table below.





# The Arena

1 square = 5 feet



GameMastery Flip-Mat: Arena

## Subtier 1–2 (CR 2 and CR 3)

**STIRGES (3)** CR 1/2  
hp 5 each (*Pathfinder RPG Bestiary* 260)

d4	Encounter	Source	CR
1–2	3 tengu monks	page 12	CR 2
3	1 tengu blade	page 12	CR 3
4	2 spirit oni	page 13	CR 4

## Subtier 3–4 (CR 4 and CR 4)

**STIRGES (3)** CR 1/2  
hp 5 each (*Pathfinder RPG Bestiary* 260)

**IRON COBRA** CR 2  
hp 15 (*Pathfinder RPG Bestiary* 182)

d4	Encounter	Source	CR
1	4 tengu monks	page 12	CR 3
2–3	2 spirit oni	page 13	CR 4
4	2 tengu blades	page 12	CR 5

## Subtier 5–6 (CR 6 and CR 7)

**IRON COBRAS (4)** CR 2  
hp 15 (*Pathfinder RPG Bestiary* 182)

d4	Encounter	Source	CR
1	3 tengu blades	page 12	CR 6
2	2 kuwa oni	page 13	CR 6
3	1 tengu slayer	page 12	CR 7
4	ogre mage	<i>Bestiary</i> 221	CR 8

## Subtier 8–9 (CR 8 and CR 9)

### DARK NAGA CR 8

hp 85 (*Pathfinder RPG Bestiary* 211)

d4	Encounter	Source	CR
1–2	4 kuwa oni	page 13	CR 8
3	2 tengu slayers	page 12	CR 9
4	2 ogre mages	<i>Bestiary</i> 221	CR 10

## Subtier 10–11 (CR 11 and CR 11)

### DARK NAGAS (2) CR 8

hp 85 each (*Pathfinder RPG Bestiary* 211)

### SPIRIT NAGA CR 9

hp 95 (*Pathfinder RPG Bestiary* 213)

d4	Encounter	Source	CR
1–2	4 tengu slayers	page 12	CR 11
3	1 ogre mage and 4 kuwa oni	<i>Bestiary</i> 221, page 13	CR 10
4	3 ogre mages	<i>Bestiary</i> 221	CR 11

### TENGU MONK CR 1/2

Tengu monk 1 (*Pathfinder RPG Bestiary* 263)

LN Medium humanoid (tengu)

**Init** +3; **Senses** low-light vision; **Perception** +7

#### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 Wis)

**hp** 9 (1d8+1)

**Fort** +2, **Ref** +5, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk temple sword +4 (1d8+2), bite –3 (1d3+1) or unarmed strike +2 (1d6+2)

**Ranged** shortbow +3 (1d6/x3)

**Special Attacks** flurry of blows, stunning fist (1/day, DC 11)

#### TACTICS

**Before Combat** The tengu initiate by making eye contact and bowing to opponents before engaging them.

**During Combat** The tengu monks attempt to drop as many opponents as possible, tripping them with their swords and punching them with stunning fists. Once an opponent reaches 0 hit points, the tengu signal for a pause, then stop to stabilize that opponent and safely remove it from the combat area.

**Morale** When reduced to 3 hit points, the tengu monks yield to their opponents, giving them the victory.

#### STATISTICS

**Str** 15, **Dex** 16, **Con** 11, **Int** 11, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 16

**Feats** Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Weapon Focus (temple sword)

**Skills** Acrobatics +7, Escape Artist +7, Linguistics +4, Perception +7, Stealth +9

**Languages** Common, Giant, Tengu, Tien

**SQ** gifted linguist, sword trained

**Gear** shortbow with 20 arrows, masterwork temple sword, 30 gp

### TENGU BLADE CR 3

Tengu monk 4 (*Pathfinder RPG Bestiary* 263)

LN Medium humanoid (tengu)

**Init** +3; **Senses** low-light vision; **Perception** +9

#### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +1 monk, +1 Wis)

**hp** 29 (4d8+8)

**Fort** +4, **Ref** +7, **Will** +5; +2 vs. enchantment

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 40 ft.

**Melee** +1 temple sword +8 (1d8+4), bite +1 (1d3+1) or unarmed strike +6 (1d8+3)

**Ranged** shortbow +6 (1d6/x3)

**Special Attacks** flurry of blows, stunning fist (4/day, DC 13)

#### TACTICS

**Before Combat** The tengu initiate by making eye contact and bowing to opponents before engaging them.

**During Combat** The tengu blades attempt to drop as many opponents as possible, tripping them with their swords and punching them with stunning fists. Once an opponent reaches 0 hit points, the tengu signal for a pause, then stop to stabilize that opponent and safely remove it from the combat area.

**Morale** When reduced to 9 hp, the tengu blades yield to their opponents, giving them the victory.

#### STATISTICS

**Str** 16, **Dex** 16, **Con** 11, **Int** 11, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +7; **CMD** 21

**Feats** Combat Reflexes, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Toughness, Weapon Focus (temple sword)

**Skills** Acrobatics +9, Escape Artist +9, Intimidate +5, Linguistics +4, Perception +9, Sense Motive +5, Stealth +11

**Languages** Common, Giant, Tengu, Tien

**SQ** fast movement, gifted linguist, *ki* pool (3 points, magic), maneuver training, slow fall 20 ft., still mind, sword trained

**Gear** +1 temple sword, shortbow with 20 arrows, 40 gp

### TENGU SLAYER CR 7

Tengu monk 8 (*Pathfinder RPG Bestiary* 263)

LN Medium humanoid (tengu)

**Init** +3; **Senses** low-light vision; **Perception** +11

#### DEFENSE

**AC** 19, touch 18, flat-footed 15 (+1 armor, +1 deflection, +3 Dex, +1 dodge, +2 monk, +1 Wis)

**hp** 63 (8d8+24)

**Fort** +7, **Ref** +9, **Will** +7; +2 vs. enchantment



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

**OFFENSE**

**Speed** 50 ft.

**Melee** +2 temple sword +12/+7 (1d8+5), bite +4 (1d3+4) or unarmed strike +9/+4 (1d10+4)

**Ranged** shortbow +9/+4 (1d6/x3)

**Special Attacks** flurry of blows, stunning fist (8/day, DC 15)

**TACTICS**

**Before Combat** The tengu initiate by making eye contact and bowing to opponents before engaging them.

**During Combat** The tengu slayers attempt to drop as many opponents as possible, tripping them with their swords and punching them with stunning fist. Once an opponent reaches 0 hit points, the tengu signal for a pause, then stop to stabilize that opponent and safely remove it from the combat area.

**Morale** When reduced to 20 hp, the tengu slayers yield to their opponents, giving them the victory.

**STATISTICS**

**Str** 16, **Dex** 16, **Con** 12, **Int** 11, **Wis** 12, **Cha** 8

**Base Atk** +6; **CMB** +11; **CMD** 27

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Scorpion Style, Stunning Fist, Toughness, Weapon Focus (temple sword)

**Skills** Acrobatics +12 (+20 jump), Escape Artist +11, Intimidate +8, Linguistics +4, Perception +11, Sense Motive +8, Stealth +14

**Languages** Common, Giant, Tengu, Tien

**SQ** fast movement, gifted linguist, high jump, *ki* pool (5 points, magic), maneuver training, purity of body, slow fall 40 ft., still mind, sword trained, wholeness of body

**Gear** +2 temple sword, shortbow with 20 arrows, bracers of armor +1, ring of protection +1, 2,440 gp

**SPIRIT ONI**

**CR 2**

*Pathfinder RPG Bestiary* 3 209

LE Tiny outsider (native, oni, shapechanger)

**Init** +8; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)

**hp** 19 (3d10+3); fast healing 3

**Fort** +2, **Ref** +7, **Will** +4

**OFFENSE**

**Speed** 10 ft., fly 30 ft. (good)

**Melee** gore +9 (1d4–2 plus poison)

**Special Attacks** poison

**Spell-Like Abilities** (CL 5th; concentration +7)

At will—*detect magic*, *invisibility* (self only), *mage hand*, *ray of frost*

1/day—*charm person* (DC 13), *darkness*, *sleep* (DC 13)

**STATISTICS**

**Str** 6, **Dex** 19, **Con** 12, **Int** 13, **Wis** 12, **Cha** 15

**Base Atk** +3; **CMB** +5; **CMD** 13 (can't be tripped)

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +7 (–1 jump), Bluff +8, Fly +16, Knowledge (arcana) +7, Perception +7, Sense Motive +7, Spellcraft +4, Stealth +17

**Languages** Common

**SQ** mask form, change shape (Tiny living object)

**SPECIAL ABILITIES**

**Mask Form (Su)** A spirit oni is a living creature, but takes the shape of a limbless object, most often an evil-looking mask. If the oni remains stationary in such a form, it can attempt Stealth checks even while being observed. It appears to be an object. If a spirit oni serves as a familiar, its wearer does not gain a gore attack. This attack can only be made when the oni is moving on its own.

**Poison (Ex)** Gore—Injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Cha; *cure* 1 save.

**KUWA ONI**

**CR 4**

*Pathfinder RPG Bestiary* 3 208

LE Medium outsider (human, native, oni, shapechanger)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

**DEFENSE**

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)

**hp** 42 (5d10+15); regeneration 5 (acid or fire)

**Fort** +7, **Ref** +4, **Will** +6

**SR** 15



OFFENSE

**Speed** 35 ft.

**Melee** mwk greatclub +10 (1d10+6), or 2 claws +9 (1d6+6)

**Ranged** mwk composite longbow +9 (1d8+4/x3)

**Spell-Like Abilities** (CL 5th; concentration +8)

At will—*invisibility* (self only)

3/day—*darkness*, *fly*

1/day—*charm person* (DC 14), *deep slumber* (DC 16)

STATISTICS

**Str** 18, **Dex** 17, **Con** 16, **Int** 12, **Wis** 15, **Cha** 17

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Cleave, Combat Reflexes, Power Attack

**Skills** Bluff +11, Disguise +5, Fly +4, Intimidate +11, Knowledge (arcana) +9, Perception +10, Sense Motive +10, Spellcraft +3, Stealth +9, Use Magic Device +11

**Languages** Common

**SQ** change shape (Small or Medium human; *alter self*)

**Hazards:** The trapdoors that released the monsters are closed but are not strong enough to support more than the weight of a single Small creature. If a Medium creature steps on a trapdoor, the trapdoor breaks its their weight, dropping it 20 feet to a subbasement below. Creatures that triggering this collapse can attempt a DC 15 Reflex save to avoid falling. Those that fall take 2d6 points of damage. The trapdoors have just opened and closed, and are easily avoided with a DC 5 Perception check.

**Development:** As with the first act, Act 2 has no set number of encounters. Instead, the PCs must fight until the **Overseer GM** calls for the act to stop. Opponents come in waves, allowing the PCs 2 rounds between each attack to reorganize, heal, or move their positions. If a specific result comes up randomly more than once, re-roll the second result until a new opponent comes up.

Once a table defeats two waves of creatures, the GM should send a runner to inform the Overseer. After 75% of the House has destroyed two waves of opponents, the Overseer draws the act to a close.



TABLE GMS: STOP!

ACT 3: THE FACE-OFF  
(CR VARIES BY SUBTIER)



OVERSEER GM

As the once raging battle begins to slow, a strange cloud of translucent smoke appears in the center of the arena, coalescing into the demonic form of Kiang Zhen. The oni raises her hand, and the remaining creatures suddenly fall back and drop to their knees as if to acknowledge defeat.

“Well done, well done!” she bellows.

“My minions accept your victory, and you have adequately impressed the Emissary. Please, lower your weapons. I congratulate those of you still alive, for you have grown that much closer to qualifying for the Ruby Phoenix Tournament!”

The oni pauses for a minute to study the crowd before he continues.

“Beneath the trapdoors lie a series of subterranean passages. Scattered within the passages I have secured a collection of small, but nearly priceless porcelain vases. Your challenge is to locate one of these vases and return it to me. However, there is a catch—there are fewer vases than competitors. Only those who present me with a vase shall pass on to the next part of the competition.”

TABLE GMS, YOU HAVE 45 MINUTES TO RUN THIS ENCOUNTER.

The following encounter takes place within a series of subterranean sewer passages modified by the warehouse’s previous owners, a group of smugglers.

S1. Trapdoor Entrance

Smugglers once used this 20-foot shaft to move contraband cargo in and out of the passages above, which connect to the arena in Act 2. A rusty pulley, threaded with a worn rope, connects to a wooden lift platform at the shaft’s base, however the pulley no longer turns. Still, the thick hemp rope remains strong enough to safely hold the weight of two Medium-sized creatures without snapping.

S2. Pump Shaft

At the end of this hall, a shaft contains a pump used to control the water level of sewage pipes. When the pump is properly operated, an individual can drain off sewage water in area S4, allowing individuals to travel to the sewer passages beneath. Individuals can attempt a DC 24 Knowledge (engineering) check to figure out how the pump works, or they can find and read the instructions in area S3.

S3. Processing Bins

In this area stand three large straining tubs for sifting through waste. On the walls hang several nets and rakes used to clean the sewers. A DC 18 Perception check along the east wall uncovers a wood carving engraved with instructions for operating the pump in area S2, buried beneath a carpet of harmless gray fungus.

S4. Cesspool

Individuals entering this room are quickly overwhelmed by the stench of sewage. Anyone who fails a DC 15 Fortitude save in this chamber becomes nauseated for 1d6 rounds.



Once a creature has saved or suffered the consequences for failure, no further saves are needed for 24 hours.

A walkway encircles a swampy pool of raw sewage and garbage. The pool is 5 feet deep, except for a hidden drain shaft at the center that drops 20 feet more. Anyone who enters the sewage water risks contracting a disease (Subtiers 1–2, 3–4, and 5–6: filth fever; Subtiers 8–9, and 10–11: slimy doom). The sewage can be drained off using the pump in area S2. Draining the sewage takes 10 minutes. Once emptied, the drain shaft is clearly exposed. Stone handholds in the side of the shaft allow easy descent to a bisecting stone sewer pipe 20 feet below.

### S5. Sewer Pipe

This cramped, 5-foot-circumference pipe connects to another drain shaft of similar construction to area S4. Holes in the floor connect to 6-inch-diameter, grate-covered runoff pipes that drop into darkness.

### S6. Dry Room

Sitting above the lower floors, this small but elevated chamber serves as a dry room—a safe-haven for sewer workers in times of flash flooding.

### S7. The Troughs (CR Varies by Subtier)

A small passage opens into a wide room with arched stone ceilings. On either end of the room, three channels allow sewage to flow into a mazelike series of channels that flow beneath stone walkways. Just south of the center of the room, a small iron cage hangs from the ceiling, suspended 8 feet above the level of the floor. Within the cage is the vase the PCs seek.

Anyone who falls into the sewage risks becoming nauseated as well as catching a disease (as described in area S4).

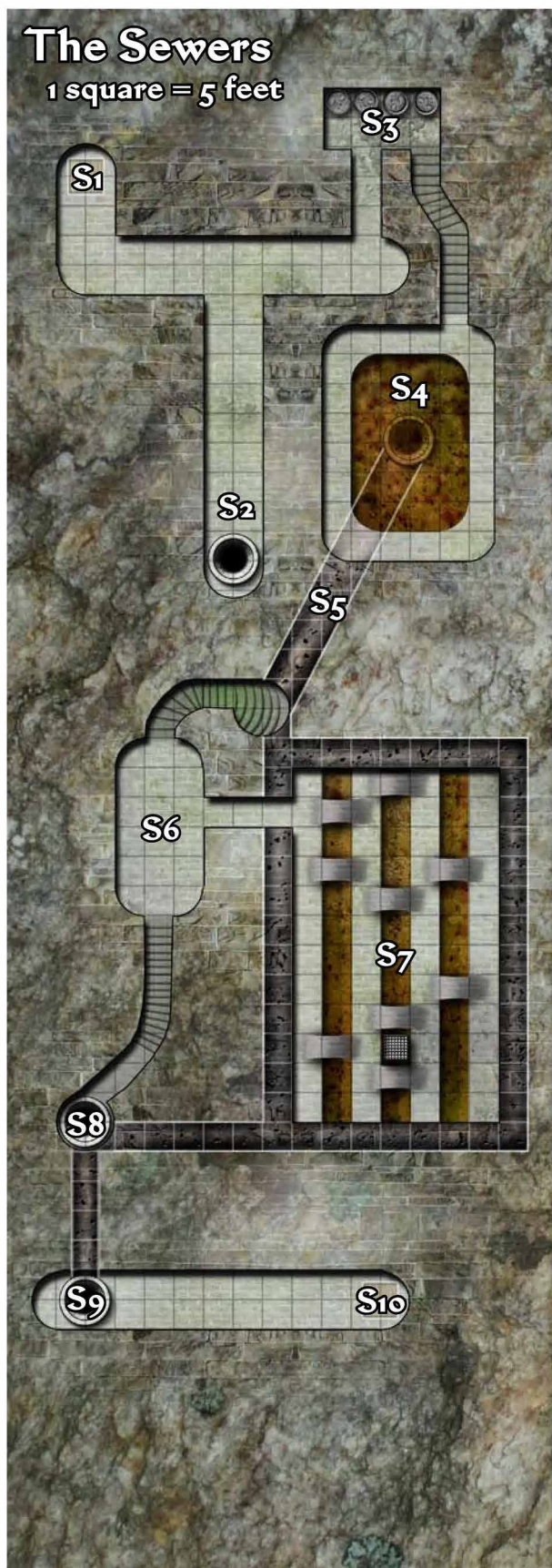
When the PCs approach the cage, read the following:

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Precariously fixed to the ceiling by a five-foot length of chain hangs a small iron cage. Within balances a small porcelain vase.

---

**Creatures:** As the PCs explore the sewer tunnels, so do many other groups of hopeful contestants, each looking for one of the treasured vases. A team of Aspis Consortium agents dead-set on gaining entry in the Ruby Phoenix Tournament approach from the south. Allow the PCs a Perception check opposed by the Aspis agents' worst Stealth score in the appropriate subtier. If the PCs hear the Aspis agents' footfalls on the sewer pipes, they may act in the surprise round; otherwise, the Aspis agents get the jump on them as the PCs investigate the cage.



## Subtier 1–2 (CR 3)

### ASPIS CLERIC CR 1/2

Male half-orc cleric of Gorum 1

CN Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception +2

#### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 armor)

**hp** 10 (1d8+2)

**Fort** +3, **Ref** +0, **Will** +4

**Defensive Abilities** orc ferocity

#### OFFENSE

**Speed** 20 ft.

**Melee** greatsword +5 (2d6+5/19–20)

**Special Attacks** channel positive energy 4/day (DC 11 [13 to damage undead], 1d6)

**Domain Spell-Like Abilities** (CL 1st; concentration +3)

5/day—touch of glory (+1)

5/day—battle rage (+1 damage)

**Cleric Spells Prepared** (CL 1st; concentration +3)

1st—*bane* (DC 13), *entropic shield*, *magic weapon*<sup>P</sup>

o (at will)—*bleed* (DC 12), *resistance*, *stabilize*

D Domain spell; **Domains** Glory, War

#### TACTICS

**Before Combat** The cleric has used his touch of glory ability on himself to increase his chances of success when intimidating foes, and has also cast *entropic shield* on himself and *magic weapon* on his weapon.

**During Combat** The cleric enters a battle rage, wades into combat, and fights furiously, using spells like *bane* and *doom* to hinder foes while attacking with his melee weapon. If necessary he uses his positive energy to heal himself or allies.

**Morale** Unwilling to admit defeat so quickly, the cleric only retreats if his allies fall and he is the only one left.

**Base Statistics** If the cleric doesn't have time to cast his spells upon himself before battle, he has the following statistics:

**Melee** greatsword +4 (2d6+4/19–20); Intimidate +4.

#### STATISTICS

**Str** 16, **Dex** 10, **Con** 13, **Int** 8, **Wis** 15, **Cha** 12

**Base Atk** +0; **CMB** +3; **CMD** 13

**Feats** Weapon Focus (greatsword)

**Skills** Intimidate +5; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** aura (faint chaotic), orc blood, weapon familiarity

**Gear** spiked banded mail, greatsword, 40 gp

### ASPIS FIGHTER CR 1/2

Female human fighter 1

NE Medium humanoid (human)

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

#### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 13 (1d10+3)

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

#### OFFENSE

**Speed** 20 ft.

**Melee** greataxe +5 (1d12+4/x3)

**Ranged** throwing axe +3 (1d6+3)

#### TACTICS

**During Combat** The fighter launches her throwing axe at the nearest opponent, then draws her greataxe and charges, fighting a single opponent until he is unconscious, then moving onto the next. She uses her potion of *cure light wounds* if she loses a significant number of hit points.

**Morale** The fighter is fearless, and fights to the death.

#### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +4; **CMD** 15

**Feats** Power Attack, Weapon Focus (greataxe), Weapon Focus (throwing axe)

**Skills** Climb +2, Intimidate +3, Knowledge (dungeoneering) +4

**Combat Gear** *potion of cure light wounds*; **Other Gear** chainmail, throwing axe, greataxe, 162 gp

### ASPIS ROGUE CR 1/2

Male human rogue 1

N Medium humanoid (human)

**Init** +3; **Senses** Perception +5

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 9 (1d8+1)

**Fort** +1, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +2 (1d6/19–20), short sword +1 (1d6/19–20)

**Ranged** shortbow +3 (1d6/x3)

**Special Attacks** sneak attack +1d6

#### TACTICS

**Before Combat** The rogue listens and watches for the PCs, making Perception checks, and maneuvers himself to maximize his chances of performing sneak attacks.

**During Combat** The rogue attempts to use his sneak attack ability, either by shooting arrows from hiding or by moving into flanking positions with his allies, targeting whichever PC appears to be the weakest of the party.

**Morale** Unwilling to admit defeat so easily, the rogue fights until he is unconscious.

#### STATISTICS

**Str** 10, **Dex** 17, **Con** 12, **Int** 14, **Wis** 13, **Cha** 8

**Base Atk** +0; **CMB** +0; **CMD** 13

**Feats** Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +6, Bluff +3, Climb +3, Disable Device +6, Escape Artist +6, Intimidate +3, Knowledge (dungeoneering) +6, Knowledge (local) +6, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +6



**Languages** Common, Elven, Varisian

**SQ** trapfinding +1

**Gear** studded leather, shortbow with 20 arrows, masterwork short sword, short sword, 15 gp

**ASPIS SORCERER** **CR 1/2**

Female half-elf sorcerer 1

CN Medium humanoid (elf, human)

**Init** +1; **Senses** low-light vision; Perception +2

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 9 (1d6+3)

**Fort** +2, **Ref** +1, **Will** +2; +2 vs. enchantments

**OFFENSE**

**Speed** 30 ft.

**Melee** sickle –1 (1d6–1 plus trip) or dagger –1 (1d4–1/19–20)

**Ranged** light crossbow +1 (1d8/19–20)

**Bloodline Spell-Like Abilities** (CL 1st; concentration +4)

6/day—elemental ray (1d6 fire)

**Sorcerer Spells Known** (CL 1st; concentration +4)

1st (4/day)—*mage armor*, *protection from good*

o (at will)—*arcane mark*, *daze* (DC 13), *mage hand*, *read magic*

**Bloodline** Elemental (fire)

**TACTICS**

**Before Combat** The sorcerer casts *mage armor* and *protection from good* if she suspects she'll be in combat.

**During Combat** The sorcerer hangs back, casting offensive spells and firing her crossbow.

**Morale** The sorcerer fights until she is unconscious.

**Base Statistics** Without *mage armor*, the sorcerer has **AC** 11, touch 11, flat-footed 10.

**STATISTICS**

**Str** 8, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17

**Base Atk** +0; **CMB** –1; **CMD** 10

**Feats** Combat Casting, Eschew Materials

**Skills** Bluff +7, Intimidate +7, Perception +2, Spellcraft +5, Use Magic Device +7; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Infernal

**SQ** bloodline arcana, elf blood

**Other Gear** light crossbow with 20 bolts, dagger, sickle, 347 gp

**Subtier 3–4 (CR 5)**

**ASPIS CLERIC** **CR 1**

Male half-orc cleric of Gorum 2

CN Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception +2

**DEFENSE**

**AC** 17, touch 10, flat-footed 17 (+7 armor)

**hp** 16 (2d8+4)

**Fort** +4, **Ref** +0, **Will** +5

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk greatsword +6 (2d6+5/19–20)

**Special Attacks** channel positive energy 4/day (DC 12 [14 to damage undead], 1d6)

**Domain Spell-Like Abilities** (CL 2nd; concentration +4)

5/day—touch of glory (+2)

5/day—battle rage (+1 damage)

**Cleric Spells Prepared** (CL 2nd; concentration +4)

1st—*bane* (DC 13), *doom* (DC 13), *entropic shield*, *magic weapon*<sup>P</sup>

o (at will)—*bleed* (DC 12), *guidance*, *resistance*, *stabilize*

**D** Domain spell; **Domains** Glory, War

**TACTICS**

**Before Combat** The cleric has used his touch of glory ability on himself to increase his chances of success when intimidating foes, and has also cast *entropic shield* on himself and *magic weapon* on his weapon.

**During Combat** The cleric enters a battle rage, wades into combat, and fights furiously, using spells like *bane* and *doom* to hinder foes while attacking with his melee weapon. If necessary he uses his positive energy to heal himself or his allies.

**Morale** Unwilling to admit defeat so quickly, the cleric only retreats if his allies fall and he is the only one left.

**Base Statistics** If the cleric doesn't have time to cast his spells upon himself before battle, he has the following statistics:

**Melee** mwk greatsword +6 (2d6+4/19–20); Intimidate +5.

**STATISTICS**

**Str** 16, **Dex** 10, **Con** 13, **Int** 8, **Wis** 15, **Cha** 12

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Weapon Focus (greatsword)

**Skills** Intimidate +7; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** aura (moderate chaotic), orc blood, weapon familiarity

**Gear** spiked banded mail, masterwork greatsword, 130 gp

**ASPIS FIGHTER** **CR 1**

Female human fighter 2

NE Medium humanoid (human)

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

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 21 (2d10+6)

**Fort** +5, **Ref** +1, **Will** +1; +1 vs. fear

**Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk greataxe +7 (1d12+4/x3)

**Ranged** throwing axe +4 (1d6+3)

**TACTICS**

**During Combat** The fighter launches her throwing axe at the nearest opponent, then draws her greataxe and charges, fighting a single opponent until he is unconscious, then

moving onto the next. She uses her potion of *cure light wounds* if she loses a significant number of hit points.

**Morale** The fighter is fearless, and fights to the death.

**STATISTICS**

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Cleave, Power Attack, Weapon Focus (greataxe), Weapon Focus (throwing axe)

**Skills** Climb +4, Intimidate +4, Knowledge (dungeoneering) +5

**Combat Gear** *potion of cure light wounds*; **Other Gear** masterwork chainmail, throwing axe, masterwork greataxe, 102 gp

**ASPIS ROGUE CR 1**

Male human rogue 2

N Medium humanoid (human)

**Init** +3; **Senses** Perception +6

**DEFENSE**

**AC** 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

**hp** 15 (2d8+3)

**Fort** +1, **Ref** +6, **Will** +1

**Defensive Abilities** evasion

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk short sword +3 (1d6/19–20), mwk short sword +3 (1d6/19–20)

**Ranged** shortbow +4 (1d6/x3)

**Special Attacks** sneak attack +1d6

**TACTICS**

**Before Combat** The rogue listens and watches for the PCs, making Perception checks, and maneuvers himself to maximize his chances of performing sneak attacks.

**During Combat** The rogue attempts to use his sneak attack ability, either by shooting arrows from hiding or by moving into flanking positions with his allies, targeting whichever PC appears to be the weakest of the party.

**Morale** Unwilling to admit defeat so easily, the rogue fights until he is unconscious.

**STATISTICS**

**Str** 10, **Dex** 17, **Con** 12, **Int** 14, **Wis** 13, **Cha** 8

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

**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +7, Bluff +4, Climb +4, Disable Device +7, Escape Artist +7, Knowledge (dungeoneering) +7, Knowledge (local) +6, Perception +6, Sense Motive +6, Sleight of Hand +8, Stealth +7, Use Magic Device +4

**Languages** Common, Elven, Varisian

**SQ** rogue talents (combat trick), trapfinding +1

**Gear** studded leather, shortbow with 20 arrows, masterwork short swords (2), 105 gp

**ASPIS SORCERER CR 1**

Female half-elf sorcerer 2

CN Medium humanoid (elf, human)

**Init** +1; **Senses** low-light vision; Perception +2

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 15 (2d6+6)

**Fort** +2, **Ref** +1, **Will** +3; +2 vs. enchantments

**OFFENSE**

**Speed** 30 ft.

**Melee** sickle +0 (1d6–1 plus trip) or dagger +0 (1d4–1/19–20)

**Ranged** mwk light crossbow +3 (1d8/19–20)

**Bloodline Spell-Like Abilities** (CL 2nd; concentration +5) 6/day—elemental ray (1d6+1 fire)

**Sorcerer Spells Known** (CL 2nd; concentration +5)

1st (5/day)—*mage armor*, *protection from good*

0 (at will)—*arcane mark*, *daze* (DC 13), *mage hand*, *read magic*, *resistance*

**Bloodline** Elemental (fire)

**TACTICS**

**Before Combat** The sorcerer casts *mage armor* and *protection from good* if she suspects she'll be in combat.

**During Combat** The sorcerer hangs back, casting offensive spells and firing her crossbow.

**Morale** The sorcerer fights until she is unconscious.

**Base Statistics** Without *mage armor*, the sorcerer has **AC** 11, touch 11, flat-footed 10.

**STATISTICS**

**Str** 8, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Combat Casting, Eschew Materials

**Skills** Bluff +8, Intimidate +8, Perception +2, Spellcraft +6, Use Magic Device +8; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Infernal

**SQ** bloodline arcana, elf blood

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** masterwork light crossbow with 20 bolts, dagger, sickle, 137 gp

**Subtier 5–6 (CR 7)**

**ASPIS CLERIC CR 3**

Male half-orc cleric of Gorum 4

CN Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception +3

**DEFENSE**

**AC** 18, touch 10, flat-footed 18 (+8 armor)

**hp** 29 (4d8+8)

**Fort** +5, **Ref** +1, **Will** +7

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk greatsword +10 (2d6+8/19–20)

**Special Attacks** channel positive energy 4/day (DC 13 [15 to



damage undead], 2d6)

**Domain Spell-Like Abilities** (CL 4th; concentration +7)

6/day—touch of glory (+4)

6/day—battle rage (+2 damage)

**Cleric Spells Prepared** (CL 4th; concentration +7)

2nd—*bull's strength*, *death knell* (DC 15), *shatter* (DC 15),  
*spiritual weapon*<sup>D</sup>

1st—*bane* (DC 14), *deathwatch*, *doom* (DC 14), *entropic shield*,  
*magic weapon*<sup>D</sup>

o (at will)—*bleed* (DC 13), *guidance*, *resistance*, *stabilize*

**D** Domain spell; **Domains** Glory, War

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**TACTICS**

**Before Combat** The cleric has used his touch of glory ability on himself to increase his chances of success when intimidating foes, and has also cast *bull's strength* and *entropic shield* on himself and *magic weapon* on his weapon.

**During Combat** The cleric enters a battle rage, wades into combat, and fights furiously, using spells like *bane* and *doom* to hinder foes, as well as *spiritual weapon* to combat those he himself is not attacking with his melee weapon. If necessary he uses his positive energy to heal himself or his allies.

**Morale** Unwilling to admit defeat so quickly, the cleric only retreats if his allies fall and he is the only one left.

**Base Statistics** If the cleric doesn't have time to cast his spells upon himself before battle, he has **Melee** mwk greatsword +8 (2d6+4/19–20); **Str** 16; **CMB** +6; **CMD** 16; Intimidate +5.

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**STATISTICS**

**Str** 20, **Dex** 10, **Con** 13, **Int** 8, **Wis** 16, **Cha** 12

**Base Atk** +3; **CMB** +8; **CMD** 18

**Feats** Combat Casting, Weapon Focus (greatsword)

**Skills** Intimidate +9, Spellcraft +4; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** aura (moderate chaotic), orc blood, weapon familiarity

**Gear** spiked +1 banded mail, masterwork greatsword, 600 gp

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**ASPIS FIGHTER**

**CR 3**

Female human fighter 4

NE Medium humanoid (human)

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

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**DEFENSE**

**AC** 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

**hp** 38 (4d10+12)

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

**Defensive Abilities** bravery +1

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**OFFENSE**

**Speed** 30 ft.

**Melee** mwk greataxe +10 (1d12+8/x3)

**Ranged** mwk throwing axe +7 (1d6+4)

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**TACTICS**

**During Combat** The fighter launches her throwing axe at the

nearest opponent, then draws her greataxe and charges, fighting a single opponent until he is unconscious, then moving onto the next, using combat maneuvers to gain the most advantageous positions. She uses her potion of *cure moderate wounds* if she loses a significant number of hit points.

**Morale** The fighter is fearless, and fights to the death.

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**STATISTICS**

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

**Base Atk** +4; **CMB** +8; **CMD** 19

**Feats** Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greataxe), Weapon Focus (throwing axe), Weapon Specialization (greataxe)

**Skills** Climb +8, Intimidate +6, Knowledge (dungeoneering) +7

**SQ** armor training 1

**Combat Gear** *potion of cure moderate wounds*; **Other Gear**

+1 chainmail, masterwork throwing axe, masterwork

greataxe, 172 gp

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**ASPIS ROGUE**

**CR 3**

Male human rogue 4

N Medium humanoid (human)

**Init** +8; **Senses** Perception +8

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**DEFENSE**

**AC** 19, touch 14, flat-footed 15 (+4 armor, +4 Dex, +1 shield)

**hp** 27 (4d8+6)

**Fort** +2, **Ref** +8, **Will** +2

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

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**OFFENSE**

**Speed** 30 ft.

**Melee** mwk short sword +6 (1d6/19–20), mwk short sword +6 (1d6/19–20)

**Ranged** mwk shortbow +8 (1d6/x3)

**Special Attacks** sneak attack +2d6

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**TACTICS**

**Before Combat** The rogue listens and watches for the PCs, making Perception checks, and maneuvers himself to maximize his chances of performing sneak attacks.

**During Combat** The rogue attempts to use his sneak attack ability, either by shooting arrows from hiding or by moving into flanking positions with his allies, targeting whichever PC appears to be the weakest of the party.

**Morale** Unwilling to admit defeat so easily, the rogue fights until all of his allies have fallen or he is reduced to fewer than 5 hit points, at which point he flees.

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**STATISTICS**

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

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

**Feats** Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +11, Bluff +6, Climb +7, Disable Device +11, Escape Artist +11, Knowledge (dungeoneering) +8,

Knowledge (local) +8, Perception +8, Sense Motive +8,

Sleight of Hand +11, Stealth +11, Use Magic Device +6

**Languages** Common, Elven, Varisian

**SQ** rogue talents (combat trick, surprise attack), trapfinding +2

**Combat Gear** *potions of cure light wounds* (2); **Other Gear**

+1 *studded leather*, masterwork shortbow with 20 arrows, masterwork short swords (2), 175 gp

**ASPIS SORCERER** **CR 3**

Female half-elf sorcerer 4

CN Medium humanoid (elf, human)

**Init** +1; **Senses** low-light vision; Perception +2

**DEFENSE**

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

**hp** 28 (4d6+12)

**Fort** +3, **Ref** +2, **Will** +4; +2 vs. enchantments

**Resist** fire 10

**OFFENSE**

**Speed** 30 ft.

**Melee** sickle +1 (1d6–1 plus trip) or

dagger +1 (1d4–1/19–20)

**Ranged** mwk light crossbow +4 (1d8/19–20)

**Bloodline Spell-Like Abilities** (CL 4th; concentration +8)

7/day—elemental ray (1d6+2 fire)

**Sorcerer Spells Known** (CL 4th; concentration +8)

2nd (4/day)—*slow* (DC 16)

1st (7/day)—*burning hands* (fire) (DC 15), *grease*, *mage armor*, *protection from good*,

o (at will)—*arcane mark*, *daze* (DC 14), *mage hand*, *message*, *read magic*, *resistance*

**Bloodline** Elemental (fire)

**TACTICS**

**Before Combat** The sorcerer casts *mage armor* and *protection from good* if she suspects she'll be in combat.

**During Combat** The sorcerer hangs back, using *grease* and *slow* to hinder PCs who move around a lot, then using her *burning hands* and firing her crossbow.

**Morale** If she is dropped to fewer than 10 hit points, the sorcerer attempts to flee.

**Base Statistics** Without *mage armor*, the sorcerer has **AC** 12, touch 12, flat-footed 11.

**STATISTICS**

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

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

**Feats** Agile Maneuvers, Combat Casting, Eschew Materials

**Skills** Bluff +11, Knowledge (arcana) +8, Perception +2,

Spellcraft +8, Use Magic Device +11; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Infernal

**SQ** bloodline arcana, elf blood

**Other Gear** masterwork light crossbow with 20 bolts, dagger, sickle, *ring of protection* +1, 57 gp

**Subtier 8–9 (CR 10)**

**ASPIS CLERIC** **CR 6**

Male half-orc cleric of Gorum 7

CN Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception +3

**DEFENSE**

**AC** 24, touch 13, flat-footed 24 (+3 deflection, +11 armor)

**hp** 46 (7d8+11)

**Fort** +6, **Ref** +2, **Will** +8

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 20 ft.

**Melee** +1 *greatsword* +13 (2d6+8/19–20)

**Special Attacks** channel positive energy 4/day (DC 14 [16 to damage undead], 4d6)

**Domain Spell-Like Abilities** (CL 7th; concentration +10)

6/day—touch of glory (+7)

6/day—battle rage (+3 damage)

**Cleric Spells Prepared** (CL 7th; concentration +10)

4th—*chaos hammer* (DC 17), *divine power*<sup>D</sup>

3rd—*blindness* (DC 16), *dispel magic*, *invisibility purge*, *magic vestment*<sup>D</sup>

2nd—*aid*, *bull's strength*, *death knell* (DC 15), *shatter* (DC 15), *spiritual weapon*<sup>D</sup>

1st—*bane* (DC 14), *deathwatch*, *doom* (DC 14), *entropic shield*, *magic weapon*<sup>D</sup>, *shield of faith*

o (at will)—*bleed* (DC 13), *guidance*, *resistance*, *stabilize*

**D** Domain spell; **Domains** Glory, War

**TACTICS**

**Before Combat** The cleric has used his touch of glory ability on himself to increase his chances of success when intimidating foes, and has also cast *bull's strength*, *entropic shield*, and *shield of faith* on himself, *magic weapon* on his weapon, and *magic vestment* on his armor.

**During Combat** The cleric enters a battle rage, wades into combat, and fights furiously, using spells like *bane* and *blindness* to hinder foes, as well as *spiritual weapon* to combat those he himself is not attacking with his melee weapon. If necessary he uses his positive energy to heal himself or allies.

**Morale** Unwilling to admit defeat so quickly, the cleric only retreats if his allies fall and he is the only one left.

**Base Statistics** If the cleric doesn't have time to cast his spells upon himself before battle, he has the following statistics:

**AC** 20, touch 10, flat-footed 20; **Melee** +1 *greatsword* +10 (2d6+5/19–20); **Str** 16; **CMB** +8; **CMD** 18; Intimidate +6.

**STATISTICS**

**Str** 20, **Dex** 10, **Con** 13, **Int** 8, **Wis** 16, **Cha** 12

**Base Atk** +5; **CMB** +10; **CMD** 20

**Feats** Cleave, Combat Casting, Power Attack, Weapon Focus (greatsword)

**Skills** Diplomacy +5, Intimidate +11, Knowledge (religion) +3, Sense Motive +7, Spellcraft +6; **Racial Modifiers** +2 Intimidate



**Languages** Common, Orc  
**SQ** aura (strong chaotic), orc blood, weapon familiarity  
**Gear** spiked +1 full plate, +1 greataxe, 950 gp

**ASPIS FIGHTER** **CR 6**

Female human fighter 7  
 NE Medium humanoid (human)  
**Init** +1; **Senses** Perception +1

**DEFENSE**

**AC** 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)  
**hp** 64 (7d10+21)  
**Fort** +7, **Ref** +3, **Will** +3; +2 vs. fear  
**Defensive Abilities** bravery +2

**OFFENSE**

**Speed** 30 ft.  
**Melee** +1 greataxe +14/+9 (1d12+10/x3)  
**Ranged** mwk throwing axe +11/+6 (1d6+5)  
**Special Attacks** weapon training (axes +1)

**TACTICS**

**During Combat** The fighter launches her throwing axe at the nearest opponent, then draws her greataxe and charges, fighting a single opponent until he is unconscious, then moving onto the next, using combat maneuvers to gain the most advantageous positions. She uses her potion of *cure moderate wounds* if she loses a significant number of hit points.  
**Morale** The fighter is fearless, and fights to the death.

**STATISTICS**

**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8  
**Base Atk** +7; **CMB** +11; **CMD** 22  
**Feats** Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greataxe), Weapon Focus (throwing axe), Weapon Specialization (greataxe)  
**Skills** Climb +11, Intimidate +8, Knowledge (dungeoneering) +7, Survival +9  
**SQ** armor training 2  
**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 chainmail, +1 greataxe, masterwork throwing axe, 1,772 gp

**ASPIS ROGUE** **CR 6**

Male human rogue 7  
 N Medium humanoid (human)  
**Init** +8; **Senses** Perception +11

**DEFENSE**

**AC** 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 shield)  
**hp** 46 (7d8+11)  
**Fort** +3, **Ref** +9, **Will** +3  
**Defensive Abilities** evasion, trap sense +2, uncanny dodge

**OFFENSE**

**Speed** 30 ft.  
**Melee** +1 short sword +9 (1d6+1/19–20), mwk short sword +9 (1d6/19–20)

**Ranged** mwk shortbow +10 (1d6/x3)  
**Special Attacks** sneak attack +4d6

**TACTICS**

**Before Combat** The rogue listens and watches for the PCs, making Perception checks, and maneuvers himself to maximize his chances of performing sneak attacks.  
**During Combat** The rogue attempts to use his sneak attack ability, either by shooting arrows from hiding or by moving into flanking positions with his allies, targeting whichever PC appears to be the weakest of the party.  
**Morale** Unwilling to admit defeat so easily, the rogue fights until all of his allies have fallen or he is reduced to fewer than 10 hit points, at which point he flees.

**STATISTICS**

**Str** 10, **Dex** 18, **Con** 12, **Int** 14, **Wis** 13, **Cha** 8  
**Base Atk** +5; **CMB** +5; **CMD** 20  
**Feats** Dodge, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)  
**Skills** Acrobatics +14, Bluff +9, Climb +10, Disable Device +14, Escape Artist +14, Knowledge (dungeoneering) +11, Knowledge (local) +11, Perception +11, Sense Motive +11, Sleight of Hand +14, Stealth +14, Use Magic Device +7  
**Languages** Common, Elven, Varisian  
**SQ** rogue talents (combat trick, surprise attack, weapon training), trapfinding +3  
**Combat Gear** *potions of cure serious wounds* (2); **Other Gear** +1 studded leather, +1 short sword, masterwork shortbow with 20 arrows, masterwork short sword, 375 gp

**ASPIS SORCERER** **CR 6**

Female half-elf sorcerer 7  
 CN Medium humanoid (elf, human)  
**Init** +5; **Senses** low-light vision; Perception +2

**DEFENSE**

**AC** 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex)  
**hp** 55 (7d6+28)  
**Fort** +7, **Ref** +4, **Will** +6; +2 vs. enchantments  
**Resist** fire 10

**OFFENSE**

**Speed** 30 ft.  
**Melee** mwk sickle +5 (1d6–1 plus trip) or dagger +4 (1d4–1/19–20)  
**Ranged** mwk light crossbow +5 (1d8/19–20)  
**Bloodline Spell-Like Abilities** (CL 7th; concentration +11) 7/day—elemental ray (1d6+3 fire)  
**Sorcerer Spells Known** (CL 7th; concentration +11)  
 3rd (5/day)—*invisibility*, *protection from energy*, *slow* (DC 17)  
 2nd (7/day)—*fly*, *levitate*, *resist energy*, *scorching ray* (fire)  
 1st (7/day)—*burning hands* (fire) (DC 15), *grease*, *mage armor*, *magic missile*, *protection from good*, *reduce person* (DC 15)  
 0 (at will)—*arcane mark*, *daze* (DC 14), *detect magic*, *mage hand*, *message*, *read magic*, *resistance*

**Bloodline** Elemental (fire)

**TACTICS**

**Before Combat** The sorcerer casts *mage armor*, *protection from good*, and *protection from energy* if she suspects she'll be in combat.

**During Combat** The sorcerer uses *fly* if it would be advantageous, then resorts to offensive spells such as *burning hands* and fires her crossbow at PCs.

**Morale** If she is dropped to fewer than 15 hit points, the sorcerer casts *invisibility* and attempts to flee.

**Base Statistics** Without *mage armor*, the sorcerer has **AC** 12, touch 12, flat-footed 11.

**STATISTICS**

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

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Toughness, Weapon Finesse

**Skills** Bluff +14, Fly +8, Intimidate +10, Perception +2, Spellcraft +11, Use Magic Device +14; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Infernal

**SQ** bloodline arcana, elf blood

**Combat Gear** *potion of cure serious wounds*; **Other Gear** masterwork light crossbow with 20 bolts, dagger, masterwork sickle, *cloak of resistance* +1, *ring of protection* +1, 1,607 gp

## Subtier 10–11 (CR 12)

### ASPIS CLERIC

CR 8

Male half-orc cleric of Gorum 9

CN Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception +3

**DEFENSE**

**AC** 27, touch 14, flat-footed 27 (+13 armor, +4 deflection)

**hp** 66 (9d8+22)

**Fort** +8, **Ref** +3, **Will** +9

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 20 ft.

**Melee** +1 *greatsword* +14/+9 (2d6+8/19–20)

**Special Attacks** channel positive energy 4/day (DC 15 [17 to damage undead], 5d6), weapon master (9 rounds/day)

**Domain Spell-Like Abilities** (CL 9th; concentration +12)

6/day—touch of glory (+9)

6/day—battle rage (+4 damage)

**Cleric Spells Prepared** (CL 9th; concentration +12)

5th—*breath of life*, *righteous might*<sup>D</sup>

4th—*chaos hammer* (DC 17), *divine power*<sup>D</sup>, *spell immunity* (*magic missile*, *fireball*)

3rd—*blindness* (DC 16), *dispel magic*, *invisibility purge*, *magic vestment*<sup>D</sup>

2nd—*aid*, *bull's strength*, *death knell* (DC 15), *shatter* (DC 15),

*spiritual weapon*<sup>D</sup>

1st—*bane* (DC 14), *deathwatch*, *doom* (DC 14), *entropic shield*, *magic weapon*<sup>D</sup>, *shield of faith*

0 (at will)—*bleed* (DC 13), *guidance*, *resistance*, *stabilize*

D Domain spell; **Domains** Glory, War

**TACTICS**

**Before Combat** The cleric has used his touch of glory ability on himself to increase his chances of success when intimidating foes, and has also cast *bull's strength* and *entropic shield* on himself, *magic weapon* on his weapon, and *magic vestment* on his armor. In addition, he casts his *spell immunity* spells to grant immunity to *magic missile* and *fireball*.

**During Combat** The cleric enters a battle rage, wades into combat, and fights furiously, using spells like *bane* and *blindness* to hinder foes, as well as *spiritual weapon* to combat those he himself is not attacking with his melee weapon. If necessary he uses his positive energy to heal himself or allies. He uses *breath of life* to restore life to recently slain allies, and *righteous might* if possible and he feels the odds are not in his favor otherwise.

**Morale** Unwilling to admit defeat so quickly, the cleric only retreats if his allies fall and he is the only one left.

**Base Statistics** If the cleric doesn't have time to cast his spells upon himself before battle, he has the following statistics:

**AC** 22, touch 11, flat-footed 22; **Melee** +1 *greatsword* +11/+6 (2d6+5/19–20); **Str** 16; **CMB** +9; **CMD** 20; Intimidate +7.

**STATISTICS**

**Str** 20, **Dex** 10, **Con** 14, **Int** 8, **Wis** 16, **Cha** 12

**Base Atk** +6; **CMB** +11; **CMD** 22

**Feats** Cleave, Combat Casting, Extend Spell, Power Attack, Weapon Focus (greatsword)

**Skills** Diplomacy +6, Intimidate +16, Knowledge (religion) +4, Sense Motive +7, Spellcraft +7; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** aura (strong chaotic), divine presence (9 rounds, DC 17), orc blood, weapon familiarity

**Gear** *spiked* +2 *full plate*, +1 *greatsword*, *ring of protection* +1

### ASPIS FIGHTER

CR 8

Female human fighter 9

NE Medium humanoid (human)

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

**DEFENSE**

**AC** 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

**hp** 81 (9d10+27)

**Fort** +8, **Ref** +4, **Will** +4; +2 vs. fear

**Defensive Abilities** bravery +2

**OFFENSE**

**Speed** 30 ft.

**Melee** +2 *greataxe* +19/+14 (1d12+12/19–20/x3)

**Ranged** mwk throwing axe +15/+10 (1d6+7)

**Special Attacks** weapon training (axes +2, thrown +1)



**TACTICS**

**During Combat** The fighter launches her throwing axe at the nearest opponent, then draws her greataxe and charges, fighting a single opponent until he is unconscious, then moving onto the next, using combat maneuvers to gain the most advantageous positions.

**Morale** The fighter is fearless, and fights to the death.

**STATISTICS**

**Str** 19, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +9; **CMB** +13; **CMD** 24

**Feats** Blind-Fight, Cleave, Great Cleave, Greater Weapon Focus (greataxe), Improved Bull Rush, Improved Critical (greataxe), Improved Sunder, Power Attack, Weapon Focus (greataxe), Weapon Focus (throwing axe), Weapon Specialization (greataxe)

**Skills** Climb +13, Intimidate +11, Knowledge (dungeoneering) +8, Survival +9

**SQ** armor training 2

**Gear** +1 chainmail, +2 greataxe, masterwork throwing axe, 122 gp

**ASPIS ROGUE CR 8**

Male human rogue 9

N Medium humanoid (human)

**Init** +8; **Senses** Perception +13

**DEFENSE**

**AC** 21, touch 16, flat-footed 16 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +1 shield)

**hp** 58 (9d8+14)

**Fort** +4, **Ref** +10, **Will** +4

**Defensive Abilities** evasion, trap sense +3, improved uncanny dodge

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 short sword +10/+5 (1d6+1/19–20), +1 short sword +10/+5 (1d6+1/19–20)

**Ranged** mwk shortbow +11/+6 (1d6/x3)

**Special Attacks** sneak attack +5d6

**TACTICS**

**Before Combat** The rogue listens and watches for the PCs, making Perception checks, and maneuvers himself to maximize his chances of performing sneak attacks.

**During Combat** The rogue attempts to use his sneak attack ability, either by shooting arrows from hiding or by moving into flanking positions with his allies, targeting whichever PC appears to be the weakest of the party.

**Morale** Unwilling to admit defeat so easily, the rogue fights until all of his allies have fallen or he is reduced to fewer than 10 hit points, at which point he flees.

**STATISTICS**

**Str** 10, **Dex** 19, **Con** 12, **Int** 14, **Wis** 13, **Cha** 8

**Base Atk** +6; **CMB** +6; **CMD** 22

**Feats** Dodge, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

**Skills** Acrobatics +16, Bluff +11, Climb +12, Disable Device +16, Escape Artist +16, Knowledge (dungeoneering) +11, Knowledge (local) +12, Perception +13, Sense Motive +13, Sleight of Hand +16, Stealth +16, Use Magic Device +11

**Languages** Common, Elven, Varisian

**SQ** rogue talents (combat trick, resiliency, surprise attack, weapon training), trapfinding +4

**Combat Gear** *potions of cure serious wounds* (2); **Other Gear** +1 studded leather, +1 short swords (2), masterwork shortbow with 20 arrows, *ring of protection* +1, 425 gp

**ASPIS SORCERER CR 8**

Female half-elf sorcerer 9

CN Medium humanoid (elf, human)

**Init** +6; **Senses** low-light vision; Perception +2

**DEFENSE**

**AC** 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

**hp** 70 (9d6+36)

**Fort** +8, **Ref** +6, **Will** +7; +2 vs. enchantments

**Resist** fire 20, ranged weapons 10

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk sickle +7 (1d6–1 plus trip) or mwk dagger +7 (1d4–1/19–20)

**Ranged** +1 light crossbow +7 (1d8+1/19–20)

**Bloodline Spell-Like Abilities** (CL 9th; concentration +13)

7/day—elemental ray (1d6+4 fire)

1/day—elemental blast (9d6 fire, DC 18)

**Sorcerer Spells Known** (CL 9th; concentration +13)

4th (5/day)—*black tentacles*, *elemental body I*, *stoneskin*

3rd (7/day)—*fly*, *hold person* (DC 17), *protection from energy*, *slow* (DC 17)

2nd (7/day)—*invisibility*, *levitate*, *protection from arrows*, *resist energy*, *scorching ray* (fire)

1st (7/day)—*burning hands* (fire) (DC 15), *grease*, *mage armor*, *magic missile*, *protection from good*, *reduce person* (DC 15)

0 (at will)—*arcane mark*, *daze* (DC 14), *detect magic*, *mage hand*, *message*, *open/close*, *read magic*, *resistance*

**Bloodline** Elemental (fire)

**TACTICS**

**Before Combat** The sorcerer casts *mage armor*, *protection from arrows*, and *protection from good* if she suspects she'll be in combat.

**During Combat** The sorcerer uses *fly* if it would be advantageous, then resorts to offensive spells such as *black tentacles*, *burning hands*, and her elemental blast bloodline power. If she begins to take significant damage, the sorcerer casts *stoneskin*.

**Morale** If she is dropped to fewer than 20 hit points, the sorcerer casts *invisibility* and attempts to flee.

**Base Statistics** Without *mage armor*, the sorcerer has **AC** 15, touch 14, flat-footed 12, and only **Resist** fire 20.

STATISTICS

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

**Base Atk** +4; **CMB** +3; **CMD** 17

**Feats** Combat Casting, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Toughness, Weapon Finesse

**Skills** Bluff +16, Fly +10, Intimidate +11, Perception +2, Spellcraft +13, Use Magic Device +16; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Infernal

**SQ** bloodline arcana, elf blood

**Combat Gear** *potion of cure serious wounds*; **Other Gear**

+1 *light crossbow* with 20 bolts, masterwork dagger, masterwork sickle, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 1,357 gp

**Development:** The vase (hardness 1, hp 8; Break DC 5) rests in the center of a small iron cage (hardness 8, hp 20, Break DC 20, Disable Device DC 15) once used to hold the decapitated heads of Hao Jin’s mortal enemies. Even a casual inspection surmises that the chain cannot tolerate additional weight without coming loose. Indeed, if asked to suspend more than 20 pounds of weight, the chain pulls free. Likewise, a DC 15 Strength check or single blow that deals more than 6 points damage breaks the chain from the ceiling.

Sealed with a wax-coated cork, the vase contains a number of red paper envelopes, each embossed with an elaborate hand-painted print of a jade phoenix. The envelope holds a folded invitation to attend a performance of a traditional opera from Lung Wa entitled *Dawn of the Jade Phoenix*, to be held at a small theater in the Foreign Quarter. Even if the vase breaks, the PCs can attend the next event, provided they secure tickets.

### S8. Drain Shaft

This drain shaft is identical to the shaft in area S4. It leads to a 5-foot-circumference sewer pipe connecting to the waste shafts beneath area S7 and another drain shaft in area S9. The construction of the connecting sewer pipe is identical to that of the sewer pipe in area S5.

### S9. Drain Shaft

Identical in constriction to the other drain shafts, this one climbs to a stone hallway leading to area S10.

### S10. Trapdoor Entrance

This area contains a lift leading to a trapdoor above. Its structure is identical to area S1. Twenty feet up, the trapdoor opens back into the warehouse subbasement beneath the warehouse’s arena.

TABLE GMs: STOP!

**Concluding Act 3:** The contest ends as soon as PCs exit the underground passages with the vase. If the PCs complete this contest in under 30 minutes, the **Table GM** should move directly into the interlude (see below). If there is less than 15 minutes to run the interlude, the **Table GM** should suggest to the PCs they get their rest, as the day’s events are done and tomorrow promises to be just as grueling. If the PCs are open to the idea and there are at least 10 minutes remaining after they return to their lodgings, the **Table GM** may consider offering a restroom break. Regardless of how much time the PCs have after exiting the sewers, they should end up resting in the manner of their choosing at the start of Act 4.

## INTERLUDE: THE RONIN (CR VARIES BY SUBTIER)

### TABLE GMs, YOU HAVE 15 MINUTES TO RUN THIS ENCOUNTER.

During this brief interlude, the PCs gain the opportunity to convince an unassociated contestant to ally with the Pathfinders or remain neutral; otherwise, this individual becomes their new rival when he sides with the Aspis Consortium.

The ronin the PCs spotted yesterday, a liegeless wanderer who attempts to maintain his honor through duels, seeks to enter the competition to prove himself as a true samurai—a fact that remains in question. He was born a bastard to a prostitute, but his mother told him that his father was the leader of a famed ronin troop who led a violent and vengeful assault upon Lord Yukama, who had condemned his own Lord Daishi Orito to seppuku. Despite his questionable birth, the ronin follows his father’s strict code of laws. Unfortunately, adhering the code threatens to indebted him to the PCs’ enemies, unless they first intervene.

The PCs first encounter the ronin following their match up against the Aspis Consortium team as they return to their inn—the same establishment the ronin has taken a room in. (If the PCs made arrangements other than staying in an inn, they come across this scene as they head back to wherever they plan to spend the night. Read the following to set the scene.

In the crowded common room of the inn, one individual stands out: the man from the Docks tavern with the lacquered eastern armor. The previously stoic samurai is now deep in a bottle of sake in celebration of his latest victory. During the celebration, he flashes his coin purse about openly before the barkeep, who immediately sets to providing a round of drinks

for the entire, crowded house. The ronin, completely unaware of what's going on, only notices when the barkeep grabs his purse and pours the contents onto the bar, counting the debt the ronin now owes her. The ronin glares drunkenly at the barkeep, rises, and puts his hand on the hilt of his sword.

PCs entering the bar witness the above event as it occurs. Prior to any outburst, allow them to make a DC 15 Sense Motive check to interpret the scene. If successful, they recognize that the barkeep mistakenly thought the ronin was offering to buy a round of drinks for the entire house as part of his celebration. The samurai, for his part, thinks the barkeep sees him only as a gullible foreigner and is about ready to take the man's hand off for attempting to steal his hard earned money. PCs who deduce what's going on have 1 round to act before the ronin draws his blade. If they do not, the ronin angrily unsheathes his sword and in broken Common accuses the barkeep of trying to rip him off. He demands that his funds be returned, threatening to take the woman's hand in exchange for the dishonorable accusations. In the third round, he does just that. Allow PCs 1 round to block or otherwise disrupt the strike; otherwise, the ronin needs to hit AC 15 to sever the barkeep's hand.

If the ronin takes the barkeep's hand, the remaining patrons immediately intervene, throwing him to the floor and beating him senseless. PCs have no time to get involved in the fight, for moments later authorities arrive and take the ronin into custody, which threatens to prevent him from competing.

Alternatively, quick and insightful PCs can prevent the argument from going awry. First the ronin must be calmed, then PCs must explain to him the error. They must get the barkeep to apologize, and lastly they must somehow get the drinks paid for. All of these actions can be accomplished with Diplomacy checks.

Convincing the barkeep she is at fault reduces the bill by one half, from 40 gp to 20 gp. The PCs may also attempt to convince the crowd to pool up a little gold to pay for their drinks with a DC 16 Diplomacy check. A successful check gathers 10 gp to cover a portion of the bill. For every 5 points by which the PCs beat this DC, they gather an additional 5 gp from the crowd (to a maximum equal to the bill).

If the ronin drew his blade and the PCs are still able to help resolve this issue, then the ronin offers to pay for 10 gp worth of the drinks as a display of honor for publicly accusing the barkeep of wrongdoing.

## Subtier 1–2 (CR 2)

**RONIN** CR 2  
Male human samurai 3 (*Pathfinder RPG Ultimate Combat* 18)

### RONIN

While most samurai belong to the order of the warrior, dedicating their considerable skills to the service of a lord, land, and people, some find themselves without a master, either as a result of disgrace or death, or occasionally by choice. Known as ronin, these samurai wander the lands, serving their own code of ideals. While ronin are significantly freer to do as they please, they do not receive the same respect and support that a more dedicated samurai can count on. Note that cavaliers can select this order, but they are typically called knights errant instead of ronin.

**Becoming Ronin:** Normally, when a samurai wishes to change his order, he must undergo a lengthy process that requires him to adhere to the edicts of his new order for a period of time before receiving any benefits. This is not the case with ronin. Once a samurai decides to become a ronin, he immediately loses all of the bonuses, skills, and abilities of his old order and gains those of the ronin order. If he wishes to once again dedicate himself to another order, he must do so using the normal rules.

**Edicts:** Ronin follow their own personal code of ethics and honor. As such, their edicts are extremely flexible and subject to change. Each ronin should determine his own edicts, which should include at least three provisions. The ronin in this adventure follows three edicts. He never bows to nobility, for he may be born of nobler blood. He has vowed never to be taken advantage of. Finally, he never turns his back on those who help him when he is in need.

**Skills:** A ronin adds Knowledge (local) and Survival to his list of class skills.

**Order Abilities:** A ronin samurai gains the following abilities as he increases in level: self reliant (2nd level), without master (8th level), and chosen destiny (15th level).

See page 21 of *Ultimate Combat* for more information.

LN Medium humanoid (human)

**Init** +5; **Senses** Perception +1

#### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+7 armor, +1 **Dex**)

**hp** 30 (3d10+9)

**Fort** +5, **Ref** +2, **Will** +2

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk katana +8 (1d8+3/18–20)

**Special Attacks** challenge (+3, 1/day)

#### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Power Attack, Weapon Focus (katana)

**Skills** Bluff +5, Diplomacy +5, Intimidate +5, Knowledge (local) +6, Sense Motive +7

**Languages** Common, Tian



**SQ** mount (horse), order abilities (self reliant), order challenge +1, resolve (2/day), ronin, weapon expertise (katana)

**Other Gear** masterwork banded mail, masterwork katana, 30 gp

**SPECIAL ABILITIES**

**Challenge (Ex)** A number of times per day as a swift action, a samurai chooses one target within sight to challenge. The samurai's melee attacks deal extra damage when made against the target of his challenge. This extra damage is equal to the samurai's level. The samurai can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

**Mount (Ex)** A samurai gains the use of a trusty and loyal steed; however, the ronin's steed does not make an appearance in this scenario.

**Order Challenge (Ex)** Whenever a ronin is the target of a challenge, a smite, a quarry, or similar effect, and he issues a challenge against that character in return, the ronin receives a +1 morale bonus on attack rolls made against the target of his challenge and a +1 dodge bonus to his AC against attacks made by the target of his challenge. These bonuses increase by +1 for every four class levels the samurai possesses (to a maximum of +5 at 20th level).

**Resolve (Ex)** A number of times per day, a samurai may use resolve in order to perform one of the following special abilities.

**Determined:** As a standard action, the samurai can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the samurai is at least 8th level, he can alternatively remove the exhausted, frightened, nauseated, or staggered condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.

**Resolute:** Whenever the samurai is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

**Unstoppable:** When the samurai is reduced to fewer than 0 hit points but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but he does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

**Self Reliant (Ex)** Whenever the ronin fails a Will saving throw against an effect with a duration greater than 1 round, he can attempt another saving throw at the end of the second round of the effect. If he makes this saving throw, it has the same effect as if he had made the original save (negating part or all of the effect). In addition, whenever a ronin is brought below 0 hit points, on his next turn he can roll

twice to stabilize, taking the better result.

**Weapon Expertise (Ex)** The ronin can draw his katana as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with a katana, he gains a +2 bonus on the confirmation roll. Finally, his samurai levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his chosen weapon, such as Weapon Specialization.

## Subtier 3–4 (CR 4)

**RONIN**

**CR 4**

Male human samurai 5 (*Pathfinder RPG Ultimate Combat* 18)

LN Medium humanoid (human)

**Init** +5; **Senses** Perception +1

**DEFENSE**

**AC** 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

**hp** 47 (5d10+15)

**Fort** +6, **Ref** +2, **Will** +2

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk katana +11 (1d8+6/18–20)

**Special Attacks** challenge (+5, 2/day)

**STATISTICS**

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

**Base Atk** +5; **CMB** +9; **CMD** 20

**Feats** Improved Initiative, Mounted Archery, Power Attack, Weapon Focus (katana), Weapon Specialization (katana)

**Skills** Bluff +7, Diplomacy +7, Intimidate +7, Knowledge (local) +8, Sense Motive +9

**Languages** Common, Tian

**SQ** banner +2, mount (horse), order abilities (self reliant), order challenge +2, resolve (3/day), ronin, weapon expertise (katana)

**Other Gear** +1 banded mail, masterwork katana, 650 gp

**SPECIAL ABILITIES**

**Banner (Ex)** As long as the samurai's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be carried or displayed by the samurai to function.

**Challenge (Ex)** See description from Subtier 1–2.

**Mount (Ex)** See description from Subtier 1–2.

**Order Challenge (Ex)** See description from Subtier 1–2.

**Resolve (Ex)** See description from Subtier 1–2.

**Self Reliant (Ex)** See description from Subtier 1–2.

**Weapon Expertise (Ex)** See description from Subtier 1–2.

## Subtier 5–6 (CR 6)

**RONIN**

**CR 6**

Male human samurai 7 (*Pathfinder RPG Ultimate Combat* 18)

## BLOOD UNDER ABSALOM

LN Medium humanoid (human)

**Init** +5; **Senses** Perception +1

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### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+8 armor, +1 Dex, +1 dodge)

**hp** 64 (7d10+21)

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

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### OFFENSE

**Speed** 20 ft.

**Melee** +1 *katana* +13/+8 (1d8+7/18–20)

**Special Attacks** challenge (+7, 3/day)

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### STATISTICS

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

**Base Atk** +7; **CMB** +11; **CMD** 23

**Feats** Cleave, Dodge, Improved Initiative, Mounted Archery, Power Attack, Weapon Focus (*katana*), Weapon Specialization (*katana*)

**Skills** Bluff +9, Diplomacy +9, Intimidate +9, Knowledge (local) +10, Sense Motive +11

**Languages** Common, Tian

**SQ** banner +2, mount (horse), order abilities (self reliant), order challenge +2, resolve (4/day), ronin, weapon expertise (*katana*)

**Other Gear** +1 *banded mail*, +1 *katana*, 900 gp

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### SPECIAL ABILITIES

**Banner (Ex)** See description from Subtier 3–4.

**Challenge (Ex)** See description from Subtier 1–2.

**Mount (Ex)** See description from Subtier 1–2.

**Order Challenge (Ex)** See description from Subtier 1–2.

**Resolve (Ex)** See description from Subtier 1–2.

**Self Reliant (Ex)** See description from Subtier 1–2.

**Weapon Expertise (Ex)** See description from Subtier 1–2.

## Subtier 8–9 (CR 9)

### RONIN

CR 9

Male human samurai 10 (*Pathfinder RPG Ultimate Combat* 18)

LN Medium humanoid (human)

**Init** +5; **Senses** Perception +1

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### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+9 armor, +1 Dex, +1 dodge)

**hp** 89 (10d10+30)

**Fort** +9, **Ref** +4, **Will** +4

---

### OFFENSE

**Speed** 20 ft.

**Melee** +1 *katana* +17/+12 (1d8+7/18–20) or

+1 *wakizashi* +15/+10 (1d6+7/18–20)

**Special Attacks** challenge (+10, 4/day)

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### STATISTICS

**Str** 18, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +10; **CMB** +14; **CMD** 26

**Feats** Cleave, Dodge, Greater Weapon Focus (*katana*), Improved Initiative, Mounted Archery, Power Attack, Weapon Focus (*katana*), Weapon Specialization (*katana*)

**Skills** Bluff +12, Diplomacy +12, Intimidate +12, Knowledge (local) +13, Sense Motive +14

**Languages** Common, Tian

**SQ** banner +3, greater resolve, mount (horse), order abilities (self reliant, without master), order challenge +3, resolve (5/day), ronin, weapon expertise (*katana*)

**Other Gear** +2 *banded mail*, +1 *katana*, +1 *wakizashi*, 965 gp

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### SPECIAL ABILITIES

**Banner (Ex)** See description from Subtier 3–4.

**Challenge (Ex)** See description from Subtier 1–2.

**Greater Resolve (Ex)** After a critical hit is confirmed against him, a samurai can spend one use of his resolve as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do not trigger when the samurai uses this ability.

**Mount (Ex)** See description from Subtier 1–2.

**Order Challenge (Ex)** See description from Subtier 1–2.

**Resolve (Ex)** See description from Subtier 1–2.

**Self Reliant (Ex)** See description from Subtier 1–2.

**Weapon Expertise (Ex)** See description from Subtier 1–2.

**Without Master (Ex)** The ronin can call upon his immense willpower as an immediate action, and can use it in one of three ways. He can use his willpower whenever an attack would reduce him to fewer than 0 hit points but wouldn't kill him, to instead be at 1 hit point and conscious. He can use his willpower after making an attack roll to confirm a critical hit in order to reroll the confirmation roll. Finally, he can use his willpower to take 10 on a skill check during combat, even if the situation or the skill would not normally allow him to take 10. A ronin can use this ability once during a combat.

## Subtier 10–11 (CR 11)

### RONIN

CR 11

Male human samurai 12 (*Pathfinder RPG Ultimate Combat* 18)

LN Medium humanoid (human)

**Init** +5; **Senses** Perception +1

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### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+9 armor, +1 Dex, +1 dodge)

**hp** 118 (12d10+48)

**Fort** +11, **Ref** +5, **Will** +5

---

### OFFENSE

**Speed** 20 ft.

**Melee** +2 *katana* +20/+15/+10 (1d8+8/15–20) or

+1 *wakizashi* +17/+12/+7 (1d6+7/18–20)

**Special Attacks** challenge (+12, 4/day)

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### STATISTICS

**Str** 18, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +12; **CMB** +16; **CMD** 28

**Feats** Cleave, Dodge, Greater Weapon Focus (*katana*), Improved Critical (*katana*), Improved Initiative, Mounted Archery, Power Attack, Vital Strike, Weapon Focus (*katana*),

Weapon Specialization (katana)  
**Skills** Bluff +14, Diplomacy +14, Intimidate +14, Knowledge (local) +15, Sense Motive +16  
**Languages** Common, Tian  
**SQ** banner +3, demanding challenge, greater resolve, honorable stand 1/day, mount (horse), order abilities (self reliant, without master), order challenge +4, resolve (6/day), ronin, weapon expertise (katana)  
**Other Gear** +2 banded mail, +2 katana, +1 wakizashi, bracers of armor +1, 265 gp

**SPECIAL ABILITIES**

- Banner (Ex)** See description from Subtier 3–4.  
**Challenge (Ex)** See description from Subtier 1–2.  
**Demanding Challenge (Ex)** As long as the target of a samurai’s challenge is within the threatened area of the samurai, it takes a –2 penalty to its AC on attacks made by anyone other than the samurai.  
**Greater Resolve (Ex)** See description from Subtier 8–9.  
**Honorable Stand (Ex)** Once per day as a swift action, a samurai can make an honorable stand to continue battling the target of his challenge. While making an honorable stand, the samurai is immune to the shaken, frightened, and panicked conditions. He does not fall unconscious while his hit point total is below 0. Finally, whenever a samurai making an honorable stand must make a saving throw, he can spend one daily use of his resolve to reroll the saving throw after the first roll is made. He must take the result of the second roll, even if it is worse. If a samurai making an honorable stand ever retreats from battle against his challenged foe, he loses the ability to make a challenge for 24 hours.  
**Mount (Ex)** See description from Subtier 1–2.  
**Resolve (Ex)** See description from Subtier 1–2.  
**Self Reliant (Ex)** See description from Subtier 1–2.  
**Weapon Expertise (Ex)** See description from Subtier 1–2.  
**Without Master (Ex)** See description from Subtier 8–9.

**Development:** If the ronin is arrested and taken into custody, Aspis Consortium members witnessing the ronin’s impressive blade work bail him out later that night and adopt him into their organization. Feeling indebted to the Consortium for their aid, he accepts.

## ACT 4: MURDEROUS INTENTIONS (CR VARIES BY SUBTIER)

In this act, the PCs’ Aspis Consortium rivals send a troupe of foreign assassins to slay them. The Consortium targets the PCs both as a threat to their own objectives and out of vengeance for whatever damage the PCs inflicted on them in Act 3. The stealthy assassins break into their room and set up an ambush, hoping to catch the PCs unaware.

## TABLE GMS, YOU HAVE 25 MINUTES TO RUN THIS ENCOUNTER.

How the PCs wish to rest and recuperate from the day’s challenges are up to them, and **Table GMs** should find a flavorful way to have the assassins attack the Pathfinders. Nonchalantly ask the players what they want to do or where they want to stay for the night, and improvise the assassins jumping them. They could disguise themselves as inn servants coming to turn down the bed, hide in a closet or under a bed, or even hide under the suds in a bath waiting for a PC to enter and relax. Some PCs may get a false sense of security if there seems to be no immediate threat and divide themselves for the night. Be prepared to run this encounter a number of different ways depending on the PCs’ choices.

**Creatures:** When the PCs are at their most vulnerable, the Qadiran assassins strike. After the PCs defeat the assassins, they should feel free to search the assassins’ bodies for clues, heal up, recuperate, or otherwise prepare for the next event before the conclusion of the act.

### Subtier 1–2 (CR 2)

<b>QADIRAN ASSASSINS (3)</b>	<b>CR 1/2</b>
Human rogue (poisoner) 1 ( <i>Pathfinder RPG Advanced Player’s Guide</i> 134)	
LE Medium humanoid (human)	
<b>Init</b> +3; <b>Senses</b> Perception +5	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)	
<b>hp</b> 9 each (1d8+1)	
<b>Fort</b> +0, <b>Ref</b> +5, <b>Will</b> +1	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> short sword +3 (1d6+2/19–20 plus poison)	
<b>Ranged</b> dart +4 (1d4+2 plus poison)	
<b>Special Attacks</b> sneak attack +1d6	
<b>TACTICS</b>	
<b>Before Combat</b> The assassins stealthily approach behind opponents, attempting to poison them with darts before entering melee.	
<b>During Combat</b> The assassins attempts to maneuver into flanking positions, using Acrobatics checks to navigate around the furniture.	
<b>Morale</b> If an assassin’s allies fall, the assassin attempts to flee. If caught, the captured assassin attempts to kill herself before she can be forced to talk.	
<b>STATISTICS</b>	
<b>Str</b> 14, <b>Dex</b> 17, <b>Con</b> 10, <b>Int</b> 13, <b>Wis</b> 12, <b>Cha</b> 8	
<b>Base Atk</b> +0; <b>CMB</b> +2; <b>CMD</b> 15	
<b>Feats</b> Weapon Finesse, Weapon Focus (dart)	
<b>Skills</b> Acrobatics +6, Bluff +3, Climb +5, Disguise +3, Escape	



# The Inn

1 square = 5 feet



GameMastery Map Pack: Inns

Artist +6, Knowledge (local) +5, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +6

**Languages** Common, Qadiran

**SQ** poison use

**Combat Gear** bloodroot poison (3 doses); **Other Gear** studded leather, dart, short sword, 55 gp

**SPECIAL ABILITIES**

**Poison (Ex)** Bloodroot—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1 Con and 1 Wis; cure 1 save.

## Subtier 3–4 (CR 4)

**QADIRAN ASSASSINS (3)**

**CR 1**

Human rogue (poisoner) 2 (*Pathfinder RPG Advanced Player's*)

Guide 134)

LE Medium humanoid (human)

**Init** +3; **Senses** Perception +6

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**DEFENSE**

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 14 each (2d8+2)

**Fort** +0, **Ref** +6, **Will** +1

**Defensive Abilities** evasion

---

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk short sword +5 (1d6+2/19–20 plus poison)

**Ranged** dart +5 (1d4+2 plus poison)

**Special Attacks** sneak attack +1d6

---

**TACTICS**

**Before Combat** The assassins stealthily approach behind opponents, attempting to poison them with darts before entering melee.

**During Combat** The assassins attempts to maneuver into flanking positions, using Acrobatics checks to navigate around the furniture.

**Morale** If an assassin's allies fall, the assassin attempts to flee. If caught, the captured assassin attempts to kill herself before she can be forced to talk.

---

**STATISTICS**

**Str** 14, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 8

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

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

**Skills** Acrobatics +7, Bluff +4, Climb +6, Disguise +4, Escape Artist +7, Knowledge (local) +6, Perception +6, Sense Motive +6, Sleight of Hand +8, Stealth +7

**Languages** Common, Qadiran

**SQ** poison use, rogue talents (surprise attack)

**Combat Gear** bloodroot poison (3 doses); **Other Gear** studded leather, dart, masterwork short sword, 145 gp

---

**SPECIAL ABILITIES**

**Poison (Ex)** Bloodroot—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1 Con and 1 Wis; *cure* 1 save.

## Subtier 5–6 (CR 6)

### QADIRAN ASSASSINS (3) CR 3

Human rogue (poisoner) 4 (*Pathfinder RPG Advanced Player's Guide* 134)

LE Medium humanoid (human)

**Init** +4; **Senses** Perception +8

---

**DEFENSE**

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

**hp** 25 each (4d8+4)

**Fort** +1, **Ref** +8, **Will** +2

**Defensive Abilities** evasion, uncanny dodge

---

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk short sword +8 (1d6+2/19–20 plus lasting poison)

**Ranged** dart +8 (1d4+2 plus poison)

**Special Attacks** sneak attack +2d6

---

**TACTICS**

**Before Combat** The assassins stealthily approach behind opponents, attempting to poison them with darts before entering melee.

**During Combat** The assassins attempts to maneuver into flanking positions, using Acrobatics checks to navigate around the furniture.

**Morale** If an assassin's allies fall and she drops to fewer than 7 hit points, the assassin attempts to flee. If caught, the captured assassin attempts to kill herself before she can be forced to talk.

---

**STATISTICS**

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

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Agile Maneuvers, Weapon Finesse, Weapon Focus (dart)

**Skills** Acrobatics +11, Bluff +6, Climb +9, Disguise +6, Escape Artist +11, Knowledge (local) +8, Perception +8, Sense Motive +8, Sleight of Hand +11, Stealth +11

**Languages** Common, Qadiran

**SQ** master poisoner, poison use, rogue talents (surprise attack, lasting poison)

**Combat Gear** Large scorpion poison (3 doses); **Other Gear** +1 studded leather, dart, masterwork short sword, 315 gp

---

**SPECIAL ABILITIES**

**Lasting Poison (Ex)** A rogue with this talent can apply poison to a weapon in such a way that it is effective for two successful attacks instead of one. The poison has a reduced effect, however, and saves made against the poison receive a +2 circumstance bonus. Applying poison in this way requires a full-round action, or a standard action if the rogue has the swift poison talent.

**Master Poisoner (Ex)** A poisoner can use Craft (alchemy) to change the type of a poison. Doing so requires 1 hour of work with an alchemist's lab and a Craft (alchemy) skill check with a DC equal to the poison's DC. If successful, the poison's type changes to contact, ingested, inhaled, or injury. If the check fails, the poison is ruined. The poisoner also receives a bonus on Craft (alchemy) skill checks when working with poison equal to 1/2 her rogue level. This ability replaces trap sense.

**Poison (Ex)** Large scorpion poison—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

## Subtier 8–9 (CR 9)

### QADIRAN ASSASSINS (3) CR 6

Human rogue (poisoner) 7 (*Pathfinder RPG Advanced Player's Guide* 134)

LE Medium humanoid (human)

**Init** +4; **Senses** Perception +11

---

**DEFENSE**

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)



hp 42 each (7d8+7)

Fort +3, Ref +10, Will +4

Defensive Abilities evasion, uncanny dodge

---

OFFENSE

Speed 30 ft.

Melee +1 short sword +11 (1d6+3/19–20 plus lasting poison)

Ranged dart +10 (1d4+2 plus poison)

Special Attacks sneak attack +4d6

---

TACTICS

**Before Combat** The assassins have quaffed *potions of invisibility*, and stealthily approach opponents from behind, attempting to poison them with darts before entering melee.

**During Combat** The assassins attempts to maneuver into flanking positions, using Acrobatics checks to navigate around the furniture.

**Morale** If an assassin's allies fall and she is dropped to fewer than 7 hit points, the assassin attempts to flee. If caught, the captured assassin attempts to kill herself before she can be forced to talk.

---

STATISTICS

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

Base Atk +5; CMB +9; CMD 21

Feats Agile Maneuvers, Combat Reflexes, Weapon Finesse, Weapon Focus (dart), Weapon Focus (short sword)

Skills Acrobatics +14, Bluff +9, Climb +12, Disguise +9, Escape Artist +14, Knowledge (local) +11, Perception +11, Sense Motive +11, Sleight of Hand +14, Stealth +14

Languages Common, Qadiran

SQ master poisoner, poison use, rogue talents (surprise attack, lasting poison, swift poison)

Combat Gear *potions of invisibility* (2), Large scorpion poison (3 doses); Other Gear +1 studded leather, +1 short sword, dart, *cloak of resistance* +1, 315 gp

---

SPECIAL ABILITIES

**Lasting Poison (Ex)** See description from Subtier 5–6.

**Master Poisoner (Ex)** See description from Subtier 5–6.

**Poison (Ex)** Large scorpion poison—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

**Swift Poison (Ex)** A rogue with this talent can apply poison to a weapon as a move action, instead of a standard action.

## Subtier 10–11 (CR 11)

### QADIRAN ASSASSINS (3) CR 8

Human rogue (poisoner) 9 (*Pathfinder RPG Advanced Player's Guide* 134)

LE Medium humanoid (human)

Init +4; Senses Perception +13

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DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)

hp 53 each (9d8+9)

Fort +4, Ref +11, Will +5

Defensive Abilities evasion, improved uncanny dodge

---

OFFENSE

Speed 30 ft.

Melee +1 short sword +12/+7 (1d6+3/19–20 plus lasting poison)

Ranged dart +11/+6 (1d4+2 plus poison)

Special Attacks sneak attack +5d6, poison

---

TACTICS

**Before Combat** The assassins have quaffed *potions of invisibility*, and stealthily approach opponents from behind, attempting to poison them with darts before entering melee.

**During Combat** The assassins attempt to maneuver into flanking positions, using Acrobatics checks to navigate around the furniture.

**Morale** If an assassin's allies fall and she is dropped to fewer than 12 hit points, the assassin attempts to flee. If caught, the captured assassin attempts to kill herself before she can be forced to talk.

---

STATISTICS

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

Base Atk +6; CMB +10; CMD 23

Feats Agile Maneuvers, Combat Reflexes, Stealthy, Weapon Finesse, Weapon Focus (dart), Weapon Focus (short sword)

Skills Acrobatics +16, Bluff +11, Climb +14, Craft (alchemy) +14, Disguise +11, Escape Artist +18, Knowledge (local) +14, Perception +13, Sense Motive +13, Sleight of Hand +16, Stealth +18

Languages Common, Qadiran

SQ master poisoner, poison use, rogue talents (surprise attack, lasting poison, swift poison, distracting attack)

Combat Gear *potions of invisibility* (2), purple worm poison (3 doses); Other Gear +1 studded leather, +1 short sword, dart, *cloak of resistance* +1, *ring of protection* +1, 865 gp

---

SPECIAL ABILITIES

**Lasting Poison (Ex)** See description from Subtier 5–6.

**Master Poisoner (Ex)** See description from Subtier 5–6.

**Poison (Ex)** Purple worm poison—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.

**Swift Poison (Ex)** See description from Subtier 8–9.

After 25 minutes, the Overseer GM should signal to the Table GMs to bring the encounter to a close.

## TABLE GMs, YOU HAVE 5 MINUTES TO BRING THE ENCOUNTER TO A CLOSE BEFORE THE START OF ACT 5.

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There is a loud banging at the door! Moments later the door flies open revealing a dozen armed tengu behind it. They quickly storm into the room, blades drawn.

---

Arriving at the room to provide details of the next event, the PCs' tengu liaison heard the sound of combat within the room and quickly summoned reinforcements. Upon their arrival, the tengu rush the doorway. If any assassins remain, the tengu corner them, forcing them



to break from combat and attempt to flee before they can be caught. Allow the PCs a final round of combat before the assassins flee. If the PCs have defeated the assassins, the tengu look bewildered; the liaison steps forward and apologizes for the disturbance, stating she heard sound of combat and ran for reinforcements.

**Development:** If PCs positively identify any of the would-be assassins as associates of rival contestants, the fingered individuals are disqualified. A DC 18 Perception check to search the bodies turns up a small brass coin hidden in the folds of one of the assassins robes. The coin's face is marked with a coiled asp and its tail carved with the letters P.O.D. The presence of the coin implies that at least one member of the Aspis Consortium had a contract with the assassins. If the PCs thus identify the Aspis Consortium as the party behind their attempted assassination, they gain a +1 morale bonus against all Aspis agents or allies of the Consortium until the end of the event.



**TABLE GMS: STOP!**

## ACT 5: SEMI-FINALS (CR VARIES BY SUBTIER)



**OVERSEER GM**

The first rays of light creep into the inn's window, accompanied by a loud knocking at the door. Someone in the hall screeches, "The sun is up! Time to gather your tickets and head to The Opera!"

### TABLE GMS, YOU HAVE 3 MINUTES TO GET YOUR PLAYERS READY FOR THE NEXT EVENT!

At this time **Table GMs** should aid PCs with any preparations. After 3 minutes pass, the **Overseer GM** resumes control of the House by reading the following passage:

Arriving at the opera, you are greeted by a trio of actors dressed in the garb and makeup of a traditional opera from Lung Wa. They seat you in the first few rows. Looking around you see a few others also in attendance. Strangely, there are no sets and the unlit stage is empty except for three plain wooden chairs. Then Kiang Zhen strides onto the stage and addresses the audience.

"Today I am treating myself to a display of opera, which all of you shall perform for me! Backstage, you shall find traditional costumes that will determine the roles you will portray. You may choose these roles yourself, but be forewarned—you must act within the limits of your role. Your objective is to perform an epic combat against a rival group. However, there

must be no bloodshed. Any shows of lethal force will result in your immediate disqualification from the event. The troupe able to force its opponents to yield is the victor. Now go and prepare yourselves for the evening's performance. It starts in 10 minutes!"

### TABLE GMS, YOU HAVE 40 MINUTES TO RUN THIS ENCOUNTER.

Backstage, the PCs must quickly choose one of eight different costumes. There is only one of each costume, so once a PC chooses a costume, the remaining PCs must pick something else. **Table GMs** may wish to have players quickly roll a d20 and choose their PCs' costumes in the order of the results to save time. Though the roles of the characters are gender-specific, an actor may perform a role associated with the opposite gender. The costumes are extremely elaborate, so a trio of aasimars aid the PCs in readying for their performance, helping them don their costumes and apply makeup. If two players enter a dispute over a costume, the aasimars quickly step in and choose the costumes for the argumentative individuals by flipping a coin.

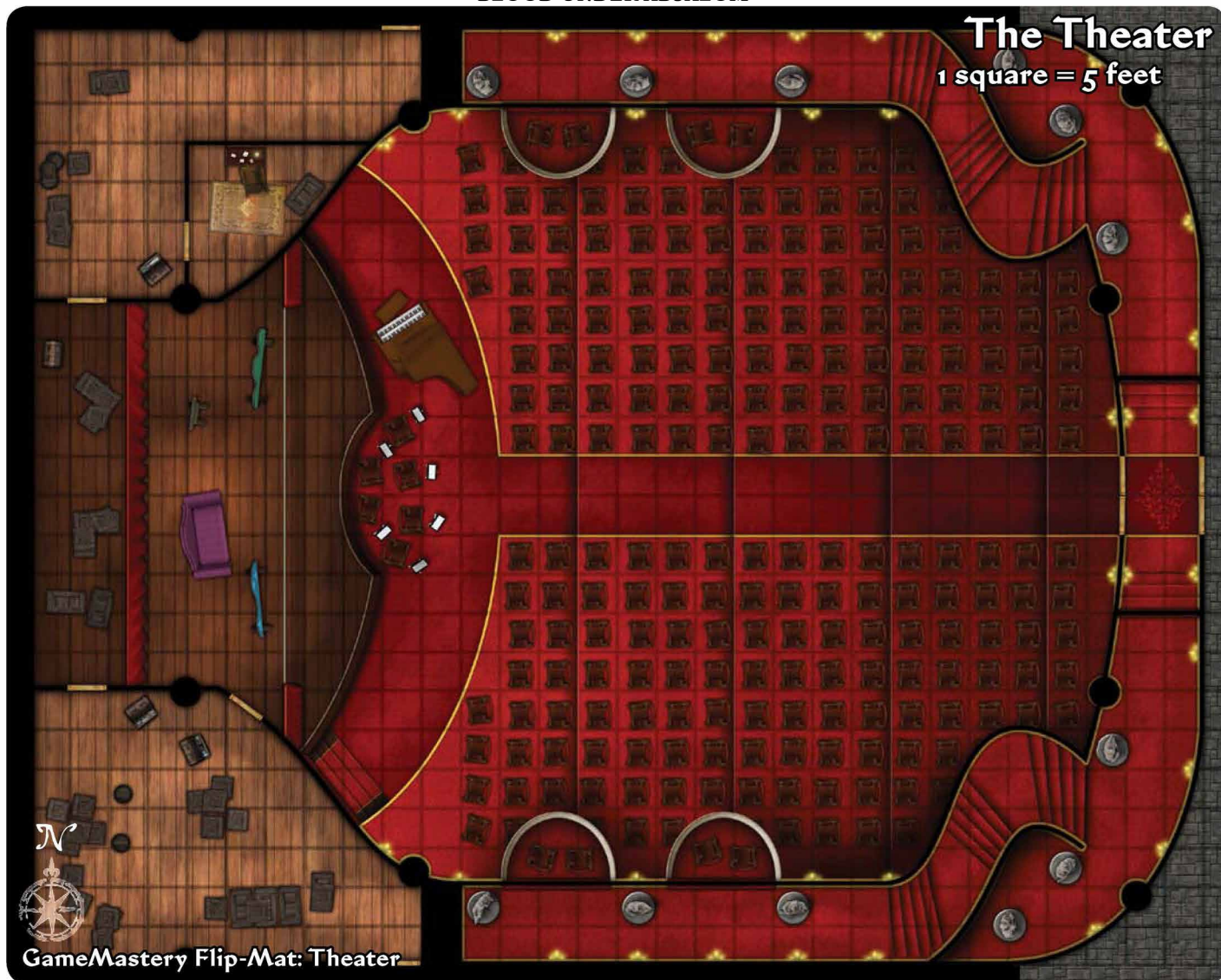
The costumes are as follows (all damage listed assumes Medium creatures; reduce by 1 size category for Small PCs):

**Leading Male (Sheng)** There are two leading male roles for the performance, the General and the Monkey King. The General wears a long beard and fights with a wooden sword (1d8 nonlethal) and armor (treat as splint mail). The Monkey King wears an elaborate monkey mask. The Monkey King is portrayed as an acrobat and trickster and is permitted to cast spells.

**Leading Females (Dan)** There are two leading female roles, the Warrior Woman and the Wizeden Crone. The Warrior Woman wears full armor (treat as splint mail) and peacock feathers, and fights with a dulled, bladed polearm (1d8 nonlethal). The Wizeden Crone wears long robes and walks with a cane. She is permitted to cast spells.

**Painted Faces (Jing)** The Jing role represents a strong and forceful male. The two choices for this performance are the Noble Warrior and the Cruel Bandit. Noble Warrior wears red face paint and full armor (treat as splint mail), and wields a large club (1d10 nonlethal). The Cruel Bandit wears blue face paint and wields a long wooden knife (1d4 nonlethal), specially balanced to allow a capable individual to make nonlethal sneak attacks with it.

**Clowns (Chou)** These humorous characters are allowed to speak with the audience in order to make jokes at their opponents' expense. Chou are also permitted to cast spells. Male Chou identify their characters by painting



wide white circles around their eyes. Female Chou paint their faces red with black circles about the eyes. Clown costumes do not include weapons; however, Chou can carry and wield a broom or stick (treat as an improvised weapon dealing 1d6 nonlethal damage), claiming it to be whatever weapon they desire for the sake of performance and comedic value.

**Creatures:** As Kiang Zhen appreciates irony, she pits the PCs against the Aspis Consortium's team. If the PCs failed to befriend the ronin from the interlude encounter, he now accompanies the Consortium team. If instead the PCs befriended the ronin, the Consortium is accompanied by a new fighter, who uses the original fighter's stat block.

If the ronin is on the Aspis Consortium team, he chooses The General; otherwise, the Aspis fighter portrays the Warrior Woman. The Aspis summoner portrays the Monkey King, the Aspis rogue portrays the

cruel bandit, and the Aspis cleric portrays the clown. (The PCs can still choose any of these costumes.)

## Running the Performance

The performance should be run as a standard combat, though PCs are forbidden from using lethal damage. All the costume weapons are designed to deal nonlethal damage and thus do not impart the normal penalties for using a lethal weapon to deal nonlethal damage. If an attack deals lethal damage, the combat automatically ends and the offending group forfeit the match.

A team wins by dealing more nonlethal damage to each member of the opposing team than those characters possess, until all opponents are staggered or unconscious.

The sparsely set stage contains only a four chairs, a stick, a broom, and a small table. PCs and opponents playing roles allowed to cast spells may augment these props with illusions or conjuration magic, so long as none of the spells deal lethal damage to the opposing team.



## Subtier 1–2 (CR 3 or CR 4)

### ASPIS CLERIC (AS THE WHITE-EYED CLOWN) CR 1/2

hp 10 (use the Aspis Cleric statistics on page 16)

#### DEFENSE

AC 10, touch 10, flat-footed 10

#### OFFENSE

Melee broom –1 (1d6+3 nonlethal)

#### STATISTICS

Gear broom

### ASPIS FIGHTER (AS THE WARRIOR WOMAN) CR 1/2

hp 13 (use the Aspis Fighter statistics on page 16)

#### DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor+1 Dex)

#### OFFENSE

Melee wooden polearm +4 (1d8+4 nonlethal)

#### STATISTICS

Gear costume armor, wooden polearm

### RONIN (AS THE GENERAL) CR 2

hp 30 (use the Ronin statistics on page 25)

#### DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

#### OFFENSE

Melee wooden sword +6 (1d8+3 nonlethal)

#### STATISTICS

Gear costume armor, wooden sword

### ASPIS ROGUE (AS THE CRUEL BANDIT) CR 1/2

hp 9 (use the Aspis Rogue statistics on page 16)

#### DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

#### OFFENSE

Melee long wooden knife +3 (1d4 nonlethal)

Special Attacks sneak attack +1d6 nonlethal

#### STATISTICS

Gear long wooden knife

### ASPIS SORCERER (AS THE MONKEY KING) CR 1/2

hp 9 (use the Aspis Sorcerer statistics on page 17)

#### DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

#### OFFENSE

Melee unarmed strike –1 (1d3–1)

#### STATISTICS

Gear monkey mask

## Subtier 3–4 (CR 5 or CR 6)

### ASPIS CLERIC (AS THE WHITE-EYED CLOWN) CR 1

hp 16 (use the Aspis Cleric statistics on page 17)

#### DEFENSE

AC 10, touch 10, flat-footed 10

#### OFFENSE

Melee broom +0 (1d6+3 nonlethal)

#### STATISTICS

Gear broom

### ASPIS FIGHTER (AS THE WARRIOR WOMAN) CR 1

hp 21 (use the Aspis Fighter statistics on page 17)

#### DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor +1 Dex)

#### OFFENSE

Melee wooden polearm +5 (1d8+4 nonlethal)

#### STATISTICS

Gear costume armor, wooden polearm

### RONIN (AS THE GENERAL) CR 4

hp 47 (use the Ronin statistics on page 26)

#### DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

#### OFFENSE

Melee wooden sword +9 (1d8+4 nonlethal)

#### STATISTICS

Gear costume armor, wooden sword

### ASPIS ROGUE (AS THE CRUEL BANDIT) CR 1

hp 15 (use the Aspis Rogue statistics on page 18)

#### DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

#### OFFENSE

Melee long wooden knife +4 (1d4 nonlethal)

Special Attacks sneak attack +1d6 nonlethal

#### STATISTICS

Gear long wooden knife

### ASPIS SORCERER (AS THE MONKEY KING) CR 1

hp 15 (use the Aspis Sorcerer statistics on page 18)

#### DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

#### OFFENSE

Melee unarmed strike +0 (1d3–1)

#### STATISTICS

Gear monkey mask

## Subtier 5–6 (CR 7 or CR 8)

### ASPIS CLERIC (AS THE WHITE-EYED CLOWN) CR 3

hp 29 (use the Aspis Cleric statistics on page 18)

#### DEFENSE

AC 10, touch 10, flat-footed 10

#### OFFENSE

Melee broom +2 (1d6+3 nonlethal)

#### STATISTICS



Gear broom

**ASPIS FIGHTER (AS THE WARRIOR WOMAN) CR 3**

hp 38 (use the Aspis Fighter statistics on page 19)

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

OFFENSE

Melee wooden polearm +8 (1d8+6 nonlethal)

STATISTICS

Gear costume armor, wooden polearm

**RONIN (AS THE GENERAL) CR 6**

hp 64 (use the Ronin statistics on page 27)

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

OFFENSE

Melee wooden sword +11/+6 (1d8+4 nonlethal)

STATISTICS

Gear costume armor, wooden sword

**ASPIS ROGUE (AS THE CRUEL BANDIT) CR 3**

hp 27 (use the Aspis Rogue statistics on page 19)

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

OFFENSE

Melee long wooden knife +7 (1d4 nonlethal)

Special Attacks sneak attack +2d6 nonlethal

STATISTICS

Gear long wooden knife

**ASPIS SORCERER (AS THE MONKEY KING) CR 3**

hp 28 (use the Aspis Sorcerer statistics on page 20)

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

OFFENSE

Melee unarmed strike +1 (1d3-1)

STATISTICS

Gear monkey mask

**Subtier 8–9 (CR 10 or CR 11)**

**ASPIS CLERIC (AS THE WHITE-EYED CLOWN) CR 6**

hp 46 (use the Aspis Cleric statistics on page 20)

DEFENSE

AC 10, touch 10, flat-footed 10

OFFENSE

Melee broom +4 (1d6+3 nonlethal)

STATISTICS

Gear broom

**ASPIS FIGHTER (AS THE WARRIOR WOMAN) CR 6**

hp 64 (use the Aspis Fighter statistics on page 21)

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

OFFENSE

Melee wooden polearm +11/+6 (1d8+6 nonlethal)

STATISTICS

Gear costume armor, wooden polearm

**RONIN (AS THE GENERAL) CR 9**

hp 89 (use the Ronin statistics on page 27)

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

OFFENSE

Melee wooden sword +14/+9 (1d8+4 nonlethal)

STATISTICS

Gear costume armor, wooden sword

**ASPIS ROGUE (AS THE CRUEL BANDIT) CR 6**

hp 46 (use the Aspis Rogue statistics on page 21)

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

OFFENSE

Melee long wooden knife +9 (1d4 nonlethal)

Special Attacks sneak attack +4d6 nonlethal

STATISTICS

Gear long wooden knife

**ASPIS SORCERER (AS THE MONKEY KING) CR 6**

hp 55 (use the Aspis Sorcerer statistics on page 21)

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

OFFENSE

Melee unarmed strike +2 (1d3-1)

STATISTICS

Gear monkey mask

**Subtier 10–11 (CR 12 or CR 13)**

**ASPIS CLERIC (AS THE WHITE-EYED CLOWN) CR 8**

hp 66 (use the Aspis Cleric statistics on page 22)

DEFENSE

AC 10, touch 10, flat-footed 10

OFFENSE

Melee broom +5/+0 (1d6+3 nonlethal)

STATISTICS

Gear broom

**ASPIS FIGHTER (AS THE WARRIOR WOMAN) CR 8**

hp 81 (use the Aspis Fighter statistics on page 22)

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

OFFENSE

Melee wooden polearm +13/+8 (1d8+6 nonlethal)

STATISTICS

Gear costume armor, wooden polearm

**RONIN (AS THE GENERAL)**

CR 11

hp 118 (use the Ronin statistics on page 27)

**DEFENSE**

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

**OFFENSE**

**Melee** wooden sword +16/+11/+6 (1d8+4 nonlethal)

**STATISTICS**

**Gear** costume armor, wooden sword

**ASPIS ROGUE (AS THE CRUEL BANDIT)**

CR 8

hp 58 (use the Aspis Rogue statistics on page 23)

**DEFENSE**

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

**OFFENSE**

**Melee** long wooden knife +10/+5 (1d4 nonlethal)

**Special Attacks** sneak attack +5d6 nonlethal

**STATISTICS**

**Gear** long wooden knife

**ASPIS SORCERER (AS THE MONKEY KING)**

CR 8

hp 70 (use the Aspis Sorcerer statistics on page 23)

**DEFENSE**

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

**OFFENSE**

**Melee** unarmed strike +3 (1d3-1)

**STATISTICS**

**Gear** monkey mask

After 40 minutes, the Overseer GM yells “Curtain!”

**TABLE GMS, YOU HAVE 5 MINUTES TO WRAP THINGS UP!**

If the PCs haven’t completed the combat by this point, Kiang Zhen ends the match, deciding the winner by coin toss, stating, “Unless you can end a battle decisively, the winds of chance may ever shift against you.” If PCs lose the performance (whether by being knocked unconscious, using lethal damage, or losing the coin toss), Kiang Zhen places a mark of shame on all the PCs, which weighs heavy on their hearts. They are not disqualified from the competition, but those so marked take a –2 penalty on initiative checks for the remainder of the event. When she finishes her critique, she sends the PCs backstage, where they are greeted by their tengu liaison.

“Time for your costume change,” she caws as she hands over a stack of black funerary robes.

“Once you get suited up, throw these over your clothes; you’ll need them to enter the next event. Then head to the Petal District. You’ll know the way once you get there.”

**TABLE GMS: STOP!**

**ACT 6: THE MAUSOLEUM RUN**

The emissary has set the final competition to be held in a forgotten mausoleum in the Petal District. The unused mausoleum was commissioned a century earlier by a wealthy merchant who wound up selling off his holdings in Absalom and moving elsewhere.

**Mausoleum Entrance**

**OVERSEER GM**

A crowd of black-robed mourners gathers in a small, grassy square near the edge of the cemetery. The assembly forms a procession, which winds through the cemetery to one of the oldest and most opulent plots. There, the entrances to an entire row of aging marble mausoleums stand open. Before each rests a coffin. The procession stops, and a woman in the robes of a Pharasmin cleric steps forward.

She approaches the various groups of mourners and, speaking in a solemn tone, requests each of them to hoist a casket and carry it into one of the mausoleums. Then she adds the following instructions:

“This next competition is the final one of the qualifier. The Emissary lies somewhere in the catacombs below. All you must do now is seek him out and touch his robes. Good luck.”

Then the woman nods and leaves, without further explanation.

**TABLE GMS, YOU HAVE 45 MINUTES TO RUN THE NEXT SECTION!**

To enter the final round, the PCs must act as pallbearers and carry a 250 pound casket into the specified mausoleums and down a flight of stairs to where they meet their next contact.

**M1. The Judge (CR Varies by Subtier)**

The stairs empty into a long hall of cool gray stone. On both sides of the smooth, polished walls open deep, narrow arches that recede into straight, dark hallways. A gold-skinned humanoid sits in a trancelike state in the middle of the room like a great silent statue. Across his lap is a massive spiked club. Behind the creature, on the far side of the hall, a small brass gong hangs still upon a lacquered wooden frame. Beside the gong rests a large mallet, its beater wrapped in cloth.

**Creature:** The gold-skinned, horned, and fanged kuwa oni is Judge Heng. The emissary charged Judge Heng with guarding the entrance to the final competition.

Just like with Kiang Zhen, Judge Heng's cooperation in the tournament is mandated by celestial order, and he cannot deviate from the charge given him. That said, he welcomes the opportunity to cause the PCs pain in the process, relishing the thoughts of their blood covering his menacing spiked club. Shortly after the PCs enter, he opens his eyes and speaks, following the script dictated by the tournament.

"Greetings, esteemed competitors. Allow me to introduce myself. I am called Heng—the Sifu's Judge. Within this room you see eight arches; however, only one leads to the final competition. While I can show you the correct path, you must first prove yourselves worthy before I reveal the answer."

The oni nods and without warning, all eight entrances erupt into impassible whirlwinds of lashing sword shards and colored smoke. Calmly, he continues.

"Beyond me hangs a small gong. In order to pass freely, you must properly sound the gong using the nearby mallet. While this task sounds easy, I assure you it is not, for it must be struck perfectly in order to get it to sound. Hit it too softly and it will fail to echo, too hard and it will crack. Furthermore, I shall do my best to prevent anyone from sounding it."

The judge bows, his heavy gaze relentless. Then slowly his body coils into a combat stance as he signals the start of the fight with a simple nod.

## Subtier 1–2 (CR 4)

### JUDGE HENG CR 4

Male kuwa oni

hp 42 (use the kuwa oni stats on page 13)

#### TACTICS

**During Combat** Judge Heng's primary task is to guard the gong and then alcove **c**, and he attempts to keep himself between the PCs and their goal at all costs. Should Judge Heng knock an opponent unconscious, on his next turn he picks up the fallen creature and then throws it into the nearest alcove (other than alcove **c**). The creature disappears into the illusionary wall of blades, triggering the trap within, which imprisons it.

**Moral** Once reduced to 8 hit points, the judge surrenders, conceding to the PCs as his victor.

## Subtier 3–4 (CR 6)

### JUDGE HENG CR 6

Male kuwa oni fighter 2 (*Pathfinder RPG Bestiary* 3 208)

LE Medium outsider (oni, human, native, shapechanger)

Init +5; Senses darkvision 60 ft.; Perception +11

#### DEFENSE

AC 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge,

## THE EIGHT ALCOVES (A–H)

The blades and smoke covering the entrances are merely triggered *silent images*. A creature can safely pass through the illusionary blades, though (with the exception of alcove **c**) doing so triggers a trap that causes a *wall of iron* to spring up, imprisoning the creatures within the alcove. Each alcove goes 10 feet from the main chamber before ending in a solid wall, though the tunnels appear to go on out of sight, thanks to persistent illusions meant to mislead anyone looking into the tunnels.

### IRON WALL TRAP CR 6

Type magic; Perception DC 31; Disable DC 31

#### EFFECTS

Trigger location; Reset none

Effect spell effect (*wall of iron* [hardness 10, hp 60, Break DC 29]; imprisons any individuals within alcove.

+1 natural)

hp 68 (7d10+30); regeneration 5 (fire or acid)

Fort +11, Ref +6, Will +7; +1 vs. fear,

Defensive Abilities bravery +1; SR 15

#### OFFENSE

Speed 35 ft.

Melee mwk greatclub +14/+9 (1d10+9) or

2 claws +13 (1d6+6)

Ranged mwk composite longbow +13/+8 (1d8+6/x3)

Spell-Like Abilities (CL 4th; concentration +7)

At will—*invisibility*

3/day—*darkness*, *fly*

1/day—*charm person* (DC 14), *deep slumber* (DC 16)

#### TACTICS

**During Combat** Judge Heng's primary task is to guard the gong and then alcove **c**, and he attempts to keep himself between the PCs and their goal at all costs. Should Judge Heng knock an opponent unconscious, on his next turn he picks up the fallen creature and then throws it into the nearest alcove (other than alcove **c**). The creature disappears into the illusionary wall of blades, triggering the trap within, which imprisons it.

**Moral** Once reduced to 16 hit points, the judge surrenders, conceding to the PCs as his victors.

#### STATISTICS

Str 23, Dex 20, Con 19, Int 10, Wis 16, Cha 16

Base Atk +7; CMB +13; CMD 29

Feats Cleave, Combat Reflexes, Dodge, Power Attack, Step Up, Vital Strike

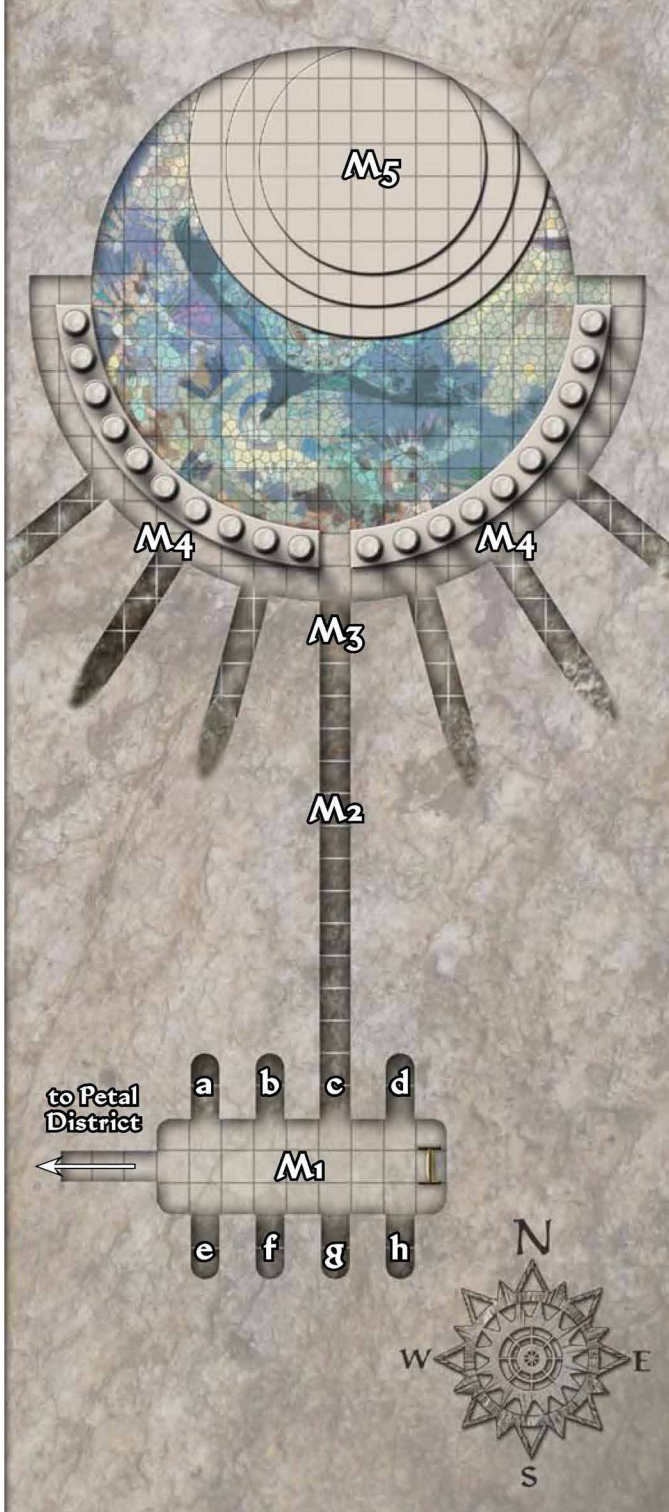
Skills Bluff +11, Disguise +5, Fly +7, Intimidate +11, Knowledge (arcana) +8, Perception +11, Sense Motive +11, Spellcraft +2, Stealth +13, Use Magic Device +11

Languages Common



# The Mausoleum

1 square = 5 feet



**SQ** change shape (Small or Medium human, *alter self*)  
**Other Gear** masterwork chain shirt, masterwork greatclub, masterwork composite longbow with 20 arrows

## Subtier 5–6 (CR 8)

### JUDGE HENG CR 8

Male kuwa oni fighter 4 (*Pathfinder RPG Bestiary* 3 208)  
 LE Medium outsider (human, native, oni, shapechanger)  
**Init** +5; **Senses** darkvision 60 ft.; Perception +12

#### DEFENSE

**AC** 22, touch 16, flat-footed 16 (+5 armor, +5 Dex, +1 dodge, +1 natural)  
**hp** 98 (9d10+49); regeneration 5 (fire or acid)  
**Fort** +12, **Ref** +7, **Will** +8; +1 vs. fear  
**Defensive Abilities** bravery +1; **SR** 15

#### OFFENSE

**Speed** 35 ft.  
**Melee** mwk greatclub +17/+12 (1d10+9)  
 or 2 claws +15 (1d6+6)  
**Ranged** mwk composite longbow +15/+10 (1d8+6/x3)  
**Spell-Like Abilities** (CL 4th; concentration +7)  
 At will—*invisibility*  
 3/day—*darkness*, *fly*  
 1/day—*charm person* (DC 14), *deep slumber* (DC 16)

#### TACTICS

**During Combat** Judge Heng's primary task is to guard the gong and then alcove c, and he attempts to keep himself between the PCs and their goal at all costs. Should Judge Heng knock an opponent unconscious, on his next turn he picks up the fallen creature and then throws it into the nearest alcove (other than alcove c). The creature disappears into the illusionary wall of blades, triggering the trap within, which imprisons it.

**Moral** Once reduced to 25 hit points, the judge surrenders, conceding to the PCs as his victors.

#### STATISTICS

**Str** 23, **Dex** 20, **Con** 19, **Int** 10, **Wis** 16, **Cha** 17  
**Base Atk** +9; **CMB** +15; **CMD** 31  
**Feats** Cleave, Combat Reflexes, Dodge, Power Attack, Step Up, Toughness, Vital Strike, Weapon Focus (greatclub)  
**Skills** Bluff +12, Disguise +5, Fly +7, Intimidate +12, Knowledge (arcana) +8, Perception +12, Sense Motive +12, Spellcraft +2, Stealth +14, Use Magic Device +12

**Languages** Common

**SQ** armor training 1, change shape (Small or Medium human, *alter self*)

**Other Gear** +1 chain shirt, masterwork greatclub, masterwork composite longbow with 20 arrows, 445 gp

## Subtier 8–9 (CR 11)

### JUDGE HENG CR 11

Male kuwa oni fighter 7 (*Pathfinder RPG Bestiary* 3 208)  
 LE Medium outsider (oni, human, native, shapechanger)  
**Init** +5; **Senses** darkvision 60 ft.; Perception +14

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**DEFENSE**

**AC** 24, touch 16, flat-footed 18 (+7 armor, +5 Dex, +1 dodge, +1 natural)

**hp** 132 (1d10+67); regeneration 5 (fire or acid)

**Fort** +13, **Ref** +8, **Will** +9; +2 vs. fear

**Defensive Abilities** bravery +2; **SR** 15

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**OFFENSE**

**Speed** 35 ft.

**Melee** mwk greatclub +21/+16/+11 (1d10+12) or  
 2 claws +18 (1d6+6)

**Ranged** mwk composite longbow +18/+13/+8 (1d8+6/x3)

**Special Attacks** weapon training (hammers +1)

**Spell-Like Abilities** (CL 4th; concentration +7)

At will—*invisibility*

3/day—*darkness, fly*

1/day—*charm person* (DC 14), *deep slumber* (DC 16)

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**TACTICS**

**During Combat** Judge Heng's primary task is to guard the gong and then alcove **c**, and he attempts to keep himself between the PCs and their goal at all costs. Should Judge Heng knock an opponent unconscious, on his next turn he picks up the fallen creature and then throws it into the nearest alcove (other than alcove **c**). The creature disappears into the illusionary wall of blades, triggering the trap within, which imprisons it.

**Moral** Once reduced to 35 hit points, the judge surrenders, conceding to the PCs as his victors.

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**STATISTICS**

**Str** 23, **Dex** 20, **Con** 19, **Int** 10, **Wis** 16, **Cha** 17

**Base Atk** +12; **CMB** +18; **CMD** 34

**Feats** Cleave, Combat Reflexes, Dodge, Power Attack, Stand Still, Step Up, Toughness, Vital Strike, Weapon Focus (greatclub), Weapon Specialization (greatclub)

**Skills** Bluff +14, Disguise +5, Fly +6, Intimidate +14, Knowledge (arcana) +9, Perception +14, Sense Motive +14, Spellcraft +2, Stealth +13, Use Magic Device +12

**Languages** Common

**SQ** armor training 2, change shape (Small or Medium human, *alter self*)

**Other Gear** +2 *scale mail*, masterwork greatclub, masterwork composite longbow with 20 arrows, 1,095 gp

## Subtier 10–11 (CR 13)

### JUDGE HENG

CR 13

Male kuwa oni fighter 9 (*Pathfinder RPG Bestiary* 3 208)  
 LE Medium outsider (oni, human, native, shapechanger)  
**Init** +5; **Senses** darkvision 60 ft.; Perception +14

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**DEFENSE**

**AC** 26, touch 17, flat-footed 20 (+8 armor, +1 deflection, +5 Dex,

+1 dodge, +1 natural)

**hp** 169 (14d10+93); regeneration 5 (fire or acid)

**Fort** +16, **Ref** +12, **Will** +11; +2 vs. fear,

**Defensive Abilities** bravery +2; **SR** 15

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**OFFENSE**

**Speed** 35 ft.

**Melee** mwk greatclub +24/+19/+14 (1d10+13) or  
 2 claws +21 (1d6+7)

**Ranged** mwk composite longbow +20/+15/+10 (1d8+6/x3)

**Special Attacks** weapon training (hammers +2, natural +1)

**Spell-Like Abilities** (CL 4th; concentration +7)

At will—*invisibility*

3/day—*darkness, fly*

1/day—*charm person* (DC 14), *deep slumber* (DC 16)

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**TACTICS**

**During Combat** Judge Heng's primary task is to guard the gong and then alcove **c**, and he attempts to keep himself between the PCs and their goal at all costs. Should Judge Heng knock an opponent unconscious, on his next turn he picks up the fallen creature and then throws it into the nearest alcove (other than alcove **c**). The creature disappears into the illusionary wall of blades, triggering the trap within, which imprisons it.

**Moral** Once reduced to 45 hit points, the judge surrenders, conceding to the PCs as his victors.

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**STATISTICS**

**Str** 23, **Dex** 20, **Con** 20, **Int** 10, **Wis** 16, **Cha** 17

**Base Atk** +14; **CMB** +20; **CMD** 37

**Feats** Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Lightning Reflexes, Power Attack, Stand Still, Step Up, Toughness, Vital Strike, Weapon Focus (greatclub), Weapon Specialization (greatclub)

**Skills** Bluff +15, Disguise +5, Fly –2, Intimidate +15, Knowledge (arcana) +11, Perception +14, Sense Motive +15, Spellcraft +2, Stealth +6, Use Magic Device +12

**Languages** Common

**SQ** armor training 2, change shape (Small or Medium human, *alter self*)

**Other Gear** +2 *breastplate*, masterwork greatclub, masterwork composite longbow with 20 arrows, *cloak of resistance* +1, *ring of protection* +1, 1,995 gp

**Development:** There are three ways to end this encounter.

**Ringing the Gong:** To properly sound the gong, a creature must first stand in an adjacent square. Then, as a full-round action, the creature must rub the gong with the mallet to warm it up and then softly strike it with a successful Perform (percussion) skill check. The DC for this check is 10 + the CR of the encounter for the PC's subtier. Striking the gong with anything that deals lethal damage causes it to crack. If the gong cracks, the PCs cannot sound it and must keep fighting until Judge



Heng surrenders or the time runs out (see Special, below). Once the gong is struck properly, the illusions fade from the arches and anyone behind them is freed. The gong's mallet functions as a +1 *sap*, and as a magic item, it cannot be manipulated with *mage hand*.

**Defeating Judge Heng:** If the PCs get the judge to surrender, he sounds the gong himself, causing the illusions to fade from the arches and dismissing any iron walls.

**Exiting through Alcove C:** An individual lucky enough to find the correct exit on her own can simply continue to area M2; however, Judge Heng immediately does whatever he can to block others from passing through the exit.



Judge Heng

To ensure no tables fall too far behind, the **Overseer GM** times this encounter. After 20 minutes have passed, the **Overseer GM** calls out “**Judgment has Fallen!**” At this time, those tables that have not completed the encounter fail.

Once the gong sounds, Judge Heng ceases his attacks and bows to his opponents. He congratulates the PCs, releases any captured PCs and directs them to alcove c.

If the PCs fail to sound the gong before the Overseer ends this section, Judge Heng raises his hands and calls the fight. He releases any imprisoned PCs, then marks all losers with a glyph of regret that stays ever in the forefront of their thoughts. Though not disqualified, those marked take a -2 penalty on Will saves until the end of the event. Lastly, he directs all contestants to alcove c, so they may continue.

## M2. The True Path (CR Varies by Subtier)

Approximately 100 feet down the tunnel accessed through alcove c, the passage begins to slope down ever so slightly. Allow dwarves or others with stonemasonry to make a DC 15 check to notice the change.

After 150 feet, the slope drops off dramatically. To complicate matters, the Emissary’s agents have greased the floor, making it difficult to maintain balance. The slope can be scaled with a successful DC 18 Climb check. If the climber fails, he slides down the remainder of the slope as described in the greased chute trap.

### Subtier 1–2 (CR 1/2)

**GREASED CHUTE TRAP** CR 1/2

Type mechanical; Perception DC 18; Disable Device DC 14

**EFFECTS**

**Trigger** location; **Reset** automatic

**Effect** greased chute (individuals stepping onto the greased area must succeed at a DC 17 Reflex save or fall prone and begin sliding downhill at the rate of 20 ft. per round until the victim slams into the walls in area M4, taking 1d6 points of damage.

### Subtier 3–4 (CR 2)

**GREASED CHUTE TRAP** CR 2

Type mechanical; Perception DC 21; Disable Device DC 16

**EFFECTS**

**Trigger** location; **Reset** automatic

**Effect** greased chute (individuals stepping onto the greased area must succeed at a DC 21 Reflex save or fall prone and begin sliding downhill toward area M4. The victim slides slowly at first (20 ft. per round), but speeds up each additional round by +5 ft. until it slams into the



walls in area **M4**, taking 2d6 points of damage.

### Subtier 5–6 (CR 3)

#### GREASED CHUTE TRAP CR 3

Type mechanical; Perception DC 26; Disable Device DC 18

##### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** greased chute (individuals stepping onto the greased area must succeed at a DC 23 Reflex save or fall prone and begin sliding downhill toward area **M4**. The victim slides slowly at first (20 ft. per round), but speeds up each additional round by +10 ft. until it slams into the walls in area **M4**, taking 3d6 points of damage.

### Subtier 8–9 (CR 5)

#### GREASED CHUTE TRAP CR 5

Type mechanical; Perception DC 28; Disable Device DC 21

##### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** greased chute (individuals stepping onto the greased area must succeed at a DC 26 Reflex save or fall prone and begin sliding downhill towards area **M4**. The victim slides slowly at first (20 ft. per round), but speeds up each additional round by +15 ft. until it slams into the walls in area **M4**, taking 5d6 points of damage.

### Subtier 10–11 (CR 7)

#### GREASED CHUTE TRAP CR 7

Type mechanical; Perception DC 30; Disable Device DC 24

##### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** greased chute (individuals stepping onto the greased area must succeed at a DC 30 Reflex save or fall prone and begin sliding downhill toward area **M4**. The victim slides slowly at first (20 ft. per round), but speeds up each additional round by +20 ft. until it slams into the walls in area **M4**, taking 7d6 points of damage.

## M3. Into the Light (CR Varies by Subtier)

Here a glyph in the floor marks a trigger for a magical trap that blasts anyone passing over it (either by climbing or sliding) with a colorful spray of blinding light.

### Subtier 1–2 (CR 3)

#### BLINDING LIGHT TRAP CR 3

Type magic; Perception DC 27; Disable Device DC 27

##### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** spell effect (*glitterdust*; blinded for 3 rounds and invisible creatures outlined, each round a DC 12 Will save negates); multiple targets (all targets in a 10-ft.-radius spread)

### Subtier 3–4 (CR 4)

#### BLINDING LIGHT TRAP CR 4

Type magic; Perception DC 28; Disable Device DC 28

##### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** spell effect (heightened *glitterdust*; blinded for 5 rounds and invisible creatures outlined, each round a DC 14 Will save negates); multiple targets (all targets in a 10-ft.-radius spread)

### Subtier 5–6 (CR 6)

#### BLINDING LIGHT TRAP CR 6

Type magic; Perception DC 30; Disable Device DC 30

##### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** spell effect (heightened *glitterdust*; blinded for 7 rounds and invisible creatures outlined, each round a DC 12 Will save negates); multiple targets (all targets in a 10-ft.-radius spread)

### Subtier 8–9 (CR 8)

#### BLINDING LIGHT TRAP CR 8

Type magic; Perception DC 32; Disable Device DC 32

##### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** spell effect (heightened *glitterdust*; blinded for 13 rounds and invisible creatures outlined, each round a DC 20 Will save negates); multiple targets (all targets in a 10-ft. radius spread)

### Subtier 10–11 (CR 10)

#### BLINDING LIGHT TRAP CR 10

Type magic; Perception DC 34; Disable Device DC 34

##### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** spell effect (heightened *glitterdust*; blinded for 17 rounds and invisible creatures outlined, each round a DC 28 Will save negates); multiple targets (all targets in a 10-ft. radius spread)

**Development:** The True Path empties into a curved corridor that partially encircles the room where the final encounters take place. Archways lead from the passage into area **M4**; the PCs are free to enter through whichever archway they desire. Likewise, archways along the exterior wall connect to the passages through which other groups have entered. Upon arrival, the PCs hear the

sounds and shouts of combat from other competitors who have already entered the final battle.

### M4. The Outer Crescent

The PCs (as well as their competitors) tumble into this crescent-shaped hallway through various arches that line the outer perimeter of the hall. The hallway curves around an inner chamber where the final encounters await. Every so often, another group of contestants tumble down these passages into the crescent. At the north, east, and west points of the inner wall, arched halls lead to a brightly lit central chamber. PCs who failed their save against the greased chute trap in area M2 slam into the wall dividing this section of the room from area M5, taking damage as listed in the trap description for their subtier.

### M5. The Ring of Four (CR Varies by Subtier)

Read the following text aloud when the PCs enter area M5.

Rows of smooth granite pillars line the perimeter of a huge rotunda. Between the pillars, intricate patterns of inlaid stone form the cryptic arcane symbols. Toward the rear of the chamber rises a stepped dais, its broad base inlaid with similar fonts. Atop the dais meditates a slight-built man garbed in flowing yellow robes. Barefooted, he sits with his legs folded as his calm, unblinking gaze stares serenely into space. Below him, surrounding the dais and filling the remainder of the room are gouts of fire, rolling boulders, howling blasts of wind, and rolling torrents of water that churn like a savage and chaotic elemental sea.

**Creatures:** The entire floor of the main passage swarms with elementals. These creatures attack the PCs in waves. After the PCs defeat the first wave of elementals, allow them 1 round to recuperate before the next wave of creatures hits.

When each table has defeated the first wave of elementals, the **Table GM** should send a runner to inform the **Overseer GM** of their victory while the rest of the table moves directly into combating the second wave.

### Subtier 1–2 (CR 3 and CR 3)

**WAVE 1: SMALL FIRE ELEMENTALS (2)** CR 1  
hp 11 (*Pathfinder RPG Bestiary* 124)

**WAVE 2: MEDIUM WATER ELEMENTAL** CR 3  
hp 30 (*Pathfinder RPG Bestiary* 126)

### Subtier 3–4 (CR 5 and CR 5)

**WAVE 1: MEDIUM AIR ELEMENTALS (2)** CR 3  
hp 30 (*Pathfinder RPG Bestiary* 120)

**WAVE 2: LARGE FIRE ELEMENTAL** CR 5  
hp 60 (*Pathfinder RPG Bestiary* 124)

### Subtier 5–6 (CR 7 and CR 7)

**WAVE 1: LARGE EARTH ELEMENTALS (2)** CR 5  
hp 68 (*Pathfinder RPG Bestiary* 122)

**WAVE 2: HUGE WATER ELEMENTAL** CR 7  
hp 95 (*Pathfinder RPG Bestiary* 126)

### Subtier 8–9 (CR 10 and CR 9)

**WAVE 1: HUGE AIR ELEMENTALS (3)** CR 7  
hp 95 (*Pathfinder RPG Bestiary* 120)

**WAVE 2: GREATER EARTH ELEMENTAL** CR 9  
hp 136 (*Pathfinder RPG Bestiary* 123)

### Subtier 10–11 (CR 12 and CR 11)

**WAVE 1: GREATER WATER ELEMENTALS (3)** CR 9  
hp 123 (*Pathfinder RPG Bestiary* 127)

**WAVE 2: ELDER FIRE ELEMENTAL** CR 11  
hp 152 (*Pathfinder RPG Bestiary* 125)

Once 75% of the tables have vanquished the first wave of elementals, the **Overseer GM** announces that contestants have broken through the wall of elementals.

 **TABLE GMS: STOP!**

 **OVERSEER GM**

Fighting furiously, your fellow contestants have opened a hole in the ranks of the elementals surrounding Sifu Xho Nuo.

### TABLE GMS, YOU MAY RESUME CONTROL!

The PCs likely storm the gaping hole forming in the ranks of the elementals. To break through, each group needs to defeat the second wave of elementals in its subtier. When the group completes this encounter, the **Table GM** sends the PC who dealt the killing blow as a runner to inform the **Overseer GM**. Once the first runner reaches the **Overseer GM**, she resumes control of the House.

The **Overseer GM** acknowledges the runner to the entire House as the first Pathfinder to break through the ranks and reach the Emissary's platform. The Overseer should first ask for the player's character's name and faction then read or paraphrase the following:



**TABLE GMs: STOP!**

## ACT 6: THE FINAL CONFRONTATION (CR VARIES BY SUBTIER)



**OVERSEER GM**

A lone Pathfinder suddenly breaks through the gaping wall of elementals and runs towards the Emissary's platform, leading the charge. It is <insert character's name> of the <insert character's faction>!

(The **Overseer GM** pauses for cheers from the House.)

<insert character's name> reaches to touch the platform, but as he does, the Emissary bursts into a maddening laugh, and with a wave of his hand, the platform erupts into a shower of smoke, sparks, and cherry blossoms. Before your eyes, <a number equal to half the tables in the room> monks dressed in the robes of their sifu appear, standing in a circular formation atop the platform. With a calm grace, each one assumes a combat stance. Behind the wall of qinggong disciples, the Sifu again calmly seats himself. He closes his eyes, folds his legs, and sits in the lotus position, awaiting the victors.

### TABLE GMs, YOU MAY RESUME CONTROL!

At this point, the **Overseer GM** must track the tables as they defeat the Sifu's qinggong monks. Each time a group defeats a monk, the **Table GM** should send a runner to inform the **Overseer GM** of the victory. The **Overseer GM** notes the kill and then informs the runner that the group has been engaged by another of the Sifu's monks. Once the players defeat a number of monks equal to half the number of tables in the room, the **Overseer GM** calls out "**Code White**," meaning the Sifu's *ki* force wanes, and all of the attacking monks immediately gain the shaken condition (this condition does not stack).

Once the players defeat a number of monks equal to the number of tables in the room, the Overseer calls out "**Code Gray**," meaning the Sifu's *ki* force wanes further, and in addition to the **Code White** shaken condition, the current and maximum hit points of each monk are reduced by half. Lastly, once the players defeat a number of monks equal to one-and-a-half times the number of tables in the room, the

remaining monks concede to defeat and the combat ends. The **Overseer GM** calls out "**Code Black**," signaling victory.

## Subtier 1–2 (CR 3)

### QINGGONG DISCIPLE CR 3

Human monk (qinggong monk) 4 (*Pathfinder RPG Ultimate Magic* 51)

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +9

#### DEFENSE

**AC** 18, touch 17, flat-footed 15 (+2 Dex, +1 dodge, +1 monk, +3 Wis, +1 natural)

**hp** 33 (4d8+12)

**Fort** +6, **Ref** +6, **Will** +7; +2 vs. enchantment

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 40 ft.

**Melee** unarmed strike +5 (1d8+1), flurry of blows +3/+3 (1d8+1)

**Ranged** shuriken +5 (1d2+1)

**Special Attacks** flurry of blows or stunning fist (4/day, DC 15)

**Spell-Like Abilities** (CL 4th; concentration +7)

At will—*scorching ray* (2 ki points)

#### TACTICS

**Before Combat** The qinggong disciple drinks her *potion of blur* before entering combat.

**During Combat** The monk prefers to stay away from melee combatants, using her *scorching ray ki* power to blast foes at range and deflecting missile attacks with her Deflect Arrows feat. If forced into melee, she uses Stunning Fist to incapacitate her attacker so she can retreat back for more ranged attacks.

**Morale** The monk is loyal to her master and fights until knocked unconscious, at which point she turns gaseous and wafts away in a cloud of vapor.

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 15, **Int** 10, **Wis** 16, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 21

**Feats** Deflect Arrows, Dodge, Extra Ki, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

**Skills** Acrobatics +9, Climb +7, Intimidate +5, Perception +9, Spellcraft +4, Stealth +8

**Languages** Common, Tien

**SQ** fast movement, *ki* pool (7 points, magic), *ki* power (*scorching ray* [2 ki points]), maneuver training, still mind

**Combat Gear** *potion of blur*, *potion of cure light wounds*; **Other Gear** *amulet of natural armor* +1, 50 gp

#### SPECIAL ABILITIES

**Ki Power (Sp)** In addition to the *ki* powers normally available to a monk, a qinggong monk may access additional abilities by expending *ki*. In this case, the monk can cast *scorching ray*



as a spell-like ability (caster level 4th) for a cost of 2 ki points from her ki pool.

## Subtier 3–4 (CR 6)

### QINGGONG DISCIPLE CR 6

Human monk (qinggong monk) 7 (*Pathfinder RPG Ultimate Magic* 51)

LN Medium humanoid (human)

**Init** +6; **Senses** Perception +13

#### DEFENSE

**AC** 22, touch 18, flat-footed 19 (+1 armor, +2 Dex, +1 dodge, +1 monk, +3 natural, +4 Wis)

**hp** 56 (7d8+21)

**Fort** +7, **Ref** +7, **Will** +9; +2 vs. enchantment

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

#### OFFENSE

**Speed** 50 ft.

**Melee** unarmed strike +7 (1d8+1) or

flurry of blows +6/+6/+1 (1d8+1)

**Ranged** shuriken +7 (1d2+1)

**Special Attacks** flurry of blows, stunning fist (7/day, DC 17)

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

At will—*barkskin* (1 ki point, self only), *gaseous form* (1 ki point, self only), *scorching ray* (2 ki points)

#### TACTICS

**Before Combat** The qinggong disciple drinks her *potion of displacement* and casts *barkskin* before entering combat.

**During Combat** The monk prefers to stay away from melee combatants, using her *scorching ray* ki power to blast foes at range and deflecting missile attacks with her Deflect Arrows feat. If forced into melee, she uses Stunning Fist to incapacitate her attacker so she can retreat back for more ranged attacks, using her *gaseous form* spell-like ability as a last resort to escape and drink her *potion of cure light wounds*.

**Morale** The monk is loyal to her master and fights until knocked unconscious, at which point she turns gaseous and wafts away in a cloud of vapor.

**Base Statistics** When not under the effects of *barkskin*, the qinggong disciple has **AC** 19, touch 18, flat-footed 16.

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 15, **Int** 10, **Wis** 18, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 24

**Feats** Deflect Arrows, Dodge, Extra Ki, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Point Blank Shot, Stunning Fist, Weapon Focus (unarmed strike)

**Skills** Acrobatics +12 (+19 jump), Climb +10, Intimidate +8, Perception +13, Spellcraft +7, Stealth +8

**Languages** Common, Tien

**SQ** fast movement, ki pool (9 points, magic), ki powers (*gaseous form* [1 ki point], *scorching ray* [2 ki points]), maneuver training, purity of body, still mind

**Combat Gear** *potion of cure light wounds*, *potion of*

*displacement*; **Other Gear** shuriken (10), *bracers of armor* +1, *headband of inspired wisdom* +2, 200 gp

#### SPECIAL ABILITIES

**Ki Powers (Sp)** In addition to the ki powers normally available to a monk, a qinggong monk may access additional abilities by expending ki. In this case, the monk can cast *gaseous form* and *scorching ray* as spell-like abilities (caster level 7th).

## Subtier 5–6 (CR 9)

### QINGGONG DISCIPLE CR 9

Human monk (qinggong monk) 10 (*Pathfinder RPG Ultimate Magic* 51)

LN Medium humanoid (human)

**Init** +6; **Senses** Perception +15

#### DEFENSE

**AC** 26, touch 20, flat-footed 23 (+2 armor, +1 deflection, +2 Dex, +1 dodge, +2 monk, +4 Wis, +4 natural)

**hp** 98 (10d8+50)

**Fort** +11, **Ref** +10, **Will** +12; +2 vs. enchantment

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

#### OFFENSE

**Speed** 60 ft.

**Melee** unarmed strike +9/+4 (1d10+1) or

flurry of blows +9/+9/+4/+4 (1d10+1)

**Ranged** shuriken +9/+4 (1d2+1)

**Special Attacks** flurry of blows, stunning fist (10/day, DC 19)

**Spell-Like Abilities** (CL 10th; concentration +14)

At will—*barkskin* (1 ki point, self only), *gaseous form* (1 ki point, self only), *scorching ray* (2 ki points)

#### TACTICS

**Before Combat** The qinggong disciple drinks her *potion of displacement* and casts *barkskin* before entering combat.

**During Combat** The monk prefers to stay away from melee combatants, using her *scorching ray* ki power to blast foes at range and deflecting missile attacks with her Deflect Arrows feat. If forced into melee, she uses Stunning Fist to incapacitate her attacker so she can retreat back for more ranged attacks. She uses *gaseous form* as a last resort to flee from melee and drink her *potion of cure moderate wounds*.

**Morale** The monk is loyal to her master and fights until knocked unconscious, at which point she turns gaseous and wafts away in a cloud of vapor.

**Base Statistics** When not under the effect of *barkskin*, the monk has **AC** 22, touch 20, flat-footed 19.

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 16, **Int** 10, **Wis** 18, **Cha** 8

**Base Atk** +7; **CMB** +11; **CMD** 28

**Feats** Deflect Arrows, Dodge, Extra Ki, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Point Blank Shot, Precise Shot, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +15 (+25 jump), Climb +12, Intimidate +10,

Perception +15, Spellcraft +10, Stealth +11

**Languages** Common, Tien

**SQ** fast movement, *ki* pool (11 points, lawful, magic), *ki* powers (*barkskin* [1 *ki* point], *gaseous form* [1 *ki* point], *scorching ray* [2 *ki* points]), maneuver training, purity of body, still mind

**Combat Gear** *potions of cure moderate wounds* (2), *potion of displacement*; **Other Gear** shuriken (10), *bracers of armor* +2, *cloak of resistance* +1, *headband of inspired wisdom* +2, *ring of protection* +1, 400 gp

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**SPECIAL ABILITIES**

**Ki Powers (Sp)** In addition to the *ki* powers normally available to a monk, a qinggong monk may access additional abilities by expending *ki*. In this case, the monk can cast *barkskin*, *gaseous form*, and *scorching ray* as spell-like abilities (caster level 10th).

## Subtier 8–9 (CR 12)

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**QINGGONG DISCIPLE** **CR 12**

Human monk (qinggong monk) 13 (*Pathfinder RPG Ultimate Magic* 51)

LN Medium humanoid (human)

**Init** +7; **Senses** Perception +17

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**DEFENSE**

**AC** 29, touch 21, flat-footed 25 (+3 armor, +3 Dex, +1 dodge, +3 monk, +4 Wis, +5 natural)

**hp** 140 (13d8+78)

**Fort** +13, **Ref** +12, **Will** +13; +2 vs. enchantment

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

---

**OFFENSE**

**Speed** 70 ft.

**Melee** unarmed strike +11/+6 (2d6+1), flurry of blows +12/+12/+7/+7/+2/+2 (2d6+1)

**Ranged** shuriken +12/+7 (1d2+1)

**Special Attacks** flurry of blows or stunning fist (13/day, DC 20)

**Spell-Like Abilities** (CL 13th; concentration +17)

At will—*barkskin* (1 *ki* point, self only), *gaseous form* (1 *ki* point, self only), *scorching ray* (2 *ki* points)

---

**TACTICS**

**Before Combat** The qinggong disciple drinks her *potion of displacement* and casts *barkskin* before entering combat.

**During Combat** The monk prefers to stay away from melee combatants, using her *scorching ray* *ki* power to blast foes at range, and deflecting missile attacks with her Deflect Arrows feat. If forced into melee, she uses *Stunning Fist* to incapacitate her attacker so she can retreat back for more ranged attacks. She expends 2 *ki* points to use abundant step as a last resort to flee from melee and drink her *potion of cure serious wounds*.

**Morale** The monk is loyal to her master and fights until knocked unconscious, at which point she turns gaseous and wafts away in a cloud of vapor.

**Base Statistics** When not under the effects of *barkskin*, the monk has **AC** 24, touch 21, flat-footed 20.

---

**STATISTICS**

**Str** 12, **Dex** 17, **Con** 18, **Int** 10, **Wis** 18, **Cha** 8

**Base Atk** +9; **CMB** +14; **CMD** 31

**Feats** Deflect Arrows, Dodge, Extra *Ki*, Gorgon's Fist, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Point Blank Shot, Precise Shot, Scorpion Style, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +19 (+32 jump), Climb +14, Intimidate +12, Perception +17, Spellcraft +13, Stealth +15

**Languages** Common, Tien

**SQ** fast movement, *ki* pool (12 points, lawful, magic), *ki* powers (abundant step, *barkskin* [1 *ki* point], *gaseous form* [1 *ki* point], *scorching ray* [2 *ki* points]), Wind Stance [2 *ki* points]), maneuver training, purity of body, still mind

**Combat Gear** *potion of cure serious wounds*, *potion of displacement*; **Other Gear** shuriken (10), *belt of physical might* +2 (Con, Dex), *bracers of armor* +3, *cloak of resistance* +1, *headband of inspired wisdom* +2, 1,500 gp

---

**SPECIAL ABILITIES**

**Ki Powers** In addition to the *ki* powers normally available to a monk, a qinggong monk may access additional abilities by expending *ki*. In this case, the monk can cast *barkskin*, *gaseous form*, and *scorching ray* as spell-like abilities (caster level 13th) or gain the benefit of the Wind Stance feat for 1 round, activated as a free action.

## Subtier 10–11 (CR 14)

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**QINGGONG DISCIPLE** **CR 14**

Human monk (qinggong monk) 15 (*Pathfinder RPG Ultimate Magic* 51)

LN Medium humanoid (human)

**Init** +7; **Senses** Perception +20

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**DEFENSE**

**AC** 31, touch 22, flat-footed 27 (+4 armor, +3 Dex, +1 dodge, +3 monk, +5 Wis, +5 natural)

**hp** 161 (15d8+90)

**Fort** +14, **Ref** +13, **Will** +15; +2 vs. enchantment

**Defensive Abilities** improved evasion; **Immune** disease; **SR** 25

---

**OFFENSE**

**Speed** 80 ft.

**Melee** unarmed strike +13/+8/+3 (2d6+1/19–20) or flurry of blows +14/+14/+9/+9/+4/+4 (2d6+1)

**Ranged** shuriken +14/+9/+4 (1d2+1)

**Special Attacks** flurry of blows, stunning fist (15/day, DC 22)

**Spell-Like Abilities** (CL 15th; concentration +20)

At will—*barkskin* (1 *ki* point, self only), *gaseous form* (1 *ki* point, self only), *scorching ray* (2 *ki* points)

---

**TACTICS**

**Before Combat** The qinggong disciple drinks her *potion of displacement* and casts *barkskin* before entering combat.

**During Combat** The monk prefers to stay away from melee combatants, using her *scorching ray* *ki* power to blast foes at range and deflecting missile attacks with her Deflect Arrows feat. If forced into melee, she uses Stunning Fist to incapacitate her attacker so she can retreat back for more ranged attacks. She uses abundant step as a last resort to flee from melee and drink her *potion of cure serious wounds*.

**Morale** The monk is loyal to her master and fights until knocked unconscious, at which point she turns gaseous and wafts away in a cloud of vapor.

**Base Statistics** When not under the effects of *barkskin*, the monk has AC 26, touch 22, flat-footed 22.

---

#### STATISTICS

**Str** 12, **Dex** 17, **Con** 18, **Int** 10, **Wis** 20, **Cha** 8

**Base Atk** +11; **CMB** +16; **CMD** 34

**Feats** Combat Casting, Deflect Arrows, Dodge, Extra *Ki*, Gorgon's Fist, Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Point Blank Shot, Precise Shot, Scorpion Style, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +21 (+36 jump), Climb +16, Intimidate +12, Perception +20, Spellcraft +15, Stealth +17

**Languages** Common, Tien

**SQ** fast movement, *ki* pool (14 points, lawful, magic), *ki* powers (abundant step, *barkskin*, diamond soul, *gaseous form*, *scorching ray*, Wind Stance [2 *ki* points]), maneuver training, purity of body, still mind

**Combat Gear** *potion of cure serious wounds*, *potion of displacement*; **Other Gear** shuriken (10), *belt of physical might* +2 (Con, Dex), *bracers of armor* +4, *cloak of resistance* +1, *headband of inspired wisdom* +4, 500 gp

---

#### SPECIAL ABILITIES

**Ki Powers** In addition to the *ki* powers normally available to a monk, a qinggong monk may access additional abilities by expending *ki*. In this case, the monk can cast *barkskin*, *gaseous form*, and *scorching ray* as spell-like abilities (caster level 15th) or gain the benefits of the Wind Stance feat for 1 round, activated as a free action.

#### TABLE GMs: STOP!

#### OVERSEER GM

Without warning, the entire cavern begins to shudder. Atop the dais, Sifu Xho Nuo's slight form begins to glow with a soft, white light. Slowly, without breaking his meditative stance, his body rises, levitating a few feet above the dais. Then without warning, a burst of bright energy ripples from his body, striking all of his disciples and causing them turn gaseous and explode in a shower of rose petals. The Emissary remains motionless, amidst the fluttering petals, waiting for his new champions to claim their victory.

## PLAYERS! TO TOUCH THE EMISSARY AND END THE COMPETITION, EVERYONE AT YOUR TABLE MUST ROLL A NATURAL 20! YOU MAY BEGIN NOW!

**Table GMs** should moderate as every player at the table takes a turn rolling a d20. Players should roll clockwise in succession. Whenever players roll a natural 20, they are done (though they must keep the roll showing). The first table to have every player roll a natural 20 ends the competition. The **Overseer GM** should keep tabs on this part carefully, though the winning table will undoubtedly give off a huge cheer when the final d20 is rolled. The **Overseer GM** ends the competition by reading the following aloud.

From the throng of warriors, a single arm reaches forth and touches the Emissary. Slowly, he opens his eyes and his body unfolds. Standing before the crowd, he bows graciously and his mouth curls into a contented smile.

"I'm truly touched by your efforts; this has been a stellar competition thus far. To those who have fallen, I give my heartfelt regret and sympathy—however, I seek only the greatest warriors.

"To the rest of you now standing before me... Congratulations! You have all succeeded in qualifying for the illustrious Ruby Phoenix Tournament. But be forewarned—tonight's competition was mere child's play compared to what is to come.

"Still, for the moment you should celebrate, for yours was a victory not easily won. But waste not too much time in celebration, for soon enough you must travel to Goka on the western coast of distant Tian Xia to compete against other competitors from across Golarion of your skill... or better. And for this, you must be ready."

Upon his parting words, Sifu Xho Nuo vanishes in a puff of pale white smoke.

## FINAL CLOSING

After the final scene, the **Overseer GM** informs the House that the game is over. At this time, she should wrap things up by giving her personal farewell, thanking the **Table GMs** for all their hard work, thanking players for their support of the Pathfinder Society, and providing the GMs and players with instructions for exiting the event.



## BLOOD UNDER ABSALOM

### PATHFINDER SOCIETY SPECIAL: BLOOD UNDER ABSALOM

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Event \_\_\_\_\_ Date \_\_\_\_\_

---

GM # \_\_\_\_\_ GM Character # \_\_\_\_\_

---

GM Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

Character # \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

Character # \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

Character # \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

Character # \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

Character # \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

Character # \_\_\_\_\_  Prestige Points

---

Character Name \_\_\_\_\_

Andoran     Cheliah     Grand Lodge     Lantern Lodge     Osirion  
 Qadira     Sczarni     Shadow Lodge     Silver Crusade     Taldor

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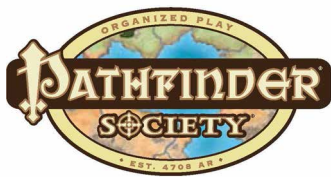
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# PATHFINDER SOCIETY SPECIAL BLOOD UNDER ABSALOM

Scenario Chronicle # \_\_\_\_\_

Slow  Normal

SUBTIER	250	500
1-2		
SUBTIER	625	1,250
3-4		
SUBTIER	1,250	2,500
5-6		
SUBTIER	2,667	5,334
8-9		
SUBTIER	3,833	7,667
10-11		

MAX GOLD

This Chronicle Certifies That \_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name                      Character Name                      Pathfinder Society #                      Faction

Has Completed This Scenario. \_\_\_\_\_

### Items Found During This Scenario

SUBTIERS  
1-2  
&  
3-4

Select one boon—line through the others.

- Combat Boon:** As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability once. On using this ability, check the box and line through this boon.
- Magic Boon:** As a standard action, you may recall one spell that you have already prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability once. On using this ability, check the box and line through this boon.
- Skill Boon:** As an immediate action, you may reroll a skill check before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability once. On using this ability, check the box and line through this boon.

SUBTIERS  
5-6  
&  
8-9

Select one boon—line through the others.

- Combat Boon:** As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon.
- Magic Boon:** As a standard action, you may recall a spell that you have already prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon.
- Skill Boon:** As an immediate action, you may reroll a skill check before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon.

SUBTIER  
10-11

Select one boon—line through the others.

- Combat Boon:** As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability three times. On using this ability, check one of the boxes. On using this ability the third time, check the final box and line through this boon.
- Magic Boon:** As a standard action, you may recall a spell that you have already prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability three times. On using this ability, check one of the boxes. On using this ability the third time, check the final box and line through this boon.
- Skill Boon:** As an immediate action, you may reroll a skill check before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability three times. On using this ability, check one of the boxes. On using this ability the third time, check the final box and line through this boon.

### Items Sold / Conditions Gained


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

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

### EXPERIENCE

Starting XP \_\_\_\_\_

+	GM's Initial
---	--------------

XP Gained (GM ONLY) \_\_\_\_\_

Final XP Total \_\_\_\_\_

### FAME

Initial Fame	Initial Prestige
+	GM's Initial

Prestige Gained (GM ONLY) \_\_\_\_\_

Prestige Spent \_\_\_\_\_

Final Fame    Current Prestige

### Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY) \_\_\_\_\_

+	GM's Initial
---	--------------

Day Job (GM ONLY) \_\_\_\_\_

Items Sold \_\_\_\_\_

= \_\_\_\_\_

Subtotal \_\_\_\_\_

Items Bought \_\_\_\_\_

= \_\_\_\_\_

Total \_\_\_\_\_

### For GM Only

EVENT \_\_\_\_\_

EVENT CODE \_\_\_\_\_

DATE \_\_\_\_\_

Game Master's Signature \_\_\_\_\_

GM Pathfinder Society # \_\_\_\_\_