

# New Harbor

Chung Po CR 11 combat performance +2

**Male human monk (tetori) 12** (Pathfinder RPG Ultimate Combat 61)

LN Medium humanoid (human)

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

## DEFENSE

**AC** 23, touch 20, flat-footed 19 (+3 armor, +3 Dex, +1 dodge, +2 shield +3 monk, +1 Wis; (assumes Snapping Turtle Style active, which costs a swift action)

**hp** 93 (12d8+36)

**Fort** +11, **Ref** +13, **Will** +11; +2 vs. enchantment

**Defensive Abilities** evasion; **Immune** disease, poison

## OFFENSE

**Speed** 70 ft.

**Melee** unarmed strike +15/+10 (2d6+6) plus grab (1 ki)

**Special Attacks** stunning fist (12/day, DC 17)

## TACTICS

**Before Combat** If Chung Po suspects his opponents are dishonorable, he drinks his potions of barkskin, cat's grace, and shield of faith before entering the fight.

**During Combat** Chung Po employs his Snapping Turtle Style and grappling feats to quickly pin opponents, both while defending and attacking, using his Stunning Pin and Pinning Knockout feats to disable pinned targets. Under no circumstances does Chung Po us lethal damage against his enemies.

**Morale** Chung Po pushes himself to the limit, fighting until reduced below 5 hit points, at which point he admits defeat and surrenders.

## STATISTICS

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

**Base Atk** +9; **CMB** +18 (+12 level + 5 str + 1 mighty fists); +22 grapple; +34 to escape a grapple **CMD** 34 (10 + 9 bab + 5 str + 3 dex + 1 dodge + 3 monk + 1 wis + 2 shield) (41 vs. grapple) (includes shield bonus from turtle style)

**Feats** Dodge, Extra Ki, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Pinning Knockout\*, Rapid Grappler\*, Snapping Turtle Clutch\*, Snapping Turtle Shell\*, Snapping Turtle Style\*, Stunning Fist, Stunning Pin\*, Toughness

**Skills** Acrobatics +18 (+34 when jumping), Diplomacy +12, Escape Artist +18 (+30 when escaping a grapple), Sense Motive +16

**Languages** Tien

**SQ** break free, counter-grapple, diamond body, fast movement, graceful grappler, inescapable grasp, ki pool (9 points, lawful, magic), maneuver training, purity of body, still mind, wholeness of body

**Combat Gear** *potion of barkskin*, *potion of cat's grace*, *potion of cure serious wounds*, *potion of shield of faith*; **Other Gear** *amulet of mighty fists +1*, *belt of giant strength +2*, *bracers of armor +3*, *cloak of resistance +2*

**Ki Pool Usage** (cost: benefit (action))

1 point: +20 speed (swift)

1 point: +4 dodge (swift)

2 points: heal 12 hit points (standard)

1 point: Initiate a grab on an unarmed strike (2 points for large creature) (free)

1 point: Use break free to resave vs entangle, paralyzed, slowed, or staggered (immediate)

1 point: Use inescapable grasp to suppress freedom of movement, magic bonus to Escape Artist or Grapple checks to escape (swift)

**Break Free (Ex)** At 5th level, a tetori adds his monk level on combat maneuver or Escape Artist checks made to escape a grapple. If a tetori fails a save against an effect that causes him to become entangled, paralyzed, slowed, or staggered, he may spend 1 point from his ki pool as an immediate action to attempt a new save. This ability replaces high jump.

**Counter-Grapple (Ex)** At 4th level, a tetori wrestler may make an attack of opportunity against a creature attempting to grapple him. This ability does not allow the tetori to make an attack of opportunity against a creature with the Greater Grapple feat. At 6th level, he may use counter-grapple even if his attacker has concealment or total concealment, at 8th level even if he is flat-footed, and at 10th level even if his attacker has exceptional reach. This ability replaces slow fall.

**Graceful Grappler** A tetori uses his monk level in place of his base attack bonus to determine CMB and CMD for grappling. At 4th level, he suffers no penalties on attack rolls, can make attacks of opportunity while grappling, and retains his Dexterity bonus to AC when pinning an opponent or when grappled. At 8th level, a tetori gains the grab special attack when using unarmed strikes, and can use this ability against creatures his own size or smaller by spending 1 point from his ki pool, or against larger creatures by spending 2 points from his ki pool. This ability replaces flurry of blows.

**Greater Grapple** You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

**Improved Grapple** You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

**Inescapable Grasp (Su)** At 9th level, a tetori can spend 1 point from his ki pool to suppress his opponents' freedom of movement and magical bonuses to Escape Artist or on checks to escape a grapple. Inescapable grasp is a swift action and lasts until the beginning of the wrestler's next turn. This ability replaces abundant step, improved evasion, timeless body, and tongue of the sun and moon.

**Pinning Knockout** While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent nonlethal damage using an unarmed strike or a light or one-handed weapon, double your damage result. Any creature that is immune to critical hits is immune to the effects of this feat.

**Rapid Grappler** Whenever you use Greater Grapple to successfully maintain a grapple as a move action, you can then spend a swift action to make a grapple combat maneuver check

**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.

**Snapping Turtle Shell** While you are using the Snapping Turtle Style feat, the shield bonus the style grants to your AC increases to +2, and your enemies take a –4 penalty on critical confirmation rolls against you.

**Snapping Turtle Style** While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.

**Stunning Fist (Ex)** At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds.

**Stunning Pin (Combat)** Whenever you pin an opponent, you can spend a swift action to make a Stunning Fist attempt against that opponent.

# Monks of the Enduring Spirit

Ruby Phoenix Monk CR 8 combat performance +1

## Human monk 9

LN Medium humanoid (human)

**Init** +7; **Senses** Perception +10

### DEFENSE

**AC** 20, touch 18, flat-footed 16 (+2 armor, +3 Dex, +1 dodge, +2 monk, +2 Wis)

**hp** 71 (9d8+27)

**Fort** +7, **Ref** +9, **Will** +10; +2 vs. enchantment

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

### OFFENSE

**Speed** 60 ft.

**Melee** unarmed strike +10/+5 (1d10+3) or flurry of blows +11/+11/+6/+6 (1d10+3)

**Special Attacks** flurry of blows, stunning fist (9/day, DC 16)

### STATISTICS

**Str** 16, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk**+6; **CMB** +12; **CMD** 27

**Feats** Combat Reflexes, Dodge, Exotic Weapon Proficiency\*, Improved Initiative, Improved Unarmed Strike, Iron Will, Mobility, Stunning Fist, Toughness, Extra Ki, Weapon Focus (unarmed strike)\*

**Skills** Acrobatics +15 (+36 when jumping), Climb +13, Escape Artist +8, Intimidate +7, Knowledge (history) +4, Knowledge (religion) +4, Perception +10, Sense Motive +10, Stealth +11, Swim +11

**Languages** Tien

**SQ** fast movement, high jump, ki pool (8 points, magic), maneuver training, purity of body, slow fall 40 ft., still mind, wholeness of body

**Other Gear** *bracers of armor* +2

**Ki Pool Usage** (cost: benefit (action))

1 point: +20 speed (swift)

1 point: +4 dodge (swift)

1 point: extra attack in flurry, highest BAB (swift)

1 point: extra +20 jump (swift)

2 points: heal 9 hit points (standard)

**Stunning Fist (Ex)** At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute.

Apply the following templates to the above base stats:

**Spade Monk (2) CR 8**

hp 71 each (see page 6)

**OFFENSE**

**Melee** +1 *monk's spade*\* +11/+6 (1d6+5) or flurry of blows +12/+12/+7/+7 (1d6+4); unarmed strike +9/4 (1d10+3) or flurry of blows +10/10/5/5 (1d10+3)

**STATISTICS****CMB** +12, additional +2 when using spade**Feats** Martial Weapon Proficiency (monk's spade), Weapon Focus (monk's spade)**Other Gear** +1 *monk's spade*

Monk's spade	20 gp	1d4/1d4	1d6/1d6	×2	-	12 lbs.	B
or P or S		double, monk,	UC,	two handed			

**Meteor Monk CR 8**

hp 71 (see page 6)

**DEFENSE**

**AC** 21, touch 18, flat-footed 17 (+2 armor, +2 Dex, +1 dodge, +2 monk, +1 shield, +2 Wis) (includes fortress bonus from meteor hammer)

**OFFENSE**

**Melee** +1 *meteor hammer*\* +11/+6 (1d8+5/19–20); unarmed strike +9/4 (1d10+3) or flurry of blows +10/10/5/5 (1d10+3)

**STATISTICS****CMB** +12 (+2 with hammer)**Feats** Exotic Weapon Proficiency (meteor hammer), Weapon Focus (meteor hammer)**Other Gear** +1 meteor hammer\*

Meteor hammer	10 gp	1d6	1d8	×2	-	10 lbs.	B
reach, trip		UC,	two handed,	reach (10' range only),	trip (may drop)		

If you succeed at a trip attempt with a meteor hammer, you can drag your opponent 5 feet closer to you rather than knocking her prone.

You may use this weapon in two different ways:

Meteor: In meteor mode you use it as a double weapon.

Fortress: In fortress mode you cannot use it as a double weapon but gain reach and a +1 shield bonus to AC.

Switching between these two modes is a free action decided at the start of your turn.

**Sword Monk CR 8**

hp 71 (see page 6)

**OFFENSE**

**Melee** +1 seven-branched sword\* +11/+6 (1d10+5/×3) or flurry of blows +12/+12/+7/+7 (1d10+4/×3); unarmed strike +9/4 (1d10+3) or flurry of blows +10/10/5/5 (1d10+3)

**STATISTICS**

**CMB** +12 (+2 with sword)

**Feats** Exotic Weapon Proficiency (seven-branched sword), Weapon Focus (seven-branched sword)

**Other Gear** +1 *seven-branched sword*\*

Sword, seven-branched 50 gp 1d8 1d10 ×3 - 7 lbs. S  
disarm, monk UC, two handed, disarm (+2), monk (may flurry)

The shorter blades can be used to snag opponents' clothing or armor, or can target weapons in order to disarm them. To snag armor or clothing, the attacker makes a trip attempt. If successful, the victim doesn't fall prone, but instead is snagged and stumbles forward, leaving the victim flat-footed for the remainder of the round.

Stats for monks used in **The Spider Fight** (Below)

**Shang Gou Monks (3) CR 8**

hp 71 (use the stats on page 6)

**OFFENSE**

**Melee** +1 *shang gou*\* +11/+6 (1d4+4) or flurry of blows +12/+12/+7/+7 (1d4+4); unarmed strike +9/4 (1d10+3) or flurry of blows +10/10/5/5 (1d10+3)

**STATISTICS**

**CMB** +12 (+14 to trip, +2 when using shang gou); **CMD** 27 (29 vs. trip)

**Feats** Improved Trip (replaces Exotic Weapon Proficiency), Weapon Focus (shang gou)

**Other Gear** +1 *shang gou*\* (a pair), slippers of spider climbing

Shang gou 6 gp 1d3 1d4 ×2 - 1 lb. S disarm or  
trip (see text), monk UC, light

disarm (+2), trip (may drop), monk (may flurry), only gains trip when used in pairs

# The Headless One

**Shenzuzhou** CR 12 won't make combat performance checks

NE Large undead

**Init** +3; **Senses** darkvision 60 ft., lifestance; Perception +13

**Aura** fear (30-ft. radius, DC 22)

## DEFENSE

**AC** 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)

**hp** 127 (17d8+51)

**Fort** +8, **Ref** +10, **Will** +12

**Defensive Abilities** channel resistance +4, DR 5/magic;

**Immune** undead traits; **SR** 23

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *battleaxe* +18/+13/+8 (2d6+10/×3), +1 *battleaxe* +18/+13 (2d6+10/×3)

Rend 1d10+10

Power Attack -4/+8

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

**Special Attacks** festering heads

**Spell-like Abilities** (CL 8th; concentration +11)

At will- *darkness*

1/day- *cloudkill* (DC 18)

## STATISTICS

**Str** 28, **Dex** 17, **Con** -, **Int** 6, **Wis** 15, **Cha** 17

**Base Atk**+12; **CMB** +22; **CMD** 35

**Feats** Cleave, Double Slice, Great Cleave, Improved Two-Weapon Fighting, Lightning Reflexes, Power Attack, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (battleaxe)

**Skills** Climb +20, Intimidate +18, Perception +13, Stealth +8

**Languages** Giant (can't speak)

## SPECIAL ABILITIES

**Festering Heads (Su)** Once the heads in a shenzuzhou's collection rot out naturally, it can hurl them as a thrown splash weapon (range increment 30 ft.) as a standard action. A thrown head ruptures on impact, releasing noxious gas that produces an effect identical to a stinking cloud spell (DC 22). The save is Charisma based. A typical shenzuzhou carries 1d4 festering heads. The heads do not rupture if thrown by another creature.

## The Spider Fight

A creature knocked from the face of the Wall of Seven Winds (120' max height) falls into the wind-tossed water below, taking applicable falling damage based on its height up the cliff face. Any creature who is knocked prone while on the cliff face falls. A plummeting creature can attempt a Reflex save to grab hold of the wall and stop its fall. The DC for this save is 15 + 1 for every 10 feet to the water.

**Shang gou monks** (3) (stats listed in monks of the enduring spirit section)

Orometsu Yasi CR 8 combat performance +1

### **Female human fighter 9**

LN Medium humanoid (human)

**Init** +7; **Senses** Perception +1

### **DEFENSE**

**AC** 22, touch 14, flat-footed 18 (+8 armor, +3 Dex, +1 dodge)

**hp** 90 (9d10+36)

**Fort** +8, **Ref** +6, **Will** +4; +2 vs. fear

**Defensive Abilities** bravery +2

### **OFFENSE**

**Speed** 30 ft.

**Melee** +1 *frost nodachi*\* +17/+12 (1d10+9/15–20 plus 1d6 cold)

**Ranged** mwk. shortbow +14/+9 (1d6+1/×3)

**Special Attacks** weapon training (heavy blades +2, bows +1)

### **STATISTICS**

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

**Base Atk**+9; **CMB** +12; **CMD** 26

**Feats** Combat Reflexes, Dodge, Greater Weapon Focus (nodachi), Improved Critical (nodachi), Improved Initiative, Mobility, Power Attack, Spring Attack, Toughness, Weapon Focus (nodachi), Weapon Specialization (nodachi)

**Skills** Climb +6, Diplomacy +8, Intimidate +7, Knowledge (nobility) +4, Ride +7

**Languages** Minkaian, Tien

**SQ** armor training 2

**Combat Gear** *potion of cure moderate wounds*, *potion of haste*; **Other Gear** +1 *kusari gusoku*\*, +1 *frost nodachi*\*, *slippers of spider climbing*, masterwork shortbow with 20 arrows

Nodachi: A nodachi can be used to hack riders from their mounts or set to receive a charge. Feature(s): brace



## Test of Three Towers

Ganyavesha, combat performance +6.

**Female human oracle 12** (Pathfinder RPG Advanced Player's Guide 42)

LN Large humanoid (human)

**Init** +9; **Senses** Perception +9

### DEFENSE

**AC** 31, touch 19, flat-footed 25 (+6 armor, +4 shield, +4 deflection, +5 Dex, +1 dodge, +2 natural, -1 size); 50% miss chance

**hp** 153 (12d8+96; includes 12 temporary hit points)

**Fort** +13, **Ref** +13, **Will** +12

**DR** 10/adamantine, up to 120 or 5/good; **Immune** protection from fire

### OFFENSE

**Speed** 30 ft.

**Melee** *kukri of life stealing* +21/+21/+16 (1d6+11/15-20) 20% miss chance

Bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level gained or they become permanent.

**Ranged** mwk dagger +14 (1d6+5/19-20)

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

**Oracle Spells Known** (CL 12th; concentration +16)

Spells remaining today are in first column

2 6th (3/day)-*greater dispel magic, mass bull's strength, mass inflict moderate wounds* (DC 20)

4 5th (5/day)-*flame strike* (DC 19), *mass inflict light wounds* (DC 19), *righteous might, spell resistance*

5 4th (7/day)-*cure critical wounds, divine power, freedom of movement, inflict critical wounds* (DC 18), *wall of fire*

4 3rd (7/day)-*blindness/deafness* (DC 17), *inflict serious wounds* (DC 17), *invisibility purge, magic vestment, prayer, protection from energy*

6 2nd (7/day)-*aid, bear's endurance, cure moderate wounds, fog cloud, inflict moderate wounds* (DC 16), *lesser restoration, silence*

6 1st (7/day)-*bleed* (DC 14), *detect magic, detect poison, guidance, light, mending, read magic, resistance, virtue*

0 (at will)-*bleed* (DC 14), *detect magic, detect poison, guidance, light, mending, read magic, resistance, virtue*

**Mystery** battle

### TACTICS

**Before Combat** In preparation for the battle, Ganyavesha casts the following spells during the minute granted: *shield of faith, magic vestment* (x2), *freedom of movement, protection from energy* (fire), *bear's endurance, mass bull's strength, divine power* (10 rounds), and *righteous might* (9 rounds).

**During Combat** Ganyavesha activates her ring of blinking and employs her surprising charge revelation to move about the battlefield and avoid attacks, drinking her potion of haste if she has the chance to increase her movement. She hopes to deliver critical hits as often as possible to take advantage of the special abilities of her kukri of life drinking.

**Morale** If reduced below 30 hit points, Ganyavesha uses the strongest healing she has available, then devotes herself fully to taking down the nearest target at all costs, surrendering only when reduced to 5 hit points.

### STATISTICS

**Str 21, Dex 20, Con 20, Int 8, Wis 10, Cha 18**

**Base Atk+9; CMB +15; CMD 35**

**Feats** Combat Casting, Dodge, Extra Revelation, Greater Weapon Focus (kukri), Improved Critical (kukri), Improved Initiative, Martial Weapon Proficiency, Toughness, Weapon Finesse, Weapon Focus (kukri)

**Skills** Acrobatics +11, Diplomacy +13, Intimidate +13, Knowledge (history) +8, Knowledge (religion) +8, Perception +9, Sense Motive +9, Spellcraft +8

**Languages** Aklo, Terran, Tien, Vudrani, tongues (understand only)

**SQ** oracle's curse (tongues), revelations (battlefield clarity 2/day, iron skin 1/day, surprising charge 2/day, war sight, weapon mastery)

**Combat Gear** *potions of cure serious wounds (2), potion of haste, wand of cure light wounds*; **Other Gear** masterwork studded leather armor, masterwork buckler, *kukri of life stealing*, masterwork dagger, *belt of incredible dexterity +6, cloak of resistance +4, ring of blinking*

**Battlefield Clarity (Ex)** (2/day) As an immediate action, whenever you fail a saving throw that causes you to become blinded, deafened, 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.

**Surprising Charge (Ex)** (2/day) You can move up to your speed as an immediate action.

**War Sight (Su)** 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). At 11th level, you can roll for initiative three times and take any one of the results.

### Traps:

Six sections of the platforms are designed to break beneath the weight of Medium-sized contestants, as marked on the map. A contestant who falls through the trap door on the upper level falls onto the corresponding trap door on the lower level, automatically triggering it, and receiving a second Reflex save at a -2 penalty.

**Hidden Trap Door** (6) CR 4

**Type** mechanical; **Perception** DC 28; **Disable Device** DC 28

**EFFECTS**

**Trigger** location; **Reset** manual

**Effect** 20-ft. drop from tower (2d6 falling damage); DC 20 Reflex avoids

## Battle of the Embers

**Hazards** Any creature walking unshod on the hot coals takes 1d6 points of fire damage per round (DC 15 Reflex save for half damage). A creature that moves at least 15 feet during its turn receives a +2 bonus on this save. Combatants can kick, shovel, hurl, or otherwise throw coals as a ranged touch attack with a range of 10 feet that deals 1d6 points of fire damage. A prone creature takes 2d6 points of fire damage each round at the start of its turn.

Chanters of the Sacred Song (4) CR 8 combat performance +5

**Human bard (sound striker) 9** (Pathfinder RPG Ultimate Magic 27)

CG Medium humanoid (human)

**Init** +2; **Senses** Perception +0

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+5 armor, +2 Dex, +1 dodge, +2 shield)

**hp** 80 each (9d8+36)

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

### OFFENSE

**Speed** 30 ft.

**Melee** mwk. whip +8/+3 (1d3+1 nonlethal) or

mwk. short sword +7/+2 (1d6/19–20)

**Ranged** mwk. shortbow +9/+4 (1d6/×3)

*wordstrike* - 1d4+4

*weird words* - +8 ranged touch (1d8+3, up to 9 targets, DC 17 fortitude halves)

**Special Attacks** bardic performance 23 rounds/day (move action, countersong, dirge of doom, distraction, fascinate, inspire courage +2, inspire greatness, weird words, wordstrike),

**Bard Spells Known** (CL 9th; concentration +12)

3rd (4/day)-*confusion* (DC 16), *fear* (DC 16), *haste*, *invisibility sphere*

2nd (5/day)-*cat's grace*, *cure moderate wounds*, *heroism*, *hold person* (DC 15)

1st (6/day)-*charm person* (DC 14), *comprehend languages*, *expeditious retreat*, *grease*, *hideous laughter* (DC 14)

0 (at will)-*dancing lights*, *detect magic*, *ghost sound*, *light*, *message*, *read magic*

### STATISTICS

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

**Base Atk**+6; **CMB** +6 (+8 trip); **CMD** 18 (20 vs. trip)

**Feats** Combat Expertise, Dodge, Improved Trip, Toughness, Vital Strike, Weapon Focus (whip)

**Skills** Acrobatics +13, Bluff +15, Diplomacy +15, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (religion) +17, Perform (oratory) +15, Perform (sing) +15, Sense Motive +15, Spellcraft +13

**Languages** Minatan, Tien

**SQ** bardic knowledge +4, lore master 1/day, versatile performance (oratory: diplomacy, sense motive; sing: bluff, sense motive)

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 *chain shirt*, +1 *light wooden shield*, masterwork short sword, masterwork shortbow with 20 arrows, masterwork whip, *cloak of resistance* +1, *headband of alluring charisma* +2

**Inspire greatness** +2d10+con temp hit points, +2 competence attacks, +1 competence fortitude

**Wordstrike (Su)** At 3rd level, the sound striker bard can spend 1 round of bardic performance as a standard action to direct a burst of sonically charged words at a creature or object. This performance deals 1d4 points of damage plus the bard's level to an object, or half this damage to a living creature. This performance replaces inspire competence. (1d4+4)

**Weird Words (Su):** At 6th level, a sound striker can start a performance as a standard action, lashing out with 1 potent sound per bard level (maximum 10), each sound affecting one target within 30 feet. These are ranged touch attacks. Each weird word deals 1d8 points of damage plus the bard's Charisma bonus (Fortitude half), and the bard chooses whether it deals bludgeoning, piercing, or slashing damage for each word. (+8 ranged touch, 1d8+3, DC 17 fortitude)

# Golden League Ambush

Golden League Xun (3) CR 8

XP 4,800 each

**Male human fighter 2/rogue (thug) 7** (Advanced Player's Guide 135)

NE Medium humanoid (human)

**Init** +2; **Senses** Perception +11

## DEFENSE

**AC** 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +2 Dex, +1 dodge)

*Offensive Defense:* **AC** 23, touch 18, flat-footed 16

*Fight defensively:* -4 hit/+3 AC + 1 shield bonus

**hp** 80 each (9 HD; 2d10+7d8+34)

**Fort** +7, **Ref** +7, **Will** +3; +1 vs. fear

**Defensive Abilities** bravery +1, evasion, uncanny dodge

## OFFENSE

**Speed** 30 ft.

**Melee** mwk sansetsukon\*\* +12/+7 (1d10+4) or

mwk dagger +11/+6 (1d4+4/19–20)

**Ranged** dart +9/+4 (1d4+3)

**Special Attacks** brutal beating, sneak attack +4d6

## STATISTICS

**Str** 16, **Dex** 15, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

**Base Atk**+7; **CMB** +10; **CMD** 24

**Feats** Combat Reflexes, Dodge, Iron Will, Power Attack, Stealthy, Toughness, Weapon Focus (sansetsukon), Outflank\*

**Skills** Acrobatics +14, Climb +14, Escape Artist +4, Intimidate +12, Knowledge (local) +13, Perception +11, Ride +14, Sleight of Hand +14, Stealth +16, Swim +13

**Languages** Common, Tien

**SQ** frightening, rogue talents (fast stealth, resiliency [1/day], offensive defense\*)

**Combat Gear** *potion of bear's endurance*, *potions of cure moderate wounds (2)*, *potion of invisibility*; **Other Gear** +2 *studded leather*, masterwork sansetsukon\*\*, masterwork dagger, darts (6), ring of protection +1, 65 gp

Sansetsukon	8 gp	1d8	1d10	19–20/x2	-	3 lbs.	B
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blocking, disarm, monk UC, Two-handed

**Frightening (Ex)** Whenever a thug successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the thug can instead decide to make the target frightened for 1 round. This ability replaces trapfinding.

## Brutal Beating (Ex)

At 3rd level, whenever a thug deals sneak attack damage, she can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to 1/2 her rogue level. This ability does not stack with itself—only the most recent duration applies. This ability replaces trap sense.

**Resiliency (Ex)** Benefit: Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If

the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

**Offensive Defense**

*Benefit:* When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to **AC** for each sneak attack die rolled for one round.

**Outflank (Combat, Teamwork)**

*Prerequisite:* Base attack bonus +4.

*Benefit:* Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

## Blood and Mud

**Bog:** If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

### Leech Swarm (6)

N Diminutive vermin (aquatic, swarm)

**Init** +4; **Senses** blindsight 30 ft.; Perception +0

#### DEFENSE

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

**hp** 39 (6d8+12)

**Fort** +7, **Ref** +6, **Will** +2

**Immune** mind-affecting effects, swarm traits, weapon damage

**Weaknesses** susceptible to salt (see giant leech)

#### OFFENSE

**Speed** 5 ft., swim 30 ft.

**Melee** swarm (2d6 plus poison)

**Space** 10 ft.; Reach 0 ft.

**Special Attacks** blood drain, distraction (DC 15)

#### STATISTICS

**Str** 1, **Dex** 18, **Con** 15, **Int** -, **Wis** 10, **Cha** 2

**Base Atk**+4; **CMB** -; **CMD** -

**Skills** Stealth +16 (+24 in swamps), Swim +12; Racial Modifiers +8 Stealth in swamps, uses Dexterity to modify Swim checks

#### SPECIAL ABILITIES

##### Blood Drain (Ex)

Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.

**Poison (Ex)** injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d4

Dexterity drain; cure 1 save.

**Susceptible to Salt (Ex)** A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

Hok Fong the Eunuch CR 11 combat performance +4

**Male human witch 8/bloatmage 4**

Medium humanoid (human)

**Init** +2; **Senses** Perception +5

**DEFENSE**

**AC** 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural); 50% miss

**hp** 101 (12d6+36+10+5)

**Fort** +7, **Ref** +7, **Will** +10

**Weaknesses** hemophilia

**OFFENSE**

**Speed** 20 ft., fly 30 ft. (good)

**Melee** mwk quarterstaff +6/+1 (1d6–1), 20% miss

**Special Attacks** hexes (charm [2 steps, 4 rounds], disguise [8 hours], evil eye [–4, 7 rounds], misfortune [2 rounds], tongues [8 minutes])

**Witch Spells Prepared** (CL 12th; concentration +16)

6th- *cloak of dreams*\* (DC 23), *slay living* (DC 20)

5th- *dominate person* (DC 22), *feeblemind* (DC 22), *overland flight* (cast)

4th- *confusion* (DC 21), lesser geas (DC 21), phantasmal killer (DC 18), poison (DC 18)

3rd- *blink* (cast), *clairaudience/clairvoyance*, *dispel magic*, *pain strike*\* (DC 17), *suggestion* (DC 20)

2nd- *alter self*, *false life*, *fester*\* (DC 16), *invisibility*, *touch of idiocy* (DC 16)

1st- *burning hands* (DC 15), *charm person* (DC 18), *cure light wounds*, *mage armor* (cast), *ray of enfeeblement* (DC 15)

0 (at will)-*detect poison*, *detect magic*, *guidance*, *message*

**Patron** Deception

**TACTICS**

**Before Combat** Hok Fong casts false life, mage armor, and overland flight at the start of each day of the competition, and casts blink before the start of his first match in a given day. During Combat Hok Fong uses his enchantment spells to turn his foes against one another, preferring to use ranged spells and hexes from a distance.

**Base Statistics** When not under the effects of his pre-combat spells, Hok Fong's statistics are **AC** 15, touch 14, flat-footed 12; **hp** 86; **Skills** Fly +7.

**STATISTICS**

**Str** 8, **Dex** 14, **Con** 15, **Int** 18, **Wis** 10, **Cha** 14

**Base Atk**+6; **CMB** +5; **CMD** 19

**Feats** Bloatmage Initiate, Combat Casting, Dodge, Greater Spell Focus (enchantment), Mobility, Spell Focus (enchantment), Toughness

**Skills** Bluff +7, Craft (alchemy) +13, Diplomacy +11, Disguise +8, Fly +16, Intimidate +11, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (planes) +13, Linguistics +9, Perception +5, Stealth +11, Survival +5, Use Magic Device +10

**Languages** Abyssal, Celestial, Common, Tien, tongues

**SQ** bloat (2/day, 2d4), blood pool (4), corpulence, witch's familiar (pig named Xinai)

**Combat Gear** potion of cure serious wounds, scroll of heightened hold person (3rd level), scroll of heroism, wand of lightning bolt (20 charges); **Other Gear** masterwork quarterstaff, belt of mighty constitution +2, cloak of resistance +2, ring of protection +1, 50 gp



## **SPECIAL ABILITIES**

**Bloat (Ex)** Twice per day, Hok Fong can exert himself as a free action to instantly gain 2d4 extra blood points, but doing so puts him at great risk (see blood pool, below).

**Blood Pool (Su)** Hok Fong can spend a blood point at the time of casting a spell to recall it immediately afterward as if it had not been cast. If Hok Fong ever has more blood points than his bloatmage level but fewer than twice his bloatmage level, he gains the sickened condition until his blood pool falls to or below his bloatmage level. If he ever has twice his bloatmage level or higher in blood points, he immediately flies into a homicidal rage, striking out randomly with his most damaging attacks and abilities at friends and foes alike for 1d6 rounds or until his blood pool is reduced to 0 (whichever comes first). At the end of his rage, his blood pool drops to 0, his hit points drop to -1, and he begins dying.

**Corpulence (Ex)** Hok Fong's rolls of fatty, blood-laden flesh grant him a +1 natural armor bonus.

**Feats** Hok Fong's Bloatmage Initiate feat allows him to cast spells of the enchantment school at +1 caster level (his save DCs already incorporate this bonus, but duration and other level-dependent effects do not). His extreme girth, however, means that he is always considered to be carrying a medium load (already included in his stats).

**Hemophilia (Ex)** Bloatmages are particularly susceptible to bleed effects, and the DC of any Heal check to stop a bleed effect is 5 higher than normal. In addition, anytime a bleeding wound is inflicted on a bloatmage, he loses 1 blood point. This loss of blood points is cumulative for multiple bleed attacks, but not each time he takes damage from the same attack.

\* See the Advanced Player's Guide.

**Hexes:** DC 18

*Charm (Su)* (2 steps, 4 rounds): A witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. At 8th level, this effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

*Evil Eye (Su)* (-4, 7 rounds): The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to -4.

*Misfortune (Su)* The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

# Kidnapped

Huyanwo Brine dragon, adult CR 11

LN Large dragon (water)

**Init** +4; **Senses** dragon senses; Perception +20

**Aura** frightful presence (180 ft., DC 20)

## DEFENSE

**AC** 27, touch 9, flat-footed 27 (+18 natural, -1 size)

**hp** 147 (14d12+56)

**Fort** +13, **Ref** +11, **Will** +12

**DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 22

## OFFENSE

**Speed** 60 ft., fly 200 ft. (poor), swim 60 ft.

**Melee** bite +23 (2d6+15), 2 claws +23 (1d8+10), tail slap +18 (1d8+15), 2 wings +18 (1d6+5)

**Space** 10 ft.; Reach 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (80-ft. line, 12d6 acid, DC 21)

**Spell-like Abilities** (CL 14th; concentration +17)

At will-*control water*, *obscuring mist*, *speak with animals* (fish only), *water breathing*

**Spells Known** (CL 7th; concentration +10)

3rd (5/day)-*aqueous orb*\* (DC 16), *sleet storm* (DC 16)

2nd (7/day)-*alter self*, *invisibility*, *slipstream*\*

1st (7/day)-*color spray* (DC 14), *feather fall*, *flare burst*\* (DC 14), *ray of enfeeblement*, *touch of the sea*\*

0 (at will)-*detect magic*, *detect poison*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *resistance*

\* - Denotes spell from Advanced Players Guide.

## STATISTICS

**Str** 30, **Dex** 11, **Con** 19, **Int** 19, **Wis** 16, **Cha** 17

**Base Atk**+14; **CMB** +25; **CMD** 35 (39 vs. trip)

**Feats** Hover, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Swim), Vital Strike

**Skills** Bluff +20, Diplomacy +20, Fly +11, Heal +20, Knowledge (arcana and nature) +21, Perception\* +22, Sense Motive\* +22, Survival +20, Swim +41

**Languages** Aquan, Common, Draconic, Elven, Halfling

**SQ** water breathing

Risha Coaltongue CR 8

XP 4,800

**Female human rogue 9**

N Medium humanoid (human)

**Init** +8; **Senses** Perception +12

**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, improved uncanny dodge, trap sense +3

**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

**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, Appraise +11, Bluff +11, Climb +12, Disable Device +14, Escape Artist +16, Knowledge (dungeoneering) +11, Knowledge (local) +11, Perception +12, Sense Motive +13, Sleight of Hand +16, Stealth +16, Use Magic Device +9

**Languages** Common, Tien, Varisian

**SQ** rogue talents (combat trick, resiliency [1/day], surprise attack (charge from stealth and sneak), 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

Darys Shrike CR 8

XP 4,800

**Male 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 (1d6+7)

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

**TACTICS**

**During Combat** Darys provides flanking support for Risha when possible, and tries to bull rush PCs into the water or sunder their weapons when the opportunity arises.

**STATISTICS**

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

**Base Atk**+9; **CMB** +13 (+15 to sunder or bull rush); **CMD** 24 (+2 vs sunder, bull rush)

**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

**Languages** Common

**SQ** armor training 2

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

Mol Kor CR 8

XP 4,800

**Male half-orc cleric of Gorum 9**

CN Medium humanoid (orc)

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

**DEFENSE**

**AC** 22, touch 11, flat-footed 22 (+11 armor, +1 deflection)

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

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

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 20 ft.

**Melee** +1 *greatsword* +11/+6 (2d6+5/19–20) or armor spikes +9/+2 (1d6+3)

**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* (+4)

6/day-*battle rage* (+4 damage)

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

5th-*breath of life*, *righteous might*D

4th- *chaos hammer* (DC 17), *divine power*D, *spell immunity*

3rd- *blindness* (DC 16), *dispel magic*, *invisibility purge*, *magic vestment*D

2nd- *aid*, *bull's strength*, *death knell* (DC 15), *shatter* (DC 15), *spiritual weapon*D

1st- *bane* (DC 14), *deathwatch*, *doom* (DC 14), *entropic shield*, *magic weapon*D, *shield of faith*

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

D Domain spell

**Domains** Glory, War

**TACTICS**

**Before Combat** If he has time before combat starts, Mol Kor casts bull's strength and spell immunity ( fireball and magic missile), and activates his touch of glory domain power. During Combat The cleric begins battle trying to intimidate the most powerful-looking opponent. He then alternates between using spells to weaken magically enhanced foes and charging into battle with his greatsword. Mol Kor channels positive energy to heal his allies as needed, and doesn't shy away from including the PCs in such bursts, as he looks forward to a prolonged battle for the glory of his god.

**STATISTICS**

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

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

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

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

**Languages** Common, Orc

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

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

Pirin Agramont CR 8

XP 4,800

**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

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk sickle +7 (1d6–1) 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*

1st (7/day)- *burning hands* (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** Pirin casts *mage armor* at the start of each day. She casts *protection from arrows* if she has time before the start of 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, she casts *stoneskin* and *invisibility*.

**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*, *wand of ray of enfeeblement* (CL 6th, 14 charges); **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, 97 gp

# They of Two Heads

Atamahuta CR 11

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

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +24

## DEFENSE

**AC** 25, touch 10, flat-footed 24 (+7 armor, +1 Dex, +8 natural, -1 size)

**hp** 147 (14d10+70); regeneration 5 (acid or fire)

**Fort** +14, **Ref** +5, **Will** +12

**SR** 22

## OFFENSE

**Speed** 30 ft.

**Melee** +2 orc double axe +22/+22/+17/+17/+12/+12 (2d6+12/19-20)

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

**Special Attacks** double weapon mastery, spellstrike

**Spell-like Abilities** (CL 11th; concentration +14)

Constant- *see invisibility*

3/day- *chill touch* (DC 14), *dimension door*, *fireball* (DC 16), *haste*, *rage*, *shocking grasp*

1/day- *black tentacles*, *stoneskin*, *wall of fire*

## STATISTICS

**Str** 25, **Dex** 12, **Con** 20, **Int** 13, **Wis** 16, **Cha** 17

**Base Atk**+14; **CMB** +22; **CMD** 33

**Feats** Cleave, Combat Casting, Improved Initiative, Improved Sunder, Power Attack, Spell Penetration, Vital Strike

**Skills** Bluff +20, Disguise +20, Intimidate +20, Knowledge (planes) +18, Perception +24, Sense Motive +20, Spellcraft

+18; Racial Modifiers +4 Perception

**Languages** Common, Giant, Orc, Tien

**SQ** change shape (Large humanoid, alter self ), ward off distractions

**Gear** *banded mail*, +2 *orc double axe*

## SPECIAL ABILITIES

**Double Weapon Mastery (Ex)** An atamahuta fights with an orc double axe. While making a full attack, an atamahuta controls its arms with both heads and does not take a penalty on attack or damage rolls for attacking with a double weapon.

**Spellstrike (Su)** An atamahuta can imbue its weapon with magical properties using its spell-like abilities. Whenever an atamahuta casts a spell with a range of “touch” from its spell-like abilities, it can deliver the spell through any weapon it is holding as part of a free melee attack at its highest base attack bonus as part of casting its spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon’s critical threat range, but the spell effect only deals double damage on a successful critical hit, while the weapon damage uses its own critical multiplier. An atamahuta cannot make a full attack during the same round that it uses a spell-like ability unless another effect would allow it to do so.

**Ward Off Distractions (Ex)** An atamahuta uses one of its heads to defend against attacks while the other is using a spell-like ability, giving it a +4 bonus to **AC** against attacks of opportunity while casting.

## Final Round:

Golden League Xun (3) CR 8

hp 80 each (use the stats on page 16)

Gomwai CR 11

**Male hobgoblin monk 11** (Pathfinder RPG Bestiary 175)

LE Medium humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft.; Perception +2

### DEFENSE

**AC** 30, touch 22, flat-footed 26 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +4 monk, +2 Wis, +4 natural) (includes barkskin)

**hp** 121 (11d8+68)

**Fort** +14, **Ref** +14, **Will** +13; +2 vs. enchantment

**Defensive Abilities** improved evasion; **Immune** disease, fear, poison

### OFFENSE

**Speed** 60 ft.

**Melee** unarmed strike +17/+12 (2d8+4 plus 1d6 nonlethal) or flurry of blows +18/+18/+13/+13/+8 (2d8+4 plus 1d6 nonlethal)

**Special Attacks** flurry of blows, stunning fist (12/day, DC 17)

### TACTICS

**Before Combat** Prior to combat, Wu Jufeng casts greater heroism (CL 13) on Gomwai, the effects of which have already been included in his stats. If Gomwai has had the chance to observe the PCs' past rounds and knows they are likely to hit him often, the hobgoblin drinks his potion of barkskin prior to entering the battlefield (not included in his stats). During Combat Gomwai directs his allies to flank, and coordinates their attacks on a single opponent until that foe is unconscious, using a combination of combat maneuvers, nonlethal damage, and stunning fist to debilitate foes. The hobgoblin prefers to eliminate foes in the following order: healers, arcane casters, ranged combatants, melee combatants.

### STATISTICS

**Str** 17, **Dex** 17, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk**+8; **CMB** +18 (+20 bull rush, grapple, trip); **CMD** 33 (35 vs. bull rush, grapple, trip)

**Feats** Dodge, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Intimidating Prowess, Mobility, Power Attack, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +17 (+40 when jumping), Climb +15, Intimidate +16, Sense Motive +9, Stealth +19

**Languages** Goblin, Tien

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

**Combat Gear** potion of barkskin (CL 9th; +4 natural armor bonus), potion of cure serious wounds, potion of fly; **Other Gear** merciful amulet of mighty fists +1, belt of physical might +2 (Str/Con), bracers of armor +4, ring of protection +3, monk's robes, 600 gp



**Ki Pool Usage** (cost: benefit (action)), 7 points

1 point: +20 speed (swift)

1 point: +4 dodge (swift)

1 point: extra attack in flurry, highest BAB (swift)

1 point: extra +20 jump (swift)

2 points: heal 11 hit points (standard)

Stunning Fist (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute.

# The Twins Revenge

Wu Dizhen CR 12

**Female human earth elemental wizard 8/monk 5**

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +1

## DEFENSE

**AC** 23 touch 13, flat-footed 22 (+4 armor, +1 deflection, +1 Dex, +1 monk, +1 Wis, +2 natural, +4 shield, -1 size)

**hp** 114 (13 HD; 5d8+8d6+47+8+5)

**Fort** +13, **Ref** +12, **Will** +14; +2 vs. enchantment

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

## OFFENSE

**Speed** 40 ft.

**Melee** unarmed strike +16/+16/+11 (2d6+8) or flurry of blows +16/+16/+16/+11 (2d6+8); (includes haste); +1 hit/damage both Wu and foe on ground

**Special Attacks** acid cloud (1d6+4 acid plus sickened, DC 16 Fort save for half, 5/day), flurry of blows, stunning fist (7/day, DC 17)

**Wizard Spells Prepared** (CL 8th; concentration +10)

4th- *crushing despair* (DC 16), *detonate\** (DC 16), *stone shape*

3rd- *dispel magic*, *fireball* (DC 15), *greater magic weapon* (cast), *stinking cloud* (DC 15)

2nd- *acid arrow*, *blur*, *bull's strength* (cast), *false life* (cast), *resist energy*

1st- *burning hands* (DC 13), *enlarge person* (cast), *grease*, *mage armor* (cast), *magic missile*, *shield* (cast)

0 (at will)- *acid splash*, *detect magic*, *mage hand*, *ray of frost*, *resistance*

**Opposition School** Air

## TACTICS

**Before Combat** Wu Dizhen casts *mage armor* at the start of each day. During the PCs' match against Gomwai, she casts *shield* and *greater magic weapon* (both included in her stats), and *false life*, *bull's strength*, and *enlarge person* as time permits.

## STATISTICS

**Str** 22, **Dex** 12, **Con** 14, **Int** 14, **Wis** 13, **Cha** 8 (includes bulls strength and enlarge)

**Base Atk**+7; **CMB** +16 (+18 bull rush or grapple); **CMD** 28 (30 vs. bull rush or grapple); +3 bull rush, drag, reposition, trip, and overrun attempts while on ground)

**Feats** Combat Casting, Combat Reflexes, Deflect Arrows, Empower Spell, Great Fortitude, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Scribe Scroll, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

**Skills** Acrobatics +15 (+24 when jumping), Climb +11, Escape Artist +18, Knowledge (arcana) +18, Knowledge (nature) +18, Linguistics +8, Spellcraft +18, Swim +11

**Languages** Abyssal, Celestial, Common, Draconic, Terran, Tien

**SQ** arcane bond (amulet), earth glide (8 rounds), earth supremacy, fast movement, high jump, ki pool (3 points, magic), maneuver training, purity of body, slow fall 20 ft., still mind

**Combat Gear** *potions of cure serious wounds* (2), *scroll of obscuring mist*, *scroll of stonewood*, *scroll of wall of stone*; **Other Gear** *amulet of natural armor* +2, *belt of incredible dexterity* +2, *cloak of resistance* +3, *ring of protection* +1, spell component pouch, spellbook, 400 gp

**Ki Pool Usage** (cost: benefit (action)), 3 points

1 point: +20 speed (swift)

1 point: +4 dodge (swift)

1 point: extra attack in flurry, highest BAB (swift)

1 point: extra +20 jump (swift)

**Stunning Fist (Ex)** At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued.

**Earth Supremacy (Su)** You gain a +2 enhancement bonus to your CMD to resist bull rush, drag, reposition, trip, and overrun attempts as long as you are touching the ground. This bonus increases by +1 for every five wizard levels you possess. In addition, you gain a +1 insight bonus on melee attack and damage rolls whenever both you and your foe are touching the ground. At 20th level, earth and stone do not block the line of effect of your spells, although they do still block your line of sight.

**Acid Cloud (Su)** As a standard action, you can create a 5-foot-radius cloud of acid vapor within 30 feet that lasts for 1 round. This cloud deals 1d6 points of acid damage + 1 point for every two wizard levels you possess to all creatures in the cloud and sickens them for 1 round. A successful Fortitude save negates the sickened effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. Creatures that begin their turn inside the cloud can move out that turn without penalty, but those that enter the cloud are affected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Earth Glide (Su)** At 8th level, you gain the ability to move through earth, dirt, and stone for a number of rounds per day equal to your wizard level. You cannot move through worked earth or stone; only natural substances can be traversed. If your total duration expires before you exit the earth, you are flung back to the point where you entered the stone, take 4d6 points of damage, and are stunned for 1 round. Your burrowing does not leave a hole, nor does it give any sign of your presence (although you can be detected by creatures with tremorsense). These rounds do not need to be consecutive.

Wu Jufeng CR 12

XP 19,200

**Female human air elemental wizard 13**

LE Medium humanoid (human)

**Init** +6; **Senses** Perception –1

**DEFENSE**

**AC** 24, touch 16, flat-footed 20 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +4 shield, +1 haste), 50% displacement

**hp** 87 (13d6+39)

**Fort** +9, **Ref** +11, **Will** +9

**Immune** energy (choose type based on heroes, 120 points); **DR** 10/magic versus arrows (100 points)

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *adamantine spell storing quarterstaff* +11/11/+6 (1d6+4)

**Special Attacks** cyclone (13 rounds), lightning flash (1d6+6 electricity damage plus dazzled, DC 20 Reflex save half, 7/day)

**Spell-like Abilities** (CL 13th; concentration +17)

At will- *feather fall* (self only), *fly* (self only), *levitate* (self only)

**Wizard Spells Prepared** (CL 13th; concentration +17)

7th- *control weather*, *forcecage* (DC 22)

6th- *chain lightning* (DC 21), *greater heroism* (cast on Gomwai), *sirocco\** (DC 21)

5th- *cone of cold* (DC 20), *mage's private sanctum*, *suffocation\** (DC 19), *teleport*

4th- *ball lightning\** (DC 19), *bestow curse* (DC 18), *detonate\** (DC 19), *dragon's breath\** (DC 19), *greater invisibility*, *shout* (DC 19)

3rd- *dispel magic*, *displacement* (cast), *haste* (cast), lightning bolt (DC 18), *protection from energy* (cast), *slow* (DC 17)

2nd- *fox's cunning*, *gust of wind* (DC 17), *protection from arrows* (cast), *scorching ray*, see *invisibility*, *summon swarm*

1st- *disguise self*, *mage armor* (cast), *magic missile*, *shield* (cast), *shocking grasp*, *true strike*

0 (at will)- *detect magic*, *message*, *prestidigitation*, *read magic*, *resistance*

**Opposition School** Earth

\* See the Advanced Player's Guide.

**TACTICS**

**Before Combat** Wu Jufeng casts *mage armor* at the start of each day. During the PCs' battle with Gomwai, she casts *protection from energy*, *protection from arrows*, *displacement*, *shield*, and *haste* as time permits, before confronting the PCs and the Emissary.

**During Combat** Wu Jufeng initiates combat by casting *forcecage* to catch as many PCs as possible in a barred cage. She then targets the trapped enemies with elemental attacks until they free themselves. If threatened by physical attacks, she uses her cyclone elemental school power to drive away attackers.

**STATISTICS**

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

**Base Atk**+6; **CMB** +9; **CMD** 24

**Feats** Combat Casting, Dodge, Great Fortitude, Heighten Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Focus (evocation), Toughness, Weapon Focus (quarterstaff)

**Skills** Appraise +13, Craft (alchemy) +15, Disguise +10, Fly +22, Knowledge (arcana) +20, Knowledge (local) +20, Knowledge (planes) +20, Linguistics +9, Spellcraft +20

**Languages** Auran, Common, Draconic, Goblinoid, Infernal, Terran, Tien

**SQ** air supremacy, arcane bond (quarterstaff)

**Combat Gear** *potion of cure moderate wounds, scroll of bear's endurance, scroll of gaseous form, wand of lightning bolt (12 charges); Other Gear* +1 adamantite spell storing quarterstaff (contains shocking grasp), *ring of protection +2, cloak of resistance +2, 500 gp worth of ruby dust, spell component pouch, spellbook (contains all prepared spells plus additional spells of your choice), 225 gp*

**Air Supremacy (Su)** You gain a +2 enhancement bonus on Fly skill checks. This bonus increases by +1 for every five wizard levels you possess. In addition, you can cast feather fall on yourself at will. At 5th level, you can cast levitate on yourself at will. At 10th level, you can cast fly on yourself at will. At 20th level, whenever you make a Fly skill check, assume the roll resulted in a natural 20.

**Lightning Flash (Su)** As a standard action, you can unleash a flash of electricity. This flash deals 1d6 points of electricity damage + 1 point for every two wizard levels you possess to all creatures within 5 feet of you and dazzles them for 1d4 rounds. A successful Reflex save negates the dazzled effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Cyclone (Su)** At 8th level, you can create a vortex of turbulent wind around yourself as a standard action. This vortex has a radius of up to 10 feet and a maximum height of 10 feet per wizard level you possess. Any ranged attack passing through this vortex automatically misses. Any flying creature moving through the vortex must make a Fly skill check or immediately fall from the sky, taking falling damage (the creature cannot make a Fly check to reduce or negate this damage). Creatures on the ground cannot pass through the vortex without first making a Strength check. The DC of this check is equal to 10 + your caster level. The vortex is faintly visible and can be spotted with a DC 15 Perception skill check. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.