

CONSCRIPT TROOPS**CR 2**

Human warrior 4

N Medium humanoid (human)

Init +5; **Senses** Perception +0

DEFENSE**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)**hp** 34 each (4d10+12)**Fort** +5, **Ref** +2, **Will** +1

OFFENSE**Speed** 30 ft.**Melee** mwk battleaxe +8 (1d8+3/×3)**Ranged** shortbow +5 (1d6+2/×3)

TACTICS

During Combat The conscripts charge forward and attempt to exploit any obvious entrances such as broken windows to enter the house. If the PCs have boarded up or barricaded the windows, a few conscripts instead charge toward the main door and use portable rams to break it down. The others attempt to gain entrance by climbing up to the second story windows, firing at the PCs, or attacking barricades with their axes.

Morale The conscripts fear Shimazi's wrath more than the PCs, and fight to the death. If subdued or disabled with nonlethal tactics, the conscripts surrender.

STATISTICS**Str** 15, **Dex** 12, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 17**Feats** Improved Initiative, Toughness, Weapon Focus (battleaxe)**Skills** Climb +5, Intimidate +3, Profession (farmer) +4, Stealth +1, Swim +5**Languages** Common, Tien**Combat Gear** *potion of cure light wounds*, alchemist's fire (2); **Other Gear** leather lamellar, mwk battleaxe, portable ram

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and allows a second person to help, automatically increasing your bonus by 2.

Good Wooden Door/Barricade's Stats: Hardness 5, 15 HP, Break DC 18

XUN STRANGLERS**CR 6**Human unarmed fighter 7 (*Pathfinder RPG Ultimate Combat* 48)

NE Medium humanoid (human)

Init +5; **Senses** Perception +8

DEFENSE**AC** 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)**hp** 64 each (7d10+21)**Fort** +7, **Ref** +3, **Will** +5 (+2 vs. fear); +2 versus effects that cause the exhausted, fatigued, or staggered conditions or temporary penalties to ability scores**Defensive Abilities** harsh training +2, DR 3/— vs nonlethal damage or damage taken while grappled

OFFENSE**Speed** 30 ft., fly 60 ft. (good)**Melee** unarmed strike +14/+9 (1d3+7)**Ranged** dagger +8 (1d4+4/19–20)**Special Attacks** clever wrestler, weapon training (monk +1)

TACTICS**Before Combat** The Xun stranglers drink their *potion of fly*.**During Combat** The Xun stranglers enter snapping turtle style, fly forward, and hide outside of the line of fire so that they can strike the following round. In the following rounds, they fly through any open window or door and grapple the smallest or weakest targets. After that they grapple to pin and deal damage, hog-tying their targets if there are other enemies nearby. If attacked in melee, the stranglers instead fly over the cliff with their targets and allow their victims to fall into the ocean below (such victims take 2d3 points of nonlethal damage and 4d6 points of lethal damage).**Morale** The Xun stranglers fight to the death.**Base Statistics** Without the *potions of fly*, the Xun stranglers lack a fly speed.

STATISTICS**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +7; **CMB** +11 (+17 grapple); **CMD** 24 (26 vs. grapple)**Feats** Blind-Fight, Combat Reflexes, Dodge, Greater Grapple, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Snapping Turtle Style^{UC}, Snapping Turtle Clutch^{UC}**Skills** Disable Device +8, Perception +8, Stealth +8**Languages** Common, Tien**SQ** tough guy, unarmed style, weapon training, armor training 2**Combat Gear** *potion of fly*; **Other Gear** +1 *brawling leather lamellar*^{UE}, dagger, 100 feet of rope in 20-ft. sections

SPECIAL ABILITIES**Clever Wrestler (Ex)** At 7th level, an unarmed fighter takes no penalties to Dexterity or on attack rolls while grappled, and retains his Dexterity bonus to AC while pinning an opponent. The unarmed fighter can make attacks of opportunity even when grappled and even against creatures attempting to grapple him if the opponent has the Improved Grapple feat or the grab ability.**Snapping Turtle Style** While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.**Snapping Turtle Clutch** While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC applies to your CMD and touch AC. Whenever an opponent misses you with a melee attack while you are using the Snapping Turtle Style feat, you can use an immediate action to attempt a grapple combat maneuver against that opponent, but with a –2 penalty.

Human alchemist 4 (*Pathfinder RPG Advanced Player's Guide* 26)

LN Medium humanoid (human)

Init +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 16, flat-footed 13 (+1 armor, +6 Dex, +2 natural)

hp 37 each (4d8+8; +8 temporary hp)

Fort +5, **Ref** +10, **Will** +3; +1 vs. fear, +2 vs. poison

OFFENSE

Speed 60 ft.

Melee dagger +10 (1d4/19–20 plus poison)

Ranged bomb +11 (2d6+2 fire), dagger +10 (1d4/19–20 plus poison)

Special Attacks bomb 6/day (2d6+2 fire and catch fire, DC 14, 10-ft. radius)

Alchemist Extracts Prepared (CL 4th)

2nd—*aid*, *spider climb*

1st—*cure light wounds* (2), *expeditious retreat*, *keen senses*^{APG}

TACTICS

Before Combat The saboteurs drink their mutagens and their extracts of *aid*, *expeditious retreat*, *keen senses*, and *spider climb*. These magical enhancements have already been applied to their stats.

During Combat The saboteurs smash their way in through the windows on the cliff side of the house, one or two to each of the big windows. They try to keep moving and to cause as much mayhem as possible with bombs and fuse grenades. If they can isolate one person or are forced into melee, they focus on attacking a single target with their poisoned blades, drawing new poisoned daggers to use for each strike.

Morale The saboteurs' intention is to cause damage and soften the Pathfinders' defenses. If more than half of the saboteurs fall in combat, the remaining saboteurs flee, using smoke bombs or smokesticks to cover their escape.

Base Statistics If the saboteurs do not have time to prepare, their statistics are as follows: **Senses** Normal Vision; **AC** 15, touch 14, flat-footed 11; **hp** 29; **Ref** +8, **Will** +4; **Speed** 30; **Melee** dagger +8 (1d4/19–20 plus poison); **Ranged** bomb +8 (2d6+2) or dagger +8 (1d4/19–20 plus poison); **Dex** 18, **Wis** 12; Acrobatics +8, Climb +4, Disable Device +11, Escape Artist +8, Perception +8, Stealth +8.

STATISTICS

Str 10, **Dex** 22, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8

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

Feats Brew Potion, Iron Will, Quick Draw, Throw Anything, Weapon Finesse

Skills Acrobatics +10 (+22 when jumping), Climb +12, Craft (alchemy) +9, Disable Device +13, Escape Artist +10, Perception +9, Stealth +10; Racial Modifiers +12 Acrobatics when jumping

Languages Common, Hwan, Minkaian, Tien

SQ alchemy (alchemy crafting +4, identify potions), discoveries (explosive bomb, frost bomb), mutagen (+4/–2, +2 natural, 40 minutes), poison use, swift alchemy

Combat Gear smokestick (3), dagger (4), fuse grenade (2), giant wasp venom (3 doses, applied to daggers); **Other Gear** haramaki, thieves' tools

SPECIAL ABILITIES

Explosive bomb The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Frost bomb When the alchemist creates a bomb, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

A bomb cannot be both an explosive bomb and a frost bomb.

Giant Wasp Poison Fort DC 18; 1/rd for 6rds; 1d2 Dex; cure 1 save

KUWA ONI**CR 4**

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

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

DEFENSE**AC** 19, touch 10, flat-footed 19 (+8 armor, +1 natural)**hp** 42 (5d10+15); regeneration 5 (acid or fire)**Fort** +7, **Ref** +4, **Will** +6**SR** 15

OFFENSE**Speed** 30 ft. (40 ft. without armor)**Melee** mwk greatclub +10 (1d10+6) or

2 claws +9 (1d6+6)

w/ Power Attack mwk greatclub +8 (1d10+12) or

2 claws +7 (1d6+10)

Spell-Like Abilities (CL 5th; concentration +8)3/day—*darkness*, *fly*1/day—*charm person* (DC 14), *deep slumber* (DC 16), *invisibility* (self only)

TACTICS**Before Combat** The kuwa take the shape of humans, trying to pass as common conscript soldiers.Though they walk on the ground when the PCs first encounter them, both have previously cast *fly* and are prepared to take to the air.**During Combat** The oni take turns using their spell-like abilities and engaging in melee so that they can make the most of their regeneration.**Morale** The oni are allies of convenience and flee if dropped below 12 hit points.

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 +7, Intimidate +11, Knowledge (arcana) +9, Perception +10, Sense Motive +10, Spellcraft +3, Stealth +4, Use Magic Device +11**Languages** Common**SQ** change shape (any human; *alter self*)

ADVANCED OGRE MAGE**CR 9**

LE Large outsider (giant, native, oni, shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE**AC** 25, touch 14, flat-footed 20 (+4 armor, +5 Dex, +7 natural, -1 size)**hp** 108 (8d10+48); regeneration 5 (fire or acid)**Fort** +14, **Ref** +7, **Will** +12**SR** 19

OFFENSE**Speed** 40 ft., fly 60 ft. (good)**Melee** greatsword +16/+11 (3d6+13)**Ranged** composite longbow +12 (2d6+9)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 9th)Constant—*fly*At will—*darkness*, *invisibility*1/day—*charm monster* (DC 19), *cone of cold* (DC 20), *gaseous form*, *deep slumber* (DC 18)

STATISTICS**Str** 28, **Dex** 21, **Con** 27, **Int** 18, **Wis** 18, **Cha** 21**Base Atk** +8; **CMB** +18; **CMD** 33**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will**Skills** Bluff +16, Disguise +16, Fly +7, Intimidate +16, Knowledge (arcana) +15, Perception +15, Sense Motive +15, Spellcraft +15, Use Magic Device +16**Languages** Common, Giant**SQ** change shape (Small, Medium, or Large humanoid; *alter self or giant form I*), flight

MIKOGU SHIMAZI**CR 5**Human oracle 6 (*Pathfinder RPG Advanced Player's Guide* 42)

LE Large humanoid (human)

Init +0; **Senses** low-light vision; Perception +9**DEFENSE****AC** 18, touch 9, flat-footed 18 (+9 armor, -1 size)**hp** 54 (6d8+24)**Fort** +6, **Ref** +5, **Will** +6**Defensive Abilities** 20% miss chance vs. ranged attacks; **Immune** fatigue**Weaknesses** -2 vs. light-based spells and effects, light sensitivity**OFFENSE****Speed** 15 ft.**Melee** mwk katana +11 (2d6+9/18-20)**w/ Power Attack** mwk katana +11 (2d6+15/18-20)**Space** 10 ft.; **Reach** 10 ft.**Oracle Spells Known** (CL 6th; concentration +8)3rd (3/day, 1 left)—*bestow curse* (DC 15), *inflict serious wounds* (DC 15), *magic vestment*2nd (6/day, 3 left)—*bear's endurance*, *fog cloud*, *inflict moderate wounds* (DC 14), *sound burst* (DC 14)1st (7/day, 1 left)—*cure light wounds*, *divine favor*, *enlarge person* (DC 13), *entropic shield*, *inflict light wounds* (DC 13), *liberating command*^{UC}0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *resistance*, *spark* (DC 12)**Mystery** battle**TACTICS****Before Combat** Shimazi used *nightdrops*, then cast *magic vestment*, *bear's endurance*, *enlarge person*, *entropic shield*, and *divine favor* in his confrontation with Amara and Tsuneo. All but *divine favor* are still active when the PCs arrive, and he recasts *divine favor* at that time. Shimazi used many other spells fighting Amara and Tsuneo; when the PCs arrive, Shimazi has only one 3rd-level spell slot, three 2nd-level spell slots, and one 1st-level spell slot remaining.**During Combat** If no PCs directly confront him, Shimazi either uses *bestow curse* to debilitate the most threatening PC or casts *sound burst* while taking cover from enemy archers and spellcasters, trusting the saboteur to handle them. Shimazi relishes melee combat but becomes easily frustrated and casts *fog cloud* if harassed by ranged weapons and spells.**Morale** Shimazi has dedicated a tremendous number of Golden League resources to this mission, and he has craved an opportunity to exact revenge against the Way of the Kirin for years. As a result, he fights to the death.**Base Statistics** Without his magical enhancements, Shimazi's statistics are as follows: **AC** 20, touch 11, flat-footed 19; **hp** 42; **Fort** +4, **Ref** +6; **Melee** mwk katana +9 (1d8+6/18-20); **Str** 18, **Dex** 12, **Con** 13.**STATISTICS****Str** 20, **Dex** 10, **Con** 17, **Int** 8, **Wis** 10, **Cha** 14**Base Atk** +4; **CMB** +10; **CMD** 20**Feats** Blind-Fight, Furious Focus^{APG}, Lightning Reflexes, Power Attack**Skills** Diplomacy +11, Intimidate +11, Perception +9, Spellcraft +8**Languages** Common, Tien**SQ** oracle's curse (lame), revelations (battlefield clarity 1/day, skill at arms)**Combat Gear** *nightdrops*^{UE} **Other Gear** mwk o-yoroi, katana, mwk katana, *cloak of resistance* +1, 100 pp

Migoku Shimazi's Cheat Sheet (Subtier 3-4)

3rd level spells

Bestow Curse (Necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -5 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Inflict Serious Wounds (Necromancy, VS) – creature touched takes 3d8+6 dmg, WILL half

Magic Vestment (Transmutation, VSDF, armor or shield touched, 1hr/lvl, SRyes (h)) - +1 enhancement bonus to armor or shield

2nd level spells

Bear's Endurance (transmutation, VSM, touch, 1min/lvl, SRyes) - +4 enhancement to CON.

Fog Cloud (Conjuration (creation), VS, medium, 20ft. radius fog, 10min/lvl) – Creates fog, 20%miss if target it next to you, cannot see if it is not next to you.

Inflict Moderate Wounds (Necromancy, VS) – creature touched takes 2d8+6 dmg, WILL half

Sound Burst (Evocation, VSDF, close, 10ft radius, SRyes) – 1d8 sonic, FORT or stunned for 1 rd

1st level spells

Cure Light Wounds (Conjuration (healing), VS) – creature touched heals 1d8+5

Divine Favor (Evocation, VSDF, personal, 1 minute) - +2 luck to hit & weapon damage

Enlarge Person (Transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

Entropic Shield (Abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)

Inflict Light Wounds (Necromancy, VS) – creature touched takes 1d8+5 dmg, WILL half

Liberating Command (Transmutation, immediate action, V, close, one creature, SRyes) – Bound, grappled or restrained target may make an Escape Artist check as an immediate action with a +12 bonus.

Special Abilities

Battlefield Clarity Once per day, as an immediate action, whenever you fail a saving throw that causes you to become blind, deaf, frightened, panicked, paralyzed, shaken, or stunned, you may attempt that saving throw again, with a +4 insight bonus on the roll. You must take the second result, even if it is worse. At 7th and 15th level, you can use this ability one additional time per day.

Gear

Nightdrops This narrow vial holds 5 doses of viscous liquid. When dripped onto a willing creature's eyes, it gives the creature low-light vision for 1 hour. The affected creature takes a –2 penalty on saves against light-based spells and effects and gains the light sensitivity weakness. A dose affects one creature, regardless of how many eyes it has.

SABOTEURS**CR 3**Human alchemist 4 (*Pathfinder RPG Advanced Player's Guide* 26)

LN Medium humanoid (human)

Init +6; **Senses** low-light vision; Perception +9**DEFENSE****AC** 19, touch 16, flat-footed 13 (+1 armor, +6 Dex, +2 natural)**hp** 37 each (4d8+8; +8 temporary hp)**Fort** +5, **Ref** +10, **Will** +3; +1 vs. fear, +2 vs. poison**OFFENSE****Speed** 60 ft.**Melee** dagger +10 (1d4/19–20)**Ranged** bomb +11 (2d6+2 fire), dagger +10 (1d4/19–20)**Special Attacks** bomb 6/day (2d6+2 fire and catch fire, DC 14, 10-ft. radius)**Alchemist Extracts Prepared** (CL 4th)2nd—*aid*, *spider climb*1st—*cure light wounds* (2), *expeditious retreat*, *keen senses*^{APG}**TACTICS****Before Combat** The saboteur keeps watch in a hidden location outside the cave.**During Combat** The saboteur uses smoke bombs to hinder ranged attackers, then throws fuse bombs at the feet of archers to keep them moving.**Base Statistics** If the saboteurs do not have time to prepare, their statistics are as follows: **Senses** Normal Vision; **AC** 15, touch 14, flat-footed 11; **hp** 29; **Ref** +8, **Will** +4; **Speed** 30; **Melee** dagger +8 (1d4/19–20); **Ranged** bomb +8 (2d6+2) or dagger +8 (1d4/19–20); **Dex** 18, **Wis** 12; Acrobatics +8, Climb +4, Disable Device +11, Escape Artist +8, Perception +8, Stealth +8.**STATISTICS****Str** 10, **Dex** 22, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +3; **CMD** 19**Feats** Brew Potion, Iron Will, Quick Draw, Throw Anything, Weapon Finesse**Skills** Acrobatics +10 (+22 when jumping), Climb +12, Craft (alchemy) +9, Disable Device +13, Escape Artist +10, Perception +9, Stealth +10; Racial Modifiers +12 Acrobatics when jumping**Languages** Common, Hwan, Minkaian, Tien**SQ** alchemy (alchemy crafting +4, identify potions), discoveries (explosive bomb, frost bomb), mutagen (+4/–2, +2 natural, 40 minutes), poison use, swift alchemy**Combat Gear** smokestick (3), dagger (4), fuse grenade (2); **Other Gear** haramaki, thieves' tools**SPECIAL ABILITIES****Explosive bomb** The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.**Frost bomb** When the alchemist creates a bomb, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

A bomb cannot be both an explosive bomb and a frost bomb.

XUN STRANGLERS**CR 6**Human unarmed fighter 7 (*Pathfinder RPG Ultimate Combat* 48)

NE Medium humanoid (human)

Init +5; **Senses** Perception +8

DEFENSE**AC** 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)**hp** 64 each (7d10+21)**Fort** +7, **Ref** +3, **Will** +5 (+2 vs. fear); +2 versus effects that cause the exhausted, fatigued, or staggered conditions or temporary penalties to ability scores**Defensive Abilities** harsh training +2, DR 3/— vs nonlethal damage or damage taken while grappled

OFFENSE**Speed** 30 ft.**Melee** unarmed strike +14/+9 (1d3+7)**Ranged** dagger +8 (1d4+4/19–20)**Special Attacks** clever wrestler, weapon training (monk +1)

TACTICS**During Combat** The strangler focuses on disabling and immobilizing enemies for Shimazi, even dragging them to him to mitigate his slow speed.**Morale** The Xun stranglers fight to the death.

STATISTICS**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +7; **CMB** +11 (+17 grapple); **CMD** 24 (26 vs. grapple)**Feats** Blind-Fight, Combat Reflexes, Dodge, Greater Grapple, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Snapping Turtle Style^{UC}, Snapping Turtle Clutch^{UC}**Skills** Disable Device +8, Perception +8, Stealth +8**Languages** Common, Tien**SQ** tough guy, unarmed style, weapon training, armor training 2**Combat Gear** *potion of fly*; **Other Gear** +1 *brawling leather lamellar*^{UE}, dagger, 100 feet of rope in 20-ft. sections

SPECIAL ABILITIES**Clever Wrestler (Ex)** At 7th level, an unarmed fighter takes no penalties to Dexterity or on attack rolls while grappled, and retains his Dexterity bonus to AC while pinning an opponent. The unarmed fighter can make attacks of opportunity even when grappled and even against creatures attempting to grapple him if the opponent has the Improved Grapple feat or the grab ability.**Snapping Turtle Style** While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.**Snapping Turtle Clutch** While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC applies to your CMD and touch AC. Whenever an opponent misses you with a melee attack while you are using the Snapping Turtle Style feat, you can use an immediate action to attempt a grapple combat maneuver against that opponent, but with a –2 penalty.

Human oracle 8 (*Pathfinder RPG Advanced Player's Guide* 42)

LE Large humanoid (human)

Init +0; **Senses** low-light vision; Perception +11

DEFENSE

AC 21, touch 10, flat-footed 21 (+10 armor, +1 deflection, +1 natural, -1 size)

hp 79 (8d8+40)

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

Defensive Abilities 20% miss chance vs. ranged attacks; **Immune** fatigue

Weaknesses -2 vs. light-based spells and effects, light sensitivity

OFFENSE

Speed 15 ft.

Melee +2 katana +14/+9 (2d6+11/18-20)

w/ Power Attack +2 katana +14/+7 (2d6+17/18-20)

Space 10 ft.; **Reach** 10 ft.

Oracle Spells Known (CL 8th; concentration +10)

4th (3/day, 2 left)—*greater magic weapon*, *inflict critical wounds* (DC 16), *wall of fire*

3rd (5/day, 2 left)—*bestow curse* (DC 15), *cure serious wounds*, *inflict serious wounds* (DC 15), *magic vestment*

2nd (7/day, 3 left)—*bear's endurance*, *cure moderate wounds*, *fog cloud*, *inflict moderate wounds* (DC 14), *sound burst* (DC 14)

1st (7/day, 1 left)—*bless*, *cure light wounds*, *divine favor*, *enlarge person* (DC 13), *entropic shield*, *inflict light wounds* (DC 13), *liberating command*^{UC}

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *spark* (DC 12)

Mystery battle

TACTICS

Before Combat Shimazi used *nightdrops*, then cast *magic vestment*, *greater magic weapon*, *bear's endurance*, *enlarge person*, *entropic shield*, and *divine favor* in his confrontation with Amara and Tsuneo. All but *divine favor* are still active when the PCs arrive, and he recasts *divine favor* at that time. Shimazi used many other spells fighting Amara and Tsuneo; when the PCs arrive, Shimazi has only two 4th-level spell slots, two 3rd-level spell slots, three 2nd-level spell slots, and one 1st-level spell slot remaining.

During Combat If no PCs directly confront him, Shimazi casts *wall of fire* to split the PCs, trusting the saboteur to distract ranged threats. Shimazi relishes melee combat but casts *fog cloud* if harassed by ranged weapons and spells.

Morale Shimazi has dedicated a tremendous number of Golden League resources to this mission, and he has craved an opportunity to exact revenge against the Way of the Kirin for years. As a result, he fights to the death.

Base Statistics Without his magical enhancements, Shimazi's statistics are: **Init** +1; **AC** 22, touch 12, flat-footed 21; **hp** 63; **Fort** +5, **Ref** +6; **Melee** katana +10/+5 (1d8+6/18-20); **Str** 18, **Dex** 12, **Con** 14.

STATISTICS

Str 20, **Dex** 10, **Con** 18, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +12; **CMD** 23

Feats Blind-Fight, Extra Revelation^{APG}, Furious Focus^{APG}, Lightning Reflexes, Power Attack

Skills Diplomacy +11, Intimidate +13, Linguistics +0, Perception +11, Spellcraft +7, Swim +4

Languages Common, Tien

SQ oracle's curse (lame), revelations (battlefield clarity 2/day, combat healer 1/day, skill at arms, war sight)

Combat Gear *nightdrops*^{UE}; **Other Gear** mwk o-yoroi, katana, mwk katana, *amulet of natural armor +1*, *cloak of resistance +1*, *ring of protection +1*

Migoku Shimazi's Cheat Sheet (Subtier 6-7)

4th level spells

Greater Magic Weapon (Transmutation, VSDF, close, 1 weapon or 50 projectiles, 1hr/lvl) - +1 enhancement/4lvls

Inflict Critical Wounds (Necromancy, VS) – creature touched takes 4d8+8 dmg, WILL half

Wall of Fire (Evocation[fire], VSM, medium, concentration + 1rd/lvl, SRyes) – Form a 20ft.long sheet/lvl or ring with radius 5ft/2lvls. On your turn, 2d4 fire [0,10], 1d4 fire to (10,20]. If you pass through, deals 2d6+lvl fire damage.

3rd level spells

Bestow Curse (Necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -5 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Cure Serious Wounds (Conjuration (healing), VS) – creature touched heals 3d8+8

Inflict Serious Wounds (Necromancy, VS) – creature touched takes 3d8+8 dmg, WILL half

Magic Vestment (Transmutation, VSDF, armor or shield touched, 1hr/lvl, SRyes (h)) - +1 enhancement bonus to armor or shield

2nd level spells

Bear's Endurance (transmutation, VSM, touch, 1min/lvl, SRyes) - +4 enhancement to CON.

Fog Cloud (Conjuration (creation), VS, medium, 20ft. radius fog, 10min/lvl) – Creates fog, 20%miss if target it next to you, cannot see if it is not next to you.

Inflict Moderate Wounds (Necromancy, VS) – creature touched takes 2d8+8 dmg, WILL half

Sound Burst (Evocation, VSDF, close, 10ft radius, SRyes) – 1d8 sonic, FORT or stunned for 1 rd

1st level spells

Cure Light Wounds (Conjuration (healing), VS) – creature touched heals 1d8+5

Divine Favor (Evocation, VSDF, personal, 1 minute) - +2 luck to hit & weapon damage

Enlarge Person (Transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

Entropic Shield (Abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)

Inflict Light Wounds (Necromancy, VS) – creature touched takes 1d8+5 dmg, WILL half

Liberating Command (Transmutation, immediate action, V, close, one creature, SRyes) – Bound, grappled or restrained target may make an Escape Artist check as an immediate action with a +16 bonus.

Special Abilities

Battlefield Clarity Once per day, as an immediate action, whenever you fail a saving throw that causes you to become blind, deaf, frightened, panicked, paralyzed, shaken, or stunned, you may attempt that saving throw again, with a +4 insight bonus on the roll. You must take the second result, even if it is worse. At 7th and 15th level, you can use this ability one additional time per day.

Combat Healer Whenever you cast a cure spell (a spell with “cure” in its name), you can cast it as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. You can use this ability once per day at 7th level and one additional time per day for every four levels beyond 7th.

War Sight Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds).

Gear

Nightdrops This narrow vial holds 5 doses of viscous liquid. When dripped onto a willing creature's eyes, it gives the creature low-light vision for 1 hour. The affected creature takes a –2 penalty on saves against light-based spells and effects and gains the light sensitivity weakness. A dose affects one creature, regardless of how many eyes it has.