

Fragments

Subtier 1–2 (CR 2)

POSSESSED BEAR CR 2

Panda bear (*Pathfinder Player Companion: Animal Archive 29*)

N Medium animal

Init +0; **Senses** low-light vision; Perception +7

DEFENSE

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

hp 19 (3d8+6)

Fort +5, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+6), 2 claws +5 (1d3+3)

TACTICS

During Combat The bear attacks the opponent that last damaged it.

Morale Driven to a territorial fury by the spirit of General Chiang Zhen, the bear fights until opponents leave the ruined estate or until it is defeated.

STATISTICS

Str 17, **Dex** 10, **Con** 15, **Int** 2, **Wis** 11, **Cha** 14

Base Atk +2; **CMB** +5; **CMD** 15 (19 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Climb +11, Perception +7, Survival +1;

Racial Modifiers +4 Climb

SQ powerful bite

SPECIAL ABILITIES

Powerful Bite (Ex) A panda bear applies twice its Strength bonus to bite damage.

Subtier 4–5 (CR 5)

POSSESSED BEAR CR 5

Advanced grizzly bear (*Pathfinder RPG Bestiary 294, 31*)

N Large animal

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

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

hp 52 (5d8+30)

Fort +10, **Ref** +7, **Will** +4

OFFENSE

Speed 40 ft.

Melee bite +9 (1d6+7), 2 claws +9 (1d6+7 plus grab)

Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat The bear attacks the opponent that last damaged it.

Morale Driven to a territorial fury by the spirit of General Chiang Zhen, the bear fights until opponents leave the ruined estate or until it is defeated.

STATISTICS

Str 25, **Dex** 17, **Con** 23, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 24 (28 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +8, Survival +7, Swim +16;

Racial Modifiers +4 Swim

Inkstains

Same for both subtiers.

GUARD CR 1

Pathfinder RPG NPC Codex 267

Human warrior 3

LN Medium humanoid (human)

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

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/x3) or mwk longsword +6 (1d8+2/19–20)

Ranged javelin +2 (1d6+2)

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

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

If statistics for Zheng are necessary, use the Guard statistics from the Prophecy section of the **Appendix** (pages 34–35), or the Grizzled Mercenary statistics for Subtier 4–5. Zheng only enters combat if the PCs prove themselves to be a notable threat to Jianghong's safety.

Constellation

Subtier 1–2 (CR 3)

SMALL FIRE ELEMENTALS (2) CR 1

Pathfinder RPG Bestiary 124

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

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

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

TACTICS

During Combat Each fire elemental charges a different opponent, moving to the next target only once its current opponent is down or on fire.

Morale Maddened by their many years imprisoned within the skyrockets, the fire elementals fight to the death.

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Dodge, Improved InitiativeB, Weapon FinesseB

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Languages Ignan

Subtier 4–5 (CR 6)

SMALL FIRE ELEMENTALS (2) CR 1

Use the statistics and tactics for the small fire elementals from Subtier 1–2.

MEDIUM FIRE ELEMENTALS (2) CR 3

Pathfinder RPG Bestiary 124

N Medium outsider (elemental, extraplanar, fire)

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

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

TACTICS

During Combat The medium elementals gang up on the same target, flanking it if possible. They move on to a new target only once their current opponent is down.

Morale Maddened by their many years imprisoned within the skyrockets, the fire elementals fight to the death.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Improved InitiativeB, Mobility, Weapon FinesseB

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Languages Ignan

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Subtier 1–2 (CR 3)

SCORPION SCHOOL STUDENTS (4) CR ½

Pathfinder RPG NPC Codex 96

Human monk 1

LN Medium humanoid (human)

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

DEFENSE

AC 16, touch 16, flat-footed 12 (+3 Dex, +1 dodge, +2 Wis)

hp 9 (1d8+1)

Fort +2, **Ref** +5, **Will** +4

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d6+1) or unarmed strike flurry of blows +2/+2 (1d6+1)

Special Attacks flurry of blows, stunning fist (1/day, DC 12)

TACTICS

During Combat Each student starts by drinking a *potion of magic weapon*. If reduced to 5 hit points or fewer, a student uses Stunning Fist to prevent an enemy from following, then backs off and drinks a *potion of cure light wounds*.

Morale Intent on proving how tough they are, the students fight until they are knocked unconscious.

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 17

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +7, Knowledge (history, religion) +5, Perception +6, Sense Motive +6, Stealth +7

Languages Common, Dwarven

Combat Gear *potions of cure light wounds* (2), *potions of mage armor* (2), *potions of magic weapon* (2); **Other Gear** 50 gp

Subtier 4–5 (CR 6)

BULLYING BRAWLER CR 1

Pathfinder RPG NPC Codex 96

Human monk 2

LE Medium humanoid (human)

Init +5; **Senses** Perception +7

DEFENSE

AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 Wis)

hp 17 (2d8+5)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +5 (1d6+4) or unarmed strike flurry of blows +3/+3 (1d6+4)

Special Attacks flurry of blows, stunning fist (2/day, DC 13)

TACTICS

Before Combat Each student drinks a *potion of bull's strength* as soon as combat seems likely.

During Combat The students use their Scorpion Style feat with Stunning Fist, then attack hampered opponents with flurry of blows. When reduced to 5 hit points or fewer, they withdraw to drink a *potion of cure light wounds*.

Morale Intent on proving how tough they are, they fight until they are knocked unconscious.

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19

Feats Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist

Skills Acrobatics +5, Bluff +1, Intimidate +5, Perception +7, Sense Motive +7, Stealth +5

Languages Common

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), acid (2); **Other Gear** 23 gp

Prophecy

PRINCESS SONG RUI CR 4

LG female unfettered phantom (*Pathfinder RPG Bestiary 5* 190)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural) or

AC 18, touch 18, flat-footed 14 (+3 Dex, +4 deflection, +1 dodge) when incorporeal

hp 42 (5d10+15)

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

DR 5/slashing; **Immune** mind-affecting effects

OFFENSE

Speed 35 ft.

Melee 2 slams +8 (1d6+3)

Special Attacks phantasmagoric slam (dedication)

STATISTICS

Str 16, **Dex** 16, **Con** 17, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Fleet, Power Attack, Run

Skills Acrobatics +11, Fly +11, Intimidate +9, Perception +8, Sense Motive +8, Stealth +11

Languages Common

SQ incorporeal step

SPECIAL ABILITIES

Incorporeal Step (Su) When an unfettered phantom moves more than 5 feet, it becomes incorporeal until it stops moving.

Phantasmagoric Slam (Su) An unfettered phantom's attacks are considered magic weapons for the purpose of overcoming damage reduction. Its slams have an additional effect based on its emotional focus. This phantom's emotional focus is dedication.

Dedication: When a dedication unfettered phantom hits a creature with its slam attack, it gains a +2 bonus to its AC against that creature for 1 round. If the unfettered phantom hits the same creature multiple times, this bonus stacks.

Subtier 1–2 (CR 3 or CR 4)

JIANG FEI CR 1

LN female bullying brawler
Medium humanoid (human)
Init +5; **Senses** Perception +7

DEFENSE

AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 Wis)
hp 17 (2d8+5)
Fort +5, **Ref** +4, **Will** +5
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee unarmed strike +5 (1d6+4) or unarmed strike flurry of blows +3/+3 (1d6+4)
Special Attacks flurry of blows, stunning fist (2/day, DC 13)

TACTICS

Before Combat Jiang Fei drinks her *potion of bull's strength* as soon as combat seems likely.
During Combat Jiang Fei uses her flurry of blows and Stunning Fist feat against opponents. At the GM's discretion, Jiang Fei may lose the Scorpion Style feat and instead gain the ability to use any of the principal motions of the Jade Ogre Style presented on page 22. If reduced to fewer than 10 hit points, she withdraws to drink one of her *potions of cure light wounds*.
Morale Fei surrenders or flees if reduced to 5 hit points or less.

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 8, **Wis** 14, **Cha** 10
Base Atk +1; **CMB** +5; **CMD** 19
Feats Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist
Skills Acrobatics +5, Bluff +1, Intimidate +5, Perception +7, Sense Motive +7, Stealth +5
Languages Common
Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), acid (2); **Other Gear** 23 gp

Subtier 4–5 (CR 6 or CR 7)

JIANG FEI CR 4

LN female cruel devotee (*Pathfinder RPG NPC Codex*)
Init +5; **Senses** Perception +11

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)
hp 31 (5d8+5)
Fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments
Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.
Melee unarmed strike +6 (1d8+3) or mwk siangham +7 (1d6+3) or unarmed strike flurry of blows +6/+6 (1d8+3)
Ranged javelin +4 (1d6+3)
Special Attacks flurry of blows, stunning fist (5/day, DC 15)

TACTICS

During Combat Jiang Fei uses her flurry of blows and Stunning Fist feat against opponents. At the GM's discretion, Jiang Fei can also use any of the principal motions of the Jade Ogre Style presented on page 22. If reduced to fewer than 10 hit points, Jiang Fei withdraws to drink one of her *potions of cure light wounds*.
Morale Jiang Fei surrenders or flees if she is reduced to fewer than 5 hit points.

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 23 (25 vs. grapple)
Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist
Skills Acrobatics +7 (+12 when jumping), Climb +8, Intimidate +7, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +9
Languages Common
SQ fast movement, high jump, ki pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.
Combat Gear *potions of cure light wounds* (2); **Other Gear** javelin, masterwork siangham, *cloak of resistance* +1, *ring of protection* +1, 347 gp

Subtier 1–2 (CR 3 or CR 4)

ZHENG CR 1

Guard (*Pathfinder RPG NPC Codex 267*)

Human warrior 3

LN Medium humanoid (human)

Init –1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

hp 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/×3) or mwk longsword +6 (1d8+2/19–20)

Ranged javelin +2 (1d6+2)

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

TACTICS

During Combat Zheng is a straightforward combatant, attacking the most dangerous opponent with his guisarme.

Morale Zheng surrenders or flees if reduced to 5 hit points or less.

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

Subtier 4-5 (CR 6 or CR 7)

ZHENG CR 4

LN grizzled mercenary (*Pathfinder RPG NPC Codex 268*)

Human warrior 6

CN Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

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

hp 51 (6d10+18)

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

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +9/+4 (1d10+3/19–20) or mwk halberd +9/+4 (1d10+3/×3) or longspear +8/+3 (1d8+3/×3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)

Ranged javelin +6 (1d6+2)

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

TACTICS

During Combat Zheng is a straightforward combatant. He attacks the most dangerous opponent with his flail. If reduced below 30 hit points, he drinks his *potion of cure moderate wounds*.

Morale Zheng surrenders or flees if he is reduced to fewer than 10 hit points.

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 18

Feats Diehard, Endurance, Power Attack, Toughness

Skills Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0

Languages Common

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water;

Other Gear masterwork half-plate, cold iron kukri, javelins (4), longspear, masterwork halberd, masterwork heavy flail, morningstar, *cloak of resistance +1*, antitoxin, sunrod, 325 gp

Subtier 1–2 (CR 3 or CR 4)**YUE XIN CR 1**

Male human oracle 2

LN Medium humanoid (human)

Init +3; **Senses** Perception +7**DEFENSE****AC** 12, touch 9, flat-footed 12 (+3 armor, –1 Dex)**hp** 14 (2d8+2)**Fort** +1, **Ref** –1, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** morningstar +3 (1d8+2)**Ranged** sling +0 (1d4+2)**Oracle Spells Known** (CL 2nd; concentration +4)1st (5/day)—*color spray* (DC 13), *command* (DC 13), *divine favor*, *inflict light wounds* (DC 13)0 (at will)—*detect magic*, *guidance*, *light*, *mending*, *resistance***Mystery** heavens**TACTICS**

During Combat Yue Xin begins combat by launching a spray of shooting stars, and then relies on *color spray* and *command* to incapacitate opponents or *inflict light wounds* to damage them. He uses his last 1st-level spell slot to cast *divine favor* before entering melee with his morningstar. If reduced to fewer than 10 hit points, he backs away and drinks his *potion of cure light wounds*.

Morale Yue Xin surrenders or flees if he is reduced to fewer than 5 hit points.

STATISTICS**Str** 14, **Dex** 8, **Con** 13, **Int** 14, **Wis** 10, **Cha** 15**Base Atk** +1; **CMB** +3; **CMD** 12**Feats** Alertness, Improved Initiative**Skills** Diplomacy +7, Knowledge (arcana, history, religion) +7, Knowledge (nature) +4, Perception +7, Sense Motive +7, Survival +5**Languages** Celestial, Common, Draconic, Tien**SQ** oracle's curse (tongues [Celestial]), revelations (spray of shooting stars)

Combat Gear *scroll of share language*APG, *scrolls of cure light wounds* (2), *wand of comprehend languages* (6 charges); **Other Gear** studded leather, morningstar, sling with 10 stones, spell component pouch, 3 gp

Subtier 4–5 (CR 6 or CR 7)**YUE XIN CR 4**

Male human oracle 5

Init +3; **Senses** Perception +10**DEFENSE****AC** 16, touch 11, flat-footed 16 (+4 armor, +2 deflection, –1 Dex, +1 shield)**hp** 31 (5d8+5)**Fort** +3, **Ref** +1, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** morningstar +5 (1d8+2)**Ranged** sling +2 (1d4+2)**Oracle Spells Known** (CL 5th; concentration +8)2nd (5/day)—*augury*, *hypnotic pattern* (DC 15), *inflict moderate wounds*, *sound burst* (DC 15)1st (7/day)—*color spray* (DC 14), *command* (DC 14), *divine favor*, *inflict light wounds* (DC 14), *magic stone*, *shield of faith*0 (at will)—*detect magic*, *guidance*, *light*, *mending*, *resistance*, *stabilize***Mystery** heavens**TACTICS**

Before Combat Yue Xin uses his coat of many stars revelation and casts *shield of faith*.

During Combat Yue Xin begins combat by launching a spray of shooting stars, then relies on *color spray*, *sound burst*, and his interstellar void revelation to incapacitate opponents. If reduced to fewer than 20 hit points, he drinks a *potion of cure light wounds*.

Morale Yue Xin surrenders or flees if he is reduced to fewer than 10 hit points.

STATISTICS**Str** 14, **Dex** 8, **Con** 13, **Int** 14, **Wis** 10, **Cha** 16**Base Atk** +3; **CMB** +5; **CMD** 18**Feats** Alertness, Defensive Combat Training, Extra Revelation, Improved Initiative**Skills** Diplomacy +11, Knowledge (arcana, history, religion) +10, Knowledge (nature) +7, Perception +10, Sense Motive +10, Survival +8**Languages** Celestial, Common, Draconic, Tien**SQ** oracle's curse (tongues [Celestial]), revelations (coat of many stars, interstellar void, spray of shooting stars)

Combat Gear *scroll of share language*, *scrolls of cure light wounds* (2), *wand of comprehend languages* (6 charges); **Other Gear** light wooden shield, morningstar, sling with 10 stones, *cloak of resistance* +1, spell component pouch, 3 gp

Both Subtiers:

Spray of Shooting Stars (Su): As a standard action, you can unleash a ball of energy that explodes in a 5-foot-radius burst dealing 1d4 points of fire damage per level. A successful Reflex save halves this damage. This attack has a range of 60 feet. You can fire one explosive ball per day, plus one additional ball per day at 5th level and for every 5 levels thereafter. You can fire more than one ball at a time, but creatures caught inside more than one simultaneous explosions only take damage once.

Subtier 4-5:

Coat of Many Stars (Su): You conjure a coat of starry radiance that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this coat for 1 hour per day per oracle level. The duration does not need to be consecutive; it can instead be spent in 1-hour increments.

Interstellar Void (Su): You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage per level. A successful Fortitude save halves this damage. At 10th level, the interstellar void is so extreme that enemies who fail their saving throw are fatigued. At 15th level, creatures who fail their save are exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

COLOR SPRAY

Saving Throw Will negates; **Spell Resistance** yes

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

INFLECT LIGHT WOUNDS

Target creature touched

Saving Throw Will half; **Spell Resistance** yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

INFLECT MODERATE WOUNDS

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

SOUND BURST

Range close (25 ft. + 5 ft./2 levels)

Area 10-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.