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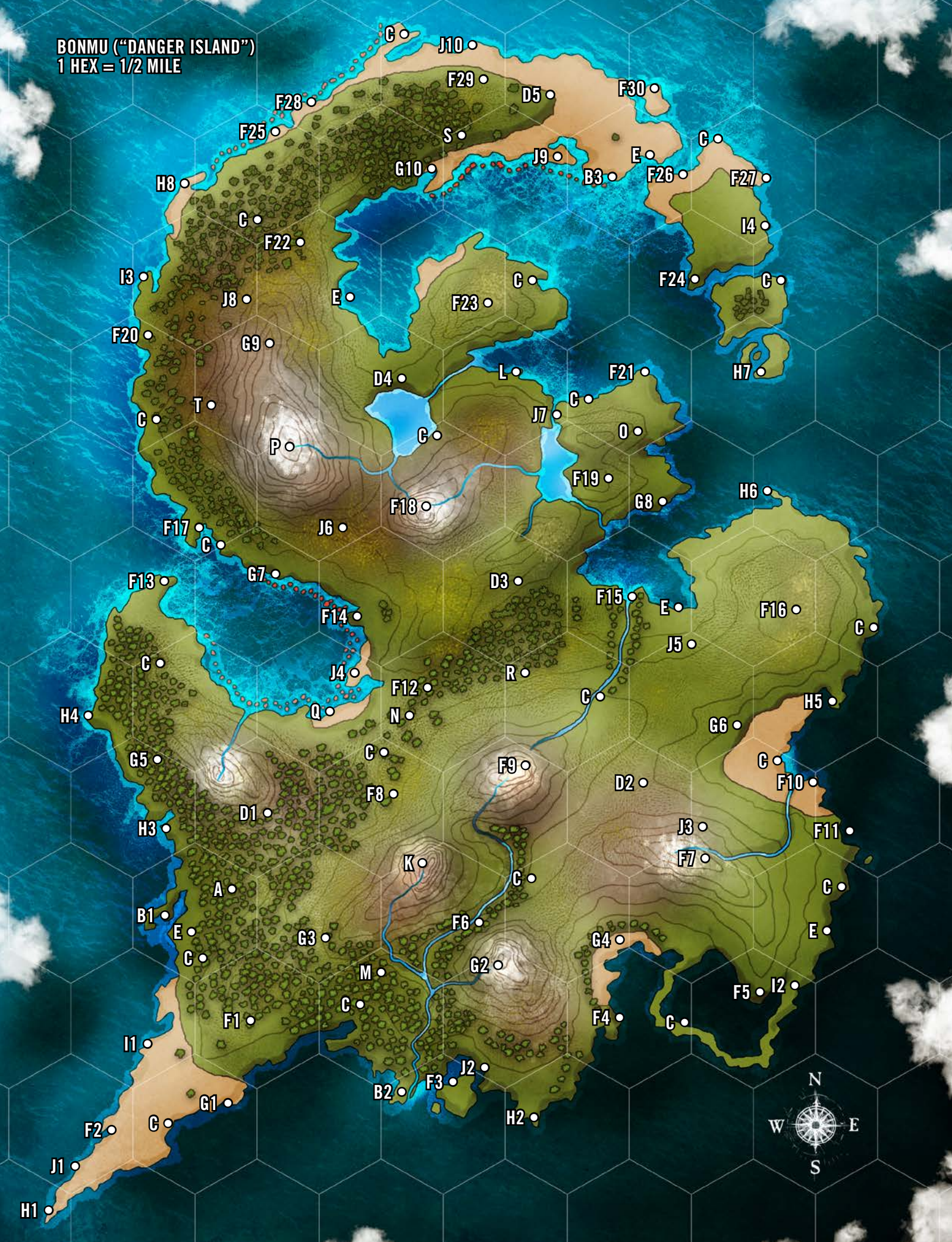
PATHFINDER®



DESPAIR ON DANGER ISLAND

By Luis Loza

BONMU ("DANGER ISLAND")
1 HEX = 1/2 MILE



PATHFINDER

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ADVENTURE PATH 1 OF 3

DESPAIR ON DANGER ISLAND

DESPAIR ON DANGER ISLAND 2

by Luis Loza

Chapter 1: Welcome to Danger Island 4

Chapter 2: Survive 22

Chapter 3: The Empress at the Top of the World 54

RUBY PHOENIX FIGHTING ROSTER 66

by Luis Loza

ADVENTURE TOOLBOX 72

by Luis Loza

Campaign Advice and Overview 73

Player Rules

Feats 74

Magic Items 75

Weapons of Tian Xia 76

Spells 77

Butterfly Blade Archetype 78

Ghost Eater Archetype 79

Creatures

Anugobu 80

Berberoka 82

Dromornis 83

Hantu 84

Lizard, Caustic Monitor 86

Manananggal 87

Muckish Creep 88

Sigbin 89

NPC: Lady Nai Yan Fei 90



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DESPAIR ON DANGER ISLAND

Chapter 1: Welcome to Danger Island.....4

The player characters have earned a spot in the Ruby Phoenix Tournament's qualifying pool! They begin their adventure by arriving on the remote island of Bonmu for their chance to earn a place in the tournament proper. The characters meet the competition before travelling to an abandoned temple of Irori, their assigned base of operations. There, they must overcome lingering dangers from Bonmu's mysterious, ancient past.

Chapter 2: Survive.....22

The qualifying round begins in earnest. The player characters and their rivals must travel throughout Bonmu to face one another in facilitated fighting bouts, compete in unique challenges, and endure the island's many natural hazards and threats.

Chapter 3: The Empress at the Top of the World54

Having earned their place in the Ruby Phoenix Tournament, all the characters must do now is travel to the peak of Mount Haminabu, where Lady Nai Yan Fei, Empress of Goka, awaits. Once there, they'll have a chance to prove their might and skill before the powerful ruler and possibly earn her favor in advance of the tournament.

SIMPLE MOTIVATIONS

Welcome to the Fists of the Ruby Phoenix Adventure Path! This is the first official Pathfinder Adventure Path that begins with the player characters higher than 1st level. The text makes no assumptions about your player characters' previous escapades. All that's necessary is that the characters are at least well-known enough to receive an invitation to the prestigious Ruby Phoenix Tournament. The draw of accepting this invitation should be obvious: In addition to the priceless prestige and honor that comes with participating in the world-famous tournament, the contenders have a chance of winning terrific prizes, including possibly one of the grand relics from the sorcerer Hao Jin's famous treasure vault.

If gold and glory don't entice your players, consider seeding in a bit of intrigue. Ten years ago, cheats working for the Golden League crime ring nearly won the competition. Villains might try once more to hijack the event unless a team of heroes rises to the occasion.

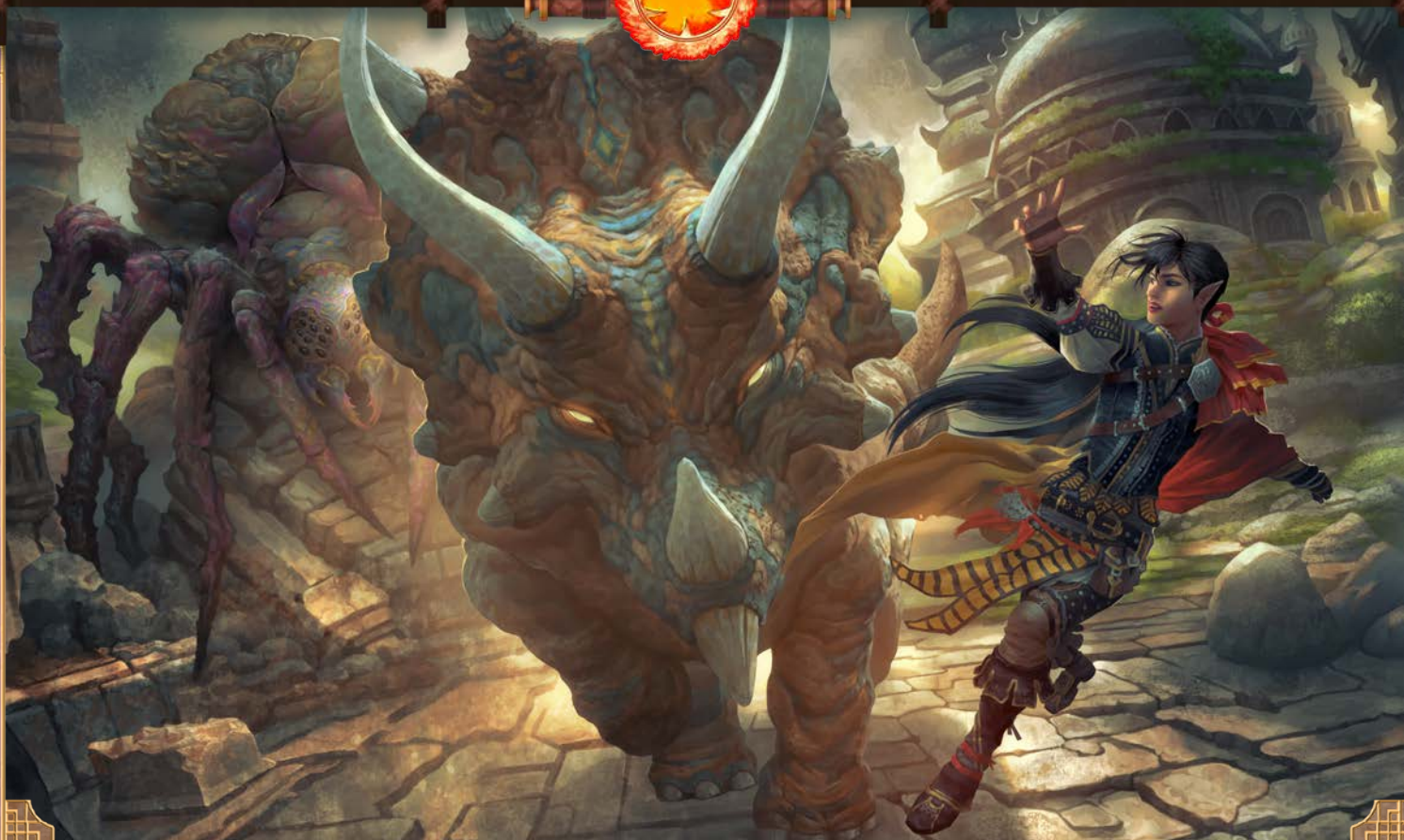
However you bring your players to the Ruby Phoenix Tournament, it will gradually become clear that there is more to this year's contest than meets the eye. Luckily, the efforts of some brave adventurers can set things right (and hopefully win the tournament in the process), whatever their original motives.

ADVANCEMENT TRACK

"Despair on Danger Island" is designed for four player characters.

- 11** The characters begin this adventure at 11th level.
- 12** The characters should reach 12th level by the time they clear out the temple of Irori.
- 13** The characters should reach 13th level during their exploration on Bonmu.
- 14** The characters should reach 14th level by the start of the third day of the qualifying round.

The characters should reach 15th level by the end of the adventure.



CHAPTER 1: WELCOME TO DANGER ISLAND

No sorcerer on Golarion can boast more fame than Hao Jin, the Ruby Phoenix. Renowned for her interplanar travels and phoenix-like powers of self-resurrection—the source of her sobriquet—perhaps the only thing that can rival Hao Jin’s fame is her vast collection of relics and artifacts. She accumulated these treasures over centuries in honor of her deity Abadar’s reliquary of wonders, the First Vault. Her ultimate goal in seeking such treasures was to achieve true immortality, but this destiny ever eludes her.

When Hao Jin finally resigned herself to the fact that she would someday die, she set about devising contingencies to prevent her priceless relics from disappearing into the annals of history upon her death. She left the Gokan Temple of Abadar detailed instructions for how to handle her estate in the event of her disappearance. Such a contingency came to pass in 6891 IC (Imperial Calendar; 4391 AR), when Hao Jin failed to appear at the temple as she had said she would. The Abadarans could only presume her dead

and, in keeping with Hao Jin’s wishes, organized the first Ruby Phoenix Tournament—a grand fighting spectacle that would draw athletes from around the world. Every 10 years, the winner of this glorious competition gets to claim one item from Hao Jin’s magnificent vault as their prize. In this way, many of her relics were released back into the world, one by one, for over 300 years.

THE VENGEFUL AXIOMITE

Hao Jin’s collection included a magical banner called the *Hao Jin Tapestry*: a seemingly ordinary piece of embroidery that in fact granted access to a vast personal demiplane crafted by Hao Jin herself. Within this demiplane, Hao Jin stored entire monuments, cities, and even landscapes taken from the Material Plane—as well as the people who dwelled in these captured locales. Her reasons for collecting these locations and inhabitants were mixed. Some settlements were in imminent danger of siege, pestilence, or other



certain doom, and Hao Jin sought to preserve the areas and their people by shielding them inside her magical domain. Other locales simply struck her as so beautiful that she had to have them in her collection.

By the time of her disappearance, Hao Jin had amassed a sizable collection of geographic keepsakes and sentient beings within her powerful artifact. In her absence, the *Hao Jin Tapestry* collected dust in the back of Hao Jin's vault in Goka. When contestants began fighting in the Ruby Phoenix Tournament for her treasures, it was only a matter of time before a winner chose the *Hao Jin Tapestry* as their prize and, wittingly or not, released its trapped denizens back into the cosmos.

This came to pass in 4711 AR, when agents of the Pathfinder Society won that decade's tournament and claimed the tapestry. After studying the relic and gleaning its true powers, formidable Pathfinders undid the magic of the fabric and relinquished the encaged locations back into the world. For the most part, this was a welcome occurrence—the dangers that threatened the subsumed communities and monuments had long vanished in the centuries since Hao Jin preserved them, and now the descendants of the people originally trapped within could immigrate to the Material Plane and go about their lives in the wider world. For some, however, dwelling in *Hao Jin's Tapestry* was worse than a prison—for them, it was nothing short of a personal hell.

Such was the case for an axiomite (*Pathfinder Bestiary* 9) known as Syndara the Sculptor, a fellow builder of demiplanes who befriended Hao Jin during her extraplanar adventures long ago. The two originally shared a friendly rivalry and fostered many qualities and interests in one another, including the manipulation of planar energies and the study of physical fitness through martial arts. Unlike Hao Jin, Syndara was more mercenary with his talents; he hired out his demiplane-building services to anyone with the coin to pay, specializing in the construction of personal pleasure playgrounds and extradimensional museum galleries. When Syndara constructed a demiplane for a wicked aristocrat named Sok Jyun-son—a Tian-Hwan despot who had strong-armed considerable land from Hwanggot natives during that nation's time under imperial Lung Wa's thumb—Hao Jin couldn't bear the thought of her friend aiding one who had committed so many atrocities so close to her own homeland. The Ruby Phoenix placed Sok Jyun-son and his domain of terror into the *Hao Jin Tapestry*, alongside the treacherous Syndara and his current work-in-progress: a demiplane encased in a crystal bauble that the Sculptor affectionately called the *Glass Lighthouse*. Sok Jyun-son eventually perished within the *Hao Jin Tapestry*, but Syndara, immortal by his very nature, did not.

Time is a fickle construct in demiplanes. While it generally moves at the same pace as the Material Plane, at other times it follows its own rules. Within the *Glass Lighthouse*, trapped inside the *Hao Jin Tapestry*, time warped and stretched, expanding the 300 years between Hao Jin's imprisonment of Syndara and his return to the Material Plane over a thousand times. Sealed away in that tiny cell with no one but himself for company, 300,000 years was more than enough for Syndara to become incredibly powerful—and obsessed with revenge. For her part, Hao Jin forgot Syndara when she willingly gave up her knowledge of the *Hao Jin Tapestry's* creation in penance to extradimensional beings who persecuted her for her hubris.

Now, released from imprisonment after so long, Syndara has dedicated the rest of his existence to hunting down and destroying Hao Jin.

CHAPTER 1 SYNOPSIS

The player characters arrive on the remote island of Bonmu in the island nation of Minata, where they will compete against other fighters from around the world to qualify for the Ruby Phoenix Tournament. First, the characters must locate the abandoned temple of Irori designated as their headquarters for the duration of the three-day qualifying round. As they make their way through the temple, the characters quickly learn they aren't the only denizens—they'll need to clear out the various creatures and threats, including roaming beasts and restless undead, before they can call it home. Once the temple is clear, the characters get the rest of the day to prepare as they wish in anticipation for the start of the qualifying round the next morning.

LANGUAGE IN TIAN XIA

Tian Xia is a region home to a diverse array of peoples, each with their own languages. The most broadly spoken language in the region is Tien, which functions as a common tongue in the same way Taldane does in the Inner Sea region. Since the NPCs of this Adventure Path hail from across the globe, their statistics list the proper name of the language they speak, rather than Common. Creatures in the Adventure Toolbox, since they can be adapted for any game, still use Common to refer to the most prevalent language in the region where they appear.

For more information on the people of Tian Xia, see the *Pathfinder Lost Omens Character Guide*.

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox



THE RUBY PHOENIX TOURNAMENT

This year's Ruby Phoenix Tournament promises to be unlike any before it—because the Ruby Phoenix herself will be there!

In 4719 AR, as the church of Abadar continued their usual preparations for the 32nd Ruby Phoenix Tournament, the unexpected occurred: Hao Jin returned to Goka. The church scrambled to determine its next steps as the contract with the sorcerer assumed her death, which was obviously not the case. Hao Jin recognized the importance of the tournament and was content with continuing the tradition, so long as she had her share of input into the process. The church agreed, and Hao Jin immediately began making changes to the tournament's format.

Rather than permit several dozens or even hundreds of entrants, Hao Jin hand-selected and approved just 32 teams of fighters. The teams included competitors from other major tournaments around Golarion, famous and up-and-coming martial artists, and even notable adventuring groups. Hao Jin chose these contestants with consideration not only for their martial prowess, but also for their anticipated entertainment value.

After picking the teams, Hao Jin made one more significant change to the tournament process: rather than simply setting the teams against each other in a tournament bracket, the Ruby Phoenix created a large preliminary qualifying round. In this round, all teams will compete against each other in a multi-day free-for-all that tests their survival skills, teamwork, and mental fortitude. Only the top eight teams from this preliminary round will qualify to enter the Ruby Phoenix Tournament's main event. So, Hao Jin's 32 teams have traveled to the remote island of Bonmu, where they will compete against one another for three grueling days until the pool is whittled down to just eight finalists.

Hao Jin remains unaware of the machinations of her old friend turned bitter rival, Syndara the Sculptor. Free at last from the *Hao Jin Tapestry*, Syndara saw the sorcerer's return to the Material Plane as his opportunity for vengeance. To enact his plot, Syndara first enlisted powerful martial artists from around Golarion to fight on his behalf. He pulled strings in Goka to have one of Hao Jin's hand-picked teams, the Lightkeepers, secretly murdered so that his allies could take their place. Syndara believes that he can use this team to lure Hao Jin to the demiplane where he's been trapped for centuries, so that he can finally—and permanently—murder the Ruby Phoenix. Whether his plan will come to fruition, however, depends largely on how the Lightkeepers fare against their most challenging rivals: the player characters.

BONMU

During the Age of Legends, the magnificent empire of Taumata spanned most of what is now modern-day Minata. The Taumatans used their great knowledge in the arcane arts and engineering to maintain an empire spanning thousands of miles. During the Earthfall disaster, great floods, storms, and tsunamis wiped out Taumata, an event that most Minatan folklore assigns to vengeful gods angered by the country's blasphemy. Most of Taumata was lost, with only a handful of structures and relics surviving the cataclysm. The land itself shattered into countless islands that constitute the archipelago now called Minata. Among this vast archipelago lies the small island of Bonmu, once the location of one of Taumata's capital cities and featuring one of the most complete collections of ancient Taumatan architecture and artifacts.

Several millennia after the Taumatan empire's destruction, a large number of Tian-Sings discovered Bonmu and took residence among the abandoned structures. They made the island a center of religious worship, repurposing many of the temples to forgotten Taumatan gods into temples of Tian-Sing deities like Gozreh, Hei Feng, and Irori. The new Bonmuans enjoyed peace and prosperity for decades.

This peace met an abrupt end in 4606 AR. A massive tsunami struck the western Arcadian coast and pulled much of the ocean away, creating temporary land bridges between Minata's islands that lasted for days. Terrifying creatures from the nearby Valashmai Jungle—including Mogaru, a massive saurian kaiju—used these new bridges to make their way to the Minatan isles, including Bonmu. The Bonmuans watched in horror as Mogaru rampaged across neighboring islands and smaller monstrosities overran their home. They ultimately fled to avoid obliteration and never looked back, believing the again-abandoned island to be cursed. Since that time, Bonmu has had an ill reputation, though most pragmatists—including Hao Jin and her fellow tournament organizers—disregard these rumors as nothing more than superstition.

As Hao Jin began implementing her changes to the Ruby Phoenix Tournament, she chose Bonmu as the site for her qualifying round. She was already familiar with the island and the empire of Taumata and recognized dangerous wilderness as a fitting place to test her chosen contestants. In Hao Jin's mind, Bonmu's dangerous reputation only adds to the tournament's air of mystique, but she also knew the addition of a playful monicker—"Danger Island"—couldn't hurt.



GETTING STARTED

To kick off the story, the player characters receive an invitation to take part in the extremely prestigious once-per-decade fighting competition called the Ruby Phoenix Tournament. Numerous reasons to accept this invitation abound, some of which are described in the sidebar on page 3. Answer any general questions your players have about the Ruby Phoenix Tournament, summarizing the details on the preceding pages (except, of course, anything about the Adventure Path's antagonist, Syndara the Sculptor).

This adventure begins when the player characters arrive on Bonmu for the qualifying round of the Ruby Phoenix Tournament. How and when the characters reach Bonmu is up to you, but this adventure assumes that they arrive via a large ship that departed from a city such as Goka, Kasai, or Absalom. They have had at least a few days to meet with some of the other tournament entrants aboard their ship; feel free to play out some of these meetings so the characters can get to know some of the other teams and establish some friendships or rivalries. The “Ruby Phoenix Fighting Roster” article on page 66 offers information on the pre-qualifier's most notable teams.

However they get to the island, the party's first stop is the docks (area **B1**, on the southwest coast of the island, as seen on the inner cover map), where all of the entrants line up while they stretch, practice techniques, and spar with each other. The air buzzes with anticipation. After a few minutes, a cloister of red-and-gold-outfitted monks arrives at the docks and calls the assembly to order. One monk meets with each team and introduces himself as the team's attendant and guide for the duration of their time on Bonmu; the player characters' guide, Ingdani, is described below, under Setting Out. Eventually, an old man wearing brilliant robes arrives by boat at the docks. All the monks bow to the man before he begins his speech.

A hush falls over the crowd as the wizened man steps onto one of the docks and clears his throat. Even the ocean's waves seem to cease their crashing for a dramatic moment, and then the man speaks in a loud and clear voice.

“I am Sifu Xho Nuo—Emissary of the Ruby Phoenix Tournament and guardian of the legacy of Hao Jin, the immortal sorcerer in whose name you are gathered here. Know that in simply receiving an invitation to qualify for



SIFU XHO NUO

the tournament, you have already earned a place among the greatest fighters Golarion has ever known. However, only eight teams may continue on to the tournament proper, and that is why you are here today. Welcome to the island of Bonmu, or, as dubbed by Lady Hao Jin, ‘Danger Island.’ This will be your home for the next few days, and it is here where you will earn the right to enter the tournament.

“Bonmu is vast. It is a place of ancient ruins and sites left untouched by the centuries. Lady Hao Jin has reclaimed this place and picked out a suitable location for each team to reside during their stay. Of course, nothing is given freely at the Ruby Phoenix Tournament. Each team has been assigned a specific location somewhere on this island, but many of these sites are filled with dangerous creatures or worse. It falls to you to make your site safe. Within your residence you will find the *phoenix necklace* and three silver feathers. Your mission here is to acquire and keep seven more such silver feathers.

“Without further delay, I leave you to the whims of Bonmu. The pre-qualifier begins at sunrise tomorrow. May the worthiest win!” At that, the teams burst into excited conversations with their escorts and rush toward their residences. Danger Island awaits!

SETTING OUT

The player characters' escort is a monk named **Ingdani** (LN female Tian-Sing ghost eater 13). Ingdani descends from one of the Tian-Sing families who fled Bonmu to escape the devastating kaiju attack, and she knows much about the island from the second-hand accounts of her parents and grandparents. This, in addition to her combat proficiency, is partially why Emissary Nuo selected her as an attendant.

Ingdani informs the party that their residence will be at a temple of Irori roughly a third of a mile from the docks. She explains that as the team's escort, she will accompany them during their stay on the island, answering any questions they have and helping in what limited ways she can.

Archetype Teacher: Ingdani is an invaluable source of information for the player characters. She is well-versed in the legend of Hao Jin and the history of the Ruby Phoenix Tournament. She is also quite skilled in the unique Minatan martial arts tradition called ghost eating, which she is willing to teach the characters. Ingdani doesn't offer to teach these techniques immediately, however; first, she wants to see the characters take an honest crack at establishing

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

**Ruby Phoenix
Fighting Roster**

**Adventure
Toolbox**



their base at the abandoned temple of Irori (page 12). Once the characters claim their *phoenix necklace* (page 75) from the temple, Ingdani teaches them what she knows, granting them access to the ghost eater archetype on page 79. (If your players are enthusiastic to take this archetype, consider bending the usual downtime rules so characters can retrain in a matter of hours rather than weeks.)

Ingdani adheres to her strict orders to not help any contenders with any combat while on Bonmu, but she defends herself if necessary. If you need to include Ingdani in combat, use the stat block for the ki adept on page 24 to represent her.

Once the characters are ready to go, Ingdani leads them toward the temple where they'll be staying. Along the way, she points out the following specific sites that can be seen from the docks.

Ruins Arena: This arena is the closest designated fighting site to the temple of Irori. It is noted as location C on the map on the inside front cover, in the same hex as the temple of Irori (area A). The player characters are free to accept challenges at the temple, once they have claimed the residence, but can also move any challenges to the ruins arena if they so wish.

Stone Market: The next site Ingdani points out is a set of small stone shacks at area E. Each of these buildings is magically connected to a tournament-operated stall in the Neverending Market in Goka, allowing competitors to purchase any common goods and equipment during their time on Bonmu. The Stone Market is a hot spot of activity; any time the player characters come here, there is a 25% chance they run into another fighting team looking for a match.

Transport Tower: Finally, Ingdani notes a stone tower looming over the treetops half a mile north of the temple of Irori, at area D1. She explains that the tower is one of five located around Bonmu. These towers are all connected by teleportation magic and allow for quick transport around the island. The towers are considered safe sites; any attempts to fight or declare a match within them results in instant disqualification.

DANGER ISLAND RULES

During the party's journey to the temple of Irori, Ingdani explains the rules for the qualifying round. (These rules become more important starting in Chapter 2; consider offering your players a written

list of the rules for easy reference.) She also hands the characters a scroll which details these instructions and features a basic map of Bonmu. The map shows the general topography and geographical features of the island and also notes the locations of the five transport towers.

Basic Rules

The qualifying round has a number of ground rules.

- The commands of the emissary and his agents are to be obeyed at all times, and the emissary's word is final. None shall take violent action against the emissary or his agents.
- The emissary employs a number of enforcers to maintain order on the island. The enforcers are agents of the emissary and so have the authority to declare unique challenges and matches.
- To qualify for the Ruby Phoenix

Tournament, a team must collect a total of 10 silver feathers. A team can attempt to earn feathers by challenging another team to a match and wagering feathers.

- All teams must be able to readily present their *phoenix necklace* (page 75) and at least 1 silver feather to the emissary or his enforcers. Failure to do so will result in immediate disqualification.
- No contestant may leave Bonmu, for any reason, until the conclusion of the qualifying round, unless they are disqualified or lose all of their silver feathers.
- The qualifying round lasts a total of 3 days. On the third day, any team with a complete set of silver feathers can visit Mount Haminabu to confirm their entry into the tournament by presenting their necklace and 10 feathers. Once eight teams have qualified for the tournament, the qualifying round is over, and all remaining teams are immediately disqualified.

Contests

To earn silver feathers, teams must engage other teams in official fighting matches. Teams can challenge one another to a match at any time once the qualifying round begins except for designated safe hours (every night from midnight to sunrise). A team must challenge another team in the presence of an enforcer. A challenged team must accept the challenge or be disqualified.





Once a match has been declared, the challengers must wager between one and three feathers. The defenders must then match the wager; if a defending team can't match the wager, they must wager their remaining feathers. Once the wagers are placed, the feathers are handed to the enforcer, who takes both teams to the nearest designated fighting site (areas A, C, or F). Teams can also agree to fight one another without making a wager, in which case they are free to fight anywhere on the island, and the defending team isn't required to accept the challenge.

Once at the fighting area, the challenge begins. Only the two teams are allowed to participate in the challenge. Neither team can accept aid from anyone not participating in the challenge. The challenge is a free-for-all between both teams. The last team standing is the winner. A team can choose to yield and forfeit at any time during the challenge. Failing to honor the forfeit results in a disqualification. The slaying of an entrant during a challenge is entirely possible and permitted, but if an agent of the emissary catches any team attempting to lethally harm an entrant outside of a challenge, that team is disqualified.

Once one side has fallen or forfeited, the enforcer declares a winner and provides the winning team all of the wagered feathers. If the transfer of feathers would grant a team more than 10 total feathers, any excess feathers go to the enforcers and are taken out of play from the qualifying round. There are no ties in challenges and in the rare case where a winner is not immediately obvious, the enforcer has final say on declaring the winner. In addition to earning the feathers, the winning team also earns a bonus of 500 gp for winning a challenge. The enforcers are free to add to the winnings as they see fit in cases of particularly spectacular or memorable matches. Looting of defeated teams is permissible only if all members of the losing team have been killed.

After a match, the winning team can't challenge the losing team again for the duration of the event. The losing team doesn't have this restriction, however, and can challenge a team that has beaten them to rematches until the losing team either runs out of feathers or wins. Finally, any team with 10 or more feathers is prohibited from issuing challenges to other teams, though other teams are still allowed to challenge them.

Enforcers

Rather than send in their own priests, the church of Abadar has recruited capable fighters to help maintain order on Bonmu and act as judges. These enforcers have the power to oversee challenges and directly interfere when any team breaks the rules.

In addition to acting as referees, the enforcers are a type of rival team themselves. An enforcer or group of enforcers can challenge any contending team on the island to a match. The enforcers are not required to wager any feather tokens, though they may require the defending team to wager up to 3 feathers. This process is intended to thin the pool of available feathers and make it more difficult for some of the teams to acquire the 10 feathers they need to qualify. If a challenged team defeats the enforcers, the winners earn 500 gp instead of silver feathers. Of course, no lethal action may be taken against the enforcers.

The enforcers also have the power to declare unique challenges that don't involve a fighting match. These challenges are designed to encourage the teams to travel the island and overcome the environment. To entice teams to participate in these challenges, the enforcers possess a number of additional silver feathers that they can give out as rewards to the challenge winners.

Though the emissary is ultimately in charge of all the tournament agents on the island, including the enforcers, he has delegated command of the enforcers to an onidoshi named Koto Zekora. Koto Zekora is considered the final arbiter of any enforcer decisions, and her authority is second only to that of the emissary.

MEETING TINO'S TOUGHEST

MODERATE 11

As soon as the player characters start their trip toward the temple of Irori (but before they make it very far), another team runs up and hails them. This team is Tino's Toughest. Tino and his pals are an amicable lot, and the player characters will get to know them well throughout the Adventure Path. (More details about Tino's Toughest can be found in "Ruby Phoenix Fighting Roster" on page 66.) For now, Tino introduces himself and his team, then explains that he overheard that the characters are headed to the temple of Irori. Tino and his team are staying in the library of Gruhashta, half a mile from the temple, and they're all eager to meet their island neighbors.

Tino's Toughest might seem a motley bunch at first glance. Tino, though exhibiting youthful exuberance and a finely honed body with a fashionable tattoo of the Master's Rebus on his chest, is already into his middle years and has seen his fair share of triumphs and tragedies. Ji-yook is coy and aloof, always promising that she'll strike out on her own after one last adventure, but she inevitably sticks with her friends. Takatorra is Tino's best friend since childhood, and Tino has loyally helped Takatorra—whose lengthy search for self-realization and rare sweets don't hinder their mastery of swordplay—through countless challenges both existential and confectionary. Yabin "the Just" is the most stoic of the lot, though even the slightest



mention of anything dragon-related is enough to get the sorcerer babbling about his favorite topic of study.

Tino and his team see the Ruby Phoenix Tournament as an opportunity to improve their fighting skills. “We’ve met a lot of people on our adventures,” Tino says, “but there’s always more to learn. When we got word we were

invited to take part in the Ruby Phoenix Tournament, we leapt at the chance to travel to a new place and test our strength against worthy opponents. It would be quite a thing to earn one of Hao Jin’s great treasures... but as long as we’re having fun and making memories, I don’t think any of us would regret losing the tournament!”

Tino suggests that the party and his team engage in a friendly sparring match. If the player characters seem reluctant, Tino assures them that the fight will only be a friendly match, with no intent for anyone to get hurt. Tino doesn’t pressure the characters further if they remain unsure, and he keeps his offer of a casual bout open for the remainder of the time on Bonmu.

If the characters agree to the fight, Tino offers them the chance to choose the location for the match. The characters can choose any relatively open area; any of the fighting sites in Chapter 2 or the map on the rear inside cover are particularly suitable.

Toughest Tactics: Tino’s Toughest have adventured together for many years and have honed their fighting tactics to complement one another’s strengths. Tino uses his Retributive Strike to defend Takatorra as the two focus on a single target at a time. Ji-yook springs around the battlefield attacking back-row combatants like archers and spellcasters, and she uses her Pinning Shot to keep similarly mobile foes in place. Yabin keeps his distance, using his spells to confound opponents, control the arena, and enhance his allies’ abilities. The team graciously surrenders if two or more of their members are knocked unconscious or if all of them are reduced to fewer than 50 Hit Points.



Tino

TINO

CREATURE 9

UNIQUE LG MEDIUM HUMAN HUMANOID

Male Tian-Shu paladin of Irori

Perception +18

Languages Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +21, Athletics +20, Diplomacy +18, Irori Lore +15, Medicine +16

Str +3, **Dex** +4, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3

Items +1 explorer’s clothing, +1 striking handwraps of mighty blows

AC 28; **Fort** +18, **Ref** +19, **Will** +16; +1 status to all saves vs. disease

HP 150

Retributive Strike ☞ If Tino hits with his Retributive Strike, the target takes 3 persistent good damage.

Speed 40 feet

Melee ♦ fist +20 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d8+9 bludgeoning

Focus Spells DC 24; **5th** (3 Focus Points) *ki blast* (Core Rulebook 401), *ki strike* (Core Rulebook 401), *lay on hands* (Core Rulebook 387)



Flurry of Blows ♦ (flourish) Tino makes two Strikes with his fist or with a monk weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Powerful Fists Tino's fist Strikes don't take penalties when making lethal attacks.

JI-YOOK CREATURE 9

UNIQUE CG MEDIUM HUMANOID KITSUNE
Female kitsune ninja (Pathfinder Bestiary 3 150)

Perception +19; low-light vision

Languages Goblin, Kitsune, Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +21, Deception +21, Stealth +19, Thievery +19

Str +0, **Dex** +4, **Con** +2, **Int** +3,

Wis +1, **Cha** +4

Items +1 striking darts (5), +1 striking returning dart, +1 explorer's clothing, +1 striking handwraps of mighty blows, lesser smokesticks (2)

AC 29; **Fort** +15, **Ref** +19, **Will** +16

HP 130

Speed 25 feet

Melee ♦ *claw* +20 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d4+8 slashing

Ranged ♦ *dart* +20 (agile, magical, thrown 20 feet), **Damage** 2d4+4 piercing

Ranged ♦ *foxfire* +19 (range 20 feet), **Damage** 2d4 electricity

Divine Innate Spells DC 27; **1st sanctuary**; **Cantrips (5th) daze**

Change Shape ♦ (concentrate, divine, polymorph, transmutation) Ji-yook transforms into her human form. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. Ji-yook can remain in her human form indefinitely, and she can shift back to her true kitsune form by using this action again.

Foxtail Blast ♦♦ (electricity, evocation, flourish, magical) Ji-yook makes a fist Strike. On a hit, the target takes an additional 2d4 electricity damage and is pushed back 5 feet. On a critical hit, the target is pushed back and then knocked prone.

Pinning Shot ♦ Ji-yook pins a foe's clothing to a wall or floor or the ground. Ji-yook makes a dart Strike. If the attack hits, it deals no damage and instead pins the target to an adjacent surface. The target is immobilized and must spend an Interact action to attempt a DC 10 Athletics check to pull the dart free; it can't move from its space until it succeeds. If Ji-yook's dart Strike was



a critical hit, the target must succeed at two separate Athletics checks to pull the dart free. The target is flat-footed while it remains immobilized in this way.

Sneak Attack Ji-yook's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

TAKATORRA CREATURE 9

UNIQUE CG MEDIUM HUMANOID TENGU
Nonbinary tengu sword master (Pathfinder Bestiary 310)

Perception +20; low-light vision

Languages Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +17, Athletics +21, Intimidation +15, Performance +15

Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +0

Items +1 hide armor, +1 striking tengu gale blades (2; Pathfinder Advanced Player's Guide 248)

AC 26; **Fort** +21, **Ref** +17, **Will**

+20

HP 210

Attack of Opportunity ➤

Speed 25 feet

Melee ♦ *tengu gale blade* +22 (agile, disarm, finesse, magical), **Damage** 2d6+10 slashing

Melee ♦ *beak* +21 (finesse, unarmed), **Damage** 1d6+10 piercing

Blade Barrage ♦♦ Takatorra makes three melee Strikes. These Strikes gain the forceful trait. If one target is hit with at least two of these Strikes, they also take 1d6 persistent bleed damage. The target is then flat-footed until they heal the persistent bleed damage.

Disarming Whirl ♦♦ (flourish) Takatorra spins, striking at their foes' weapons. Takatorra attempts an Athletics check to Disarm against each enemy within melee reach. Each attempt counts toward Takatorra's multiple attack penalty, but the penalty doesn't increase until they have made all the attempts.

Soaring Flight ♦♦ (morph, primal, transmutation) **Frequency** once per day; **Effect** Takatorra expands their wings, gaining a 25-foot fly Speed for 5 minutes.

YABIN THE JUST CREATURE 9

UNIQUE NG MEDIUM HUMANOID NAGAJI
Male nagaji dragon sorcerer (Pathfinder Bestiary 3 182)

Perception +18; low-light vision

Languages Nagaji, Taldane, Tengu, Tien

Skills Acrobatics +18, Arcana +19, Diplomacy +19, Intimidation +19, Occultism +17

Str +1, **Dex** +3, **Con** +4, **Int** +2, **Wis** +0, **Cha** +4

Items +1 striking bo staff, +1 explorer's clothing



AC 27; **Fort** +19, **Ref** +16, **Will** +15; +1 status to all saves vs. poison

HP 130; **Resistances** poison 5

Speed 25 feet

Melee ♦ *bo staff* +17 (magical, parry, reach, trip), **Damage** 2d8+5 bludgeoning

Ranged ♦ venom +18 (range 10 feet), **Effect** nagaji venom

Arcane Spontaneous Spells DC 27, attack +20; **5th** (2 slots) *chromatic wall, cloak of colors, magic missile*; **4th** (3 slots) *confusion, freedom of movement, spell immunity, wall of fire*; **3rd** (3 slots) *fireball, haste, lightning bolt, slow*; **2nd** (3 slots) *blur, mirror image, resist energy, touch of idiocy*; **1st** (3 slots) *charm, fear, ray of enfeeblement, true strike*; **Cantrips (5th)** *acid splash, detect magic, light, shield, telekinetic projectile*

Sorcerer Bloodline draconic (brass dragon)

Sorcerer Bloodline Spells DC 27; **5th** (2 Focus Points) *dragon breath* (Core Rulebook 403), *dragon claws* (Core Rulebook 403)

Nagaji Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison (1 round); **Stage 2** 3d6 poison and dazzled (1 round); **Stage 3** 4d6 poison and blinded (1 round)

Prize: If the player characters defeat Tino's Toughest, Tino thanks them for an enjoyable bout and gives them a *wand of death ward* as thanks. Whether or not the party fights Tino's team, Tino also gifts the characters two *ghost touch* weapon runes, saying with a wink, "I've heard this island is covered in undead. I'd hate for ghosts to get the better of you before we have a chance to fight again in the tournament." Tino also offers to use his Medicine skills and magic to heal the characters.

TEMPLE OF IRORI

This temple is one of the few structures built during the island's brief Tian-Sing occupation. The Tian-Sings built the temple to serve as a monastery for monks of Irori. Shortly before the island's abandonment, an uprising within the monks' ranks led to the death of everyone within the temple. This violent fate created several ghosts who now haunt the dilapidated temple.

When it came time to prepare the temple for the tournament, Sifu Xho Nuo and his emissaries moved quickly through the place, dropping the *phoenix necklace* and silver feathers into rooms without lingering.

Temple Features: Bonmu's temple of Irori is small compared to some other Iroran centers of worship. The monastery was intended for only two dozen permanent residents at most. Its interior walls are made from the same worked stone as the exterior but feature carvings in the form of prayers and the Master's Rebus, a symbol said to represent knowledge,

enlightenment, and Irori himself. These magically enhanced carvings emit a dim blue light within all the interior rooms. Anyone inside one of the temple's rooms can utter Irori's name to suppress or reactivate the room's light; suppressed lights automatically reactivate after 8 hours.

The temple has only three entrances, at areas **A1**, **A4**, and **A6**, though some recent damage makes for easy access into area **A13** as well. All of the doors are made from thick wood and are unlocked. The exterior doors sport interior brackets to ease with barring the door, though the wooden beams once used for this purpose are missing. The ceilings of the temple are 15 feet high unless otherwise noted. A number of rooms lack ceilings entirely, leaving areas **A3**, **A7**, **A10**, and **A11** exposed to the elements. See page 14 for the map of the temple.

The Broken Rebus: A century ago, a small but vibrant community of Iroran monks spent their entire lives within this temple's walls. All that came to an end when a splinter group in the order attempted to take the temple for themselves. This group, known as the Broken Rebus, believed that enlightenment came not through knowledge or meditation but through outright might, which they argued represented the pinnacle of the physical self and allowed one to transcend into the spiritual realm. This extreme belief soon became twisted into a hunger for power. The Broken Rebus's last resort—a violent takeover of the temple—failed, but they did manage to mortally wound all their fellow monks during the attack, spelling the end for the temple. Signs of the Broken Rebus, including undead monks and deadly hazards, still occupy much of the temple.

A1. TEMPLE ENTRANCE

MODERATE 11

The path to the temple begins at the bottom of the hill, several hundred feet from the door. Thin stone pillars carved with representations of the Master's Rebus line the path on both sides. A small metal brazier rests atop each pillar. The braziers are currently unlit and empty.

A simple dirt path leads up to a large pair of wooden doors bearing numerous intricate carvings. Two statues, each of an androgynous human, stand to either side of the doors, though the southern statue has been knocked over and now lies in pieces in the grass. Large webs cover the temple door and the exterior walls to the northwest and southwest. Something massive writhes in the thick webs that cover the northwest wall.

Creatures: A pair of mated goliath spiders make their nest on the roof and sides of the temple entrance. Their massive webs cover the entire rooftop and all



the spaces immediately adjacent to the walls and front doors. The webs are difficult terrain. Clearing a square of webbing requires a single attack or effect that deals at least 10 slashing damage or 5 fire damage. A square has AC 5, and it automatically fails saving throws. If the web takes at least 5 fire damage, it catches on fire; each turn, the fire burns away the webs in that space and spreads to any adjacent webbed squares. A creature that starts its turn in a burning square takes 5 fire damage.

The webs covering area **A1a** must be destroyed before the temple's doors can be opened. Area **A1b**'s webs are thick enough for a character to climb up to the temple's flat stone rooftop. At area **A1c**, the spiders' latest meal—a badly wounded but still living triceratops—lies half-cocooned in webs and stuck to the temple's exterior wall. Destroying the webs around the triceratops frees it to flail about, enraged, for 2 rounds before fleeing into the forest.

The spiders are sleeping atop the roof when the party arrives. The characters can make Stealth checks against the spiders' Perception DCs (32) to avoid waking them up; if disturbed, the spiders immediately attack. The spiders are initially a bit sluggish, and are slowed 1 for the first 2 rounds of combat. They crawl down from the rooftop and focus on any Small combatants. If their webs are totally burned away or if they are each reduced to 40 Hit Points or fewer, the spiders flee into the forest.

GOLIATH SPIDERS (2)

CREATURE 11

Pathfinder Bestiary 307

Initiative Perception +22

WOUNDED TRICERATOPS

CREATURE 8

Triceratops (*Pathfinder Bestiary* 99)

Initiative Perception +16

HP 60 (down from 140)

A2. CHAMBER OF TRIALS

A series of paintings line the walls of this large chamber, depicting a faceless man undergoing various trials. The man wades through a river, balances atop a tall tree, and meditates amid a terrible storm. Several small tools and some partially eaten food lie in the room's northern alcove, before a depiction of the faceless man picking a flower among a field of brambles. The western wall

features a large pair of wooden doors; in the eastern wall is an open doorway.



AHMITAR

The temple foyer doubled as a place of teaching. The figure in the paintings represent Irori, though the monks intentionally excluded his face as they believed any depiction of the Master of Masters would be an inadequate reproduction of his perfect image. Each image depicts Irori undergoing a trial tied to a specific lesson. The temple monks would return here to share the stories of Irori with outsiders.

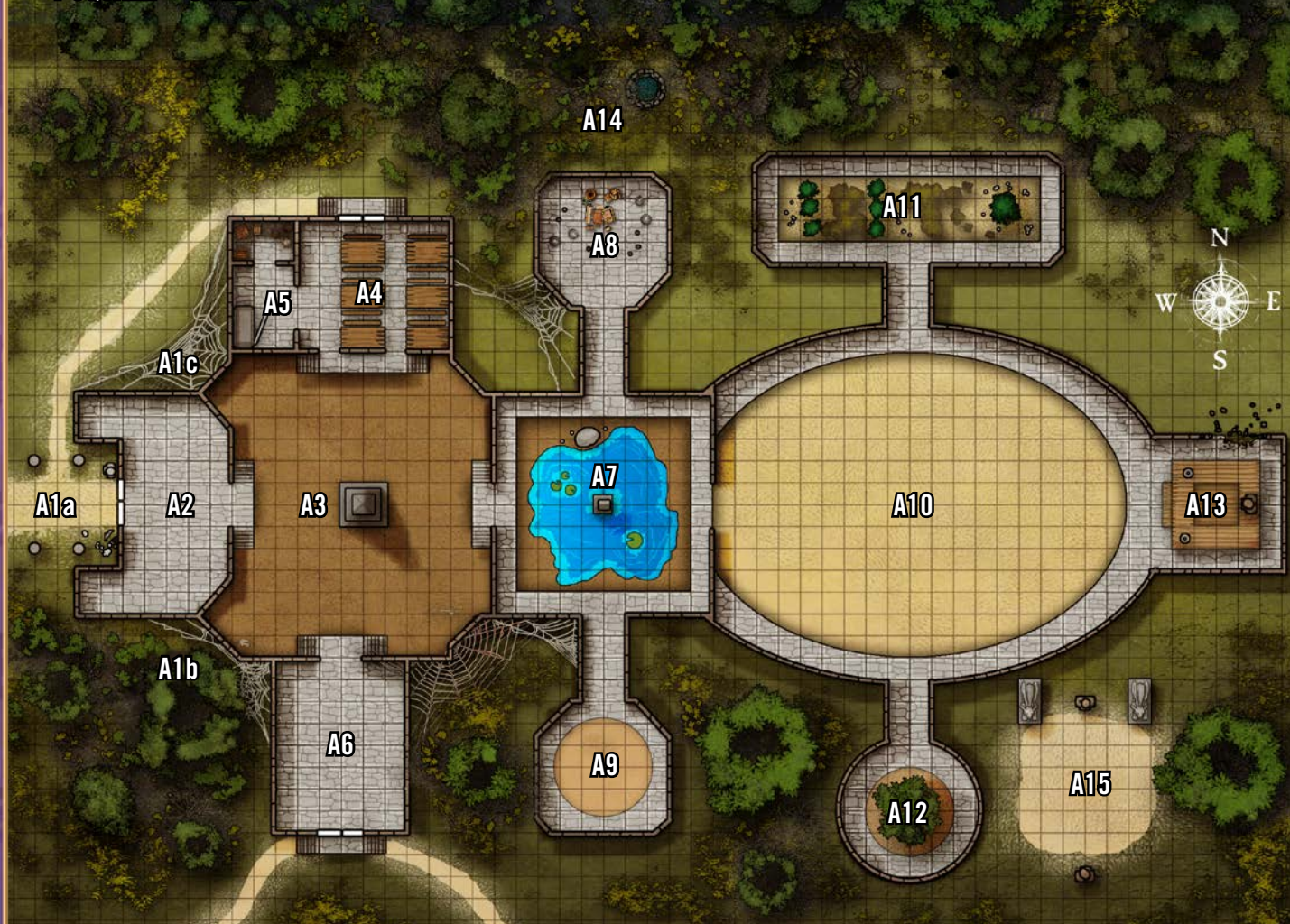
Temple's Steward: The various items in the northern alcove belong to an anugobu (page 80) named Ahmitar. When he found the temple over a decade ago, it was in such shambles that he almost moved on. But when he discovered the images of Irori behind the brambles that covered this chamber's walls, he realized that this temple would be his wonder. He has since remained here, slowly restoring the building.

Any battle outside the temple or in an adjacent room catches Ahmitar's attention, in which case he watches the characters from a safe distance and steps back to his spot in the chamber before he's noticed. When the characters enter the chamber, he watches them closely. If someone examines his tools or food, he hops out of his workspace and pleads with them to leave his things alone. Ahmitar's quivering voice makes it obvious he is fearful of the fighters. He demands to know why they're here, concerned that they intend to damage the temple, but he lights up if the characters mention that they are here to clear the temple of its monsters, in which case he regards them as friends. Otherwise, convincing Ahmitar that they mean no harm or asking him to leave them alone should be a simple process; the last thing Ahmitar wants is a confrontation with these formidable visitors.

If the characters befriend Ahmitar, he makes a valuable ally indeed. Ahmitar eagerly tells the party all about the temple, including its layout, the state of various rooms, and the creatures that dwell within. He happily follows and helps however he can, though he retreats to his workspace if his life is in danger. Once the temple is cleared out, Ahmitar remains, fixing up any unfinished cosmetic repairs and providing companionship throughout the contenders' stay.

TEMPLE OF IRORI

1 SQUARE = 5 FEET



Additionally, Ahmitar traveled through most of Bonmu before settling at the temple. He can inform the characters of Bonmu's history and the basic details of most locations on the island, though he doesn't know about locations' specific inhabitants or secrets.

If the party asks Ahmitar to leave, he dejectedly acquiesces. If attacked, Ahmitar immediately flees to his workspace or into the forest if necessary. In this case, he attempts to sneak back into the temple throughout the adventure in an attempt to continue his work, fleeing at the first sign that the contenders have noticed him.

AHMITAR

CREATURE 7

Male anugobu wondercrafter (page 80)

Initiative Perception +18

XP Award: If the characters befriend Ahmitar, award each 30 XP.

A3. COURTYARD

MODERATE 11

Rusted weapons and old bone shards speckle this wide, open courtyard's dirt floor. In the center stands a thirty-foot-tall sculpture of a pagoda, with hundreds of names carved all over its miniature tiers. Open doorways stand in the northern, southern, western, and eastern walls. Pairs of staircases lead up to each doorway.

The temple's monks would meet in this courtyard. It offered a place for conversations, singing, dancing, games, and other pleasant activities. Unfortunately, it was also the site of a deadly battle between the Broken Rebus splinter group and the temple's loyalists, the bones of whom remain scattered about the ground.

The pagoda in the center of the courtyard served as a monument to all of the former monks who spent their lives in the monastery; when a monk passed away, their name was carved into the wooden sculpture. The



Master's Rebus is carved beside a handful of names; these individuals were believed to have achieved some form of enlightenment.

Creatures: When the Broken Rebus attempted to seize the temple and oust those who opposed their violent credo, a number of temple monks fought them here, and all perished in the process. These stalwart defenders died believing they needed to protect the temple at all costs, and this powerful belief resonated even as the monks perished. Now, the monks have become ghosts, bound to the courtyard and yet determined to guard the temple from any and all intruders.

When the characters enter the courtyard, the silent monks manifest from their names on the pagoda and take up fighting stances. The ghosts can't travel beyond the courtyard and vanish if the courtyard is empty for 1 minute.

GHOST MONKS (4)

CREATURE 9

LN MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Ghost adherents of Irori (*Pathfinder Bestiary* 166)

Perception +18; darkvision

Languages Tien

Skills Irori Lore +17, Occultism +17, Temple Lore +17

Str -5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +6, **Cha** +6

Site Bound As ghost.

AC 25; **Fort** +15, **Ref** +19, **Will** +21

HP 115, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) As ghost. Putting the abbot in **A8** to rest brings peace to the ghost monks, allowing them to move on to the Serene Circle in Axis.

Speed fly 40 feet

Melee ♦ ghostly fist +21 (agile, finesse, magical), **Damage** 2d8+12 negative

Flurry of Blows ♦ (flourish) The ghost monk makes two Strikes with their ghostly fist. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Frightful Moan ♦ (auditory, divine, emotion, enchantment, fear, mental) As ghost. DC 25.

Telekinetic Assault ♦♦ (divine, evocation) As ghost. 5d6 bludgeoning, DC 25.

Treasure: The old weapons scattered throughout the yard are rusted beyond use, but their unique Iroran iconography makes them worth a total of 500 gp to a collector or Iroran temple. Anyone who sifts through the weapons or who succeeds at a DC 25 Perception check to Seek finds a +2 *striking ghost touch hook sword* (page 76) as well as a *potion of tongues*.

A4. REFECTORY

LOW 11

Several wooden tables occupy this dining hall. A wooden door to the north allows entry into the room from the outside, an open doorway to the west connects to a kitchen, and smaller doorways to the south connect to the temple's courtyard.

Ahmitar made use of an *unseen servant* to clean this cafeteria and the connecting kitchen from a distance, but he keeps away from this part of the temple entirely due to its haunted nature.

Hazard: The Broken Rebus began their attack during the monks' evening meal, when most of their colleagues were enjoying dinner. As these monks met their demise, the collective anguish of betrayal manifested a haunt within the refectory. Entering the room causes the tables to fill with ghostly images of monks engaged in prayer as they begin their meal. One round later, the haunt activates, causing ghostly depictions of the Broken Rebus monks to manifest and begin their attack, sending incorporeal tables and tableware flying throughout the room.

BROKEN REBUS ATTACK

HAZARD 12

UNIQUE COMPLEX HAUNT MAGICAL

Stealth +20 (trained)

Description Ghostly attackers knock the tables about, send dishes flying, and pull fleeing creatures into the room.

Disable DC 34 Religion (expert) to say an Iroran prayer and put the haunt temporarily to rest, DC 38 Occultism (master) to create a ward against future hauntings

Ghostly Pull ➤ **Trigger** One round passes since a creature entered the refectory; **Effect** A Broken Rebus monk grabs the creature and yanks them toward the room's center. The triggering creature must attempt a DC 36 Fortitude save. The haunt can use this reaction any number of times per round, but only once per creature that tries to leave the room. The haunt then rolls initiative, if it hasn't already.

Critical Success The creature is unaffected.

Success The creature is pulled 10 feet into the room.

Failure The creature is pulled 15 feet into the room.

Critical Failure The creature is pulled 15 feet into the room, knocked prone, and takes 2d6 bludgeoning damage.

Routine (1 action) The haunt sends a flurry of objects hurtling across the room. All creatures in the room are battered by the ghostly objects, taking 3d10+14 force damage (DC 32 basic Reflex save).

Reset The haunt deactivates after 1 minute. It re-forms at the same times every day, 7 a.m. and 7 p.m., which is when the monks had their morning and evening meals. If at least two people cook a meal in the kitchen, share a meal in the refectory, and utter a prayer to Irori before

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox



the meal, the haunt becomes permanently disabled and doesn't re-form.

A5. KITCHEN

A large stone oven takes up the southwestern corner of this simple kitchen, and a door in the northern wall leads to a sparse pantry. An open doorway to the east connects to a large dining area.

Monks prepared meals in this kitchen twice daily, providing breakfast and dinner for the whole temple.

Treasure: In addition to storing food in the kitchen's pantry, the temple monks kept a number of tools to help them with everyday life at the monastery, including a *moderate potion of fire resistance* in a spherical glass vial, a *decanter of endless water* for when the temple's well went dry, and *greater holy prayer beads* that the abbot would use to heal visitors in need.

A6. DORMITORY

Rotted hay mattresses and small wooden chests fill most of the floor space in this large shared dormitory. Wide doorways to the north and south lead out of the room.

Treasure: The ascetic Iroran monks kept what few belongings they had in these chests. More often, the chests were reserved for visitors to the temple. The monks would ask anyone who stayed to leave a small donation in their chest, which the monks would leave and only collect when the temple was in desperate need of funds. Many visitors were overly generous, leaving large amounts of gold or even valuable magic items in appreciation of the monks' help. Over the years, the monks collected a sizable array of contributions that they left in the chests, where they remain to this day.

Sifting through all of the chests turns up an *axiomatic* rune in a runestone engraved with imagery of a zuishin kami, an *iron medallion*, a *spellstrike arrow* (type V), a *ring of climbing*, a *wand of remove curse* carved from a bulette tooth, half a dozen lacquered wooden holy symbols of Irori strung on rotted hemp necklaces, a small hide pouch containing 115 gp worth of tiny opals, and 218 gp in assorted coinage.

A7. REFLECTION POOL

MODERATE 11

A small stone walkway lines the perimeter of this open-air chamber. A sandy area in the center of the atrium surrounds a pond full of dark, dirty water. From the center of the pond rises a small stone structure with

a wide, flat top. Large, open doorways lead to the north, south, east, and west.

The monks used this pond for meditation by sitting upon the wide top of the stone structure, which is strong enough to support an adult's weight. Sitting here offered the additional benefit of hiding the meditator's reflection, which made it easier to disconnect from one's self during their practice. The structure is also infused with minor magic that constantly purifies the pond water, though it's not strong enough to hide or deter the pond's current inhabitant.

Creature: A powerful catoblepas broke into the temple a few weeks ago after preparations for the Ruby Phoenix Tournament drove it from its home in the nearby forest. The monster found an open wall at the eastern end of the temple (A13) and eventually made its way to the pond here. Now, it splits its time between the pond, where it rests, and the forest, where it hunts for food. It continues to use the same broken wall as an entrance, preventing all of Ahmitar's attempts to repair the barrier. For the moment, the catoblepas and Ahmitar share a silent understanding, allowing the anugobu to move through this room as long as he doesn't disturb the monster.

Since the catoblepas isn't always here, there's a possibility that the room is empty the first time the player characters move through it. During the day, there is a 50% chance the monster is out hunting. It eventually returns to the pond at sunset, where it remains until morning. If the catoblepas is here when the characters enter, it brays a loud warning before attacking anyone who remains in the room or tries to continue further. The catoblepas chases intruders out of the temple before returning to the pond, though if reduced to fewer than 50 Hit Points, it flees into the forest for its life.

ELITE CATOBLEPAS

CREATURE 13

Pathfinder Bestiary 2 6, 48

Initiative Perception +24

Hazard: The catoblepas's presence here slowly turned the pond into a noxious pool of tainted water. Anyone who drinks from the water or falls in must succeed at a DC 30 Fortitude save or become sickened 1. Once the catoblepas leaves, the pond's magic cleans the foul water completely after 24 hours.

A8. PRAYER ROOM

Prayer and meditation aids fill the chamber, including rows of candles, dozens of bells, and multiple singing bowls, many of which are scattered haphazardly about the floor.



A single silver feather lies among the detritus. The room can be entered and exited from the hallway to the south.

The monks used this room as place to offer prayers and songs to Irori.

Hazard: The temple's abbot was in the middle of prayer inside this room when the Broken Rebus attacked. Half a dozen Broken Rebus monks set upon the praying leader. Though she was outnumbered, the abbot's prodigious ki abilities allowed her to fend off the attackers. She used her gift to channel a powerful storm of ki and lightning that obliterated her attackers but also overwhelmed her own body. Channeling the storm was too much for her, and she expired shortly thereafter. Her spirit remained, however, and it relives its final moments over and over again in this chamber. The spirit can't differentiate between peaceful visitors and hostile intruders, so no matter who enters, it attempts to channel its wrath to defend the temple.

WRONGED MONK'S WRATH

HAZARD 13

HAUNT

Stealth DC 32 (trained)

Description A monk's tormented spirit attacks intruders.

Disable DC 32 Irori Lore (trained) to clean the room and return the prayer items to their proper arrangement, DC 37 Religion (expert) to state an Iroran prayer of peace and put the haunt to rest, or DC 40 Occultism (master) to create a ward against future hauntings

Ki Storm  **Trigger** A creature enters the prayer room;

Effect The abbot's spirit appears and begins to channel powerful ki energy. One round later, the room fills with a powerful kinetic storm, dealing 3d10+15 electricity damage and 3d10+15 force damage to all creatures in the room. Creatures in the room must attempt a DC 37 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and becomes deafened for 1 round.

Critical Failure The creature takes full damage, 2d8 persistent electricity damage, and becomes deafened for 1 minute.

Reset The haunt re-forms after 1 hour. The haunt becomes disabled and doesn't re-form if a creature lights all of the candles in the room and offers a prayer to Irori.

Silver Feather: One of the silver feathers lies among the bells and bowls strewn about the room. The feather's distinct color and luster makes it stand out among the items in here.

New Feat: If the player characters light the

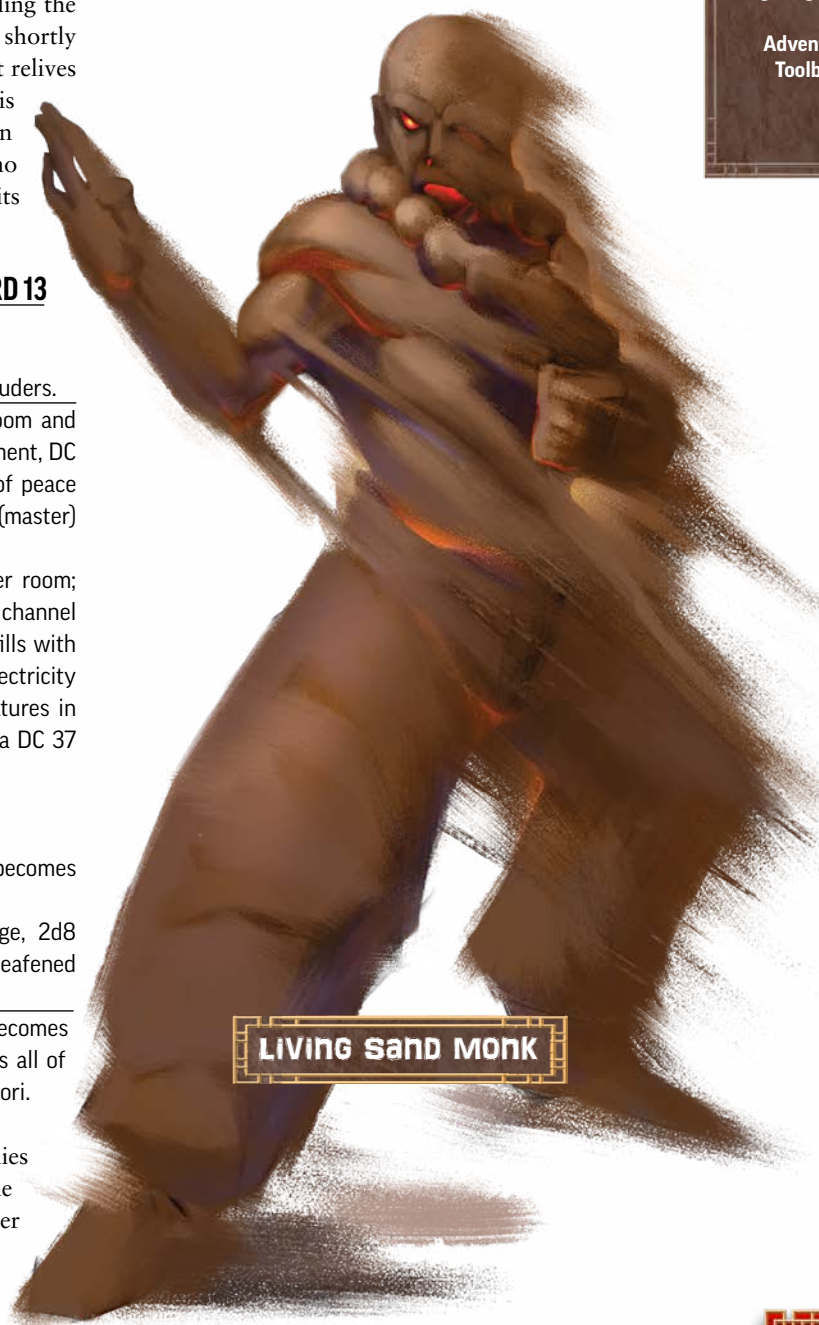
candles here and offer a prayer to appease the angry spirit of the dead abbot, grant them access to the Wronged Monk's Wrath feat (page 74).

XP Award: For recovering the silver feather from this room, award each character 80 XP.

A9. SAND CHAMBER

SEVERE 11

This large chamber is relatively empty save for the piles of colorful sand all about the floor and a few small tools scattered in the room's corners. A silver feather sticks out of a pile of red sand. A hallway to the north leads in and out.



LIVING SAND MONK

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox



This was another of the temple's meditation chambers. Here, monks created elaborate sand art on the chamber's floor, sometimes spending weeks working together on improvisational yet beautiful, colorful arrangements. Once they were done, the monks would ritualistically dismantle the art, grain by grain, and start again.

Creatures and Hazard: Like the temple's other residents, the monks working in this chamber perished in the Broken Rebus attack. The betrayal filled the monks with unbridled rage, and this rage crystallized as the monks died with hatred in their hearts. The betrayed monks still linger here as a haunt, which activates as soon as a PC tries to leave the room. Two ghostly monks made from different-colored living sand manifest alongside the haunt; these monks are fairly weak compared to the PCs, and are intended more as complicating factors rather than true threats.

LIVING SAND MONKS (2)

CREATURE 7

Elite sand sentries (*Pathfinder Bestiary* 2 6, 109)

Initiative Perception +16

SAND WHIRLWIND


HAZARD 14

COMPLEX HAUNT

Stealth +23 (trained)

Description Buffeting winds swirl sharp grains of sand about the room.

Disable DC 38 Religion (expert) to state an Iroran koan about being complete only upon recognizing one's incompleteness, or DC 41 Occultism (master) to create a ward against future hauntings

Sand Vacuum  **Trigger** A creature attempts to leave the chamber; **Effect** A powerful wind pulls the creature back into the room. The triggering creature must attempt a DC 39 Fortitude save. The haunt can use this reaction any number of times per round, but only once per creature that tries to leave the room. The haunt then rolls initiative, if it hasn't already.

Critical Success The creature is unaffected.

Success The creature is pulled back 10 feet into the room.

Failure The creature is pulled back 15 feet into the room and is blinded for 1 round.

Critical Failure The creature is pulled back 15 feet into the room and is blinded for 1 minute.

Routine (1 action) The haunt's violent winds savagely buffet everyone in the room, dealing 6d10+30 bludgeoning damage to living creatures (DC 34 basic Reflex save). On a critically failed save, a creature is also blinded for 1 minute.

Reset The haunt deactivates after 1 minute and re-forms after 1 hour. The haunt is disabled and doesn't re-form if at least two creatures spend 1 minute to create an image

with the sand. Creating the image requires a successful DC 30 Crafting or Thievery check.

Treasure: Hidden in the sands and locatable with a successful DC 30 Perception check to Search is a *light brown elemental gem*.

Silver Feather: One of the party's silver feathers sticks out a pile of sand, but it is swept up in the gale once the hazard here activates. It can be snatched from the whirlwind with a successful DC 35 Thievery check.

XP Award: Award each character 80 XP for recovering the silver feather from this room.

A10. TRAINING SPACE

Stray leaves and twigs dot the sand pit in the center of this oval, open-air area. Halls lead north and south; an open doorway to the west looks out on a small pond, while to the east is a large shrine.

The monks exercised here, occasionally using the area as a community prayer space or for special ceremonies. The sand here is the same dense sand as that in area A9; the entire pit is difficult terrain. The sand doesn't slow down the Old Man statue at all, however (area A13).

Treasure: Buried in the northwestern corner of the sand pit is a *greater striking rune*, discernible with a successful DC 25 Perception check to Seek.

A11. GARDEN

MODERATE 11

A large garden plot takes up most of this roofless enclosure. The soil appears dry and what little plant life remains is dead and wilted. A hallway leads south.

The monks maintained a garden which they used to grow fruits and vegetables for their meals. The plants are all dead now with no one alive to tend them. If asked, Ahmitar cheerfully promises to tend to the garden once he's done repairing the temple.

Creatures: The open-air design of this room made it a prime residence for a colony of ticks. The insects hide among what plant matter remains and attack anyone who disturbs the remnants of the garden. The tick swarms flee once two or more are dispersed or they are all reduced to fewer than 40 Hit Points.

TICK SWARMS (4)

CREATURE 9

Pathfinder Bestiary 2 260

Initiative Perception +18 or Stealth +19

Treasure: A greater serene mutagen and a greater cognitive mutagen are both hidden among the foliage,



each discoverable with a successful DC 20 Perception check to Seek or Search.

A12. MEDITATION TREE MODERATE 11

A large and colorful eucalyptus tree stands at the center of this chamber, reaching toward the sky through a square window in the ceiling. An old skeleton lies slumped against the base of the tree, bones spotted with fallen peels of multicolored bark. Amid the bark scraps lies a single silver feather. A hallway to the north serves as entrance and exit from the chamber.

The monks believed this beautiful tree possessed unique spiritual properties, specifically that its roots extended deep beyond the Material Plane and into the Great Beyond, where it intertwined with its sister tree in the Serene Circle, Irori's realm on the lawful plane of Axis. Whether or not this is true, many monks preferred to meditate beneath the branches of this tree.

Creature: The Broken Rebus met its end in this chamber. Mortally wounded, the leader of the group—a monk named Kannitri—made her way to the meditation tree. She sat down and pondered the attack and her actions before eventually passing away. Her mixed feelings—remorse, indignation, sorrow, anger—created enormous turmoil within her soul, but before she could resolve her clouded mind, her body expired. Now, her restless spirit lingers here as a ghost. She is not bound to her remains but chooses to remain in this room anyway.

When the player characters enter, Kannitri rises from her remains and desperately pleads for forgiveness. The characters can attempt a DC 33 Deception or Diplomacy check to convince Kannitri that they forgive her; any character wearing a holy symbol of Irori gains a +2 circumstance bonus on this check. On a success, Kannitri finds momentary peace and becomes pacified for 1 hour, making no attempts to harm the characters during this time. On a critical success, she becomes pacified for 24 hours. If the characters speak with Kannitri's ghost while she is pacified, she explains the history of the temple, the Broken Rebus, and the temple's final moments. Kannitri explains her remorse and states that she wishes to be with her fellow disciples once more. She explains that



most of her friends perished in the courtyard before their names (or hers) could be inscribed on the pagoda sculpture there. The characters might realize that burying Kannitri's remains in the courtyard or carving her name into the pagoda will bring her peace; a character who succeeds at a DC 30 Religion check can deduce this.

If the characters don't pacify Kannitri, she flies into a rage when she realizes they're not her fellow monks.

In combat, she attacks the character who appears physically weakest first. Her emotions swing wildly between rage and guilt, and she alternately hurls hateful insults and cries out for forgiveness during the fight.

KANNITRI

CREATURE 13

UNIQUE LN MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD
Female human ghost monk (*Pathfinder Bestiary* 166)

Perception +26; darkvision

Languages Tien

Skills Intimidation +26, Irori Lore +24, Occultism +24, Temple Lore +24

Str -5, **Dex** +5, **Con** +0, **Int** +3, **Wis** +6, **Cha** +7

Site Bound As ghost.

AC 33; **Fort** +19, **Ref** +24, **Will** +25

HP 175, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) As ghost. Burying Kannitri's remains in the courtyard or carving her name into the pagoda sculpture there (area **A3**) permanently puts her spirit to rest.

Speed fly 40 feet

Melee ♦ ghostly fist +28 (agile, finesse, magical), **Damage** 3d8+13 negative

Corrupting Gaze ♦♦ As ghost. 7d6 negative damage, DC 33.

Draining Touch ♦♦ As ghost.

Flurry of Blows ♦ (flourish) Kannitri makes two Strikes with her ghostly fist. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Silver Feather: One of the party's silver feathers lies amid Kannitri's remains.

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox



XP Award: Award each character 80 XP if they recover the silver feather from this room. If they pacify Kannitri and put her spirit to rest without fighting her, award XP as if they had defeated her in combat.

A13. SHRINE

SEVERE 11

Tarnished bells, frayed ribbons, and crumbling wooden beams surround the massive statue at the center of this shrine space, which is set into an alcove at the eastern side of the temple's open-air training area. Six steps lead up to a clearing where one can sit before the large statue, which depicts a smiling old man seated in a cross-legged position and holding a staff. A pair of braziers stand on either side of the steps and various prayer instruments lie scattered before the statue. The alcove's northern wall is

badly damaged, with a fifteen-foot-wide gap that reveals the forest outside the temple.

The monks used this shrine to lead prayer for the entire temple. Rather than attempt the futile endeavor of creating a depiction of Irori for the shrine, the monks carved a statue of the Old Man, Irori's herald.

Creature: The statue of the Old Man was originally an ordinary statue, but when the Broken Rebus began their attack on the temple, the defending monks' cries reached Irori, who infused the statue with power and caused it to become a divine warden. The statue rose from this shrine and joined the temple monks in fending off the Broken Rebus. While it defeated the remaining Broken Rebus rebels, the divine warden could not save the loyal temple monks. Once the attack was over, the statue returned to the shrine, where it has remained ever since.

The statue of the Old Man remains infused with Irori's power and still defends the temple to the best of its abilities. The haunts and spirits within the temple remain contained with their respective areas, and for reasons unknown, the divine warden has spared the catoblepas in area A7. The emissary's agents, knowing of the warden's might, decided the shrine would be the perfect place to hide the team's *phoenix necklace*. If a character tries to take the necklace or any of the other treasures on the shrine, the statue springs to life and attempts to reclaim the temple's relics. Returning the items causes the statue to end its attack.

Once in combat, the statue makes a brutal foe, using its staff to strike at distant opponents and grabbing anyone who gets too close. It uses its domain spells to clear away any conditions, saving its *enduring might* spell to reduce damage from a critical hit. The statue fights until it is destroyed.

Whether or not they realize it, the player characters have several means of pacifying the statue. If every character wears a religious symbol of Irori, the statue immediately stops its assault, recognizing the characters as Irori's faithful. A character who succeeds at a DC 25 Religion check to Recall Knowledge recognizes that the statue is a divine warden. A character armed with that knowledge can attempt a DC 30 Religion or DC 25 Irori Lore check to Recall Knowledge; on a success, they recall a prayer koan about the Old Man. If a character speaks this prayer, which requires spending three actions to utter in its entirety, the statue recognizes that character as Irori's faithful as well, and it doesn't attack that character further. In addition, the statue becomes clumsy 1 and enfeebled 1. These conditions





increase by 1 for each additional character that utters the prayer. If all the characters speak the prayer, the statue stops its attack and loses its conditions, returning to rest at the shrine.

OLD MAN STATUE

CREATURE 14

UNIQUE LN HUGE CONSTRUCT DIVINE MINDLESS

Divine warden of Irori (*Pathfinder Bestiary* 3 72)

Perception +24; darkvision

Languages Tien (can't speak any language)

Skills Athletics +28

Str +8, **Dex** -1, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5

AC 36; **Fort** +28, **Ref** +19, **Will** +22

HP 160; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Resistances physical 10 (except adamantine)

Divine Destruction (divine, necromancy, positive) 14d6 positive, DC 32

Faith Bound As divine warden (Irori).

Speed 30 feet

Melee ♦ fist +28 (magical, reach 10 feet), **Damage** 3d10+14 bludgeoning plus Grab

Melee ♦ staff +30 (magical, parry, reach 15 feet, trip), **Damage** 3d8+14 bludgeoning

Divine Innate Spells DC 32, attack +24; **Cantrips** (7th) *divine lance* (lawful)

Divine Domain Spells DC 32; **7th** (2 Focus Points) *athletic rush* (*Core Rulebook* 389), *enduring might* (*Core Rulebook* 392), *perfected form* (*Core Rulebook* 394), *perfected mind* (*Core Rulebook* 394)

Faithful Weapon As divine warden (staff).

Instrument of Faith As divine warden (Irori).

Treasure: During his time repairing the temple of Irori, Ahmitar collected the loose gold and treasures scattered around the temple and placed them here before the statue. In addition to the *phoenix necklace* (page 75), Ahmitar has left here a *bag of holding type III*, a *jade serpent wondrous figurine*, a *phylactery of faithfulness* of Irori, a *ring of swimming*, and 570 gp in assorted gems and coins.

A14. WELL

MODERATE 11

The water in the temple's well is still potable, but the rope and bucket the monks used fell into the water long ago. To use the well, the player characters must first clear away the ivy growing over the well's wooden lid, then find a means of retrieving the clean water below. The thick undergrowth indicated on the map is difficult terrain.

Creature: A viper vine lurks among the vegetation near this well. It lies in wait, remaining hidden until a

creature comes within 10 feet of the well. It then releases its pollen and strikes, fighting until destroyed.

VIPER VINE

CREATURE 13

Pathfinder Bestiary 2 287

Initiative Stealth +24

Treasure: Not far from the well, hidden in the foliage and findable with a DC 30 Perception check to Seek or Search, lies a *stunning snare*.

A15. SPARRING GROUNDS

LOW 11

Several statues surround this beaten patch of dirt. Most resemble animals, but two depict androgynous humanoids.

The temple's abbot prohibited any kind of fighting within the temple walls other than what was necessary to defend against intruders. All the same, many of the temple's monks practiced various martial arts techniques as a form of exercise and meditation. They set aside this space as a place to spar and hone their skills near—but not within—the temple.

Creatures: If a monk found himself without a sparring partner, they could instead challenge one or both of the temple's resident golems, which were specifically constructed for this purpose. The golems would normally activate with a special command word, but their magic has deteriorated over the past century, causing them to activate whenever an adult creature enters the tamped dirt of the grounds. The golems recognize only adult humanoids and ignore the animals that entered the area as well as Ahmitar, mistaking him for a child.

CLAY GOLEMS (2)

CREATURE 10

Pathfinder Bestiary 186

Initiative Perception +16

Treasure: A *moderate healing potion* is perched on one of the animal statues.

CLEARING THE TEMPLE

Once the characters claim their *phoenix necklace* and their 3 silver feathers, they're free to take their time clearing out the dangers in the temple or can simply ignore the rest of the building. Even if the characters don't take care of any of the temple's dangers, the dormitory is a safe location to stay since it can be entered from the southern door.

XP Award: If the party clears out all of the creatures and hazards within the temple, award each character 80 XP.

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox



CHAPTER 2: SURVIVE

Once the player characters acquire their *phoenix necklace* and 3 silver feathers from the temple of Irori, they officially secure their place in the pre-qualifying pool for the Ruby Phoenix Tournament. They can spend whatever's left of their first day on Bonmu however they see fit. If they aren't yet 12th level, this is the perfect time to strike out into Bonmu and face a few of the island's dangers, clearing the way for later and earning some valuable experience (see the Scaling Encounters sidebar on page 24). They can also use this time to acquire equipment from the Stone Market. Finally, contenders can simply wander Bonmu to learn the layout of the island, meet some of their fellow competitors, and strategize for the events of the following days. Refer to the rules starting on page 26 to calculate travel times and distances.

An hour before sunset on the pre-qualifier's first day, a pair of enforcers communicate with the characters via their *phoenix necklace*, directing the

party to meet with them outside the temple of Irori. The enforcers request that the contenders present their *phoenix necklace* and 3 silver feathers, then remind the characters that the qualifying round begins at sunrise before leaving.

BASE COMBATANTS

The characters spend much of the pre-qualifier fighting other teams of contenders. The following stat blocks represent most of the opponents faced during these matches. In some instances, individual combatants boast different abilities or attacks, which are called out in their respective stat blocks.

WEAPON MASTER

The weapon master is a deadly expert with their weapon of choice. Whenever possible, the weapon master engages an opponent one on one, and they prefer to begin combat unarmed and use their Swift Blow to catch a foe unawares.



WEAPON MASTER

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +23

Languages Taldane, Tien

Skills Acrobatics +23, Athletics +26, Intimidation +22, Survival +24, Warfare Lore +23

Str +5, **Dex** +2, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1

Items +2 *greater striking katana*, +1 *striking sling*, +1 *resilient studded leather*

AC 33; **Fort** +26, **Ref** +22, **Will** +24

HP 250

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ *katana* +28 (deadly d8, magical, two-hand d10, versatile P), **Damage** 3d6+11 slashing

Ranged ♦ *sling* +22 (magical, propulsive, range increment 50 feet, reload 1), **Damage** 2d6+11 bludgeoning

Dueling Expertise The weapon master deals an extra 2d10 damage to creatures that are not adjacent to any allies or other foes.

Swift Blow ♦♦ (flourish) **Requirement** The weapon master is not wielding a weapon; **Effect** The weapon master Interacts to draw a melee weapon without triggering reactions and makes a Strike with that weapon. The target is flat-footed against this Strike. The weapon master deals an extra 2d8 persistent bleed damage with the Strike.

AGILE WARRIOR

The agile warrior uses their speed to jump around the battlefield and create openings. Making use of their Tumbling Attack, the agile warrior likes to spring back and forth between targets every round.

AGILE WARRIOR

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +25

Languages Taldane, Tien

Skills Acrobatics +28, Athletics +22, Deception +24, Lore (any one terrain) +22, Stealth +26

Str +3, **Dex** +5, **Con** +3, **Int** +1, **Wis** +2, **Cha** +3

Items +1 *resilient leather armor*, +1 *striking sai*, +1 *striking returning shuriken* (5)

AC 35; **Fort** +22, **Ref** +26, **Will** +21

HP 180

Nimble Dodge ↻ **Trigger** The agile warrior is targeted with a melee or ranged attack by an attacker they can see; **Effect** The agile warrior gains a +2 circumstance bonus to AC against the triggering attack.

Speed 35 feet

Melee ♦ *sai* +27 (agile, disarm, finesse, magical, monk, versatile B), **Damage** 2d4+9 piercing

Ranged ♦ *shuriken* +27 (agile, magical, reload 0, thrown 20 feet), **Damage** 2d4+11 piercing

Deadly Disarm The agile warrior deals 2d6 precision damage to a creature on a successful Disarm attempt.

Sneak Attack The agile warrior's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

Tumbling Attack ♦♦ The agile warrior Strides up to their Speed. During this movement, they can move through the space of one creature without



SCALING ENCOUNTERS

The text assumes the characters are at least 12th level when they begin this chapter, and they should reach 13th level around the end of day one or at the beginning of day two of the pre-qualifier. The sandbox nature of this part of the adventure makes it impossible to determine what level the player characters will be at any given time, so encounter difficulties ("moderate 12," "severe 13," etc.) have been precluded from this chapter. Rather than manually scale each challenge up or down, consider running the encounters as written whatever level the characters are at. This might mean the characters face some very difficult foes early on and some relatively easy foes later. Either way, by the end of this chapter, the characters should have gained enough experience to level up to 14th level.

triggering reactions. When the agile warrior moves through a creature's space in this way, that creature becomes flat-footed until the end of the agile warrior's turn. If the agile warrior ends their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

KI ADEPT

The ki adept is in tune with their own body and can manipulate the mystical energy that flows within them. Typically, the ki adept works to hamper as many foes as possible with their Knocking Sweep and follows up with a Flurry of Blows.

KI ADEPT

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +23

Languages Taldane, Tien

Skills Acrobatics +26, Athletics +26, Occultism +23

Str +5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +0

Items +1 striking *bo staff*, *bracers of armor*, +1 striking *returning dart* (3), +1 striking *handwraps of mighty blows*

AC 33; **Fort** +23, **Ref** +23, **Will** +23

HP 230

Speed 30 feet

Melee ♦ *bo staff* +27 (magical, parry, reach, trip), **Damage** 2d8+11 bludgeoning plus Knockdown

Melee ♦ *fist* +27 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d6+11 bludgeoning

Ranged ♦ *dart* +24 (agile, magical, thrown 20 feet), **Damage** 2d6+9 bludgeoning

Monk Focus Spells DC 32, attack +25; **7th** (3 Focus Points) *abundant step* (Core Rulebook 401), *ki blast* (Core

Rulebook 401), *ki rush* (Core Rulebook 401), *ki strike* (Core Rulebook 401), *wholeness of body* (Core Rulebook 402), *wind jump* (Core Rulebook 402)

Flurry of Blows ♦ (flourish) The ki adept makes two Strikes with their fist or with a monk weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Knocking Sweep ♦♦ (flourish) The ki adept swings their weapon with a sweeping spin. They attempt separate Athletics check to Trip any number of creatures within their reach. Each attempt counts toward the ki adept's multiple attack penalty, but the multiple attack penalty doesn't increase until after they makes all the attacks.

Powerful Fists The ki adept's fist Strikes are treated as cold iron and silver and don't take penalties when making lethal attacks.

Punch Down The ki adept deals an extra 2d10 damage to prone creatures.

ARCHERY SPECIALIST

Archery specialists weaken their foes from a great distance. They typically begin combat by attempting to pin the most dangerous target, then follow up with a Rain of Arrows on a clumped group.

ARCHERY SPECIALIST

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +26

Languages Taldane, Tien

Skills Acrobatics +26, Athletics +22, Lore (any one terrain) +24, Survival +21, Stealth +24

Str +3, **Dex** +5, **Con** +4, **Int** +3, **Wis** +2, **Cha** +0

Items +1 *greater striking composite longbow*. +1 *resilient leather armor*

AC 35; **Fort** +22, **Ref** +26, **Will** +19

HP 190

Speed 25 feet

Melee ♦ *fist* +24 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+7 bludgeoning

Ranged ♦ *composite longbow* +27 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 3d8+7 piercing

Pinning Shot ♦ The archery specialist makes a longbow Strike. If the attack hits, it deals no damage and instead imparts the bow critical specialization effect. If the attack is a critical hit, the target must succeed at two separate Interact actions to pull the missile free.

Point-Blank Shot The archery specialist ignores the penalty to their attack rolls from the volley trait.

Rain of Arrows ♦♦ (flourish) The archery specialist fires several arrows at once, each aimed to land in a 10-foot burst within 60 feet. The archery specialist makes a longbow Strike and compares the attack roll result to



the AC of all creatures in the burst. The specialist rolls damage only once and applies it to each creature hit. Rain of Arrows counts as three attacks for the archery specialist's multiple attack penalty.

MAGE OF MANY STYLES

The mage of many styles combines magical and martial tactics. They try to hamper foes with *black tentacles* or *confusion*, switching to damaging spells like *lightning bolt* once their opponents are properly lined up. When engaged in melee, they make liberal use of *shocking grasp* and *true strike* to deal powerful blows.

MAGE OF MANY STYLES

CREATURE 13

UNCOMMON N MEDIUM HUMAN HUMANOID

Perception +22

Languages Taldane, Tien

Skills Academia Lore +26, Acrobatics +23, Arcana +28, Occultism +26

Str +3, **Dex** +4, **Con** +3, **Int** +5, **Wis** +1, **Cha** +1

Items bracers of armor 1, +1 striking handwraps of mighty blows, +1 striking longsword

AC 32; **Fort** +22, **Ref** +23, **Will** +21

HP 220

Speed 25 feet

Melee ♦ **fist** +22 (agile, finesse, magical, nonlethal, unarmed),

Damage 2d6+5 bludgeoning

Melee ♦ **longsword** +23 (magical, versatile P), **Damage** 2d8+5 slashing

Wizard Prepared Spells DC 32, attack +26;

7th shocking grasp, true target; **6th** chain lightning, disintegrate, vampiric exsanguination;

5th black tentacles, shocking grasp, true strike; **4th** confusion, dimension door, fly; **3rd** lightning bolt, true strike, vampiric touch;

2nd acid arrow, mirror image, touch of idiocy; **1st** fleet step, ray of enfeeblement, true strike; **Cantrips** **7th** acid splash, daze, mage hand, shield, tanglefoot

Wizard School Spells 2 Focus Points; **7th** hand of the apprentice (Core Rulebook 407), physical boost (Core Rulebook 407)

Spell Punch ♦ (flourish) **Trigger** The mage of many styles begins to Cast a Spell that targets at least 1 creature; **Effect** The mage channels the spell through their fist. The mage makes a fist Strike against a target within reach. If the Strike is successful, the target is subjected to the spell. If the spell required an attack roll, the target is hit automatically upon a successful Strike. If the spell required a saving throw, the target takes a -2 status

penalty to its saving throw. If the spell could target multiple creatures, it targets only the creature the mage hit with their fist Strike.

EARNING FEATHERS

The player characters' main goal during the three days of the Bonmu pre-qualifier is to earn a total of 10 feathers in order to secure their entry in the Ruby Phoenix Tournament proper. The most obvious means of accomplishing this is by defeating other teams in matches. Winning a match can earn the party anywhere from 1 to 3 feathers plus some amount of money as a reward.

In addition to matches, the enforcers hold a few physical challenges that can be another major source



MAGE OF MANY STYLES



of feathers. However, these challenges are few and far between, and the player characters can't wholly rely on these events to earn the 10 feathers they need. Finally, a few silver feathers are also scattered around the island, either intentionally or by chance, which the characters can find during their travels; this adventure assumes that none of the other teams find these feathers and they are ripe for the player characters' taking.

XP Award: Reaching significant feather milestones is worthy of an XP story award. The first time the player characters collect a total of 5 feathers, grant each character 80 XP. Grant them another 80 XP once they collect all 10 feathers.



TRAVELING ON BONMU

Bonmu is a large island, about 6 miles in length and just over half that distance wide. Travel through Bonmu uses a modified version of the hexploration rules found on pages 170–173 of the *Pathfinder Gamemastery Guide*. Rather than exploration taking up days at a time, hexploration on Bonmu is broken into half-hour increments. Sixteen hours of each day are “active hours,” during which the characters can fight other teams and earn silver feathers to qualify for the Ruby Phoenix Tournament. The remaining 8 hours, roughly between 12 a.m. and 8 a.m., are designated as “inactive hours,” during which matches are prohibited.

The characters have no need to map Bonmu or establish a camp, as they have a dedicated headquarters within the temple of Irori and receive a map from Ingdani. Thus, there is no need to use the individual hexploration activities described in the *Gamemastery Guide*. As every hex on Bonmu is only a half-mile wide, even the slowest group can make significant progress across the island in the course of a day, and can complete a much larger number of activities due to this smaller scale. Assuming they rest 8 hours per day, characters receive a total of 32 hexploration activities per day, regardless of the group's moving speed. To accommodate for the smaller scale of Bonmu, the Travel and Reconnoiter hexploration group activities should be modified as follows.

TRAVEL

MOVE

You move into an adjacent hex. In open terrain, like a beach, plain, or open water, using 1 Travel activity allows you to move from one hex to an adjacent hex. Traversing a hex with difficult terrain (such as a typical forest or hilly region)

requires 2 Travel activities, and hexes of greater difficult terrain (such as a steep mountain or typical swamp) require 3 Travel activities to traverse. Traveling along a river uses a terrain type one step better than the surrounding terrain.

If you Travel into a hex containing a transport tower (area **D**), you can use the tower to transport yourself to any other hex with a transport tower as part of the same Travel activity.

RECONNOITER

CONCENTRATION

You survey and explore a specific area, getting the lay of the land and looking for unusual features and specific sites. Reconnoitering a single hex takes a number of hexploration activities equal to the number of Travel activities necessary to traverse the hex: 1 for open terrain, 2 for difficult terrain, and 3 for greater difficult terrain. Traveling on rivers doesn't lessen the time required to Reconnoiter. Once the hex has been Reconnoitered, you learn of all of the specific sites within the hex and can visit one of the sites as part of your Reconnoiter activity.

In addition to their exploration of the island, the characters are likely to find other teams and face them in matches. This process is represented by the Engage in a Match activity.

ENGAGE IN A MATCH

MOVE

You compete against another team in a sanctioned bout. Both teams travel to the nearest match site (either a fighting site or team headquarters), declare a match to the enforcers, complete the match, and resolve all of the involved consequences of the match (including the handoff of wagered silver feathers). This takes 2 hexploration activities. If you are not in a hex with a suitable match site, you move to the nearest hex with one as part of this activity.

The player characters can travel around the island at all hours of the day but can Engage in a Match only during active hours. However, any travel during inactive hours could potentially eat into valuable time for rest. All other teams are assumed to be taking their period of rest during inactive hours. If the player characters choose to rest at another time, they run the risk of another team challenging them to a match and disrupting their rest.

BONMU LOCATIONS

Although Bonmu is smaller than some of the other Minatan islands, it's full of interesting sites. The



following locations correspond to the points indicated on the map on the inside cover of this volume.

A. TEMPLE OF IRORI

This is the characters' headquarters for their stay on Bonmu. This location is fully detailed in Chapter 1.

B. DOCKS

In addition to the docks on the western side of the island where all of the contestants arrived (area **B1**), there are two other notable docks. The docks at **B2** allow access to the small island just off of Bonmu's southern shore, and characters can use the docks at **B3** to reach the small chain of islands at the northeast end of Bonmu. A number of rowboats are stationed at each of these docks at all hours of the day, allowing passage to and from the main island.

C. FIGHTING SITES

The enforcers prepared sizable areas around the isle of Bonmu for competitors to use as fighting arenas. These sites are scattered throughout the island and are assumed to be located in one of five different types of terrain: beach, forest, mountain, river, or ruins.

When the characters Engage in a Match, find the nearest suitable location: either a fighting site or a team headquarters. Each competing team must take the appropriate downtime activity to travel to this location. If the match takes place in a fighting site, determine the most likely terrain and use the appropriate map (page 28, 30, 32, or 34, or the rear inside cover). Each fighting site has its own unique features.

Beach Site (Page 28)

A wrecked ship rests along the coast of this cliffside beach. The northern cliff wall rises to a height of 10 feet, and scaling the wall requires a successful DC 25 Athletics check to Climb. The rocks on the southeastern end of the beach are piled 25 feet high but require only a successful DC 20 Athletics check to Climb. The shipwreck is 10 feet off the ground at its highest point near the bow; scaling it requires a successful DC 15 Athletics check to Climb. The precarious nature of the leaning ship requires a successful DC 15 Acrobatics check to Balance when moving across it.

Forest Site (Page 30)

This oval fighting arena was used for tournaments and performances during the Tian-Sing occupation of Bonmu, and its ruins have been repurposed for the Ruby Phoenix Tournament's pre-qualifier. The lava rock walls around the arena rise to a height of 10 feet and can be Climbed with a successful DC 25 Athletics

HEADQUARTERS SITES

The following structures serve as all the other competing teams' headquarters. Listing the occupants of each headquarters would be unwieldy; instead, select a team from the Wandering Teams section (page 45) whenever necessary. The headquarters of the player characters' team (area **A**) and the Lightkeepers (area **L**) are omitted from this list.

- F1:** Library of Gruhastha
- F2:** Southern Lighthouse
- F3:** Shrine of Gozreh
- F4:** Priest's Estate
- F5:** Salt Quarry
- F6:** Noble's Estate
- F7:** Arcane Library
- F8:** Dinosaur Ranch
- F9:** Icehouse
- F10:** Shipyard
- F11:** Distillery
- F12:** Druid Circle
- F13:** Western Lighthouse
- F14:** Boathouse
- F15:** Carpenter's Shed
- F16:** Temple of Shizuru
- F17:** Pirate Cove
- F18:** Mountain Observatory
- F19:** Aurochs Ranch
- F20:** Rain Shelter
- F21:** Eastern Lighthouse
- F22:** Cane Farm
- F23:** Weatherworn Monument
- F24:** Cemetery
- F25:** Schoolhouse
- F26:** Shrine of Tsukiyo
- F27:** Temple of Hei Feng
- F28:** Tanners' Village
- F29:** Whalers' Lookout
- F30:** Northern Lighthouse

check. The half-rotted foliage of a fallen breadfruit tree functions as difficult terrain; the tree's trunk is not difficult terrain, but it is a narrow surface that requires a successful DC 15 Acrobatics check to Balance. The stagnant pool of water in the arena's northwestern corner is deceptively deep, sinking to a depth of 3 feet. The water is difficult terrain for Medium creatures; smaller creatures must Swim through the water.

Mountain Site (Page 32)

A deep ravine runs through this mountain pass. Climbing up or down the rock ledges requires a

Chapter 1:
Welcome to
Danger Island

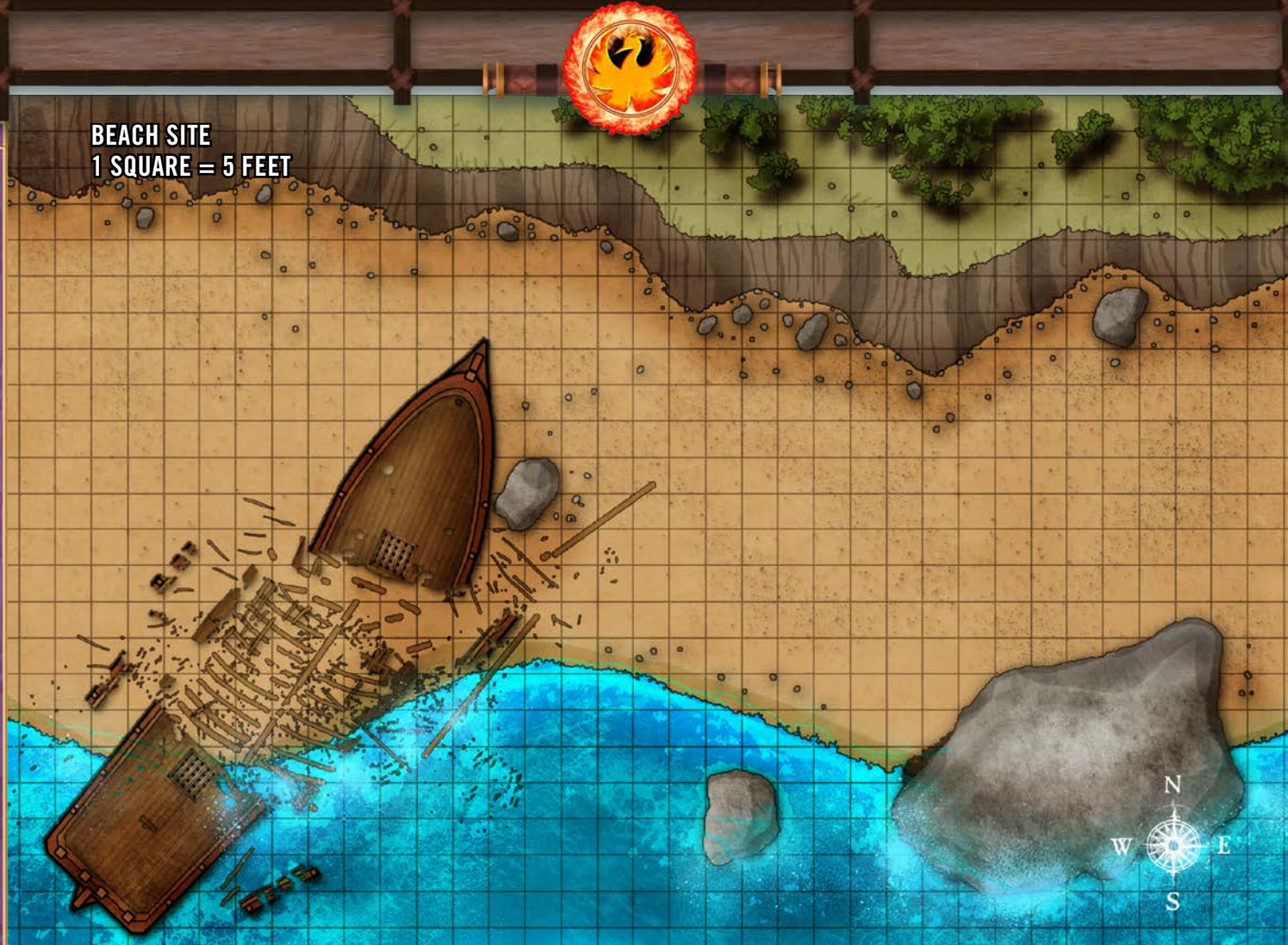
Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox

BEACH SITE
1 SQUARE = 5 FEET



successful DC 25 Athletics check. The ravine has a depth of 30 feet and creatures that fall in take damage from the fall as normal (*Core Rulebook* 463). Grabbing the Edge (*Core Rulebook* 472) of the ravine requires a successful DC 25 Reflex save.

The rickety suspension bridge that crosses over the ravine is stable enough to support one Large creature, two Medium creatures, or four Small creatures. If the bridge's capacity is exceeded, roll a flat DC 10 check at the end of the round. On a failure, the bridge collapses, sending creatures on it tumbling into the ravine. Alternatively, a creature can intentionally damage the bridge with a successful DC 30 Athletics check or by dealing a total of 30 slashing damage to one of the bridge's ropes.

River Site (Page 34)

A small shrine and set of statues dot this peaceful river site. At the head of the river, a waterfall pours into a 15-foot-deep pool. A set of damaged stone platforms allows access to the statue of a long-forgotten Taumatatan god. The constant spray of water from the falls makes these platforms slick; a creature who jumps

onto them must attempt a DC 20 Acrobatics check to Balance when landing on the platform. On a failure, the creature falls prone. On a critical failure, they slip into the water below.

Ruins Site (Inside Rear Cover)

A small waterfall pours into the pond at the center of this ruined garden. Crumbling bridges and a square tower stand 20 feet over the 40-foot-deep water's surface. Three 20-foot-tall towers stand south of the pond. A stone staircase to the northwest and thick tree roots all around offer more opportunities to use elevation to one's advantage.

D. TRANSPORT TOWERS

The original Taumatatan inhabitants of Bonmu enchanted five tiered black towers that allowed them to quickly travel across the island. The original intent was to use this travel network to connect all of the islands of Minata, but the Taumatatans were unable to perfect the method required for travel across greater distances.

The travel network remains intact to this day, allowing the Ruby Phoenix Tournament's contenders



to make miles-long journeys across the island in mere seconds. A total of five transport towers dot the island, each connected to all the others. The towers themselves resemble towering, narrow pagodas and contain a main chamber on the ground floor with four hallways, each terminating in a magical gate that connects to another tower. The rest of each tower rises a hundred or so feet into the air, making it a simple matter to spot the nearest tower from anywhere on the island.

Per tournament rules, the towers are neutral territory, and any attempts to fight inside or within 50 feet of the towers is grounds for disqualification. A group of officiants is posted at every tower to enforce this rule.

Spell Reward: Once the player characters visit all five towers, an officiant offers to teach them the *return beacon* spell (page 77).

E. STONE MARKETS

Knowing that competitors would need access to armor, weapons, and supplies, Hao Jin tasked the church of Abadar with creating a few specific huts on Bonmu that would connect to the markets of the Cliffside Court in Goka. The church set up a few simple stone buildings, each with an extraplanar link to the markets, which they dubbed the Stone Markets.

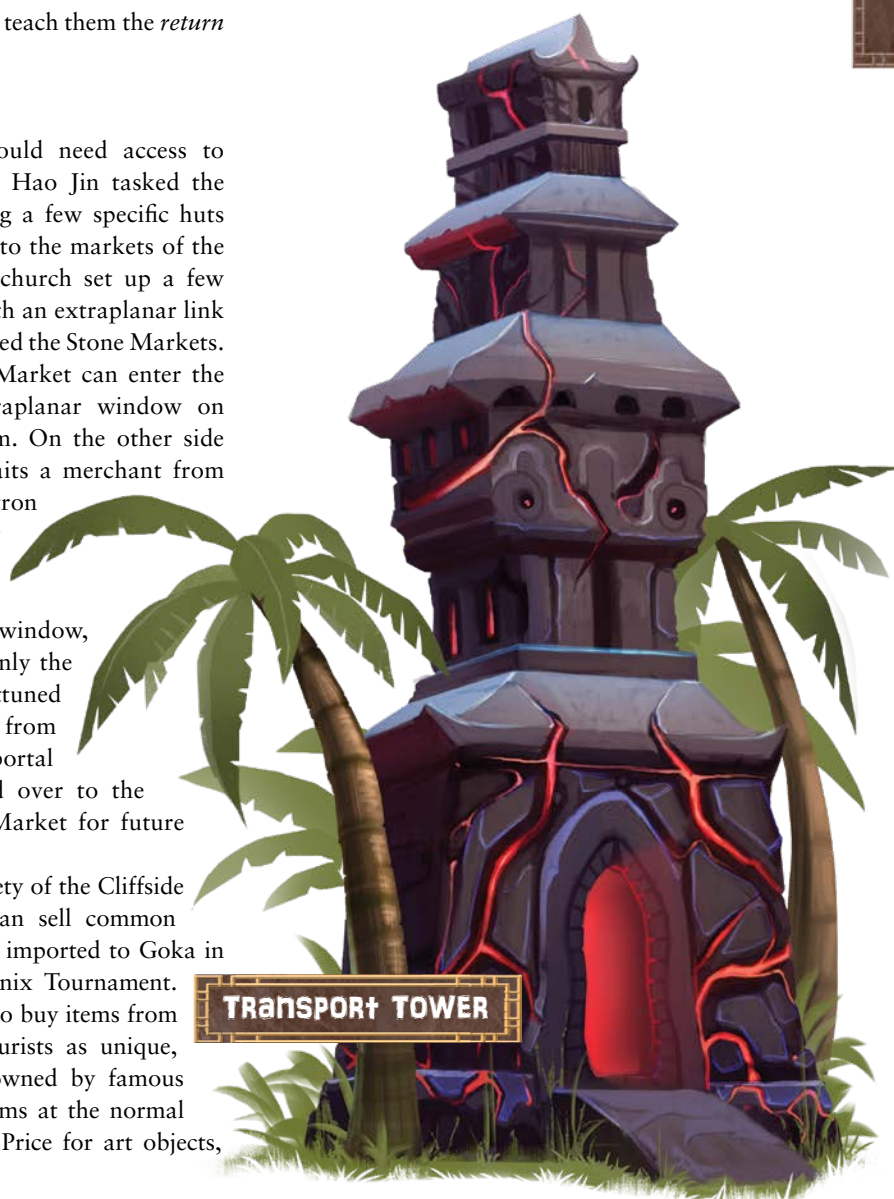
Anyone who visits a Stone Market can enter the building to find a small extraplanar window on one side of a plain stone room. On the other side of the extraplanar window waits a merchant from the Cliffside Court. The patron can speak with the merchant as if they were in the same building, and the merchant can deliver goods through the window, but this is a one-way effect—only the merchant has been magically attuned to the window, so any attempts from a patron to reach through the portal fail. Payment must be handed over to the enforcer attending the Stone Market for future delivery to the merchant.

The merchants have the entirety of the Cliffside Court's wares available and can sell common items of up to 16th level, many imported to Goka in anticipation of the Ruby Phoenix Tournament. The merchants are also willing to buy items from patrons, which they sell to tourists as unique, genuine souvenirs previously owned by famous fighters. The merchants buy items at the normal rate of half their Price, or full Price for art objects, gems, and raw materials.

F. TEAM HEADQUARTERS

Every team in the qualifying pool has been assigned a structure on Bonmu to serve as their base of operations during their stay, such as the temple of Irori for the player characters. Every team occupies a different structure, all of which feature a suitable space for a match. A map of every headquarters is beyond the scope of this adventure, but you can use any of the fighting site maps (pages 28, 30, 32, 34, and the inside rear cover) or the map of the temple of Irori (page 14) to represent a match at one of the headquarters. The Headquarters Sites sidebar on page 27 lists all of the possible buildings that can serve as headquarters.

Most headquarters are unoccupied during the day, but there's a 50% chance the player characters come





upon the occupying team resting at their base during the hours just after sunrise or before sunset.

G. CREATURE DENS

Bonmu is home to a large number of megafauna, beasts, and other dangerous creatures. Most of these critters keep to themselves, but the characters will likely stumble upon a few dens while traveling around the island. If the characters Reconnoiter in a hex containing a den, they become aware of the den's location and can choose to visit it. There's a 50% chance that the creature or creatures are home when the player characters visit; otherwise they're out elsewhere on the island. If a creature is home, it automatically moves to defend its nest from what it perceives as intruders, unless the characters successfully Avoid Notice when visiting the den. The various dens are described below.

G1. Black Scorpion Den: This deadly black scorpion makes its residence in a beachside cove.

BLACK SCORPION

Pathfinder Bestiary 2 234

Initiative Perception +27

CREATURE 15

G2. Dread Roc Den: An ancient and powerful roc keeps a nest at the top of this small mountain. Reaching the den requires a successful DC 30 Athletics check to Climb the sheer cliffside where the nest is located.

DREAD ROC

CREATURE 15

RARE **N** **GARGANTUAN** **ANIMAL**

Variant roc (*Pathfinder Bestiary* 281)

Perception +26; low-light vision

Skills Acrobatics +23, Athletics +31

Str +9, **Dex** +3, **Con** +7, **Int** -4, **Wis** +2, **Cha** +0

AC 36; **Fort** +28, **Ref** +25, **Will** +24

HP 290

Wing Rebuff ☞ As roc.

Speed 20 feet, fly 60 feet

Melee ♦ beak +30 (reach 15 feet), **Damage** 3d10+18 piercing

Melee ♦ talon +30 (agile, reach 15 feet), **Damage** 3d8+18 slashing plus Improved Grab

Melee ♦ wing +30 (agile, reach 30 feet), **Damage** 2d6+15 bludgeoning plus Improved Push 15 feet

Dreadful Screech ♦ (auditory, emotion, fear, mental) The dread roc screeches terrifyingly. Each creature in a 120-foot emanation must attempt a DC 32 Will save.

Regardless of the result, creatures are temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.

Flying Strafe ♦♦ As roc.

Snack As roc.

Snatch As roc.

G3. Mantis Den: A pair of giant mantises keep a den among the jungle treetops.

ELITE DEADLY MANTISES (2) CREATURE 12

Pathfinder Bestiary 6, 233

Initiative Perception +22 or Stealth +24

G4. Mammoth Turtle Den: A powerful snapping turtle known as a mammoth turtle makes the majority of the beach here its home.

MAMMOTH TURTLE CREATURE 14

RARE **N** **GARGANTUAN** **ANIMAL**

Variant giant snapping turtle (*Pathfinder Bestiary 2* 269)

Perception +24; low-light vision, scent (imprecise) 30 feet

Skills Athletics +28

Str +9, **Dex** +0, **Con** +5, **Int** -4, **Wis** +5, **Cha** -2

Deep Breath The mammoth turtle can hold its breath for 4 hours.

AC 36; **Fort** +26, **Ref** +22, **Will** +26

HP 270

Speed 20 feet, swim 50 feet

Melee ♦ jaws +29, **Damage** 3d12+14 piercing plus Improved Grab

Capsize ♦ (attack, move) As giant snapping turtle, but DC 43.

Fling ♦ **Requirements** The turtle has a creature grabbed in its jaws; **Effect** The turtle flings the creature into the air from its mouth, sending it up to 10 feet up and 20 feet away. The creature falls 25 feet (assuming the turtle flings it as high as it can) and takes the appropriate amount of bludgeoning damage from the fall.

Shell Defense ♦ As giant snapping turtle, but AC 38.

Swallow Whole ♦ Large, 3d12+10 bludgeoning, Rupture 38

G5. Tyrannosaurus Den: An incredible specimen known as the tyrannosaurus imperator calls the hills of Bonmu its hunting ground.

TYRANNOSAURUS IMPERATOR CREATURE 14

RARE **N** **GARGANTUAN** **ANIMAL** **DINOSAUR**

Variant tyrannosaurus (*Pathfinder Bestiary 101*)

Perception +25; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +20, Athletics +30

Str +9, **Dex** +2, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

AC 35; **Fort** +27, **Ref** +20, **Will** +25

HP 260

Speed 40 feet

Melee ♦ jaws +28 (deadly d12, reach 20 feet), **Damage** 3d12+12 piercing plus Grab

Melee ♦ foot +28 (reach 15 feet), **Damage** 3d10+12 bludgeoning

Fling ♦ As tyrannosaurus, but DC 29.

Pin Prey ♣ As tyrannosaurus.

Swallow Whole ♦ (attack) Medium, 4d6+8 bludgeoning, Rupture 34

Tail Swipe ♦♦ The tyrannosaurus sweeps its tail in a 15-foot cone, dealing 4d8+12 bludgeoning damage to all creatures in the cone. Creatures in the area must attempt a DC 34 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and falls prone.

Critical Failure The creature takes double damage, is pushed back 10 feet, and falls prone.

Trample ♦♦♦ Huge or smaller, foot, DC 34



MAMMOTH TURTLE



MOUNTAIN SITE
1 SQUARE = 5 FEET

G6. Cave Worm Den: A pair of mated purple worms reside in a deep coastal cavern here.

PURPLE WORMS (2)

CREATURE 13

Pathfinder Bestiary 56
Initiative Perception +20

G7. Spinosaurus Den: A deadly spinosaurus, called the “grave spinosaurus” by the Tian-Sings who lived in fear of the ancient beast, keeps a den in a cove near the beach here. If it is not out hunting, there is a 50% chance that it is swimming in the water near the beach rather than staying inside the cove itself.

GRAVE SPINOSAURUS

CREATURE 15

UNIQUE **N** **GARGANTUAN** **ANIMAL** **DINOSAUR**

Variant spinosaurus (*Pathfinder Bestiary 2 83*)

Perception +26; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +26, Athletics +30 (+32 to Swim)

Str +9, **Dex** +5, **Con** +7, **Int** -4, **Wis** +3, **Cha** +3

Deep Breath The grave spinosaurus can hold its breath for 4 hours.

AC 30; **Fort** +23, **Ref** +21, **Will** +19

HP 280

Speed 40 feet, swim 30 feet

Melee ♦ jaws +30 (deadly d12, reach 20 feet), **Damage** 3d12+15 piercing plus Grab

Melee ♦ claw +30 (agile, reach 15 feet), **Damage** 3d8+15 slashing

Pouncing Pin ♦♦ The grave spinosaurus Strides and makes a Strike at the end of its movement. If the Strike hits, it deals damage as normal and the grave spinosaurus makes an Athletics check to Trip the target. This check counts toward the grave spinosaurus's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes the check.

Rip and Tear ♦ **Requirements** The grave spinosaurus has a creature grabbed in its jaws; **Effect** The grave spinosaurus reaches up, slashes the creature it has grabbed with its claws, dealing 6d10 slashing damage (DC 36 basic Reflex save) and 2d6 persistent bleed damage.

Staggering Sail ♦♦ (incapacitation) **Requirements** The grave spinosaurus is swimming on the surface of water; **Effect** With a powerful lunge to the side, the grave spinosaurus uses its sail to slap the water's surface, creating a crushing wave that deals 8d6 bludgeoning



damage in a 30-foot cone. Each creature in the water in the area must attempt a DC 36 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 until the end of its next turn.

Critical Failure The creature takes double damage and is stunned 3.

Swallow Whole ♦ (attack) Medium, 3d12+12 bludgeoning, Rupture 36

G8. Dromornis Den: A pack of dromornises live in a cave here among the tall coastal grasses.

DROMORNISES (4) CREATURE 10

Page 84

Initiative Perception +19

G9. Caustic Monitor Cave: A lone caustic monitor lives in a cave here.

ELITE CAUSTIC MONITOR CREATURE 14

Pathfinder Bestiary 6, page 86

Initiative Perception +24

G10. Solifugid Den: A young duneshaker solifugid has taken up residence among these beach dunes.

YOUNG DUNESHAKER SOLIFUGID CREATURE 17

Weak duneshaker solifugid (*Pathfinder Bestiary 2* 6, 246)

Initiative Perception +28

H. TAUMATAN SHRINES

While the people of Bonmu claimed and converted many of the existing temples and shrines on the island, they left several of the ancient Taumatan shrines alone. These shrines are still dedicated to obscure, but not quite forgotten, Taumatan deities and have secrets of their own to discover.

Each of these obscure deities has gone millennia without recognition or worship and is eager to reward anyone who acknowledges them. Recognizing a deity requires a successful DC 35 Religion check or DC 30 Bonmu Lore check to Recall Knowledge. In addition, if the player characters perform a specific act to honor the deity, as noted in each shrine's respective entry, the characters earn a blessing from that deity. Once earned, these blessings are granted to the entire party of player characters. If the characters successfully recognize the deity, they also deduce the act required for honoring the deity.

If the players are at a complete loss for what to do with the shrines, Ahmitar (area A2) or Ingdani can

explain the shrines' basic history and suggest that the abandoned gods haven't been worshipped in some time and might bless anyone who honors their shrines.

H1. Shrine of Ahngonar: Also known as the Melodious Wind, Ahngonar was the Taumatan god of messengers, music, and love. Honoring Ahngonar requires performing a love song at his shrine. As a reward, he grants the characters the power of incorruptible messages. Each character can cast *tongues* as a divine innate spell once during their stay on Bonmu.

H2. Shrine of Babbunabi: This was the Taumatan god of scripture, storytellers, and travelers. Honoring Babbunabi requires spending 10 minutes reading aloud at her shrine. Babbunabi rewards the characters with the gift of sight, granting them each a +2 circumstance bonus to saving throws to prevent the blinded or dazzled conditions during their stay on Bonmu.

H3. Shrine of Jinya-Por: Jinya-Por was the Taumatan god of sailing, swimming, and the wind. Swimming in the waters beside her shrine for at least 10 minutes is enough to honor her. As a reward, Jinya-Por grants the characters the gift of the currents. For the duration of their stay on Bonmu, whenever a character rolls a success at an Athletics check to Swim, they get a critical success instead.

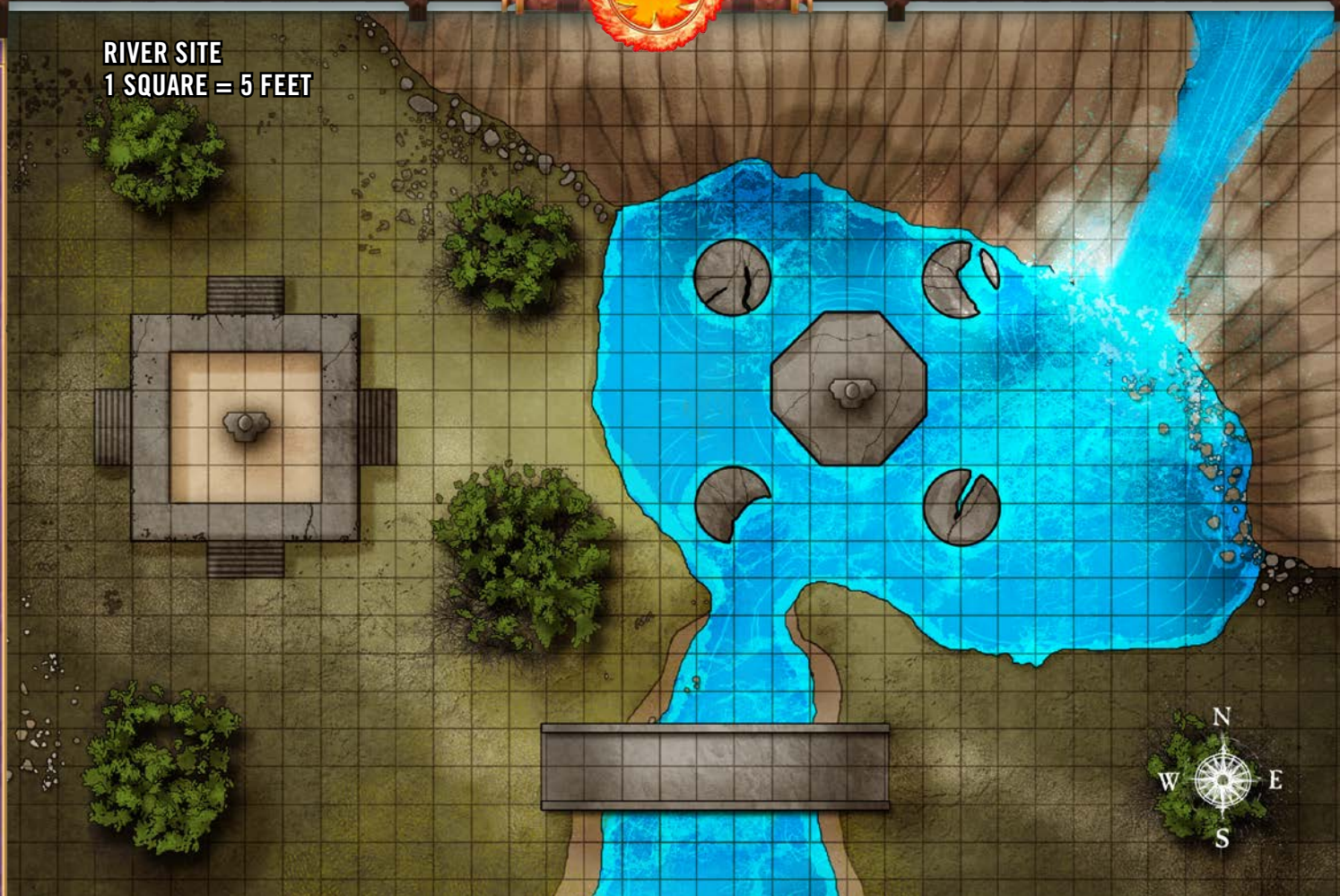
H4. Shrine of Kantiyani: Kantiyani was the Taumatan god of charity, feasts, and cooks. The characters must prepare and consume a meal at their shrine to honor them. As a reward, Kantiyani grants the characters full bellies with every meal. For the duration of their stay on Bonmu, they only have to eat a single meal per day to receive a full day's worth of nourishment.

H5. Shrine of Ni-Sa-Yei: Known as the Joyful Chronicler, Ni-Sa-Yei was the Taumatan god of maps, exploration, and foragers. Honoring Ni-Sa-Yei simply requires that the characters mark his shrine on their map of Bonmu. As a reward, the characters always know the location of any sites they've already visited for the duration of their stay, even if they lose their map, get lost, or have their memories altered.

H6. Shrine of Ramijav: Ramijav was the Taumatan god of relaxation, self-care, and comedy. Resting at Ramijav's shrine for at least 10 minutes is enough to honor them. As a reward, Ramijav grants the characters restful sleep for their stay at Bonmu, which allows them to recover from the fatigued condition by resting for only 1 hour.

H7. Shrine of Shihandivara: This was the Taumatan god of games, competition, and boasting. Honoring Shihandivara requires playing a game at her shrine. This can be any simple game, so long as the characters

RIVER SITE
1 SQUARE = 5 FEET



play in earnest competition. As a reward, Shihandivara grants the characters a +1 circumstance bonus to all skill checks rolled during non-combat competitions while on Bonmu. This bonus does not apply during matches against other teams for silver feathers.

H8. Shrine of Umantar: This was the Taumatan god of dance, revelry, and animal friendship. Any player character who dances for 10 minutes at Umantar's shrine honors the god. As a reward, Umantar grants the characters lighter feet for the duration of their stay on Bonmu, allowing them to Step into non-magical difficult terrain.

Treasure: If the player characters manage to visit all of the island's shrines during their stay and honor each of the gods, the Taumatan gods are delighted. At the last shrine they visit, the characters find a final reward from the Taumatan deities in the form of eight different native flowers, a pair of *winged boots*, a *greater resilient* rune inscribed on a *runestone*, and a *ring of climbing*, all laid neatly upon a fine silk blanket.

XP Award: Whenever the characters properly recognize and honor a deity, grant each character 10

XP. If they manage to honor all of the deities, award them an additional 80 XP (for a total of 160 XP).

I. WATCHTOWERS

The Tian-Sings of Bonmu kept several towers to watch for threats to the island such as attacking monsters, invaders, and dangerous weather. When these people abandoned the island due to the threat of kaiju, the watchtower keepers stayed behind until they could confirm the safe evacuation of the island's populace. Unfortunately, just as the last of Bonmu's citizens escaped, the worst came to pass: in the midst of a titanic fight between the kaijus King Mogaru and Frovith, the Void Duke, the latter unleashed a deadly beam of unlife from its infinite maw. Bonmu was directly in the path of the attack. The beam killed nearly all of Bonmu's remaining inhabitants, including the watchtower keepers.

As Frovith and Mogaru moved their fight beyond Bonmu, the Void Duke's power caused the keepers to rise as undead bound to their respective towers. These undead remain at the towers to this day, unable to leave Bonmu for over a century.



Each watchtower is an identical structure made from stone, 80 feet tall and featuring a large brazier on the rooftop to send signals across the island. The ceilings of each floor rise to a height of 20 feet. A map of one such watchtower appears on page 44.

Ia. Entryway: The bottom floor of the tower served primarily as a storeroom.

Ib. Armory: The watchtower keepers stowed their extra armor and weapons on this floor.

Ic. Quarters: The watchtower keepers slept here between shifts.

Id. Rookery: Communication between the watchtowers was vital during Bonmu's prime. To facilitate this, each tower maintained a rookery of messenger birds.

Ie. Rooftop: The tower keepers used the large brazier and set of warning horns to warn Bonmu of incoming danger. If the characters light a brazier after destroying a watchtower's undead, the brazier becomes permanently lit and the tower's keeper can move on to the afterlife.

Creatures: Each of tower hosts a number of spirits. The anguish of their death bound them to their towers, some as ghosts and some as other forms of undead. The spirits can't leave the tower but can freely move between the tower floors and up to 40 feet directly above the roof. Regardless of the specific undead, the method for releasing a bound keeper is the same: the characters must destroy the spirits, then light the brazier on the tower's roof. Completing this task puts the spirits at ease and allows them to move on. When the characters destroy a spirit, wisps of the spirit rush up to the brazier and glow faintly within it for a moment before vanishing—a hint from the spirit on how to set them free. A spirit otherwise re-forms 12 hours after their destruction.

Treasure: For each watchtower spirit the characters permanently destroy, they receive a parting gift as thanks on the tower's brazier. The gift includes a *Bonmuan swapping stone* (page 75), plus one of the following: +2 *greater striking greater flaming wind and fire wheel* (page 76), a *fire jump ring* (*Advanced Player's Guide* 260), a pair of *hellfire boots* (*Advanced Player's Guide* 261), or a *major staff of fire*.

II. Southwestern Watchtower

This keeper rose as a powerful poltergeist and now haunts the armory of this tower.

WATCHTOWER POLTERGEIST

CREATURE 14

UNIQUE LE MEDIUM INCORPOREAL SPIRIT UNDEAD

Variant poltergeist (*Pathfinder Bestiary* 264)

Perception +24; darkvision

Languages Tien

Skills Acrobatics +29, Intimidation +30, Stealth +29

Str -5, **Dex** +8, **Con** +2, **Int** -1, **Wis** +4, **Cha** +7

Site Bound The poltergeist is tied to its watchtower.

AC 36; **Fort** +22, **Ref** +27, **Will** +26

HP 190, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 15 (except force, *ghost touch*, or positive; double resistance against non-magical)

Natural Invisibility The poltergeist is naturally invisible. It becomes visible only when it uses *Frighten*.

Rejuvenation (necromancy, occult) When the watchtower poltergeist is destroyed, it re-forms, fully healed, at the watchtower after 12 hours. Destroying the poltergeist and lighting its watchtower's brazier permanently destroys it.

Telekinetic Defense **Trigger** A creature approaches within 10 feet of the poltergeist; **Effect** The

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox



SHRINE OF UMAN'AR



poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

Ranged ♦ telekinetic object +27 (evocation, magical, occult, range increment 60 feet), **Damage** 3d12+10 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 35, attack +25; **7th telekinetic maneuver** (at will); **Cantrips (7th) mage hand**

Frighten ♦ (concentrate, emotion, fear, incapacitation, mental) **Requirements** As poltergeist, but DC 33.

Telekinetic Storm ♦♦ (concentrate, evocation, occult) As poltergeist, but when this effect has only one target the damage increases to 4d12+15. It deals 2d12 damage on a failure and no damage on a critical failure.

12. Southeastern Watchtower

This keeper rose as a powerful shadow and now haunts the quarters of this tower.

WATCHTOWER SHADOW

CREATURE 15

UNIQUE CE MEDIUM INCORPOREAL UNDEAD

Variant shadow (*Pathfinder Bestiary* 289)

Perception +25; darkvision

Languages Necril, Tien

Skills Acrobatics +28, Stealth +33

Str -5, **Dex** +7, **Con** +0, **Int** +0, **Wis** +4, **Cha** +6

Site Bound The shadow is tied to its watchtower.

AC 36; **Fort** +21, **Ref** +29, **Will** +26

HP 190, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability;

Resistances all 15 (except force, *ghost touch*, or positive; double resistance against non-magical)

Light Vulnerability As shadow.

Rejuvenation (necromancy, occult) As watchtower poltergeist (page 35).

Speed fly 30 feet

Melee ♦ shadow hand +30 (finesse, magical), **Damage** 4d10+10 negative

Divine Innate Spells DC 36; **5th darkness** (at will)

Shadow Spawn As shadow.

Slink in Shadows As shadow.

Steal Shadow ♦ (divine, necromancy) As shadow.

13. Northwestern Watchtower

This keeper rose as a powerful wraith and now haunts the rookery of this tower.

WATCHTOWER WRAITH

CREATURE 16

UNIQUE LE MEDIUM INCORPOREAL UNDEAD WRAITH

Variant wraith (*Pathfinder Bestiary* 335)

Perception +28; darkvision, lifesense 60 feet

Languages Necril, Tien

Skills Acrobatics +29, Intimidation +32, Stealth +29

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +5, **Cha** +9

Lifesense (divination, divine) Wraiths sense the vital essence of living and undead creatures within the listed range.

Site Bound The wraith is tied to its watchtower.

AC 39; **Fort** +22, **Ref** +28, **Will** +28; +1 status to all saves vs. positive

HP 285, negative healing; **Immunities** death effects,



WATCHTOWER SHADOW



disease, paralyzed, poison, precision, unconscious;
Resistances all 15 (except force, *ghost touch*, or positive;
double resistance vs. non-magical)

Sunlight Powerlessness A wraith caught in sunlight is
stunned 2 and clumsy 2.

Rejuvenation (necromancy, occult) As watchtower
poltergeist (page 35).

Speed fly 40 feet

Melee ♦ spectral hand +32 (finesse), **Damage** 3d8+14
negative plus drain life

Attack of Opportunity ↻

Drain Life (divine, necromancy) As wraith, but the
watchtower wraith gains 15 temporary Hit Points and
the Fortitude save DC is 36.

Wraith Spawn (divine, necromancy) As wraith.

14. Northeastern Watchtower

This keeper rose as a banshee and now haunts the
rooftop of this tower.

WATCHTOWER BANSHEE CREATURE 16

Weak banshee (*Pathfinder Bestiary* 6, 34)

Initiative Perception +24

Site Bound The banshee is tied to its watchtower.

Rejuvenation (necromancy, occult) As watchtower
poltergeist (page 35).

XP Award: If the party manages to destroy all of the
spirits, award each character 80 XP.

J. TREASURE SITES

Several locations throughout Bonmu feature nothing
other than treasures for the characters to find, ranging
from abandoned homes to small shrines to nondescript
patches of wilderness.

J1. A small chest is buried in the sand, the remnants
of a shipwreck several miles out from Bonmu. The chest
contains four *greater healing potions*, a high-grade
silver buckler, six *oils of mending*, a 4th-level *scroll of*
water walk, and a *truesight potion*.

J2. One of the other teams snagged their *phoenix*
necklace here on the branches of a tall tree while
fleeing a dinosaur. They failed to retrieve all their
belongings, and now a single silver feather dangles
from the branch, free for the taking.

J3. This abandoned magic shop contains four
pouches of *dust of disappearance*, a *major staff*
of *illusion*, a *scroll of blink*, three *scrolls of chain*
lightning, a *scroll of ethereal jaunt*, a *scroll of*
mariner's curse, a *scroll of project image*, and a *scroll*
of *tongues*.

J4. A pair of *greater boots of bounding* remain in
this abandoned bungalow.

J5. A small jade idol shaped like a rising phoenix sits
in the center of where four otherwise nondescript game
trails intersect. This phoenix idol sells for 500 gp but
has a far greater use during the pre-qualifying round.
Inscribed on its base, in Hao Jin's hand, is this: "Give
this idol to an enforcer to decline a single match."
After receiving a challenge but before the challenge
begins, the characters can simply hand the idol to the
attending enforcer to forgo the match without a loss of
silver feathers. The challenging team is then prohibited
from challenging the characters again for 12 hours.

J6. This small shrine, its features long worn away,
holds a *candle of truth* and 264 gp in various coins,
gems, and other offerings in its offering box.

J7. Tucked in this riverside foxhole is a *fade band*,
two *swan boat feather tokens*, and 311 gp in various
coins, gems, and other offerings.

J8. A *messenger's ring* lies among the rubble of this
destroyed shrine.

J9. A false floorboard in this abandoned outpost
hides three greater elixirs of life, a *greater ring of*
electricity resistance, and a *moonlit chain shirt*.

J10. A cache buried beneath an ominous pair of
dead trees—their tops interwoven to form an "X"—
contains 10 emeralds worth 100 gp each.

K. ENFORCER BASE

This stone building once served as the headquarters for
Bonmu's elite guards and now hosts the headquarters
for the Ruby Phoenix Tournament's enforcers. The
large structure houses several dozen troops, and at least
a few enforcers attend the structure around the clock.
A clearly posted sign warns anyone who approaches
the building to keep away or face punishment at the
hands of the enforcers.

Creatures: Teams who don't heed the warning
soon see a quartet of enforcers exit the building to
meet them. The enforcers declare a match against the
team, putting three of the team's silver feathers on
the line. The characters must accept the wager or be
disqualified.

ENFORCER MONK CREATURE 13

Human ki adept (page 24)

Initiative Perception +23

ENFORCER MAGE CREATURE 13

Human mage of many styles (page 25)

Initiative Perception +22

ENFORCER ROGUE CREATURE 13

Human agile warrior (page 23)

Initiative Perception +25



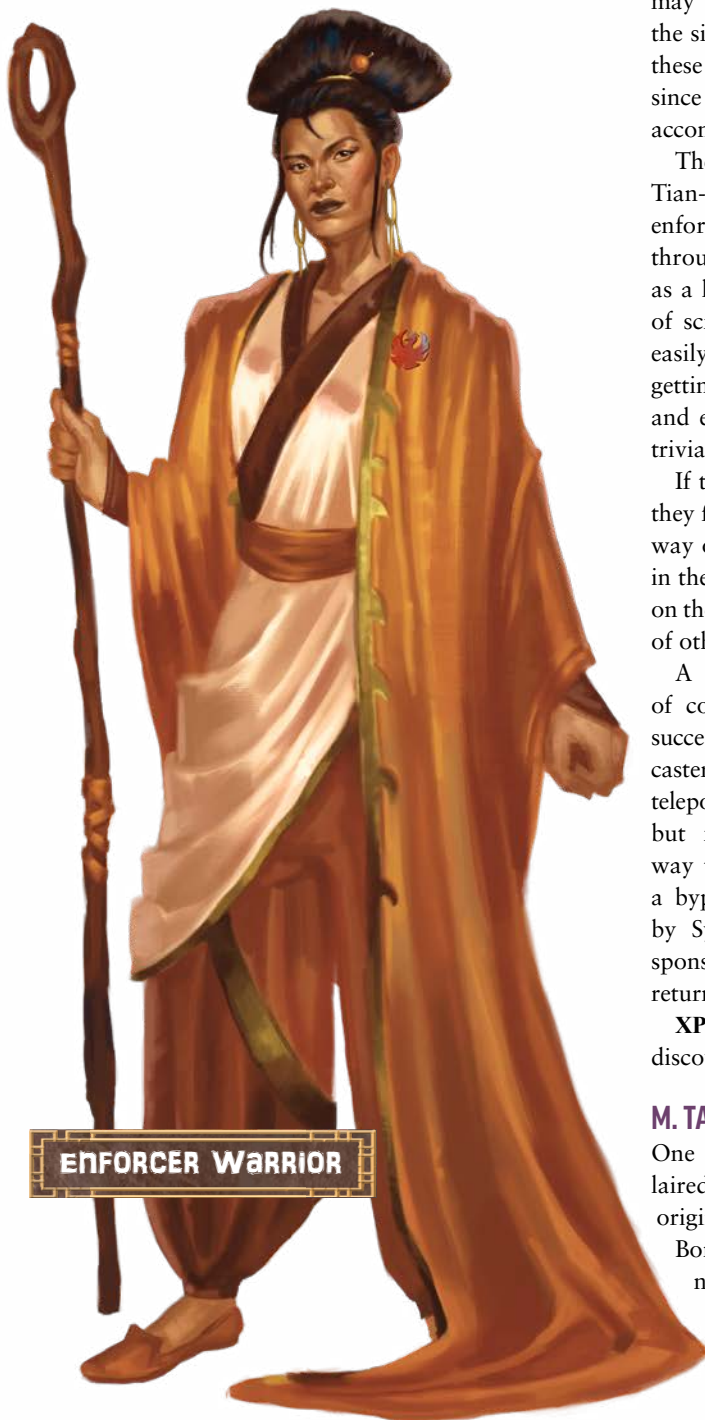
ENFORCER WARRIOR

CREATURE 13

Human weapon master (page 23)

Initiative Perception +23

Treasure: If the characters manage to win the match against the enforcers, the enforcers are duly impressed and grant them a bonus prize of 2,500 gp for their tenacious spirit. They do warn, however, that this is a one-time deal; the next time the characters approach



ENFORCER WARRIOR

the garrison looking for a fight, the enforcers provide it in even greater numbers but reward no additional treasure.

L. LIGHTKEEPERS' BASE

This is the headquarters for the Lightkeepers, a team of fighters hired by one of Hao Jin's ancient enemies. They are the player characters' primary rivals throughout this Adventure Path (though this may not yet be obvious to the characters; refer to the sidebar on page 39 for ideas on how to introduce these rivals). The base remains empty most of the day since the Lightkeepers are out exploring the island, accompanied by their emissary escort.

The Lightkeepers' escort is a craven middle-aged Tian-Sing man named **Hibomari** (CN male human enforcer 9). Hibomari's family has connections throughout Goka, which allowed him to secure a spot as a highly paid enforcer on Bonmu, despite his lack of scruples and general spinelessness. Syu Tak-Nwa easily manipulates Hibomari with magic and guile, getting him to look the other way more often than not and even completely disappear on some lengthy but trivial errand whenever it suits her.

If the player characters choose to explore the base, they find very little sign of life. There isn't much in the way of food, disturbed dust, or even signs of passage in the building—details that are all suspicious enough on their own. Investigating the base turns up a number of other foreboding clues.

A character using *detect magic* senses an aura of conjuration magic throughout the base. With a successful DC 35 Arcana or Occultism check, the caster can recognize the aura as a result of powerful teleportation magic. These findings are suspicious but inconclusive. The player characters have no way to know that the ambient conjuration magic is a byproduct of the frequent *plane shift* spells used by Syndara the Sculptor—the Lightkeepers' secret sponsor—to recall the Lightkeepers to his plane and return them to Bonmu.

XP Award: Award each character 30 XP if they discover this base's unusual details.

M. TAMIKAN'S LAIR

One of the more powerful predators on Bonmu has laired in the southern swamp since before the island's original inhabitants fled: a unique kongamato that the Bonmuan locals dubbed Tamikan. While Tamikan normally holds free reign over the region, she's grown irritable with the introduction of so many visitors to her island. Tamikan now looks to attack anyone who comes near her lair.



DESPAIR on Danger Island

Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox

The first time the characters travel through this hex, Tamikan has a 20% chance of noticing them. If she does, the kongamato swoops down after the intruders, using a Wailing Dive in an attempt to scare them off. Tamikan doesn't give chase if her targets flee, but every time after this initial encounter that the characters travel through the hex, the odds are greater that Tamikan spots them and ultimately attacks. The likelihood increases to 50%, then 75%, and is finally guaranteed on the fourth trip.

Creature: Tamikan is more powerful than a typical kongamato. She starts combat with her Sonic Screech attack, following it up with a Wailing Dive. Tamikan makes use of hit-and-run tactics to harass her prey and soften them up before going for the kill on an obviously smaller or weaker individual. Tamikan retreats to her lair if reduced to 75 Hit Points, and she surrenders if reduced to 50 Hit Points within her home, taking flight for another island.

TAMIKAN

CREATURE 16

UNIQUE N LARGE DRAGON

Variant female kongamato (*Pathfinder Bestiary* 3 152)

Perception +23; darkvision

Languages Draconic

Skills Acrobatics +29, Athletics +33, Intimidation +27, Stealth +27, Survival +26

Str +9, **Dex** +5, **Con** +6, **Int** +1, **Wis** +4, **Cha** +5

AC 38; **Fort** +29, **Ref** +27, **Will** +26; +1 status to all saves vs. magic

HP 295; **Immunities** paralyzed, sleep

Attack of Opportunity Tail only.

Speed 30 feet, fly 130 feet, swim 30 feet

Melee ♦ beak +32 (magical, reach 15 feet), **Damage** 3d12+15 piercing plus Grab and piercing beak

Melee ♦ claw +32 (agile, reach 10 feet), **Damage** 3d8+15 slashing

Melee ♦ wing +32 (agile, reach 15 feet), **Damage** 3d10+13 bludgeoning

Melee ♦ tail +30 (agile, reach 20 feet), **Damage** 3d8+13 bludgeoning

Boat Breaker As kongamato.

Flying Strafe ♦♦ As kongamato.

Sonic Screech ♦♦ (arcane, evocation, sonic) Tamikan unleashes a powerful and deadly blast of sonic force from her maw that deals 12d6 sonic damage in a 100-foot line (DC 37 basic Reflex save). She can't use Sonic Screech again for 1d4 rounds.

Wailing Dive ♦♦ As kongamato, but DC 37.

Treasure: Tamikan's lair holds a number of treasures she's collected from prey over the years, including a *transparent elemental gem*, four *barkskin potions*,

FORESHADOWING THE LIGHTKEEPERS

The villainous Lightkeepers work for Syndara the Sculptor, the mastermind behind a plot to destroy his old enemy Hao Jin during the Ruby Phoenix Tournament. While the Lightkeepers' involvement in this adventure is relatively minor, their role in the Adventure Path becomes more pronounced in the two subsequent volumes. To maximize the payoff for the player characters' ultimate triumph over these rivals, you should find a dramatic opportunity during "Despair on Danger Island" to introduce the Lightkeepers to the players. Following are some possible ideas to get you started.

Darkest Hour: When the player characters get in over their heads—perhaps they run into a dinosaur den while low on resources—Syu Tak-nwa and her pals just happen to wander by in time to see the characters' struggle. Rather than help, though, the Lightkeepers merely stare in amusement or offer a snide remark before moving on.

Fighting Dirty: If the Lightkeepers challenge the player characters to a match for silver feathers in this chapter, be aware that the villains' stats in Chapter 3 (page 63) present a likely deadly encounter for the party's expected level at this point. The Lightkeepers don't kill a bested character (which would be anticlimactic at this point), but they do take the time to throw a disarmed fighter's prized sword off a cliff or "accidentally" smash an unconscious character's hand with the heel of their boot.

Free Feather: While exploring the island, the characters witness the final moments of a challenge between Lightkeepers and some other team the characters have already faced. The Lightkeepers not only handily defeat their opponents but knock them out even after they've surrendered. As the Lightkeepers leave the arena, one of them distracts the emissary on duty while another tosses their freshly won silver feather to the player characters, casually mentioning that they didn't even need it.

a pair of *boots of speed*, a *major staff of healing*, a *spined shield*, a *swift block cabochon*, a *vanishing coin*, 134 gp, 289 sp, and 1,922 cp.

N. SPOTFOOT VILLAGE

This swampy village plays home to the Spotfoots, a small group of boggards that migrated from a neighboring island just a few decades ago. The boggards used up most of their first island's resources and eradicated its natural life. Without means to support themselves, they



to laze around the swamp and let their boggard sycophants bring them tasty animals from hunts. The mobogos do occasionally fend off predators who stumble into the swamp, but otherwise show little care for their new home or their worshippers.

If the player characters visit the village, the mobogos demand they depart at once, then order their loyal boggard servants to hunt down the invaders and bring back their heads as a show of piety. The boggards spring into action, though they likely pose no challenge for the player characters. If the characters refuse to leave their village or question the mobogos' authority, the "gods" decide to take matters into their own hands.

They move to opposite ends of the village, use their tongues to separate the player characters and keep them apart with their innate magic. Regeneration makes the mobogos relatively fearless, though they immediately change their minds once they take acid, cold, or fire damage. If one of them dies, the other attempts to flee once reduced to fewer than 30 Hit Points, abandoning the boggards and Bonmu forever. Without their deities, the Spotfoots fall to in-fighting and likely treat the characters with fearful awe.

GANMOJI AND ROOMMON **CREATURE 11**

Elite mobogos (*Pathfinder Bestiary* 3 6, 170)

Initiative Perception +23

SPOTFOOT SWAMPSEER **CREATURE 3**

Boggard swampseer (*Pathfinder Bestiary* 45)

Initiative Perception +11

Languages Abyssal, Boggard

SPOTFOOT WARRIORS (6) **CREATURE 2**

Boggard warrior (*Pathfinder Bestiary* 44)

Initiative Perception +8

made the dangerous trek across the sea and landed in Bonmu. The island's greater abundance of resources—and the occasional culling from a wandering predator—has kept their population stable.

The village is relatively unremarkable. It consists of a few scattered mud huts dispersed throughout the thick marsh and a large open area in the center of the village dedicated to worship. See the map on page 44.

Creatures: The boggard villagers traveled to Bonmu on the backs of their two deities, a mated pair of mogobos named Ganmoji and Roommon. The draconic, toadlike mogobos are cruel creatures that revel in the Spotfoots' worship. It was their idea to journey to Bonmu, once the mobogos ruined their former home's ecosystem. Now, Ganmoji and Roommon enjoy a comfortable life as idols, content

Hazards: The Spotfoot village lies deep within a Bonmu swamp and moving through the swamp is no easy chore. A shallow bog surrounds the entire village. The bog is difficult terrain.

Treasure: The boggards keep several treasures in their village. Searching the huts turns up an *adult green dragon's breath potion*, a bleeding spines snare, two bomb snares, a *greater coyote cloak*, four vials of giant wasp venom, and four vials of malyass root paste.

O. JAIBAN'S LAIR

This rocky cliffside lair (map on page 44) plays home to another legendary beast of Bonmu.

Creature: An enormous beast of heretofore-unknown species made its way to Bonmu centuries ago during the

time between the Taumatan and Bonmuan occupations. When the first Tian-Sing settlers arrived on Bonmu, they encountered the incredible monster and nearly lost their lives to its fury. The settlers named the creature Jaiban and decided to leave its territory alone.

Jaiban continues its relatively quiet life in its lair, swimming out to sea to feed. If the characters intrude on this lair, there is a 25% chance Jaiban is out hunting; it otherwise spends all its time here. Highly irritable and territorial, Jaiban attacks at the first sign of intruders. It fights to the death.

JAIBAN

CREATURE 15

UNIQUE N GARGANTUAN BEAST

Legendary beast of Bonmu

Perception +23; darkvision, scent (imprecise) 30 feet

Skills Athletics +30, Stealth +28, Survival +26

Str +9, **Dex** +4, **Con** +8, **Int** -4, **Wis** +3, **Cha** +1

AC 36; **Fort** +29, **Ref** +23, **Will** +25

HP 170

Speed 30 feet, swim 30 feet

Melee ♦ jaws +31 (reach 20 feet), **Damage** 3d12+14
piercing plus Grab

Melee ♦ tail +31 (reach 25 feet), **Damage** 3d6+14
bludgeoning

Melee ♦ foot +31 (reach 15 feet), **Damage** 3d8+14
bludgeoning

Trample ♦♦♦ Huge or smaller, foot, DC 36

Quaking Stomp ♦ (manipulate) **Frequency** once per
minute; **Effect** Jaiban stomps the ground with intense
force. It creates a minor earthquake with the effects of
the *earthquake* spell, except that the range is only 100
feet and is contained to a 20-foot burst.

Whip Tail ♦♦

(sonic) Jaiban
cracks its tail,
creating a sonic boom in
a 5-foot burst centered on a
corner within reach of its tail Strike.
Each creature in the burst's area must
attempt a DC 36 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3.

P. MOUNT HAMINABU

This location is the site for the final events of the
qualifying round. It is detailed in Chapter 3.

Q. BROKEN EGGSHELL

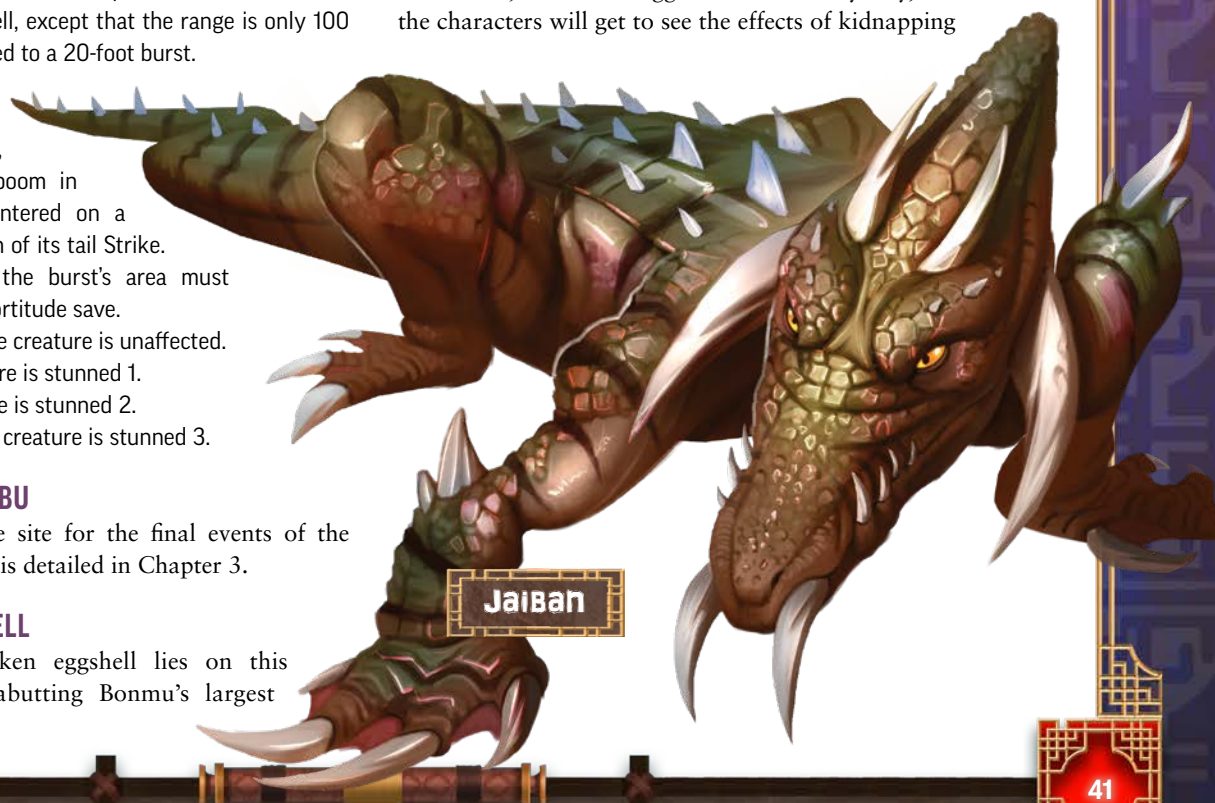
An enormous broken eggshell lies on this
small beach cove abutting Bonmu's largest

coral reef. The shell is as large as a house and over
a foot thick. The shell belongs to the infant child of
King Mogaru, a legendary kaiju from the Valashmai
Jungle. Hao Jin's rival Syndara stole the egg from
Mogaru in an attempt to lure Mogaru toward Goka
during the Ruby Phoenix Tournament (see the next
adventure, "Ready? Fight!", for this development),
and when it suddenly hatched, Syndara kept the
fledgling kaiju in his care, named it Moku, and
haphazardly abandoned its shell here.

Few people (if any) have seen a kaiju egg, so at
first glance it's easy to mistake it for the shell of an
especially large bird or dinosaur. By succeeding at
one or more of the following checks (all DC 35), a
character might glean a bit more info about the strange
encasing. On a critical success, the character learns the
details enclosed in parentheses.

- **Occultism:** The shell is marked by strange
veins of seafloor sand. (The egg came from the
bottom of the ocean, where benthic horrors and
unfathomably powerful monsters reign, rather
than anywhere on land.)
- **Nature:** The egg's shape and structure indicate
that it most likely belonged to a reptilian creature.
(The creature was a dinosaur, but obviously no
typical specimen.)
- **Survival:** There are no signs of the hatched
creature nearby—footprints or otherwise. (The
creature emerged from the shell elsewhere and the
egg was placed here later.)

For now, the broken egg will remain a mystery, but
the characters will get to see the effects of kidnapping





a young kaiju and have a chance to meet Moku in this Adventure Path's subsequent adventures.

XP Award: Grant each character 30 XP when they find the broken shell. If they critically succeed any of the information checks, grant each character 80 XP instead.

R. ABANDONED PRISON

Earning a place in the Ruby Phoenix Tournament is difficult. The Trembling Meteors, a team hailing from Avistan, learned this lesson all too quickly after their first defeat on Bonmu. Rather than continue facing other teams, the Trembling Meteors decided to create their own silver feathers and earn their place in the tournament with ease. After splitting up in the jungle to lose their emissary, they rendezvoused back at this old underground prison complex to begin their new plan. The team's leader, Pomtaris, used her skillful hands and specialized tools to replicate the silver feathers. Unbeknownst to Pomtaris, though, the feathers are specifically attuned to the *phoenix necklaces* to confirm entry in the tournament. Counterfeit feathers simply won't work.

The abandoned prison is a relic from the days of Taumata; Bonmu's subsequent occupiers weren't sure they wanted to incorporate such a cruel structure into their culture and left it alone. Magical torches along the stone walls fill all of the rooms with bright light, which fades to dim light after sunset. The ceiling rises to a height of 20 feet in all rooms. Doors in the prison are unlocked unless otherwise noted. Page 44 shows a map of the prison.

R1. Entrance: The prison's entryway contains a large statue of a forgotten Taumatian god holding a breadfruit over its head as if in ceremony. A stone double door leads in and out of the prison from here.

R2. Registration: Here, offenders were stripped of any remaining belongings and registered in the prison's logs.

R3. Guard Quarters: A few guards posted in this now-empty room watched the lobby.

R4. Storage: Guards stored casks of water, baskets of fruit, and packages of meat in this corner room.

R5. Meeting Room: Prisoners who wished to speak with a priest would do so here. A ceremonial knife made of black lava rock lies forgotten in the corner.

R6. Hall: The prison's main hall looped around the complex and allowed access to each of the cell rooms.

Creatures: Two iron golems remain here despite this prison's centuries of abandonment, ever vigilant to arrest would-be escapees. The golems stand at silent attention by the doorway and immediately move to intercept and attack anyone who tries to pass them, giving chase throughout the temple, but never outside.



IRON GOLEM (2) CREATURE 13

Pathfinder Bestiary 188

Initiative Perception +21

R7. Northern Cells:

High-profile prisoners were given their own spacious stone cells. A sturdy iron door bars entry to each cell. All the northern cells are empty except for bones, pebbles, and rotted fibers.

R8. Southern Cells: The majority of prisoners resided in tightly packed quarters on this side of the prison. Each iron door is locked, requiring two successful DC 33 checks to Pick the Lock. Any creature without at least a master proficiency in Thievery automatically fails their attempts to unlock a cell.

Treasure: Four cells still contain belongings of value. One has a *greater crafter's eyepiece*. Another has a 3rd-level *wand of manifold missiles* and a 5th-level *wand of widening*. The third cell holds an *explorer's yurt*. The final cell contains a +2 *striking corrosive dagger*.

R9. Work Floor: Prison guards oversaw the prisoners' forced labor in this large workspace. Authorities forced the most talented prisoners to craft statues of various gods as well as other simple works of art, while the rest of the prisoners were taken outside to hunt dangerous game.

Pomtaris created the counterfeit silver feathers here, leaving many of her tools and failed attempts scattered across the floor. Anyone who takes more than a few moments to look around the room immediately realizes what the Trembling Meteors were up to.

Creatures: Two of the Trembling Meteors are here, Pomtaris and her wife, Tromtil. The two are relaxing after Pomtaris's quick work creating the silver feathers. If the player characters managed to slip past the golems, Pomtaris and Tromtil are rejoicing in song as they enjoy some brandy. If the characters fought the golems, the sounds of combat alerted the two fighters, and they've asked their teammates (area R11) to join them in this room.



Without their ward, Pomtaris and her friends feel emboldened to attack the player characters outright rather than challenge them to a match, and they conspire to loot the characters' silver feathers off their bodies once they've dispatched them.

POMTARIS

CREATURE 13

Female human weapon master (page 23)

Initiative Perception +23

Skills Crafting +27

TROMTIL

CREATURE 13

Female human mage of many styles (page 25)

Initiative Perception +23

Treasure: Pomtaris holds her team's 2 legitimate silver feathers, which Ingdani authorizes the player characters to claim for themselves if they defeat the despicable Trembling Meteors in combat. Afterward, Ingdani reports Pomtaris and her friends to the enforcers on duty at the nearest sanctioned fighting site.

R10. Head Guard's Office: The head guard of the prison kept this office for their work.

Treasure: The desk in the office contains a *greater skeleton key*, a *ring of lies*, *slates of distant letters* (*Advanced Player's Guide* 262), and a *predictable silver piece* (*Advanced Player's Guide* 262).

R11. Lounge: The prison guards and priest used this lounge as a breakroom.

Creatures: The two other Trembling Meteors are relaxing here, though they might have moved to the work floor as noted above (area R9). Harbis and Lown are content to let Pomtaris take care of the silver feather issue, but if the player characters enter here, the two jump to their feet to fight.

HARBIS AND LOWN CREATURE 13

Human agile warriors (page 23)

Initiative Perception +25

R12. Vault: On an initial glance, this part of the hallway appears to just be a wall. The guards had

a permanent illusion placed here to hide the door to the prison's vault of seized goods. The Trembling Meteors were unable to disbelieve the illusion, so they think there's nothing else of value in the prison.

When the player characters approach this wall, attempt a secret DC 33 Will save to disbelieve for each character. On a success, they notice the wall fade to a translucent image cloaking the vault door.

Alternatively, a character who Seeks in the area with a successful DC 35 Perception check

notices the vault door peeking out slightly beyond the illusion. The

guards didn't properly close the vault door when they fled the prison and it remains slightly ajar even today. Noticing the door causes that character to automatically disbelieve the illusion. As a result, the characters can enter freely and collect the treasure within.

Treasure: Within the vault, the characters find *alchemist's goggles*, a *greater staff of enchantment*, a *rod of wonder*, two vials of shadow essence, a pouch of 20 rubies worth 40 gp each, 1,408 gp, 6,720 sp, and 3,055 cp.

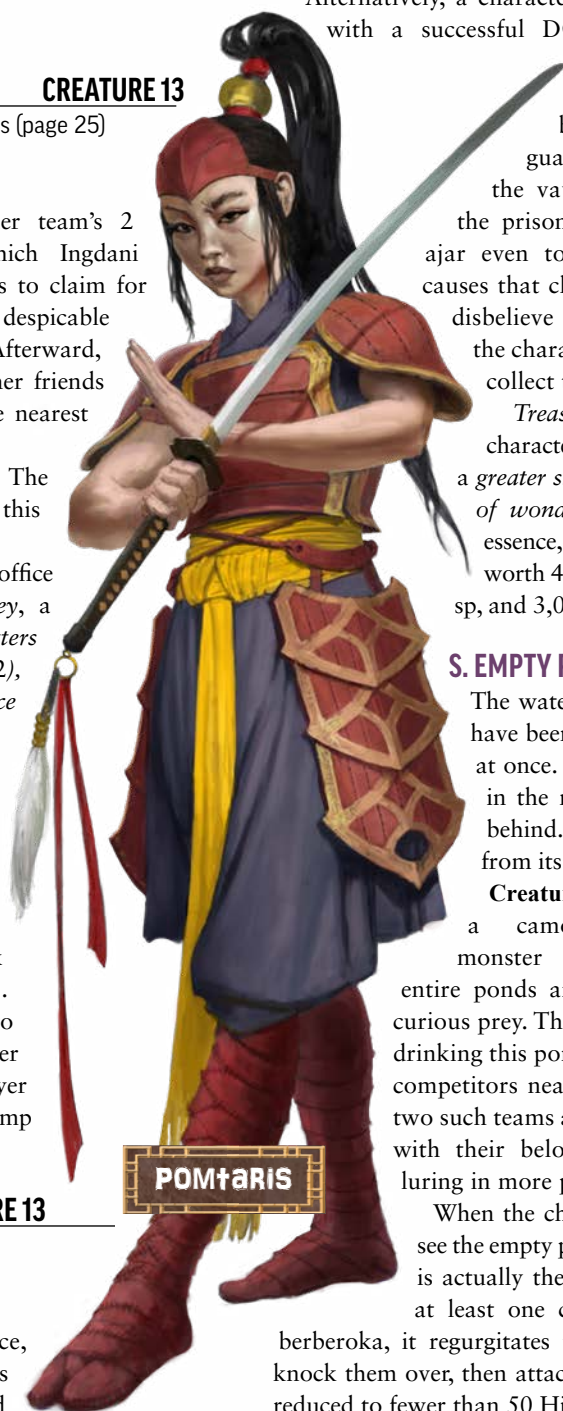
S. EMPTY POND

The water in this pond appears to have been mysteriously drained all at once. Dozens of fish flop about in the muddy, 30-foot pit it left behind. A large island juts up from its center.

Creature: The island is, in fact, a camouflaged berberoka—a monster that can swallow up entire ponds and even lakes to attract curious prey. This berberoka has taken to drinking this pond when it hears teams of competitors nearby; it has ignobly eaten two such teams already, adorning its back with their belongings in the hopes of luring in more prey.

When the characters arrive here, they see the empty pond and the island, which is actually the berberoka in disguise. If at least one character approaches the

berberoka, it regurgitates the water in its belly to knock them over, then attacks. The berberoka flees if reduced to fewer than 50 Hit Points.

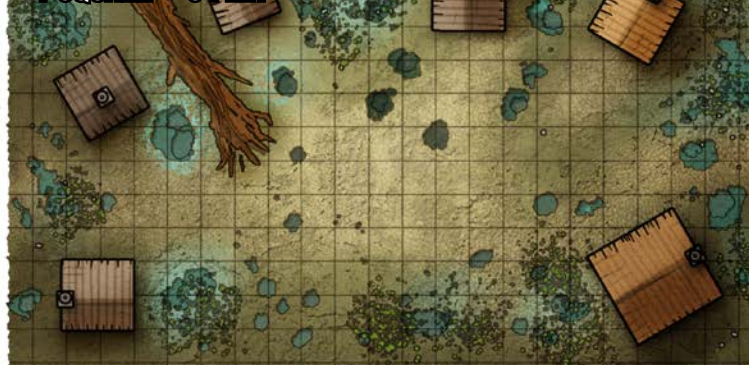




WATCHTOWER
1 SQUARE = 5 FEET



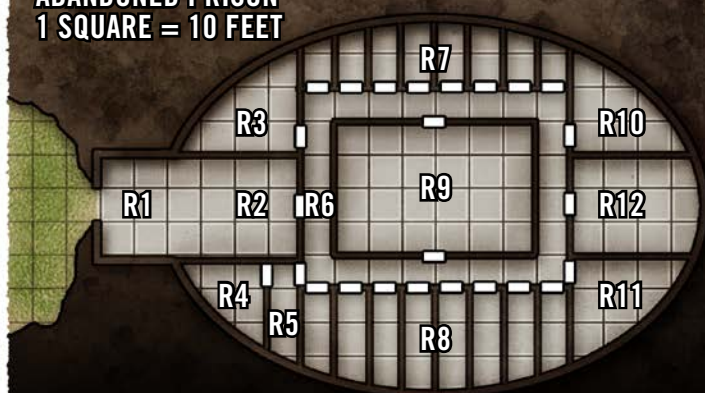
SPOTFOOT VILLAGE
1 SQUARE = 5 FEET



JAIBAN'S LAIR
1 SQUARE = 5 FEET



ABANDONED PRISON
1 SQUARE = 10 FEET



BERBEROKA

CREATURE 15

Page 82

Initiative Deception +31

Treasure: The berberoka's belongings, which it took from competitors that it ate, include a pair of *armbands of athleticism*, a *golden lions wondrous figurine*, a *greater striking rune*, and a broken *phoenix necklace* carrying a single intact silver feather.

T. MANANANGGAL VILLAGE

This small settlement of thatched huts along the western slopes of Mount Haminabu bears obvious signs of life. Human tracks scatter about, alongside scraps of meat and small bones from previous meals. A character can also recognize some odd discarded salves (a mixture of coconut oil, chicken dung, and entrails) with a successful DC 32 Survival check. With a successful DC 28 Bonmu Lore or other relevant skill check to Recall Knowledge, a character can identify these components as common to the profane rituals of manananggals.

Creatures: The village is in fact home to several manananggals, terrible undead that resemble humans during the day. At night, the top halves of their bodies tear away and grow wings, and the grotesque predators fly off and attack the inhabitants of neighboring islands. These manananggals arrived on Bonmu several years ago and took residence in this abandoned village. The thick jungle canopy protects them from direct sunlight, allowing the manananggals to walk around their home without concern. At night, they launch into the sky, taking advantage of Bonmu's proximity to other islands to hunt for food before returning here at sunrise.

When the characters arrive here, they likely see the manananggals around the village in their full-body forms, unless they arrive between sunset and sunrise, when the village is empty. The manananggals act especially abrasive in hopes of convincing the characters to leave. If they do, the manananggals follow them in secret and attack when they rest for the night. If the characters don't leave, the manananggals intentionally separate from their bodies to attack. The manananggals fight to the death to defend their home.



ELITE MANANANGGALS (6)

Pathfinder Bestiary 6, page 87

Initiative Perception +18

CREATURE 9

MORGINNAR AND RAMEIS

CREATURE 12

Human weak archery specialists (*Pathfinder Bestiary* 6, page 24)

Initiative Perception +24

WANDERING TEAMS

Thirty-two teams vie for entry into the Ruby Phoenix Tournament proper, and each of these teams roams Bonmu attempting to earn their silver feathers. Use the following teams whenever the player characters actively search for other teams or when you feel like introducing some excitement to the exploration. If the characters purposefully search for a team, they typically find a group of challengers within 4 hexploration actions.

At your consideration, the player characters might face these teams at a lower or higher level than presented here. You can modify teams' threat levels by applying the weak or elite creature adjustments (page 6 of the *Pathfinder Bestiary*) to the team's fighters. The ultimate decision is up to you, but know that some of the teams will be too difficult for lower-level teams. On the other hand, such a fight can be a perfect way to remind the player characters that they are not unbeatable. Regardless of whether they win or lose, the characters should earn experience for these fights as long as they gave an honest effort for the match. In the case of a loss, award the characters experience for a challenge one threat level lower than the fight's threat level (low-threat experience for a moderate threat, moderate-threat experience for a severe threat, and so on).

If these teams don't fit your needs for an encounter, consider using the Ruby Phoenix Fighting Roster article (page 66) to develop a team concept. From there, you can use the base combatant statistics (page 22) to fill your team with different opponents.

LIGHTNING CALLERS

Creatures: The Lightning Callers are a pair of expert archers from Osirion. Morginnar and Rameis do their best to keep away from opponents in combat. If there is higher ground for them to use, they quickly make their way toward that location first. Otherwise, they attempt to pin their opponents before moving away. Both Morginnar and Rameis fight until reduced to 25 Hit Points, at which point they surrender.

NIGHTMARES

The Nightmares are a trio of horse riders from the Xopatl region of Arcadia. Named after the fiendish horses of death—which they've outfitted their mounts to resemble—the Nightmares dress in black robes and wield polearms against their foes.

Creatures: Junerio, Rovidar, and Tairino are cousins who grew up together and got by as thieves. They eventually realized they could avoid all the subterfuge and sneaking around by instead simply



Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

Ruby Phoenix
Fighting Roster

Adventure
Toolbox

BRAR+ORK



terrifying their victims into submission. In combat, the trio encircle one or two opponents at a time, staying mounted and using their halberds to attack from a safe distance. All of the Nightmares fight until knocked out.

JUNERIO, ROVIDAR, AND TAIRINO **CREATURE 13**

Human agile warriors (page 23)

Initiative Perception +25

Melee ♦ halberd +27 (reach 10 feet, versatile S), **Damage** 2d10+9 piercing

WAR HORSES (3) **CREATURE 2**

Pathfinder Bestiary 209

Initiative Perception +25 (as riders)

GOLARION'S FINEST

The eight fighters who call themselves Golarion's Finest met at a previous worldwide tournament many years ago. They all enjoyed their time together so much that they formed their own team. Since then, they've entered multiple tournaments, traveling around Golarion in search of their next fight. Their incredible winning record earned them a place among Hao Jin's chosen pre-qualifiers for the Ruby Phoenix Tournament.

Creatures: Each of Golarion's Finest specializes in a specific technique. The Quain fraternal twins Han and Jun have each mastered their punches and kicks respectively. Mingyu was a former teacher from Goka who found an even greater passion in fighting. Krankkiss and Rajna attended a monastery in Vudra where they mastered the flow of ki in their bodies to grant them unusual abilities. Paunnima, a retired wrestling champion from Minkai, took to fighting once again to raise funds for her tea shop. Numoriz was a Razatlani knight, but he retired after the birth of his son; now that his son is an adult, Numoriz has returned to the world of combat but avoided the call to war. Finally, Brartork, an Iobarian body builder, can be credited with the original idea of forming Golarion's Finest. His gregarious and joyful attitude immediately falls to the wayside in combat, as he takes his grappling and throwing very seriously in order to subdue his opponents.

In combat, Golarion's Finest each try to focus on separate foes, though the large size of the group usually ends with the team breaking into pairs. Han and Jun fight together, attempting to keep a foe pinned down. Krankkiss and Rajna use their unique abilities to take the defensive. Mingyu and Paunnima use their quick attacks to pummel multiple foes at once. Finally, Brartork and Numoriz

cover any leftover opponents. Each member surrenders if reduced to fewer than 50 Hit Points. If five or more members are incapacitated, the entire team surrenders.

The eight members of Golarion's Finest are represented by the following single stat block, for convenience. Each fighter has their own special ability.

GOLARION'S FINEST (8) **CREATURE 12**

Male human weak ki adepts (*Pathfinder Bestiary* 6, page 24)

Initiative Perception +21

Electric Shroud ⤿ (electricity, evocation, primal)

Trigger A creature hits Krankkiss with an unarmed attack; **Effect** Krankkiss focuses his ki power to produce electricity. The triggering creature takes 2d6 electricity damage.

Flip Kick ♦♦♦ Numoriz makes a leaping backflip and kicks a foe harshly in the process. Numoriz Leaps 5 feet vertically and 5 feet horizontally in any direction. He makes a Strike against a single creature within reach at any point during this movement. He then lands safely on the ground.

Flying Kicks ♦♦♦ Mingyu spins through the air, kicking opponents in her path. Mingyu Strides and can make up to three Strikes during this movement, each against a different target within reach. These attacks count toward Mingyu's multiple attack penalty, but the multiple attack penalty doesn't increase until after she makes all of her attacks. Mingyu then becomes stunned 1.

Hurling Toss ♦ **Requirements** Brartork has a creature grabbed or restrained; **Effect** Brartork attempts an Athletics check against the creature's Fortitude DC.

Critical Success Brartork tosses the creature 25 feet, dealing 2d8 bludgeoning damage, and the creature falls prone.

Success As critical success, except the creature doesn't fall prone.

Failure Brartork fails to throw the creature.

Critical Failure Brartork fails to throw the creature, and the creature is no longer grabbed or restrained by Brartork.

Palm Flurry ♦ to ♦♦♦ Paunnima makes a dizzying number of palm Strikes, dealing 1d8 bludgeoning damage to all adjacent creatures. For each additional action she uses as part of Palm Flurry, the damage increases by 1d8. Regardless of how many actions she uses, the targets can attempt a DC 30 basic Reflex save.

Powerful Sweep ♦♦ Jun aims a sweeping kick at a foe. Jun makes an unarmed Strike. On a hit, the creature is knocked back 5 feet (10 feet on a critical hit) and knocked prone.



Powerful Uppercut ♦♦ Han delivers a devastating uppercut. He makes an unarmed Strike. On a hit, the Strike deals an additional 1d10 bludgeoning damage and the target must attempt a DC 28 Fortitude save. Regardless of the result, Han becomes stunned 1.

Success No further effect.

Failure The target is knocked off balance and takes a -1 circumstance penalty to its attack rolls until the end of its next turn.

Critical Failure As failure, plus the target is knocked prone.

Reach Beyond ♦♦ (conjuration, occult) Rajna focuses her ki power to allow her to fold her immediate reality and reach a distant opponent. She makes a fist Strike against a creature within 15 feet.

UNDER THE PALE SUN

This group of four fighters hails from the Kelesh satrapy of Zelshabbar in Casmaron. They refuse to give their names, and they are sore losers. If the player characters win a match against Under the Pale Sun, the fighters immediately challenge the characters to a rematch at a different fighting site.

UNDER THE PALE SUN DERVISHES (2) CREATURE 12

Human weak weapon masters (*Pathfinder Bestiary* 6, page 23)

Initiative Perception +21

Melee ♦ *scimitar* +25 (forceful, sweep), **Damage** 2d6+8 slashing

Whirling Attack ♦♦♦ (flourish) The dervish spins with blinding speed. They make a melee Strike against each enemy within reach. Each attack counts toward the dervish's multiple attack penalty, but they don't increase their penalty until they have made all their attacks.

UNDER THE PALE SUN ARCHERS (2) CREATURE 12

Human weak archery specialists (*Pathfinder Bestiary* 6, page 24)

Initiative Perception +21

EVENTS

The following events take place during the first two days of the prequalifying round on Bonmu. (The final day's events are detailed in Chapter 3.) Some of these events are optional and contenders are free to take part or abstain as they wish. Each event offers a reward, sometimes in the form of one or more silver feathers, but participants risk facing injury or diminished resources. The adventure text assumes the player characters are 12th level on the first day of the tournament and 13th or 14th level on the second day.

DAY 1

The following events happen throughout the first day of the pre-qualifier.

EVENT 1: RISE AND SHINE

Just as the player characters prepare to set out on the first day of the qualifying round, a pair of fighters shows up at the temple of Irori to challenge them to their first match.



UNDER THE PALE SUN ARCHER



Creatures: A team of sisters, the Ahmoza Twins, have decided that the player characters are a suitable team to face for their first match.

Each sister studied at the Houses of Perfection in Jalmeray and learned to master a specific element to include with their techniques. Manyala practiced her control over fire at the Monastery of Unblinking Flame, while Rijana underwent tutelage in the Monastery of Unbreaking Waves to learn control over ice.

The twins bring the enforcers who visited the temple an hour earlier and officially declare their challenge against the characters just as the sun rises. They wager two of their silver feathers for the match. The adventure assumes the characters have the match at the temple of Irori, though they are free to move it to a nearby fighting site if they prefer.

In combat, the sisters stay close together to make it more difficult to flank them. They make liberal use of their *ki blast* spell and their Channel Element abilities. Manyala surrenders if reduced to fewer than 50 Hit Points, but Rijana continues to fight until knocked unconscious or reduced to 0 Hit Points.

MANYALA AND RIJANA AHMOZA (2) CREATURE 12

Female Vudran weak ki adepts (*Pathfinder Bestiary 6*, page 24)

Initiative Perception +21

Channel Element ♦ (concentrate) Manyala and Rijana can draw upon the power in their bodies to temporarily channel energy. The next unarmed attack that they make deals 1d8 additional damage. This damage type is fire for Manyala and cold for Rijana.

Entwined Energy Ki Manyala and Rijana can infuse energy into their *ki blasts*, allowing them to change the damage the spell deals. Manyala can choose to deal fire damage instead of force damage and Rijana can choose to deal cold damage instead of force damage.

New Feat: If the player characters win the match, Manyala and Rijana are genuinely impressed by the party's skill. In addition to the reward for winning the match, they offer to teach the characters one of their powerful techniques. This process requires 1 hour and 2 hexploration activities but earns

the party access to the Entwined Energy Ki feat (page 74).

EVENT 2: CHALLENGE OF THE ENFORCERS

Sometime after the characters collect 5 silver feathers, they catch the attention of a group of tournament enforcers. The group's leader, a hobgoblin monk by the name of Gomwai, attended the last Ruby Phoenix Tournament as a pawn of the Golden League, a notorious Gokan crime syndicate, and even made it to the final round before ultimately losing to the champions.

Gomwai's loss gave him an opportunity for significant self-reflection and a reassessment of his values. He felt great shame for his involvement with the Golden League and chose to step away from his criminal connections to become a mercenary bodyguard for important business leaders in Goka. When the church of Abadar started recruiting staff for this year's tournament, Gomwai leapt at the opportunity, wishing to give back to the tournament that had done so much for him. Gomwai earned a place as an enforcer, and he leads a small group of less experienced fighters-turned-enforcers in the pre-qualifier.

Now, Gomwai has received orders from Koto Zekora, the enforcer leader, to thin out some of the silver feathers. The player characters happen to be the nearest team when Gomwai gets his orders.

Creatures: Gomwai and his squad of enforcers find the characters and challenge them to a match for 2 silver feathers. The match itself has no additional wrinkles and is a simple fight. Gomwai uses Flurry of Blows to Trip as many targets as possible, then lets the other enforcers come in and take advantage of the opening. If the characters take out two members of the squad, the remaining enforcer surrenders and declares the player characters the match's winners.

ENFORCERS (2)

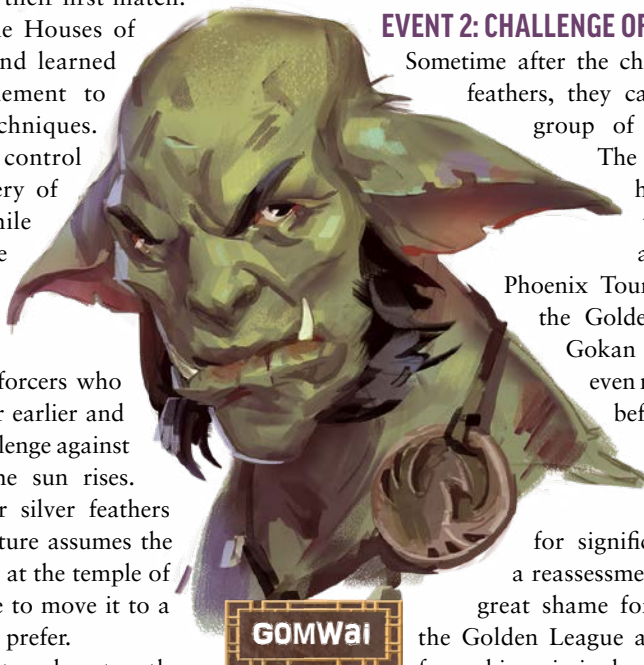
CREATURE 12

Human weak agile warriors (*Pathfinder Bestiary 6*, page 23)
Initiative Perception +23

GOMWAI

CREATURE 12

UNIQUE **LN** **MEDIUM** **HUMANOID** **GOBLIN**
Male hobgoblin tournament enforcer





Perception +21; darkvision

Languages Goblin, Taldane, Tien

Skills Acrobatics +22, Athletics +27, Intimidation +24, Stealth +22, Underworld Lore +20

Str +5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +0

Items bracers of armor, +1 striking handwraps of mighty blows

AC 33; **Fort** +26, **Ref** +23, **Will** +20

HP 235

Speed 25 feet

Melee ♦ **fist** +25 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d6+10 bludgeoning

Flurry of Blows ♦ (flourish) Gomwai makes two Strikes with his fist. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Flurry of Maneuvers Gomwai can replace one or both of his attacks during a Flurry of Blows with Grapples, Shoves, or Trips.

Powerful Fists Gomwai's fist Strikes are treated as cold iron and silver and don't take penalties when making lethal attacks.

Stunning Fist (incapacitation) When Gomwai targets the same creature with two Strikes from his Flurry of Blows, he can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a DC 30 Fortitude save or be stunned 1 (or stunned 3 on a critical failure).

Prize: If the player characters win the challenge, Gomwai rewards them with 1,500 gp in addition to the standard 500 gp they earn for winning the match. In addition, Gomwai presents them with a phoenix idol in the shape of a rising phoenix. The characters can sell this idol or use it to turn down a match as noted in area **J5** (page 37).

XP Award: Whether or not the characters win, they still earn XP as if they had defeated the enforcers.

EVENT 3: THE SPITEFUL CAUTHOOJ

Among the many creatures already living on Bonmu, one of the most intelligent is an old cauthooj who has lived on the island for over a century. During that time, the cauthooj enjoyed easy access to food and plenty of small treasures on Bonmu. When the tournament staff started making preparations on the island, they piqued the cauthooj's interest. Once the prequalifying round began in earnest, the cauthooj saw an opportunity to snag more baubles and treasures from the new arrivals.

The cauthooj likes to sneak up on resting contenders and steal small trinkets like gems or even silver feathers. This event can occur any time

the player characters are exploring, resting between fights, or getting their bearings.

Creature: The old cauthooj attempts to sneak up on the characters, using Stealth for its initiative. It attempts to walk into the group, grab the nearest trinket, and run away. If the cauthooj acts first in initiative, it catches the characters unawares. In this case, the characters are slowed 1 for the first round of combat. The cauthooj attempts to take the characters' *phoenix necklace* first and foremost.

If the cauthooj manages to slip away with an item, the characters can attempt to Track the cauthooj and reclaim their lost bauble. Doing so requires a successful DC 32 Survival check. Once the characters are on the hunt, they can find the cauthooj after following the trail for 10 minutes. The cauthooj tries to run away from combat again, requiring the characters to Track the cauthooj again if it escapes. This continues until the third time the characters Track it. Tired of running, the cauthooj stands its ground to fight. If the cauthooj is reduced to fewer than 50 Hit Points, it drops its treasures as a distraction and runs away for good. The cauthooj also withdraws if the player characters are able to reclaim their stolen item.

ELDER CAUTHOOJ

CREATURE 14

RARE N MEDIUM BEAST

Variant cauthooj (*Pathfinder Bestiary* 55)

Perception +25; thoughtsense (imprecise) 60 feet

Languages Sylvan (can't speak any language)

Skills Athletics +27, Stealth +28

Str +6, **Dex** +4, **Con** +7, **Int** -3, **Wis** +3, **Cha** +0

Thoughtsense (divination, mental, occult) As cauthooj.

AC 36; **Fort** +28, **Ref** +23, **Will** +21

HP 255; **Resistances** sonic 15

Hop-Dodge ⤵ (move) As cauthooj.

Speed 40 feet

Melee ♦ **beak** +29 (agile, deadly d12, reach 10 feet),

Damage 2d12+15 piercing

Staccato Strike ♦ (mental, primal, sonic) As cauthooj.

Warbling Song ♦♦ (auditory, incapacitation, mental, primal) As cauthooj, but DC 34.

Treasure: The cauthooj sees all of Bonmu as its domain and thus doesn't keep a lair of any sort. Instead, it uses a small bag found during its initial days on the island to carry all of its treasures. The cauthooj keeps the bag around its neck and places any baubles it picks up inside.

If the characters are able to claim the bag, they find a fair amount of junk but also a few true treasures, including a *balisse feather* (*Advanced*



Player's Guide 256); a piece of dispelling silver; a light brown elemental gem; an eye of apprehension; a glowing, thin glass rod which turns out to be a wand of crackling lightning (6th level; *Advanced Player's Guide* 265); a runestone that glows with faint, crimson light due to its greater flaming rune; and a greater ring of cold resistance.

XP Award: If the player characters lay claim to the cauthooj's treasures, they earn XP as if they had defeated it in combat.

EVENT 4: A DESPERATE STRUGGLE

Late in the day, a different team finds the characters and begins a new match.



ELDER CAUTHOOJ

Creatures: This team is a group of spellcasters from Avistan known as the Glowing Embers. While they're accomplished wizards, they were not prepared for the rigors of the qualifying round. Namely, their inexperience with close-quarters combat led them to be overwhelmed by opponents able to quickly close the gap on them on the battlefield.

The Glowing Embers wager their 1 remaining silver feather against the player characters. They start the match strong, breaking up the battlefield with areas of *black tentacles*, but after 3 rounds the fatigue of the day's earlier events sets in. All their members become clumsy 1 and enfeebled 1 for the remainder of the match.

If the player characters win, the Glowing Embers offer them a half-spirited congratulations before following the enforcers toward the docks to leave the island.

GLOWING EMBERS (4)

CREATURE 12

Human weak mage of many styles (*Pathfinder Bestiary* 6, page 25)

Initiative Perception +20

EVENT 5: SAVING THE CLOUD JESTERS

Just as the characters begin to wind down for the day, they get swept up in another team's potentially deadly mistake.

Creatures: A team of adventurers named the Cloud Jesters decided to explore a small, hidden tomb. During their exploration, they activated several stone golems guarding the tomb. While the Jesters managed to hold the sentries off for a time, they recognized a losing battle and chose to run away.

The player characters happen to pass by at the right moment to hear the Cloud Jesters screaming for help as they flee the tomb. If the characters decide to help, they can follow the screams to find the Cloud Jesters several hundred feet away. Injured from the fight, most of the Cloud Jesters have collapsed by the time the characters find them.

The stone golems are attempting to reclaim a stolen treasure from the Cloud Jesters but will turn on the characters if attacked by them. The Cloud Jesters are too injured to aid in the fight.

STONE GOLEMS (2)

CREATURE 11

Pathfinder Bestiary 187

Initiative Perception +17

Treasure: If the characters destroy the golems and save the Cloud Jesters, the team offers their sincerest thanks and gives them the *frost brand* they stole from



the tomb as a reward, believing the sword to have been too much trouble to be worth keeping anyway.

If the characters take longer than 10 minutes to come find the source of the screams, the stone golems have already finished off the Cloud Jesters and left with the stolen weapon. There's no sign of the golems anywhere, and only the corpses of the Cloud Jesters remain. The characters can claim the Cloud Jesters' equipment if they wish, as there are no enforcers around to stop them. The Cloud Jesters were an agile warrior, archery specialist, mage of many styles, and weapon master (pages 23–25) and have the appropriate equipment. In addition, the Cloud Jester's leader carries the team's two remaining silver feathers.

XP Award: If the characters save the Cloud Jesters, award each character 30 XP.

DAY 2

The following events take place on the second day of the qualifying round.

EVENT 6: FACING HANA'S HUNDREDS

Early in the day, the characters face another team who wishes to put their skills to the test.

Creatures: This group of Minkaians call themselves Hana's Hundreds, though in actuality they number just shy of 40. Most teams opt for as few fighters as possible, since the winners must split their prize evenly, but Hana's Hundreds favored quantity over quality when it came to their own team, reasoning that only a few of them will likely make it to the final bouts uninjured. Regardless of their actual numbers, Hana's Hundreds have found a technique that works pretty well for them: they swarm and overwhelm opponents using their large numbers.

When the team finds the player characters, they wager two of their silver feathers for the match. In combat, they form a chaotic mass of screams and steel. Hana's Hundreds attempt to attack multiple foes at once. Fully believing in the strength of their numbers, the team fights until it is dispersed.

HANA'S HUNDREDS

CREATURE 15

UNIQUE LN MEDIUM HUMAN HUMANOID TROOP

Perception +23

Languages Taldane, Tien

Skills Acrobatics +27, Athletics +30, Intimidation +27

Str +8, **Dex** +6, **Con** +6, **Int** +1, **Wis** +2, **Cha** +4

AC 37; **Fort** +29, **Ref** +23, **Will** +23

HP 270 (16 squares); **Thresholds** 180 (12 squares), 90 (8 squares); **Weaknesses** area damage 20, splash damage 10

Troop Defenses (*Pathfinder Bestiary* 3 306)

Speed 30 feet

Form Up ♦ (*Bestiary* 3 305)

Rain of Knives ♦♦ Hana's Hundreds launch a volley of throwing knives in a 10-foot burst within 50 feet that deals 4d6+13 piercing damage (DC 33 basic Reflex save). When the team is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Run Them Over! ♦♦♦ Hana's Hundreds attempt to trample all foes in their way. The team Forms Up and Strides twice, moving through the space of Medium or smaller creatures. Each creature the team moves through takes 4d8+14 bludgeoning damage (DC 33 basic Reflex save). On a critical failure, the creature is also knocked prone.

Troop Movement Whenever Hana's Hundreds Strides, the team first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the team enters difficult terrain, the extra movement cost applies to the whole team.

Whirlwind of Blades ♦ to ♦♦♦ **Frequency** once per round; Hana's Hundreds flail their swords wildly at each enemy adjacent to the team (DC 33 basic Reflex save). The damage depends on the number of actions.

♦ 2d8 slashing damage

♦♦ 3d8+13 slashing damage

♦♦♦ 4d8+16 slashing damage

EVENT 7: RACE FOR THE FEATHERS

At noon on the second day, the enforcers declare a unique challenge for all of the remaining teams. There are a total of 8 silver feathers up for grabs around Bonmu; the first teams to reach them can claim them. Any teams that want the feathers must reach the nearest fighting site on a first come, first rewarded basis. Unfortunately for the teams, it's not actually as simple as that. In the spirit of competition, the enforcers wait to award the silver feathers until there are at least two teams at a fighting site so that they can partake in a physical non-combat challenge to win the feather.

To partake in the challenge, the characters must reach a fighting site (area C) within 3 hours of the challenge decree. Once the characters have attempted three challenges or by 3 p.m., whichever comes first, all the remaining feathers have been taken and this event ends.

There are three different types of challenges. These challenges can start at any fighting site, but do not use the map of the fighting site. Rather, run these challenges "theater of the mind" style or devise your own simple map. The player characters can face any other team of your choosing.



This event's challenges are unusual in that there are virtually no rules; the challenges are intentionally open ended and the win conditions are purposefully vague to encourage creative solutions. Magic and subterfuge are perfectly viable tactics in this event. When the winner of a challenge is unclear, the enforcer makes the final call. Contestants may attack each other if they wish, but this fighting is not considered an official match and so they cannot wager feathers.

The enforcer on duty can provide basic equipment to either team such as ropes, poles, and hooks, which both teams are encouraged to use if needed. In general, as always, err on the side of your players and reward creative solutions. (If your players would rather roll checks, use very easy, average, and very hard DCs for their level as appropriate.)

Banana Challenge: The enforcer has hidden 10 red bananas in the jungle's underbrush. Red bananas are a relatively common plant on Bonmu, but the enforcers have removed all such plants from the surrounding 200-foot radius. The team with the most red bananas at the end of 2 minutes wins the silver feather.

Coconut Challenge: This challenge takes place on a muddy plateau. An enforcer stands on either side of the 400-foot-wide muddy clearing. It begins raining at the outset of this challenge. Each team starts at the same end of the clearing and is given a small coconut marked with the enforcer's signature. The team that delivers the cleanest coconut to the enforcer on the other side within 1 minute wins a silver feather.

Boulder Challenge: The enforcer has hidden a silver feather under the rocks and silt of the swiftly flowing river. Also hidden underneath the silt is an iron chain to which the feather is secured with *sovereign glue*. The other end of the chain is locked around a 500-pound boulder; there is 20 feet of slack between the boulder and the feather. The bridge is 50 feet above the river and the river is 4 feet deep. All competitors must remain in contact with the bridge at all times. The first team to get a hand on the feather wins.

Treasure: The characters can earn up to 3 silver feathers if they win all three challenges. If the characters already have the maximum of 10 silver feathers, the enforcer instead awards the party 1,500 gp.

XP Award: For each silver feather the party claims, award each character 30 XP.

EVENT 8: ATTACK ON THE TEMPLE

The Lightkeepers aren't content to sit around and

wait for other teams to simply lose. Instead, they call upon Syndara's powers of creation to provide a small army to attack the other teams and either eliminate them completely, or, at the very least, soften them up for the final day of the pre-qualifier. Syndara agrees, using his planar powers to create dozens of construct warriors that resemble the famous terra-cotta statues of Lingshen.

These replica soldiers bear obvious Taumatan markings, making it easier to dismiss the attack as a strange occurrence tied to Bonmu's ancient history, though a character who succeeds at a DC 25 Bonmu Lore or DC 40 Perception check can deduce that the Taumatan markings are convincing forgeries.

First Wave

The first attack begins shortly after midnight. Several terra-cotta soldiers climb the walls into the temple's training space (area A10) and then seek out the characters, possibly catching them in their sleep.

Creatures: These terra-cotta soldiers all bear a small fragment of planar power thanks to Syndara's influence. The statues use this power to pinch the Material Plane around them and teleport across the battlefield with terrifying speed.

PLANAR TERRA-COTTA SOLDIERS (4) CREATURE 11

RARE N MEDIUM CONSTRUCT

Variant terra-cotta soldiers (*Pathfinder Bestiary* 3 263)

Perception +21

Languages Tien (can't speak any language)

Skills Athletics +23, Intimidation +23

Str +7, **Dex** +5, **Con** +7, **Int** +2, **Wis** +3, **Cha** +4

Items composite longbow (10 arrows), longsword, steel shield (Hardness 13, HP 104, BT 52)

AC 30 (32 with shield raised); **Fort** +24, **Ref** +21, **Will** +17

HP 250; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** bludgeoning 14

Attack of Opportunity ⤵

Shield Block ⤵

Speed 25 feet

Melee ✦ longsword +24 (versatile P), **Damage** 3d8+15 slashing

Ranged ✦ composite shortbow +23 (deadly d10, propulsive, range increment 60 feet), **Damage** 3d6+13 piercing

Planar Step ✦ (conjuration, teleportation) The planar terra-cotta soldier momentarily moves beneath the Material Plane, instantly transporting itself to a location within 60 feet. The soldier can't use Planar Step again for 1d4 rounds.



Second Wave

Once the characters destroy the last soldier, they have some time to regain their bearings. The next attack begins 15 minutes after the first ended.

If the Old Man statue remains intact at the temple shrine (area A13), it registers the second attack and springs to life to aid the characters in defending the temple.

Creatures: A large squadron of terra-cotta soldiers teleports into the training space again, this time with the intent of using their large numbers to overwhelm the characters.

PLANAR TERRA-COTTA SQUADRON CREATURE 15

RARE N MEDIUM CONSTRUCT TROOP

Variant terra-cotta soldier garrison (*Pathfinder Bestiary* 3 263)

Perception +24

Languages Tien (can't speak any language)

Skills Athletics +18, Intimidation +20

Str +8, **Dex** +4, **Con** +8, **Int** +1, **Wis** +3, **Cha** +4

AC 37 (39 with shields raised); **Fort** +26, **Ref** +23, **Will** +24

HP 300 (16 squares); **Thresholds** 200 (12 squares), 100 (8 squares); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** area damage 20, bludgeoning 15, splash damage 10

Troop Defenses (*Pathfinder Bestiary* 3 306)

Speed 25 feet

Form Up ♦ (*Pathfinder Bestiary* 3 305)

Aim as One ♦♦ The terra-cotta squadron launches a ranged attack in the form of a 10-foot burst within 100 feet that deals 3d8+13 damage (DC 33 basic Reflex save). When the garrison is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Planar Step ♦ (conjunction, teleportation) The terra-cotta squadron momentarily moves beyond the Material Plane, instantly transporting itself to a location within 90 feet. The squadron can't use Planar Step again for 1d4 rounds.

Raise Shields ♦ The troop raises steel shields, with the effects of Raise a Shield.

Strike as One ♦ to ♦♦♦ **Frequency** once per round; **Effect** The squadron makes a melee attack against each enemy within 5 feet (DC 30 basic Reflex save). The damage depends on the number of actions.

♦ 2d8 slashing damage

♦♦ 3d8+13 slashing damage

♦♦♦ 4d8+16 slashing damage

Troop Movement Whenever a terra-cotta squadron Strides, the garrison first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing

squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the squadron enters difficult terrain, the extra movement cost applies to the whole squadron.

THIRD WAVE

With the destruction of the terra-cotta squadron, the player characters earn 10 minutes of relative calm before the next attack. If the Old Man statue remains, it begins to chant an Iroran prayer to cast *bless* on all allied creatures within 10 feet of the statue. This blessing lasts for the duration of the third attack.

Creatures: A quartet of powerful terra-cotta soldiers teleport into the temple courtyard (area A3) and then seek out the characters.

PLANAR TERRA-COTTA CAPTAINS (4) CREATURE 12

RARE N MEDIUM CONSTRUCT

Elite planar terra-cotta soldiers (*Pathfinder Bestiary* 3 6, 263)

Perception +23

FOURTH WAVE

The final wave arrives only 5 minutes after the destruction of the terra-cotta captains. By this point, Irori himself takes notice of the characters' actions and offers them a blessing to aid them during their defense. Immediately after the end of the third wave, through the Old Man statue, Irori casts a 2-action, 9th-level *heal* on each character, restoring 9d8+72 Hit Points each. Additionally, if the characters took the time to fully clear the temple or otherwise made a show of piety, Irori also casts a 9th-level *heroism* spell on the characters, which lasts for the remainder of the attack.

Creatures: What terra-cotta soldiers remain pour into the temple. The captains enter via the courtyard again and the squadron enters via the training space, with both groups looking to pincer the characters in the center of the temple.

PLANAR TERRA-COTTA CAPTAINS (3) CREATURE 12

Elite planar terra-cotta soldiers (*Pathfinder Bestiary* 3 6, 263)

Initiative Perception +23

PLANAR TERRA-COTTA SQUADRON CREATURE 15

As above

Initiative Perception +24

XP Award: Award each character 80 XP once they successfully fend off the attack on the temple.



CHAPTER 3: THE EMPRESS AT THE TOP OF THE WORLD

The start of the player characters' third and final day of the pre-qualifiers begins in a dramatic fashion. Overnight, the sorcerer Hao Jin arrived on the island, landing atop Mount Haminabu, where she waited until sunrise. As the first rays of the sun dance across the eastern horizon, she solemnly places a small plum sapling among the summit's soil. In minutes, the sapling grows to become a large, stone palace. As the sapling grows, it unleashes a deafening rumble that echoes across Bonmu, waking up all of the remaining teams as well as the local wildlife. With her palace in place, Hao Jin projects an image of a flaming phoenix across Bonmu's skies—a powerful illusion that carries her voice across the island.

A dull roar, like an earthquake, disrupts the serenity of the third morning of the Ruby Phoenix Tournament pre-qualifier. Monkeys, birds, and rodents screech in terror as a plume of red fire erupts from the peak of Mount Haminabu near the island's center. The blinding flames paint the sky violet

and blast away the clouds around the mountain before dramatically twisting into the unmistakable form of a blazing crimson phoenix.

"Good morning, competitors!" a woman's voice echoes across the skies of Bonmu, emanating from the phoenix. "I, Hao Jin, the Ruby Phoenix, congratulate you for surviving Danger Island so far. We now begin the final day of this pre-qualifying round for the Ruby Phoenix Tournament."

Cheers echo distantly across the jungle island. The voice continues: "I have placed a palace here on the peak of Mount Haminabu and invite you to join me and my guest, Empress Nai Yan Fei, for a pleasant evening of stimulating conversation, fine local food, and rousing entertainment. To join us, simply bring me your phoenix necklace and ten silver feathers. This will secure your access into the palace as well as the Ruby Phoenix Tournament. I await all of you who are worthy of the honor. You have until sunset to reach the mountaintop. Fight well, combatants." With Hao Jin's final words, the phoenix erupts into a halo of brilliant fire and disappears.

DAY 3 EVENTS

As Hao Jin noted in her announcement, all competitors have until sunset to reach Mount Haminabu with their 10 silver feathers to secure their place in the Ruby Phoenix Tournament. Contenders who fail to reach the palace atop the mountain by sunset forfeit their place in the tournament, even if they have 10 feathers. The player characters might already have enough feathers and could choose to turn in their feathers first thing on this day. If so, you might choose to skip **Events 9, 10, or 11** below and proceed straight to **Event 12: Securing Their Place** on page 57.

If the party still lacks the 10 feathers they need to proceed, they can continue to explore Bonmu as they did during the first 2 days. The following events occur on this final day; aside from Event 9, which is intended simply to exhaust some of the party's resources, these events are designed as easy opportunities for the characters to earn the last few feathers they need to continue the adventure.

EVENT 9: FACING THE TOP ENFORCER

SEVERE 14

Early in the morning, a group of enforcers finds the player characters and explains that they have been chosen for another match against an enforcer. This time, the characters must wager 3 silver feathers. The match takes place at the nearest fighting site, where the party's opponent awaits.

Creature: Koto Zekora is an onidoshi—also called an ogre mage, a powerful oni that resembles an ogre in its material form—bound in service to the Church of Abadar. Originally a despicable marauder who dwelled on the outskirts of Goka, Koto Zekora was captured by Empress Nai Yan Fei's Butterfly Blades. The ogre mage now serves as the head enforcer on Danger Island, a deal she agreed to in exchange for her life. All other enforcers answer to her and her judgment is final, second only to Emissary Xho Nuo and Hao Jin herself. Koto Zekora has been wanting to partake in a fight, but her duties during the last 2 days have precluded such a challenge. Once Hao Jin arrived, she delegated Koto Zekora's duties to other enforcers, freeing up the oni for the fight she desires. Unfortunately for the characters, she happens to pick their team as her first targets.

Koto Zekora is a fierce combatant, using the power of her club to knock away opponents and following up with powerful spells. She tries her best to hit several targets who are grouped together with spells like *lightning bolt* and *fireball*. If she finds a particular foe to be a nuisance, she traps them in a *maze* to dispose of the offender. Koto Zekora is eager to push herself and fights until knocked unconscious or, if her opponents deactivate her regeneration, until she is reduced to fewer than 25 Hit Points.

KOTO ZEKORA

CREATURE 17

UNIQUE LE LARGE FIEND GIANT HUMANOID ONI

Female onidoshi imperial-blooded sorcerer

Perception +30; darkvision

Languages Abyssal, Jotun, Infernal, Taldane, Tien

Skills Acrobatics +26, Arcana +27, Athletics +33, Deception +34, Intimidation +34, Nature +26, Occultism +30, Society +27

Str +8, **Dex** +3, **Con** +6, **Int** +4, **Wis** +2, **Cha** +9

Items +2 greater striking greatclub, +2 resilient half-plate

AC 39; **Fort** +31, **Ref** +26, **Will** +25; +1 status on all saves vs. magic

HP 295, regeneration 15 (deactivated by acid or fire)

CHAPTER 3 SYNOPSIS

The third and final day of the Ruby Phoenix Tournament pre-qualifier begins with the powerful sorcerer and grand judge Hao Jin arriving on Bonmu and creating an enormous palace, which she places on the island's highest peak. With her arrival, the teams can now secure their position in the next round of the Ruby Phoenix Tournament. The player characters can use their final day to continue exploring the island, face other teams, and discover more of Bonmu's secrets, as detailed in Chapter 2. Once they're ready, the characters must make their way to Mount Haminabu and meet the Ruby Phoenix to ensure their place in the next round—but not before facing off against a bitter team that wishes to harm Hao Jin.

After sunset, Hao Jin hosts dinner and entertainment for the eight qualifying teams that have handed in their necklace and feathers. During the evening's events, the characters can possibly make a good first impression with Lady Nai Yan Fei, Empress of Goka. If they do so, the characters secure themselves the empress's support during the next round of the tournament.



Attack of Opportunity ↻

Speed 30 feet, fly 30 feet

Melee ♦ greatclub +31 (backswing, magical, reach 10 feet, shove), **Damage** 3d10+20 bludgeoning

Melee ♦ fist +29 (agile, evil, magical, reach 10 feet), **Damage** 3d8+16 bludgeoning

Arcane Spontaneous Spells DC 36; **8th** (3 slots) maze, polar ray, scintillating pattern; **7th** (3 slots) eclipse burst, mask of terror, prismatic spray, reverse gravity; **6th** (3 slots) chain lightning, disintegrate, lightning

bolt, vampiric exsanguination; **5th** (3 slots) cone of cold, fireball, prying eye, wall of stone; **4th** (3 slots) dimension door, freedom of movement, invisibility, wall of fire; **3rd** (3 slots) fear, fireball, haste, slow; **2nd** (3 slots) acid arrow, dispel magic, see invisibility, spider climb; **1st** (3 slots) feather fall, grease, magic missile, true strike; **Cantrips (8th)** acid splash, daze, detect magic, electric arc, ray of frost, shield

Sorcerer Bloodline Spells 3 Focus Points, DC 36; **8th** ancestral memories (Core Rulebook 402), arcane countermeasure (Core Rulebook 403), extend spell (Core Rulebook 404)

Primal Innate Spells DC 36; **5th** cone of cold; **4th** charm, gaseous form, sleep; **3rd** fear; **2nd** darkness, invisibility (at will, self only)

Bloodline Magic When Koto Zekora casts a bloodline spell, dimension door, disintegrate, dispel magic, haste, magic missile, prismatic spray, prying eye, or maze, she gains a +1 status bonus to skill checks for 1 round.

Change Shape ♦ (concentrate, polymorph, primal, transmutation) Koto Zekora takes on the appearance of an ogre. This doesn't change her Speed or Strike attack and damage.

Treasure: Koto Zekora values a good challenge and provides an extra 5,000 gp (on top of the usual 500 gp prize for winning a challenge) as a reward to the player characters if they win.

EVENT 10: SILVER FEATHERS ON THE BREEZE

At noon, Hao Jin makes another declaration in similar fashion to the one she made in the morning. This time she notes that she has a few spare silver feathers, free for the taking, so long as a team can find and claim them. She then tosses the feathers into the air, producing a magical breeze to carry them down the mountain.

If the player characters wish to claim one of these feathers, they must Reconnoiter in one of the 6 hexes surrounding Mount Haminabu. After completing

KOTO ZEKORA



the action, the characters must succeed at a DC 37 Perception or Survival check to locate the feather in the hex. The first time they succeed at this check, they automatically acquire a silver feather. After claiming this first feather, there is only a 50% chance that a successful check turns up another feather. After claiming the second feather, this chance drops to 10%. Once the characters have completed a Reconnoiter action in each of the hexes, there are no more feathers to find, as the feathers were claimed by the remaining teams or lost to the jungle forever.

Optionally, to complicate this event, consider including one or two rival teams in the hexes the characters explore around the mountain. The player characters might have to deal with a combat encounter, a chase (possibly using the chase subsystem from the *Pathfinder Gamemastery Guide*), or some variation of a challenge or event that was missed during the previous days.

EVENT 11: THE LAST BREATH

LOW 14

Late in the afternoon, the characters face another team on their last legs.

Creatures: Hailing from the Shackles, the team known as the Last Breath faced a rough time on Bonmu. They've managed to scrape by for the past 2 days, but at this point they're down to their final silver feather. The team has decided to have some good-natured fun with the team they predict to be their last rivals on Danger Island.

The Last Breath challenges the player characters to a match for 1 silver feather. Once the match starts, they keep away from the characters, springing around the battlefield in an obnoxious manner. The pirates seek to get under the characters' skin, laughing the entire time they fight. There are no rules against leaving the perimeter of a mapped fighting site, as long as the contestants remain in sight of an enforcer, so this chase might span an entire wilderness area or transition into a mix of exploration mode and encounter mode. Consider using this event as a way of "running the clock" against the player characters, in case they've chosen to dilly-dally before heading to Mount Haminabu. At any rate, once two of the

Last Breath fighters get taken out, the remaining team member surrenders.

LAST BREATH FIGHTERS (3)

CREATURE 12

Human weak agile warrior
(*Pathfinder Bestiary* 6, 23)

Initiative Perception +23

EVENT 12: SECURING THEIR PLACE

MODERATE 14

When the characters are ready, they can travel to Mount Haminabu to meet with Hao Jin, show their 10 silver feathers, and confirm their entry in the Ruby Phoenix Tournament. When they reach Mount Haminabu, they find the Ruby Palace dominating the summit. A number of other teams are already at the peak, though only as spectators.

None of them have enough feathers, but most have decided

to cheer on and congratulate the qualifying teams. Among these teams are

Tino's Toughest, who are just a few feathers short of qualifying, but have unfortunately run out of teams to fight and out of time for a bout. Aside from the player characters' party, the other qualifying teams have already confirmed their place in the next round and entered the palace.

Once the characters step up to meet with Hao Jin, she holds her hand out and asks them to produce their *phoenix necklace* and 10 feathers. When she takes the items, she magically transforms them into a *phoenix fighting fan* (page 75) and returns the fan to the characters, welcoming them to the Ruby Palace. Just as she finishes speaking, a powerful *disintegrate* spell strikes Hao Jin in the back and she collapses into a pile of ash. The Ruby Phoenix has been attacked!

Creatures: Bitter that they can't secure a place in the next round, one of the teams, Fallen Moon, has chosen to take out their frustration on Hao Jin herself. With Hao Jin's apparent death, Tino's Toughest spring into action and engage some of the Fallen Moon members. Fallen Moon's remaining comrades—a mage and a warrior—charge the Ruby Palace's front doors, just a few feet past the player characters.

If they wish, the characters can intercept these members. Otherwise, the saboteurs soon realize they can't enter the palace without a *phoenix fighting fan* and turn their frustration toward the player characters.



Hao Jin



The pair fight to the death. Once the characters dispatch one opponent or after 10 rounds, whichever comes first, Hao Jin's ashes stir and a large, flaming phoenix rises from within. The sorcerer reappears a moment later and, if required, quickly dispatches any remaining members of Fallen Moon.

FALLEN MOON MAGE

CREATURE 14

Human elite mage of many styles (*Pathfinder Bestiary 6*, page 25)

Initiative Perception +24

FALLEN MOON WARRIOR

CREATURE 14

Human elite weapon master (*Pathfinder Bestiary 6*, page 23)

Initiative Perception +25

Treasure: As thanks for dealing with the treacherous contenders, Hao Jin gifts the player characters a *clear quartz crystal ball*. She also takes Fallen Moon's three silver feathers and passes them on to Tino's Toughest, who can now secure their place in the next round. Tino and his team let out an emotional cheer at this development.

XP Award: Once the characters secure their place in the Ruby Phoenix Tournament, award them each 120 XP.

THE RUBY PALACE

When Hao Jin arrived at Bonmu, she brought with her a vast palace that once belonged to her late parents. Using her magical abilities, Hao Jin first converted the palace into a portable form, then reverted it back to its original size as part of her announcement, dubbing this incredible demesne the Ruby Palace. The final few events of the tournament pre-qualifier on Bonmu take place within the Ruby Palace, which occupies several acres of the plateau atop Mount Habinabu.

The palace is full of attendants and servants who offer healing, repair services, and other amenities to the eight qualifying teams. Depending on when the player characters gain access to the Ruby Palace, they might have several hours to relax and prepare themselves for the night's events. The servants guide the characters to a large private guest room that includes several beds, a screened outdoor bathing area, and a scenic view

of Bonmu. The characters are free to move about the palace and meet with the other qualifying teams during this time (see the Ruby Phoenix Fighting Roster article for more details on the other seven teams who have qualified for the tournament). Hao Jin strictly forbids any fighting once the teams are in the palace, so any meetings must be nonviolent.

Hao Jin primarily plays the role of host in this chapter. In the next adventure, she will serve as the Ruby Phoenix Tournament's grand judge, presiding over every official tournament match. For more information and a detailed history of Hao Jin, see her entry in *Pathfinder Lost Omens Legends*.

DINNER WITH THE EMPRESS

Hao Jin invites the qualifying teams to dinner, which is scheduled an hour after sunset.

All of the teams meet in a vast courtyard containing several stone tables. Dozens of servants run between the tables serving food and drink to the qualifying teams.

In addition to Hao Jin, the dinner's attendance includes Empress Nai Yan Fei, the ruler of Goka. Hao Jin and Yan Fei developed a close partnership following Hao Jin's return from Axis 2 years ago. Since then, Hao Jin has occasionally consulted the empress on Gokan matters. Yan Fei's presence here is mostly a result of this relationship, but it's also a way for her to oversee the changes that Hao Jin has implemented

for this year's Ruby Phoenix Tournament.

Empress Points: Although Lady Yan Fei doesn't control the tournament, she is still an influential figure in Goka and can help the player characters indirectly. Throughout this chapter, the lady's opinion of the characters is represented by Empress Points. The characters can earn a number of Empress Points during this evening, and the total number of points they earn will have a small effect on their sponsorship in the Ruby Phoenix Tournament in the next adventure.

First Impressions: During dinner, the empress meanders between tables to meet each qualifying team. This is the first chance the characters have to make an impression on the empress. She arrives at their table and asks the characters for their history, including where they first met each other and previous adventures they may have had. If the characters wish





to impress the empress, they can attempt to do so with the following skills. The party can attempt a total of six skill checks before the empress moves on to the next table. Lower the DC of a check if a player roleplays particularly well or comes up with a creative way to make an impression on Lady Yan Fei.

Athletics: A character can attempt a DC 32 Athletics check to recount a match from the past days with enough dramatic flair to impress the empress.

Deception: Lying to Yan Fei isn't particularly impressive, but a character can attempt a DC 37 Deception check to embellish a story just enough to earn her attention.

Diplomacy: The characters can attempt a DC 34 Diplomacy check to Make an Impression with Yan Fei.

Goka Lore: A character who succeeds at a DC 30 Goka Lore check impresses the empress with their knowledge of Gokan politics.

Nature: The empress loves unique flowers, and a character who succeeds at a DC 30 Nature check can detail some of Bonmu's flora to impress the empress.

Occultism: With a successful DC 37 Occultism check, a character can trace the empress's lineage and current position along the path of Sangpotshi (*Pathfinder Lost Omens Gods & Magic* 99).

Performance: The characters can impress the empress with beautiful piece of Gokan music, which requires a successful DC 34 Performance check.

Society: The characters can attempt a DC 32 Society check to impress the empress with their knowledge of local Tian mannerisms and dinner etiquette.

Empress Points: The characters earn 1 Empress Point if they succeed at two or more different checks, or 2 Empress Points if they succeed at five or more different checks.

XP Award: Award each character 30 XP as a story reward if they earn 1 Empress Point, or 80 XP each if they earn 2 points.

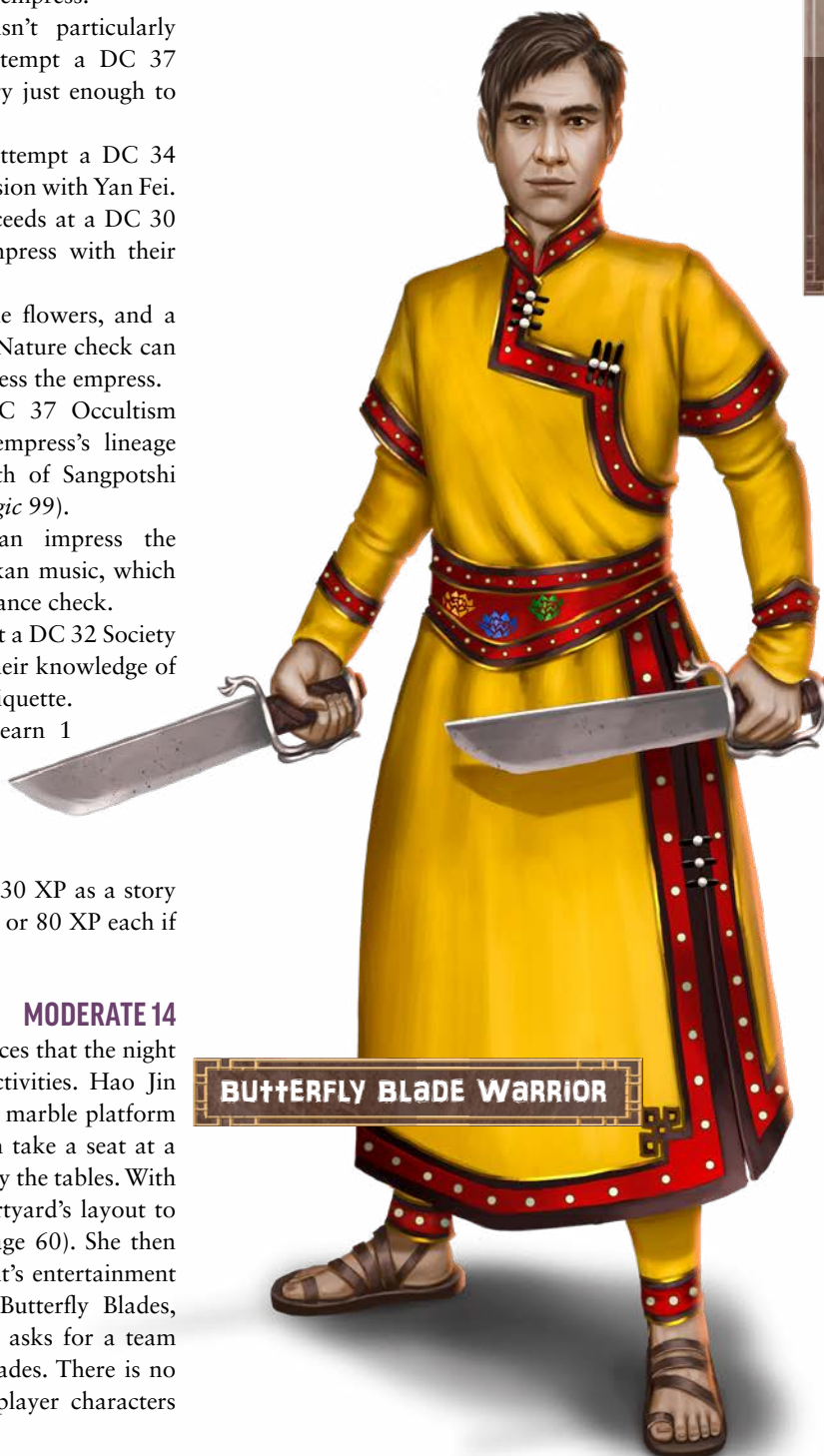
STRIKE LIKE A BUTTERFLY

MODERATE 14

Once dinner is over, Hao Jin announces that the night will be marked by several more activities. Hao Jin and Empress Nai Yan Fei move to a marble platform overlooking the courtyard, and each take a seat at a large throne while servants clear away the tables. With a flourish, Hao Jin changes the courtyard's layout to that of a fighting arena (map on page 60). She then declares that the first act of the night's entertainment will be an exhibition against the Butterfly Blades, the empress's bodyguard detail. She asks for a team to volunteer to face the Butterfly Blades. There is no immediate volunteer, allowing the player characters

to step up if they wish. Otherwise, the Biting Roses eventually rise to the occasion.

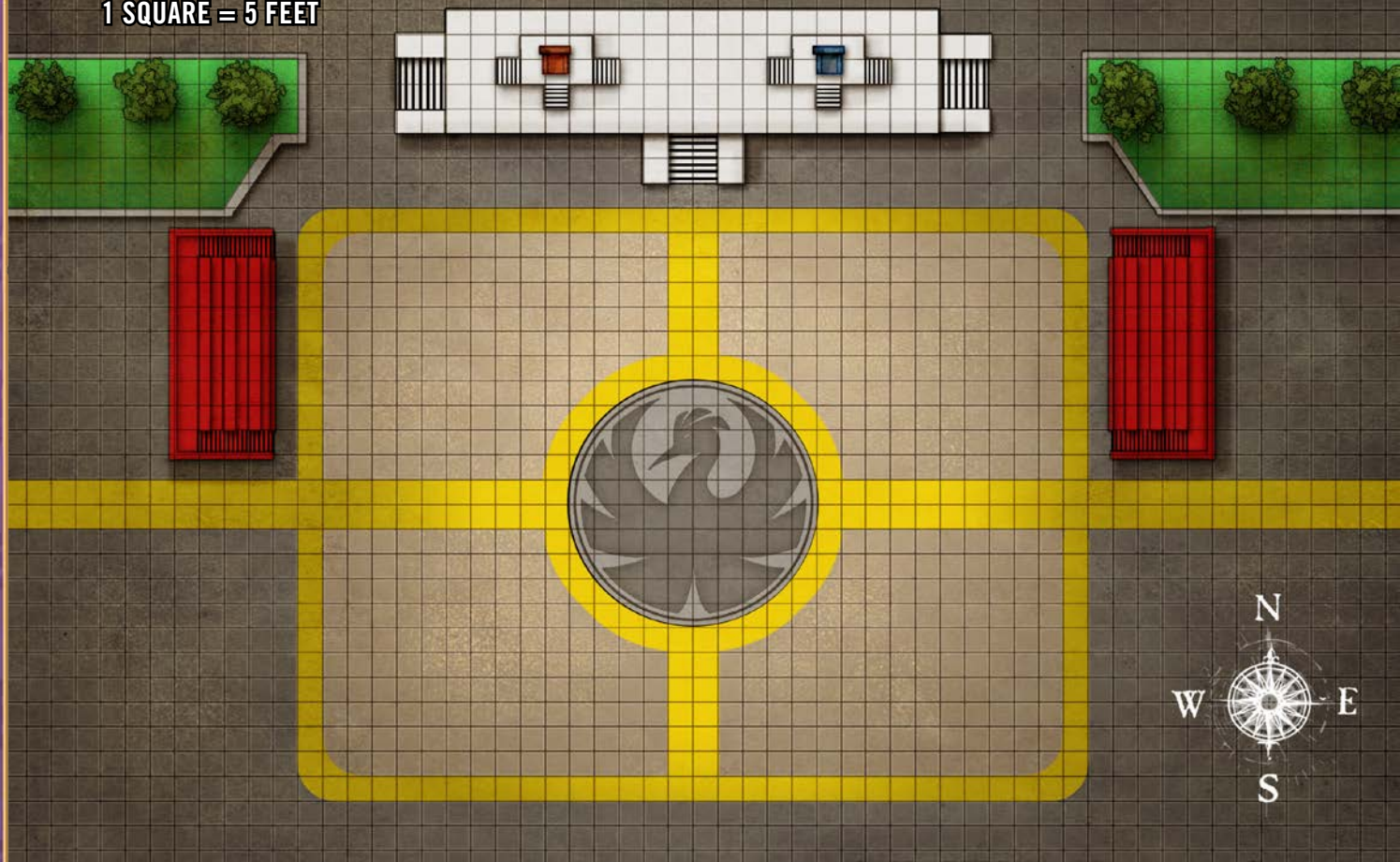
Creatures: The Butterfly Blades are an elite squad of assassin-warriors trained in butterfly swords who directly serve Goka's ruler. These bodyguards are among the greatest warriors in all of Goka and potentially all of Tian Xia, though their skills are better suited toward subterfuge than direct confrontation.



BUTTERFLY BLADE WARRIOR

RUBY PALACE ARENA

1 SQUARE = 5 FEET



The trio of Butterfly Blades that participate in the exhibition are relatively new to their station, though they are still formidable foes.

In combat, the Butterfly Blades open with their mastermind's eye ability and Studied Strikes to understand their opponents. The Butterfly Blades make nonlethal attacks only. If two of them fall, the final Butterfly Blade surrenders and congratulates their opponents.

BUTTERFLY BLADE WARRIORS (3) CREATURE 13

UNCOMMON LN MEDIUM HUMAN HUMANOID

Human royal assassins

Perception +23

Languages Elven, Goblin, Orcish, Taldane, Tien

Skills Acrobatics +27, Athletics +22, Deception +24, Goka Lore +23, Society +23, Stealth +24

Str +3, **Dex** +5, **Con** +3, **Int** +4, **Wis** +0, **Cha** +3

Items +1 striking butterfly swords (2), +1 resilient studded leather

AC 33; **Fort** +26, **Ref** +23, **Will** +20

HP 235

Attack of Opportunity ⤴

Speed 25 feet

Melee ♦ *butterfly sword* +25 (agile, disarm, finesse, magical, parry, twin), **Damage** 2d4+15 slashing

Butterfly's Kiss The warrior can make nonlethal Strikes with a butterfly sword without taking a penalty.

Mastermind's Eye When the warrior successfully identifies a creature using Recall Knowledge, that creature is flat-footed against their attacks until the start of its next turn; if they critically succeed, it's flat-footed against their attacks for 1 minute.

Sneak Attack The warrior's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

Studied Strike ♦ The warrior makes a telegraphed attack to learn about their foe. They make a melee Strike. On a hit, they can immediately attempt a check to Recall Knowledge about the target. On a critical hit, they gain a +2 circumstance bonus to the check to Recall Knowledge. The target is then temporarily immune to Studied Strike for 1 day.

Empress Points: If the characters volunteer to face the Butterfly Blades, they earn 1 Empress Point for the effort. If they win the match, they earn 2 Empress Points instead.



THE PHOENIX CHALLENGE

Half an hour after the exhibition match, Hao Jin announces the next part of the night's entertainment. With another flourish of her hand, the quadrants of the courtyard magically transform into different terrain. The northwest quadrant grows into a towering spire of earth, the northeast quadrant collapses into a pool of lava, the southwest quadrant is consumed by a thick layer of ice, and the southeast quadrant sinks into a pit of quicksand. Hao Jin challenges two teams to simultaneously cross the transformed quadrants, one team member per quadrant. The first team to have each team member cross their quadrant wins; if both teams fail to cross all four quadrants, the team that completed the most quadrants wins. The Arms of Balance accept the challenge and, if the player characters choose not to participate, the Speakers to the Winds also take the stage.

Hazards: Each terrain quadrant requires a different set of checks to overcome. Hao Jin's challenge requires the teams to complete each hazard; however, only one person from each team needs to overcome each obstacle. Of course, the competing teams are permitted to obstruct one another—by combat if desired—so long as the interference is nonlethal.

Frozen Pool: This large pool of ice is particularly thin in certain areas. A character can attempt to cross the width of the pool (50 feet), but the slippery ice makes it difficult. Balancing to cross the ice requires a successful DC 32 Acrobatics check. Attempts to move across without checking the thickness of the ice first is a dangerous prospect. Without inspecting the ice, there is a 50% chance that a given square is thin ice and the character falls through. The character can attempt a DC 34 Perception check to Seek and notice the thin areas in the ice. On a success, the chance becomes only 10% for each square for the rest of the character's turn. On a critical success, there is no risk of falling through. On a critical failure, the chance increases to 75%. If a character falls through the ice, they take 4d8 cold damage and increase their drained condition by 1. The character can pull themselves up with a single action, but if the character becomes drained 4, they are at risk of frostbite and Hao Jin declares the team's attempt at overcoming that hazard a failure.

Molten Pool: Large stepping stones float across the surface of this lava pool. The flowing lava causes these stepping stones to sink and bob constantly, making it difficult to keep track of them. A character attempting to cross the lava pool must successfully Seek and then succeed at a DC 34 Athletics check to Leap to the next stone 10 feet away. Every round at

the beginning of their turn, the character takes 4d6 fire damage (DC 32 basic Fortitude save; on a failed save, the character becomes enfeebled 1 or increases their enfeebled condition by 1; on a critical failure, enfeebled 2). A character who reaches enfeebled 4 becomes too tired and needs rescuing, failing to overcome this hazard. A character who makes it across the width of the pool (50 feet) successfully completes the challenge.

Quicksand Pit: Crossing the pit of quicksand is a delicate process. A character attempting to do so must succeed at a DC 37 Acrobatics check to Balance across the thick parts of the pit that can support a person's weight. On a failure, the character begins to sink and must attempt to Swim the rest of the way. Swimming is slightly easier, requiring a DC 34 Athletics check to maneuver. However, the thick sand imposes a –5-foot penalty to a character's Speed as they Swim through it. If a character can't make it across the 50-foot pool within 1 minute of falling into the quicksand pit, Hao Jin declares the challenge a failure.

Spire of Heaven: This rocky spire rises 50 feet into the air. Attempting to Climb the spire requires a successful DC 30 Athletics check. Every round, a large rock breaks off from the top of the spire and comes tumbling down on a climber. (If there are multiple characters attempting to climb at once, select one randomly.) The climber can avoid the rock with a successful DC 32 Reflex save. On a failure, the character takes 3d10 bludgeoning damage. On a critical failure, the character also falls off, taking the appropriate amount of damage for the fall. Overcoming the Spire of Heaven requires reaching the top. Falling off twice is considered a loss and that hazard can't be overcome.

Empress Points: If the characters volunteer to take on the challenge, their boldness earns them 1 Empress Point for the effort. They earn 1 additional Empress Point if they win the challenge.

Treasure: If the characters are able to overcome all four hazards, Hao Jin rewards them with a set of five *greater rings of energy resistance*, one each for acid, cold, electricity, fire, and sonic.

XP Award: Award each character 30 XP if the party overcomes at least two of the hazards, or 80 XP each if they overcome all four hazards.

RELIC OF THASSILON

MODERATE 14

Following the phoenix challenge and after an hour-long intermission of conversation over tea and snack cakes, Hao Jin declares another challenge. She states that she has a powerful, terrifying creature from Golarion's past in her collection and will bring



it out to allow one of the teams to face it. She wishes to make things even more interesting, however, and converts the northwestern and southeastern quadrants of the courtyard into pools of lava once more, dictating that the fight takes place in a volcanic climate. She doesn't reveal the creature's identity until a team volunteers to fight. The rival teams hesitate to accept this challenge, allowing the player characters to step up to the task; otherwise it's several minutes before Winter's Roar volunteers.

Creature: During Hao Jin's initial journeys across Golarion, she often collected entire sites without taking the time to note each and every inhabitant or object she dragged into her tapestry. Among these collected sites was an ancient Thassilonian ruin known as the

Rune-Crossed Crucible. In collecting the ruin, Hao Jin inadvertently collected a rune giant. Although Hao Jin no longer possesses the Rune-Crossed Crucible, she managed to convince the rune giant to stay in her employ for an occasion such as this.

Once the volunteering team has positioned itself in the center of the courtyard, Hao Jin tosses a scroll onto the stone tiles in the southwestern quadrant. The trapped rune giant emerges from the scroll almost immediately, locks eyes with its opponents.

RUNE GIANT

CREATURE 16

Pathfinder Bestiary 175

Initiative Perception +28

Hazard: Hao Jin places a *wall of force* around the courtyard arena to prevent collateral damage. This wall traps the intense heat from the lava pools, and the team in combat takes 6d6 fire damage at the beginning of their turn each round (DC 30 basic Fortitude save). A character who falls into a lava pool takes 10d6 fire damage. Hao Jin has placed a ward on the rune giant to protect it from the heat, but not from direct contact with the lava.

Empress Points: If the player characters volunteer to take on the rune giant, their courage alone earns them 1 Empress Point. Defeating the rune giant earns them an additional 1 Empress Point.

FACING THE LIGHTKEEPERS

EXTREME 14

Another hour passes, and Hao Jin suggests one more entertaining match to bring the night to a close. The Ruby Phoenix first returns the courtyard to its original state as a flat arena, then pits two of the qualifying teams against each other in a friendly bout with no stakes other than hurt pride. Rather than ask for volunteers this time, Hao Jin chooses two random teams to face off: the Lightkeepers and the player characters!

Creatures: The Lightkeepers have stood by in relative peace this entire evening, but they leap at the opportunity to face off against another team in direct combat. As Syu Tak-nwa and her wicked allies make their way to the center of the courtyard arena, the villains make no attempts to hide their sadistic grins.

As soon as combat begins, the Lightkeepers use their abilities to attack the player characters' weaknesses. Hakusa rushes spellcasters and attacks their pressure points to reduce their spellcasting capabilities. Syu Tak-nwa uses her hexes to vex the party's frontline fighters, and Ran-to interposes himself between the player characters and his allies, tossing aside anyone who gets too close. Finally, Blue Viper does his best to poison all the player characters by running



BLUE VIPER

between them, then harries them from a distance with his bombs. The Lightkeepers fight until they are all knocked unconscious, neither offering nor accepting any surrender until Hao Jin calls the match.

SYU TAK-NWA

CREATURE 14

UNIQUE N MEDIUM HUMAN HUMANOID
Female Tian-Hwan white-haired witch

Perception +26

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +26, Arcana +25, Deception +27, Medicine +23, Nature +23, Occultism +29, Society +27, Thievery +24

Str +0, **Dex** +4, **Con** +1, **Int** +5, **Wis** +3, **Cha** +5

Items +2 greater striking jian (as shortsword)

AC 34; **Fort** +21, **Ref** +27, **Will** +26

HP 220

Speed 25 feet

Melee ♦ hair +26 (agile, disarm, finesse, grapple, reach 10 feet, trip, unarmed), **Damage** 3d6+6 bludgeoning

Melee ♦ jian +24 (agile, finesse, magical, versatile S), **Damage** 3d6+10 piercing

Occult Prepared Spells DC 35, attack +27; **7th** duplicate foe, mask of terror, warp mind; **6th** feebblemind, repulsion, true seeing; **5th** black tentacles, chilling darkness, synesthesia; **4th** blink, confusion, phantom pain; **3rd** haste, paralyze, slow; **2nd** mirror image, paranoia, silence; **1st** fear, ray of enfeeblement, true strike; **Cantrips (7th)** daze, forbidding ward, guidance, shield, telekinetic projectile

Witch Hexes 3 Focus Points, DC 35; **7th** cackle (Pathfinder Advanced Player's Guide 237), curse of death (Advanced Player's Guide 237), evil eye (Advanced Player's Guide 238), malicious shadow (Advanced Player's Guide 238), needle of vengeance (Advanced Player's Guide 238); **Hex Cantrips (7th)** evil eye

Witch Patron fate

Empowered Hair Tak-nwa has mastered using her prehensile hair in combat. She can use her living hair to perform precise tasks such as picking up objects and performing simple Interact actions, and she can automatically Grab with her hair, as the creature ability. She can also deliver hexes through her hair. Whenever Tak-nwa successfully casts a hex focus spell that requires 2 or more actions to cast and that doesn't require a spell attack roll, if her target is within reach, as part of the spellcasting activity she can make a hair Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect.

Familiar Tak-nwa's familiar is an elephant hawk moth named Yon-so. Yon-so has a fly Speed of 40 feet, darkvision, and scent as an imprecise sense to a range of 30 feet.

BLUE VIPER

CREATURE 14

UNIQUE NE SMALL HUMANOID RATFOLK

Male ysoki poisoner

Perception +28; low-light vision

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +27, Athletics +16, Deception +23, Diplomacy +21, Stealth +27, Thievery +25

Str +0, **Dex** +5, **Con** +5, **Int** +5, **Wis** +2, **Cha** +1

Items dragon bile (applied to body), +1 resilient explorer's clothing, +2 striking shortsword

Infused Items Blue Viper carries the following infused items: 2 greater acid flasks, 4 greater alchemist's fires, 6 blightburn resins, 4 greater bottled lightnings, 3 deathcap powders, 4 greater elixirs of life, 2 greater frost vials, 3 malyass root pastes, 9 purple worm venoms, 6 shadow essences, and 3 spider roots. These items last for 24 hours, or until the next time Blue Viper makes his daily preparations.

Potent Poisoner Blue Viper's infused poisons have a DC of 34.

AC 34; **Fort** +27, **Ref** +28, **Will** +22

HP 260

Poisoned Coat ➤ **Trigger** A creature adjacent to Blue Viper hits him with a melee unarmed Strike; **Effect** The triggering creature is exposed to dragon bile. This consumes the poison, and Blue Viper can't use Poisoned Coat again until he spends 10 minutes applying one dose of contact or injury poison to his clothing.

Speed 25 feet

Melee ♦ shortsword +27 (agile, finesse, magical, versatile S), **Damage** 2d6+6 piercing

Ranged ♦ alchemical bomb +29 (range increment 20 feet, splash), **Damage** varies by bomb

Quick Application ♦ Blue Viper Interacts to draw an injury poison and applies it to a weapon he is holding.

Pinpoint Poisoner When Blue Viper successfully Strikes a flat-footed creature with a poisoned weapon or exposes a flat-footed creature to an inhaled poison, the creature takes a -2 circumstance penalty to its initial save against that poison.

Poison Spray ♦ **Requirements** Blue Viper is holding a contact or injury poison; **Effect** Blue Viper swigs the poison and sprays it out of his mouth, affecting a 15-foot cone. Blue Viper isn't exposed to the poison. All creatures in the cone are immediately exposed to the poison and each creature must attempt a Fortitude save against the poison.

SHINO HAKUSA

CREATURE 14

UNIQUE LE MEDIUM HUMAN HUMANOID

Female Tian-Shu assassin

Perception +22

Languages Goblin, Taldane, Tien, Ysoki



Skills Acrobatics +28, Athletics +27, Deception +24, Medicine +26, Occultism +21, Stealth +26, Thievery +26

Str +5, **Dex** +6, **Con** +4, **Int** +1, **Wis** +2, **Cha** +0

Items +2 greater striking handwraps of mighty blows, +1 striking shurikens (5)

AC 35; **Fort** +24, **Ref** +28, **Will** +22

HP 250

Nimble Dodge ➤ **Trigger** Hakusa is targeted with a melee or ranged attack by an attacker she can see; **Effect** Hakusa gains a +2 circumstance bonus to AC against the triggering attack.

Speed 35 feet

Melee ➤ **fist** +30 (agile, finesse, magical, nonlethal, unarmed), **Damage** 3d6+11 bludgeoning

Ranged ➤ **shuriken** +29 (agile, magical, reload 0, thrown 20 feet), **Damage** 2d4+11 piercing

Disorienting Tumble Hakusa leaps around and over her

opponents, disorienting them, to gain the upper hand in combat. When she successfully Tumbles Through a creature's space, that creature becomes flat-footed until the end of Hakusa's turn.

Powerful Fists Hakusa's fist Strikes are treated as cold iron and silver. She doesn't take penalties when making lethal attacks.

Pressure Point Attack ➤➤ Hakusa targets a foe's pressure points to debilitate them. Hakusa makes a fist Strike. On a hit, the target takes damage as normal and must attempt a DC 35 Fortitude save. Regardless of the result of the save, the target is temporarily immune to Pressure Point Attack for 1 minute.

Critical Success The target is unaffected.

Success The target's muscles become temporarily weaker. For 1 round, the target is enfeebled 2 and must succeed at a DC 5 flat check when attempting to use actions with the manipulate trait or the action is lost.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 1 minute, the flat check is DC 11, and the target also takes -10-foot status penalty to their Speed for the duration.

Sneak Attack Hakusa's Strikes deal an additional 3d6 precision damage to flat-footed creatures.



RAN-TO

CREATURE 14

UNIQUE LE SMALL GOBLIN HUMANOID

Male frost goblin wrestler

Perception +20; darkvision

Languages Goblin, Taldane, Tien, Ysoki

Skills Acrobatics +24, Athletics +30, Intimidation +24, Survival +23, Wrestling Lore +19

Str +6, **Dex** +4, **Con** +6, **Int** -1, **Wis** +1, **Cha** +2

Items +2 greater striking gauntlet, +2 greater striking halfling sling staff (20 bullets), +1 resilient studded leather

AC 35; **Fort** +28, **Ref** +24, **Will** +21

HP 330

Attack of Opportunity ➤ When a creature triggers Ran-to's Attack of Opportunity, he can attempt an Athletics check to Grapple the triggering creature instead of making a melee Strike. He can still disrupt a triggering manipulate action if he critically succeeds his attempt.

Speed 20 feet

Melee ➤ **gauntlet** +30 (agile, free-hand, magical),

Damage 3d4+14 bludgeoning

Ranged ➤ **halfling sling staff** +28 (magical, propulsive, range increment 80 feet, reload 1),

Damage 3d10+10 bludgeoning

Body Slam ➤ **Requirements** Ran-to has a creature grabbed;

Effect Ran-to throws his foe against the ground. The grabbed creature takes 8d6 bludgeoning damage and is knocked prone. The grapple ends.



Leaping Catch ♦♦ Ran-to makes a mighty leap and attempts to Grab a foe while he soars. He makes a Leap, High Jump, or Long Jump. His maximum distance is 40 feet. He must succeed at an Athletics check to perform the leap as usual, but regardless of the type of leap, the DC is equal to the number of feet he moves in the air. Ran-to can attempt an Athletics check to Grapple at any point during the jump. Immediately after the attempt, he (and the creature, if the Grapple was successful) falls to the ground. Neither creature takes damage from this fall.

Titan Wrestler Ran-to can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than him.

Whirlwind Toss ♦♦♦ **Frequency** once per round; **Requirements** Ran-to has a creature grabbed; **Effect** Ran-to spins the creature he's holding, smashing them against any creatures within his reach, and then throws the creature aside. Ran-to attempts an Athletics check against the grabbed creature's Fortitude DC.

Critical Success Ran-to tosses his foe a great distance. The grapple ends. The grabbed creature is thrown into a space within 10 feet, takes 10d6 bludgeoning damage, and falls prone. All creatures adjacent to Ran-to take the same amount of bludgeoning damage (DC 34 basic Reflex save).

Success As critical success, except the grabbed creature is thrown into a space within 5 feet, and creatures take 6d6 bludgeoning damage.

Failure Ran-to tosses his foe aside. The grapple ends. The grabbed creature falls prone.

Critical Failure Ran-to loses hold of his foe and the grapple ends.

Witch Feats: If the player characters include a witch and survive the match against the Lightkeepers, the witch's patron greedily eyes Syu Tak-nwa's enhanced hair and reveals the secrets of such powers to the witch. This grants the witch access to the witch feats on page 74.

Empress Points: The characters earn 1 Empress Point for taking part in the match, or 2 Empress Points if they win by defeating the Lightkeepers.

ENDING THE NIGHT

With the night wrapping up, the empress, her attendants, and the Butterfly Blades take their leave from the palace, but not before taking note of the player characters. Nai Yan Fei's impression of the characters is dependent on the number of Empress Points their team collectively earned. This affects whether or not Yan Fei offers to sponsor the party in the tournament, as well as whether they earn any bonus XP for impressing the empress. See the next adventure "Ready? Fight!" for more details on Influence Points and the party's potential sponsors.

0–1 Empress Points: Not only are the characters unremarkable in the empress's eyes, they appear weak. The characters don't receive any bonus XP.

2–5 Empress Points: The characters don't particularly stand out among the other qualifying teams. They seem as likely to win as any other team, but also just as likely to lose in the empress's eyes. The characters gain 30 XP each.

6–8 Empress Points: The characters are obviously a team to keep an eye on. The empress is somewhat invested in the characters and speaks with Lady Qiu May Shai, her lady in waiting, to offer a minor sponsorship to the characters during the tournament. The characters start the next adventure with 1 Influence Point toward Lady Qiu May Shai as a potential sponsor. The characters gain 80 XP each.

9+ Empress Points: The party not only held the empress's full attention the entire night but dazzled the powerful ruler. She is particularly impressed with their comportment. She speaks with Lady Qiu May Shai, to offer a major sponsorship to the characters during the tournament. The characters start the next adventure with 3 Influence Points toward Lady Qiu May Shai as a potential sponsor. The characters gain 120 XP each.

CONCLUDING THE ADVENTURE

With the conclusion of the events at the Ruby Palace, the Ruby Phoenix Tournament pre-qualifier officially ends. The player characters are free to remain at the palace for the night or, if they prefer, they can make their way back to the temple of Irori.

In the morning, a squad of enforcers meets with every team still on the island and takes them back to their respective bases to collect the last of their things. Afterward, the enforcers escort the teams to the docks, where everyone boards boats that takes them back to the large sailing ship that brought them to Bonmu. Once they're all on the ship, the contenders begin the weeks-long journey toward Goka.

This is the perfect time for the player characters to buy new equipment, craft new items, learn new spells, and possibly retrain to make use of the techniques they learned on Bonmu. The travel is assumed to stop in several port cities on the way to Goka to allow the qualifying teams time to gather any supplies they need for the upcoming tournament. Once the ship arrives in Goka, there are a few more days before the tournament begins in earnest, so the characters have a chance to visit the city and learn about the upcoming events. Glory awaits in Goka—the Ruby Phoenix Tournament begins in the next adventure volume, "Ready? Fight!"



RUBY PHOENIX FIGHTING ROSTER

The entrants to the Ruby Phoenix Tournament include some of the greatest living warriors on all of Golarion. This year, Hao Jin has hand-selected 32 teams for the tournament's pre-qualifying event on Bonmu, though only eight teams will progress to the tournament itself. With any luck, the player characters will be among these qualifying teams; the following pages detail the other seven teams that ultimately make it to the Ruby Phoenix Tournament.

The Fists of the Ruby Phoenix Adventure Path assumes that the following teams complete the tournament's qualifying round on Danger Island and earn entry to the Ruby Phoenix Tournament proper. Other than Tino's Toughest and the Lightkeepers, the player characters do not directly face off against these teams until the next adventure, so their statistics aren't presented here. Rather, the following entries provide each of these teams' backgrounds and motivations, which you can use for foreshadowing throughout this adventure.

You might consider modifying or replacing these teams in your campaign with characters of your own design, possibly including non-player characters from the players' past adventures or backstories. If you do, be sure to try to maintain the general theme of each team when creating your own, as these teams are involved in events throughout the Adventure Path and their team themes strongly relate to their unique abilities. Keeping new teams similar to these teams, theme-wise, will make it easier to integrate them into their respective events throughout the campaign's plot.

For more ideas on integrating themes, quirks, motivations, and other roleplaying elements into these teams, refer to the Creating New Teams section of the *Fists of the Ruby Phoenix Player's Guide*, a free download available at www.paizo.com.

Because the player characters' rivals increase in level throughout this Adventure Path, the descriptions of the competitors below do not include their levels.

ARMS OF BALANCE

Each fighter on the Arms of Balance is master of a particular element, which they wield like a soldier wields a blade. The four teammates each trained at the Academy of Golden Arms in Indapatta, the capital of Vudra. There, they learned to tap into their elemental potential, which is said to exist within every warrior. As part of their final exam, the students were tasked with entering a notable tournament and achieving a commendable placement. The students petitioned Hao Jin to invite them to her upcoming Ruby Phoenix Tournament, which they explained would be an ideal means of concluding their tutelage. Moving past the pre-qualifying round into the tournament itself is more than suitable for their exam requirements, but the four have resolved to give the contest their all and go as far as possible in the competition.

The Arms of Balance don't have an appointed leader, though **Ranya Shibhatesh** (LN female human ki elemental) was the first to suggest entry into the Ruby Phoenix Tournament. The team's other fighters include **Jivati Rovat** (N female vishkanya ki elemental), **Pravan Majinapti** (LG male human ki elemental), and **Usvani** (LN male vanara ki elemental). While they are all generally personable, the Arms of Balance project a stoic, focused, and altogether disquieting demeanor in combat.

In the heat of battle, Ranya's inscrutable face betrays little emotion as she manifests her connection to air in focused blasts of ki that surround her body and empower her fists and feet with electricity. Jivati fights with a pair of short swords wreathed in flame that create a mystifying spectacle as she dances around the battlefield, rarely opening her eyes as she does so. Pravan's fluid movements emulate the grace both of the icy water he blasts at opponents and the waves he controls, and Usvani maintains a state of loud, steady breathing while enveloping his body with sand and stone, becoming nigh immovable and



unbreakable. The four often combine their powers to summon chunks of hot magma or blasts of burning steam to overwhelm their opponents.

BITING ROSES

Hailing from a small town in the nation of Nalmeras in Arcadia, the Biting Roses use their occult connection to spirits and souls to enhance their martial techniques. Their unique fighting

styles make it difficult for opponents to anticipate their movements, which indeed resemble those of the possessed. The leader of the group, **Yarrika Mulandez** (LG female human spiritualist) has a strange bond with a phantom that fights alongside her in combat. Yarrika believes the phantom to be the soul of her grandfather, who was her original combat teacher, but whether or not this is true is unverifiable; the phantom manifests as a silent, humanoid figure with the head and arms of a mantis. Regardless, Yarrika and her phantom work in tandem to pummel opponents, acting as if they've been lifelong partners. Yarrika's connections also allow her to speak with other spirits; while traveling, she occasionally offers her services as a spirit medium.

Yarrika's two teammates are **Artus Rodrivan** (LN male half-elf soul archer) and **Lantondo** (LN wyrwood harrower). Artus fires arrows formed from the spiritual energy of his own soul, and so he must be

careful when fighting to avoid causing irreparable damage to his immortal spirit. The arrows themselves appear to be made of pure colorless light.

Incredibly, Artus can alter the trajectory of his arrows mid-flight, allowing him to redirect a wayward shot to circle back on a missed target and strike them from behind.

Lantondo's weapon of choice is a harrow deck made from thin sheets of wood. The deck was crafted from the same wood as Lantondo. Although they're silent on the matter, rumor has it that each card has a miniature heart, similar to that of a wyrwood, which allows Lantondo to control the cards as if they were an extension of the harrower's own body. In combat, Lantondo flings harrow cards with blinding speed to cut down opponents from a distance. Lantondo can use their connection to the deck to recall thrown cards, effectively granting them limitless ammunition. Before every fight, the Biting Roses gather together so that Lantondo can perform a harrow reading for the group, using what they learn from this reading to plan battle strategies and gain insight into the abilities of their opponents.

The Biting Roses have entered the Ruby Phoenix Tournament hoping to acquire a fortune they can bring back to their impoverished hometown.

LIGHTKEEPERS

Since the unraveling of the *Hao Jin Tapestry* and Syndara the Sculptor's release from his imprisonment within, the malevolent axiomite has sought revenge against the sorcerer who imprisoned him. Yet, Syndara recognizes that he has limited opportunities



MAFIKA AYUWARI



to do so from the seat of his power, a demiplane of his own called the *Glass Lighthouse*. When Hao Jin announced that she would preside over this decade's Ruby Phoenix Tournament, Syndara realized this was his chance to finally enact the downfall of his lifelong rival.

Syndara used his limited planar capabilities to contact only the most formidable and vile Tian Xia natives, offering them great power and riches should they aid his mission. His search turned up four individuals whose souls are as wicked as his. **Syu Tak-nwa** (NE female Tian-Hwan white-haired witch), the last living descendent of an ancient line of Hwanggot-based witches, was an obvious first choice for Syndara's team of fighters. With her help, Syndara located **Ran-To** (LE male frost goblin grappler) and promised the wandering goblin unimaginable strength in exchange for his service.

Shino Hakusa (LE female Tian-Shu assassin), a killer whose tactics were so ruthless that she was exiled from her familial clan of assassins, answered Syndara's call with no hesitation. Finally, Syndara offered the last spot on his fighting team to **Blue Viper** (NE male ysoki poisoner), a depraved alchemist responsible for virulent outbreaks in no fewer than seven major cities.

With his roster complete, Syndara allowed the four to train and hone their abilities within his temporally dilated realm, the *Glass Lighthouse*. Over just a few weeks, the mercenaries gained years' worth of fighting experience and developed a strong bond as companions in the pursuit of cruelty. Syu Tak-nwa became the acting leader and strategist. Under her guidance, the four fighters quietly murdered one of Hao Jin's selected teams for the tournament pre-qualifier and pulled strings in Goka to replace the dead team as entrants in the tournament.

Although the Lightkeepers' powers are limited on the relatively stifling Material Plane, the four are still a formidable team of fighters. Syu Tak-nwa casts spells and hexes to weaken opponents, while Blue Viper achieves similar results with his poisons. Shino makes use of her speed to charge and harry enemy spellcasters and ranged fighters. These attacks create openings for Ran-To, allowing him to move in and subdue foes with his immense strength.

SPEAKERS TO THE WINDS

The Speakers to the Winds are all students of the prestigious Magaambya Academy, a longstanding magical university located in the western Mwangi Expanse. Having recently completed their Perquisite—a period of public service required to

move beyond the level of initiate—the students were invited to the Ruby Phoenix Tournament as de facto representatives of their storied school. The Speakers to the Winds believe that if they succeed in the tournament, they could use their newfound fame to bring even greater attention to the Magaambya and use their winnings to sponsor promising new students from Tian Xia and beyond.

The team fights under the supervision of Professor **Mafika Ayuwari** (NG male Zenj Tempest-Sun halcyon speaker), a young faculty member of the Magaambya's Tempest-Sun branch and the team's leader. His students include **Akila Stormheel** (LN female halfling Emerald Boughs attendant), **Boundless Hummingbird** and **Phuthi Nuware** (N female gnoll Cascade Bearer transmuters), **Surjit Hamelan** (LN male gnome Rain-Scribe attendant), and **Umbasi** (N pangender elf Uzunjati attendant). Each of the students is a member of one of the Magaambya's five branches and has a different magical focus. Though their instruction varied greatly, the five all began their studies at the Magaambya at the same time and have grown particularly close. Their shared inquisitive spirit and close bond enable the Speakers to the Winds to instantaneously read and understand each other's movements. Their coordinated improvisation means that the students rarely repeat strategies or moves, making it nearly impossible for rivals to accurately anticipate their tactics—though the students all have their own unconscious tells, such as the sudden arching of an eyebrow or a nearly imperceptible nod of the head.

The distinctive magical training of each Speaker becomes particularly apparent in combat. Akila calls upon the power of her mask, which holds her spirit face, to take on aspects of the leopard and strike with great speed and power. Boundless Hummingbird uses her magic to empower her allies and transform herself into a devastating being of pure wind, while Phuthi's protective magic defends and restores her allies, allowing them to continue fighting in combat for much longer. Surjit uses his connection to natural magic to camouflage himself and ambush his foes with surprise attacks. Umbasi calls upon the tales and songs of their Ekujae ancestors to inspire their companions. Finally, Mafika is perhaps the most straightforward fighter of all, using a powerful combination of arcane and primal effects to obliterate opponents and protect his students.

STEPS OF THE SUN

The members of the Steps of the Sun each have a song in their heart that moves them in combat. The group came together when its leaders, **Amihan** and **Maalya**



DOOMED RIVALS

Tino's Toughest are not intended to be true threats to the player characters, but rather friendly rivals whose odds of winning the Ruby Phoenix Tournament seem impossibly slim right from the start. Nevertheless, Tino and his friends manage to place in this volume's pre-qualifier and fight in the tournament in the next volume. During the third volume's quest to find Hao Jin, Tino's Toughest become warped by Syndara the Sculptor's brutal dimensional magic, and it's up to the player characters to return Tino and company to their true forms by defeating them in one final match.

If possible, portray Tino, Yabin, Takatorra, and Ji-Yook in a way that endears them to your players, such as by giving them goofy character quirks and memorable voices. The team's tragic story arc will be that much more impactful—and the player characters' motivation to defeat Syndara that much stronger—if the player characters reciprocate Tino and his friends' good will.



JI-YOOK

produce haunting melodies that inspire his allies, a technique he perfected in the dangerous Valashmai Jungle. After a doomed encounter with Ebeshra the Winged Razor left him bedridden for months, Halspin believed himself to be unable to ever fight again. He eventually found inspiration again when he met Amihan and Maalya. He joined the sisters in their travels with the hope of proving himself a capable warrior once more.

Joon-Seo, also a virtuoso, uses his voice as a weapon. He can focus his singing into powerful blasts of sonic force capable of knocking opponents off their feet. Joon-Seo claims that this power is a result of every one of his previous lives singing within him, empowering each note.

While he knows little of his past lives, Joon-Seo believes himself to have entered the Ruby Phoenix Tournament once before, and he joined the Steps of the Sun in an attempt to better understand this particular past life.

TINO'S TOUGHEST

Tino Tung (LG male Tian-Shu paladin of Irori) grew up in a small village in the Tian nation of Quain. As a child, Tino admired his older brother, Yuen, watching him for hours as Yuen trained in various fighting styles. Unfortunately, tragedy would strike shortly after Tino's 10th birthday, when Yuen attempted to stop a number of local ruffians from stealing from the Tung family's shop. Yuen received a fatal knife wound to his chest, though it was Tino whose heart fully broke; the surviving brother fell into a depression for months. Eventually, Tino's parents convinced him to join a local fighting school in order to free himself from grief and perhaps in the process honor his older brother's legacy.

Tino joined the same school as Yuen, where he heard many tales from their teacher about his older brother. Tino returned day after day not to improve his skills, but to hear more stories. The teacher eventually had no more tales to tell, at which point Tino decided to commit himself to completing the training that his brother could not. Five years later, Tino mastered not only the same techniques that Yuen was learning, but several more. To continue

(N female human battle dancers), set out from their home, the island of Mandurai in northern Minata. The sisters are on a traditional coming-of-age quest, in which they must find a piece of another culture to bring home to share with their people. During their journey, the sisters encountered **Halspin the Stung** (NG male catfolk beast singer) and **Joon-Seo** (LN male samsaran song striker), whom they grew close to and invited to join their fighting team.

The sisters are practitioners of battle dancing, a martial art that emphasizes constant motion, which made its way from western Garund to Minata in previous centuries. In combat, Amihan and Maalya use their constant movement to make themselves difficult targets and mislead opponents into creating openings. The sisters have honed their battle dancing techniques to work better together. During a fight, the sisters move in a hypnotic, tandem step that is both beautiful and deadly, working together to outmaneuver a foe.

Amihan and Maalya dance to the songs of Halspin the Stung. The catfolk uses his morin khurr to



walking in the footsteps of his older brother, Tino dedicated himself to master 101 unique fighting styles from across Golarion. He set off from home and traveled Quain to expand his knowledge.

Tino traveled to Quain's Dragon Temple and learned the teachings of Irori. During his stay, he befriended **Takatorra** (LN nonbinary tengu swordmaster), a fellow Quain native training at the same temple, and invited them to join him on his quest. In addition to their mastery of the sword (and their seemingly insatiable sweet tooth), Takatorra proved a capable strategist, able to analyze combatants and their weaknesses to better overcome them in combat. This ability proved useful when a greedy but kind-hearted highway bandit

named **Ji-Yook** (N female kitsune ninja) attempted to steal Tino's coin pouch. The two came to blows while Takatorra, nibbling a biscuit and watching from the sidelines, offered more commentary than encouragement. Tino, having never faced a ninja before, relished this fateful meeting with Ji-Yook. Likewise amused with their scrabble and ensuing stalemate, Ji-Yook accepted Tino's offer as a traveling partner and brought along her friend, **Yabin the Just** (N male nagaji sorcerer), so named because of his elaborate personal credo and his habit of attempting to mediate disputes that have nothing to do with him.

Since joining up, the group has continued their travels across Tian Xia, becoming good friends in the process. Tino is the group's unofficial leader, inspiring the rest with his honorable heart and desire to see the good in others. Recently, the group earned the attention of Hao Jin and an invitation to the Ruby Phoenix Tournament, and Tino saw it as the perfect chance to learn techniques from beyond his nation's shores. With the support of his friends, Tino entered the team, and the group made the journey to Goka.

WINTER'S ROAR

Masters of the frosty wilderness in the Lands of the Linnorm Kings, the team members of Winter's Roar fight with brutal precision. The team's leader, **Urnak Lostwind** (NG male half-orc viking) commands an

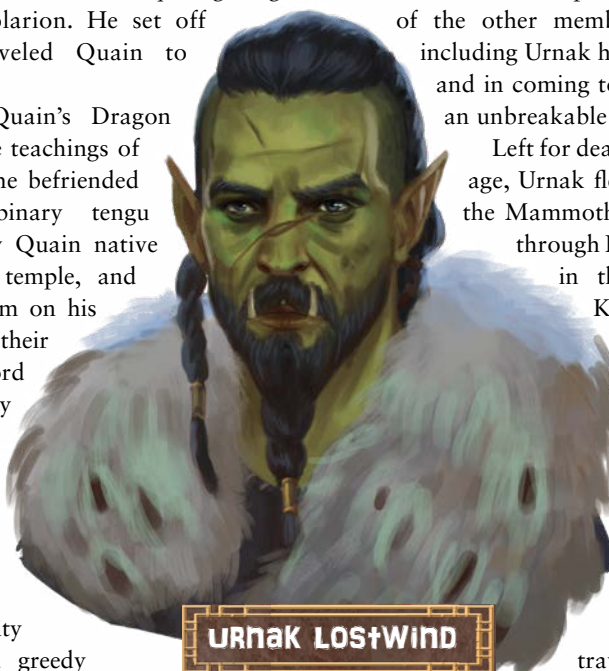
admirable degree of loyalty from his companions. This is in no small part due to Urnak's acceptance of the other members. All of Winter's Roar, including Urnak himself, are outcasts of a sort, and in coming together the four have forged an unbreakable bond.

Left for dead with his siblings at a young age, Urnak fled Belkzen for the Realm of the Mammoth Lords, eventually traveling through Irrisen and ending his journey in the Lands of the Linnorm Kings. In Irrisen, Urnak met **Juspix Rammel** (N male halfling witch), a halfling who had somehow gained powers like those of the local Jadwiga winter witches. This power had earned him only ire from other spellcasters, though, and so Juspix appreciated finding a friend in the traveling Urnak. In the Lands of the Linnorm Kings, the two met

Huldrin Skolsdottir (LN female human shieldmaiden) and **Troff Frostknuckles** (N male hobgoblin brawler). The former was a disgraced Ulfen warrior and the only surviving member of her clan. The latter had faced a similar situation after fleeing the slaughter of his own group. The two found kinship in each other and later in Urnak and Juspix.

Since joining together, the fighters of Winter's Roar have slowly worked toward their goal of each slaying a linnorm to earn the title of Linnorm Kings and claim their own kingdom. None have yet pursued an actual hunt, instead focusing on improving their skill to ensure they can earn their desired glory and power. When Urnak learned of the upcoming Ruby Phoenix Tournament, he saw it as a perfect opportunity to test their prowess and earn additional prestige and finances to aid with their new kingdoms. The group gathered their resources and made the dangerous trek across the Crown of the World to enter the tournament.

In combat, Urnak unleashes a fury that empowers his blows with frost magic. Juspix uses his ice magic to manipulate the battlefield and isolate crucial targets. Huldrin holds the frontline, standing alongside Urnak or Troff, defending her fellow warriors. Troff makes use of his fancy footwork to vault around the battlefield, creating openings with his dizzying speed and striking with his enchanted gauntlets.



URNAK LOSTWIND





ADVENTURE TOOLBOX

CAMPAIGN ADVICE

As Game Master, you'll want to keep the following advice in mind while running the Fists of the Ruby Phoenix Adventure Path.

Memorable Allies and Enemies: As any Game Master who's lovingly detailed a summarily ignored NPC can attest, it can be difficult to predict which NPCs your players will latch onto in the course of a campaign. As written, these adventures assume the player characters will bond with Tino's Toughest and come to despise the Lightkeepers, but with so many different fighters and teams running about, unlikely friendships and rivalries may occur. We suggest that you stick to the script for the first two chapters of this adventure, but be open to swapping out some of the tournament's final eight teams at the outset of Chapter 3 if your players have grown attached to different ancillary NPCs. In this case, you can still use the stat blocks as written; just keep track of the names and identifying features you are substituting to ensure continuity.

Prepare for Fighting: Because this Adventure Path centers on Golarion's largest fighting tournament, each adventure comes packed with combat encounters, most against diverse humanoid opponents with different motivations, fighting styles, strengths, and weaknesses. You can run these encounters on the fly if your group is primarily focused on roleplaying the story, but for a true tactical experience and strategic challenge, everyone will benefit greatly if you take the time to really study these adversaries' stat blocks, weapons, and abilities beforehand.

Set the Stage: Some simple ambience at the table can greatly enhance your Ruby Phoenix Tournament experience. Consider cuing up some sound effects like the audience's cheers and boos, using a cardboard box to prop up your map of the center stage arena, or encouraging your players to wear matching team colors to really get into the spirit of the campaign.

CAMPAIGN OVERVIEW

Over the course of the three-volume Fists of the Ruby Phoenix Adventure Path, the player characters qualify for the Ruby Phoenix Tournament; compete for the grand prize; and save the event, their new friends, and even the Ruby Phoenix herself from the machinations of an evil interplanar interloper.

DESPAIR ON DANGER ISLAND

By Luis Loza

Pathfinder Adventure Path #166, Levels 11–14

The player characters compete against 31 other teams on Bonmu, also known as "Danger Island," for a chance at earning one of the eight spots in the Ruby Phoenix Tournament.

READY? FIGHT!

By David N. Ross

Pathfinder Adventure Path #167, Levels 15–17

The Ruby Phoenix Tournament begins! The characters must prove their skill in a double-elimination bracket against seven other qualifying teams, including their villainous rivals the Lightkeepers. But before the final results, the city descends into chaos as the kaiju Mogaru storms through the city, driven there by the Lightkeepers' patron, an evil axiomite named Syndara the Sculptor.

KING OF THE MOUNTAIN

By James Case

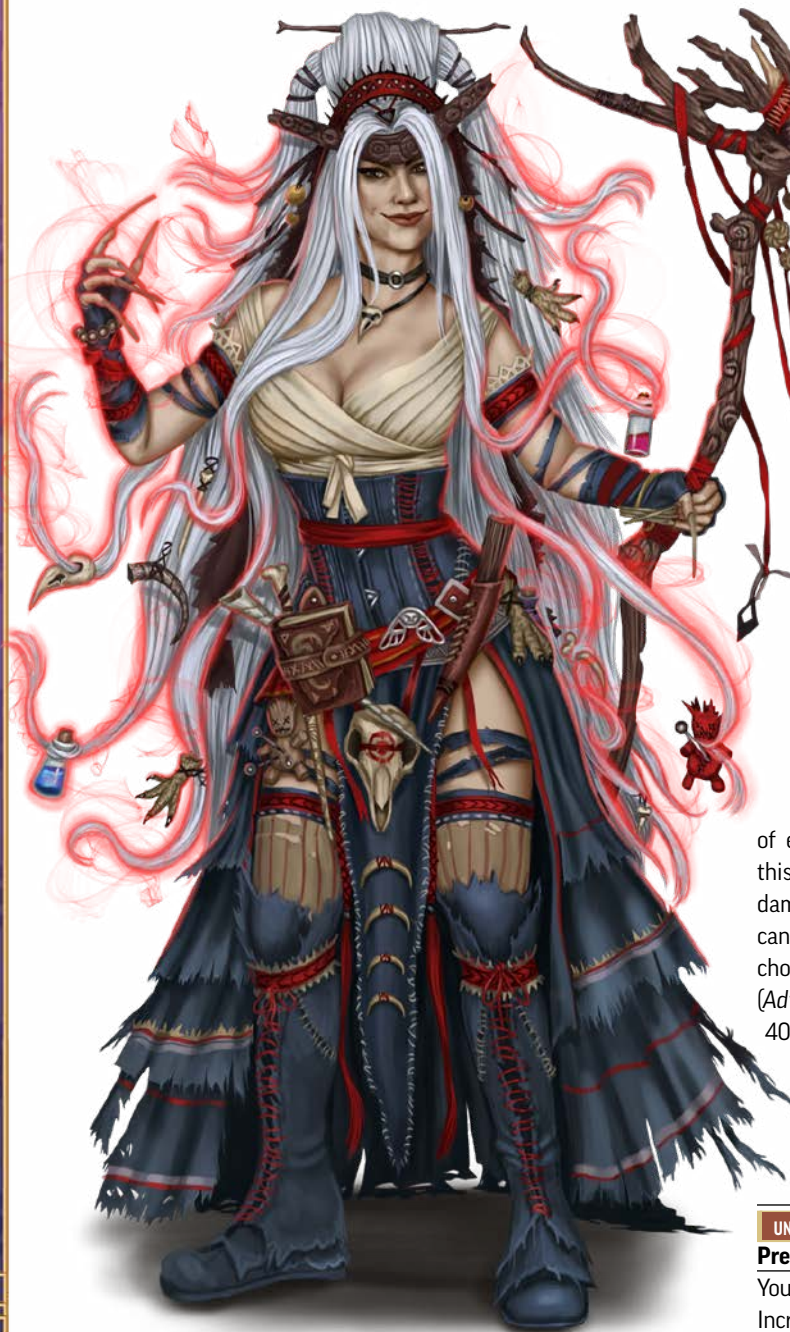
Pathfinder Adventure Path #168, Levels 18–20

The player characters discover that both Hao Jin and the Lightkeepers have disappeared. In order to finish the competition and earn their prize, the characters must track the Ruby Phoenix across the Wall of Heaven to an island demiplane controlled by her ancient enemy Syndara. The heroes face off against the now-monstrous Lightkeepers and Syndara himself in order to deactivate the demiplane, save Hao Jin, and win the tournament.



FEATS

The player characters might learn some of these techniques from friends and rivals during their stay on Bonmu, allowing them to select the feats the next time they would gain a feat. Surviving combat against Syu Tak-nwa (page 63) allows the characters to take the three witch feats, while defeating or impressing the Ahmoza twins (page 47) allows them to take Entwined Energy Ki. Lighting the candles and praying in the temple of Irori's prayer room (area A8, page 16) gives them access to Wronged Monk's Wrath.



SYU TAK-NWA'S SKILLFUL TRESSES

FEAT 4

UNCOMMON WITCH

Prerequisites Living Hair (*Advanced Player's Guide* 102)

You can expertly control your living hair and use it to perform various tasks. You can perform simple Interact actions with your hair such as opening an unlocked door or picking up objects. Your hair can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish. Your hair can hold items of up to 1 Bulk, but can't Activate or attack with any items it's holding.

SYU TAK-NWA'S DEADLY HAIR

FEAT 6

UNCOMMON WITCH

Prerequisites Living Hair (*Advanced Player's Guide* 102)

Your hair unarmed attack deals 1d6 bludgeoning damage and gains the grapple trait.

SYU TAK-NWA'S HEXED LOCKS

FEAT 8

UNCOMMON WITCH

Prerequisites Living Hair (*Advanced Player's Guide* 102)

Your hair unarmed attack gains the reach trait. You can deliver hexes through your hair. When you successfully cast a hex focus spell that requires 2 or more actions to cast and that doesn't require a spell attack roll, if your target is within your reach, as part of the spellcasting activity you can make a hair Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect.

ENTWINED ENERGY KI

FEAT 10

UNCOMMON MONK

You can transform your inner power into a type of energy to empower your ki abilities. When you gain this feat, choose either acid, cold, electricity, fire, or sonic damage. When you cast *ki blast* (*Core Rulebook* 401), you can choose to have the spell deal the type of damage you chose instead of force damage. When you cast *ki form* (*Advanced Player's Guide* 229) or *ki strike* (*Core Rulebook* 401), add the type of damage you chose to the list of damage types you can select for the spell.

Special At the GM's discretion, this feat can alter other ki spells.

WRONGED MONK'S WRATH

FEAT 10

UNCOMMON MONK

Prerequisites ki spells

You gain the *wronged monk's wrath* ki spell (page 77). Increase the number of Focus Points in your focus pool by 1.

MAGIC ITEMS

The player characters can find the following new magic items on Bonmu. The characters are tasked with acquiring a *phoenix necklace* at the outset of the adventure (page 7) and Hao Jin transforms it into the *phoenix fighting fan* at the beginning of Chapter 3 (page 57). The *Bonmuan swapping stones* are a reward for destroying the watchtower spirits at area I (page 35).

BONMUAN SWAPPING STONE

ITEM 11+

UNCOMMON CONJURATION CONSUMABLE MAGICAL TELEPORTATION

Usage held in 1 hand; **Bulk** –

Activate ♦♦♦ Interact

This small, opalescent stone glows with a light that constantly shifts between colors. When you activate the stone, you throw it into a space within 100 feet. The stone then casts *dimension door* on you and transports you to itself. This destroys the stone.

You can instead hurl the stone at a creature in an attempt to bring that creature closer to you. Make a ranged Strike against a creature using your highest proficiency with a ranged weapon. The *swapping stone* has a range increment of 15 feet. On a hit, the stone shatters against the creature, casting *dimension door* on the creature and causing it to instantly teleport to a space adjacent to you. An unwilling creature can resist this teleportation with a successful DC 28 Will save.

Type lesser swapping stone; **Level** 11, **Price** 300 gp

Type moderate swapping stone; **Level** 14, **Price** 600 gp

The Will save DC is 31.

Type greater swapping stone; **Level** 17, **Price** 3,000 gp

The Will save DC is 37.

Type major swapping stone; **Level** 20, **Price** 9,000 gp

The Will save DC is 43.

PHOENIX FIGHTING FAN

ITEM 20

RARE ARTIFACT CONJURATION HEALING MAGICAL

Usage held in 1 hand; **Bulk** L

This elegant +3 greater striking flaming silver fighting fan (*Pathfinder Lost Omens: Gods & Magic* 120) features sharp silver feathers instead of traditional paper leaves in its design.

Activate ♦♦♦♦ command, envision, Interact; **Frequency** once per day; **Effect** You call upon the fan's extradimensional powers to trap a creature in Hao Jin's repository, a small demiplane that holds the countless relics Hao Jin collected

over her lifetime (though a trapped creature cannot interact with any of these relics). The fighting fan casts *maze* on a creature within 30 feet. The fan automatically Sustains the Spell as long as you Strike a creature with it each round. The Survival or Perception DC to escape the demiplane is 34. The spell ends once the creature escapes, you fail to Strike a creature with the fan during a round, or after 1 minute, whichever comes first.

Activate 10 minutes (envision, Interact); **Effect** The fan casts 8th-level *raise dead*, consuming the *phoenix fighting fan* in the process.

PHOENIX NECKLACE

ITEM 20

RARE ARTIFACT HEALING MAGICAL NECROMANCY

Usage worn necklace; **Bulk** –

This brilliant jewelry is made from fine silver interwoven with a uniquely malleable form of ruby that causes the necklace to glimmer like a flickering fire. Hao Jin created the necklaces to mitigate the potential of death during the Ruby Phoenix Tournament pre-qualifier, and she specially attuned each *phoenix necklace* to the silver feathers she created for the pre-qualifying round. While the silver feathers themselves aren't magical,

they are required to activate the necklace's power. Each team starts with 3 feathers hidden in their headquarters; they acquire more through challenges and events. Additionally, the tournament emissary's enforcers have the ability to deliver messages to the necklace's wearer at any time by casting *sending*, though the wearer can't respond.

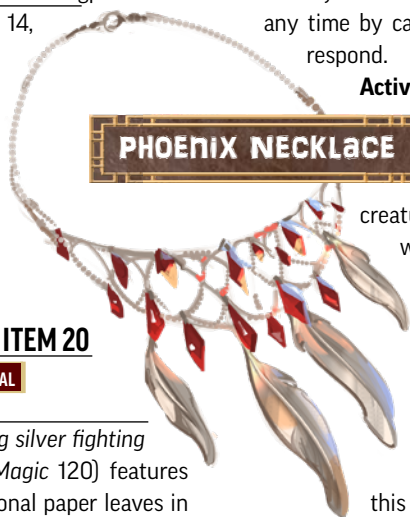
Activate ♦♦♦♦ command, envision; **Effect**

You select any number of willing creatures you can see within 30 feet, including yourself. The selected creatures can make nonlethal attacks without taking a penalty to their attack rolls. This effect remains in place until you remove the necklace or use this activation again.

Activate 10 minutes (envision, Interact); **Effect** The necklace consumes one of the attached silver feathers and casts 7th-level *raise dead*. Activating this ability is particularly costly and every activation requires consuming one more

silver feather than the previous activation.

Destruction Once a *phoenix necklace* has 10 silver feathers attached, Hao Jin can transform the necklace into a *phoenix fighting fan*, a process which requires 3 Interact actions.





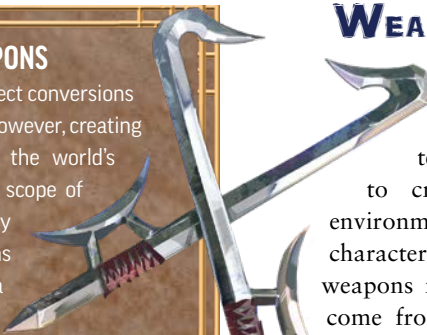
WEAPONS OF TIAN XIA

ADAPTING WESTERN WEAPONS

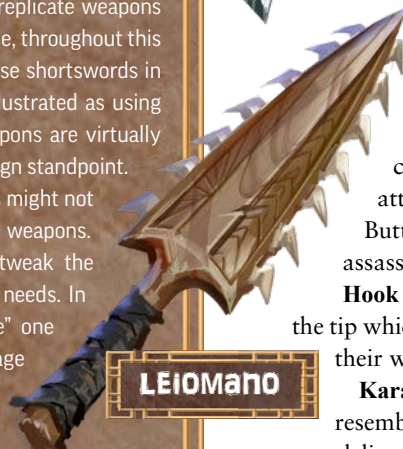
Many weapons of Tian Xia are direct conversions of weapons from the real world. However, creating a list of all weapons from all the world's different cultures is beyond the scope of this adventure. Thankfully, many of the most well-known weapons of eastern and southeastern Asia are similar to the weapons already featured in Pathfinder.

Rather than take the time to recreate the abilities of every weapon, consider using statistics for existing weapons to replicate weapons missing from the game. For example, throughout this Adventure Path, characters who use shortswords in their stat blocks are sometimes illustrated as using a Chinese jian, since the two weapons are virtually indistinguishable from a game design standpoint.

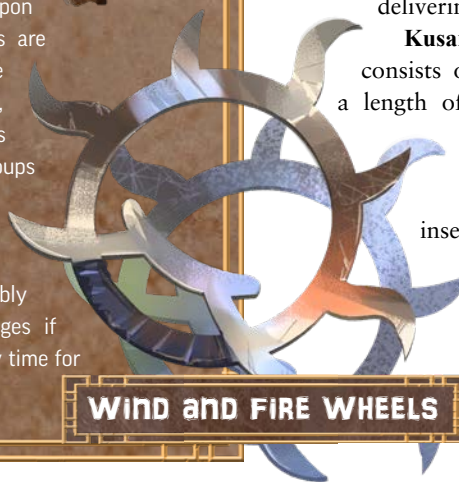
On the other hand, some groups might not be satisfied reskinning existing weapons. GMs and players might instead tweak the statistics of weapons to suit their needs. In general, you should not “increase” one facet of a weapon (such as its damage die) without “decreasing” some other aspect of the item (such as removing a desirable weapon trait). Even so, not all traits are created equal; swapping the versatile trait for the agile trait, for example, can have serious mechanical implications. Groups that decide to alter existing weapon stats should be prepared to adjudicate these changes at the table and possibly alter or entirely undo changes if they lead to an unsatisfactory time for the group.



HOOK SWORDS



LEIOMANO



WIND AND FIRE WHEELS

Each diverse culture in Tian Xia boasts its own long and storied tradition of combat and martial techniques. Naturally, this leads to creating weapons unique to their environments and histories. If the player characters come from a region in Tian Xia, the weapons featured below are common. If they come from another region, the weapons are uncommon.

WEAPON DESCRIPTIONS

The following physical descriptions correspond to the weapons listed on the table at the bottom of this page.

Butterfly Sword: This short, single-edged sword typically features a cross guard that helps catch oncoming attacks. It is the preferred weapon of Butterfly Blades—highly skilled Gokan assassins.

Hook Sword: This long sword has a hook near the tip which makes it easy to snag an opponent or their weapons.

Karambit: This small curved blade resembles a tiger's claw and is capable of delivering deep wounds.

Kusarigama: This impressive weapon consists of a weight attached to a kama via a length of chain, which aids with disarming an opponent or attacking from a distance.

Leiomano: This thick club is inset with sharp teeth, typically from a shark, that easily tear flesh. It is the preferred weapon of many Minatan warriors.

Wind and Fire Wheel: This large, flat steel ring features several protruding blades typically stylized to resemble flames.

TABLE: TIAN MELEE WEAPONS

Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Kusarigama	2 gp	1d8 S	1	2	Knife	Disarm, monk, reach, trip, versatile B
Leiomano	2 gp	1d6 B	1	1	Club	Deadly d10, versatile S
Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Butterfly sword	2 gp	1d4 S	L	1	Sword	Agile, disarm, finesse, monk, parry, twin
Hook sword	3 gp	1d6 S	1	1	Sword	Disarm, monk, parry, trip, twin
Karambit	2 gp	1d4 P	L	1	Knife	Agile, fatal d8, finesse, versatile S
Wind and fire wheel	2 gp	1d6 S	L	1	Knife	Agile, disarm, finesse, monk, parry, twin, versatile P

SPELLS

The player characters can gain access to the *aura of the unremarkable* spell by taking the Butterfly Blade archetype (page 78), *wronged monk's wrath* by taking the Wronged Monk's Wrath feat (page 74), and *return beacon* by visiting all five transport towers (page 28).

AURA OF THE UNREMARKABLE

SPELL 6

UNCOMMON ILLUSION MENTAL

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Area 30-foot emanation

Duration sustained up to 1 minute

You and allies in the area appear to be completely innocuous to other creatures within the spell's area, regardless of the actions you're committing. For example, if you and your allies are loudly interrogating a local for information or aiming a crossbow at a noble from a balcony, creatures who can see you might not think this is unusual. Non-allied creatures in the emanation must attempt a Will save.

Critical Success The creature sees your actions as they really are and announces them as such. All other creatures in the area gain a +1 circumstance bonus to their Will saves to recognize your actions as they really are.

Success The creature sees your actions as they really are.

Failure The creature believes your actions are normal and unworthy of concern.

Critical Failure The creature believes you are performing other actions entirely, such as helping a local or waving to a noble, as determined by the GM. The creature doesn't have a chance of remembering events normally.

Any hostile actions by you or your allies against a creature or its allies break the effect of the spell for that creature. So, for example, if an interrogated local's friends or threatened noble's guards saw your actions, they would be unaffected by this spell. When the spell ends (or when affected allies move outside the range of the emanation), observers see things normally but the altered perceptions from earlier events remain in mind. Each mention of the events as noteworthy, such as being questioned about them by an authority figure, grants the target another Will save to break the effect and remember things normally (unless the creature critically failed their save).

RETURN BEACON

SPELL 5

UNCOMMON CONJURATION TELEPORTATION

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range 30 feet

Duration 1 hour

You create a unique planar beacon somewhere within the spell's range that remains in place. The beacon is invisible except when detected by *detect magic*, in which case it looks

like a 10-foot-wide tower of bright light stretching into the sky. At any time during the duration of the beacon, you can complete a 1-minute activity, which has the concentrate and manipulate traits, to focus on the beacon and transport yourself and any items you're wearing and holding from your current space to the location of the beacon. Transporting yourself in this way ends the spell. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the beacon collapses, ending the spell, and the transportation attempt fails.

Casting *return beacon* while a beacon is active causes the previous *return beacon* spell to end. If you are not within 1 mile of the beacon, your attempt to transport yourself to the beacon fails. If a solid object is in the same space as the beacon when you transport yourself, you arrive in the nearest open space to the beacon. If there is not an open space within 30 feet of the beacon, your attempt to transport yourself fails, but the beacon remains intact.

Heightened (7th) The duration is 8 hours and you can transport yourself to the beacon from up to 100 miles away.

Heightened (8th) The duration is 24 hours and you can transport yourself to the beacon from up to 1,000 miles away. In addition, you can bring 1 willing ally you touch with you when you transport to the beacon.

Heightened (9th) The duration is 1 week and you can transport yourself to the beacon from anywhere on the same plane. In addition, you can bring up to 4 willing allies you touch with you when you transport to the beacon.

Heightened (10th) The duration is unlimited and you can transport yourself to the beacon from any distance, even across other planes. In addition, you can bring up to 8 willing allies you touch when you transport to the beacon.

WRONGED MONK'S WRATH

FOCUS 5

UNCOMMON ELECTRICITY EVOCATION FORCE MONK

Cast ♦ to ♦♦♦ somatic, verbal

Area 5-foot emanation or more

Saving Throw Reflex

You unleash your ki as a powerful storm of force and lightning, dealing 2d6 force damage and 2d12 electricity damage to creatures in the area. If you use 2 actions to cast the spell, increase the size of the emanation to 10 feet and the damage to 3d6 force damage and 3d12 electricity damage. If you use 3 actions to cast the spell, increase the size of the emanation to 20 feet and the damage to 4d6 force and 4d12 electricity damage. Each creature attempts one basic Reflex save that applies to both types of damage. On a failed save, the creature is deafened for 1 round; on a critical failure, the creature also takes 2d12 persistent electricity damage and is deafened for 1 minute.

Heightened (+2) The force damage increases by 1d6 and the electricity damage by 1d12, or 2d6 and 2d12 if you use 2 or 3 actions.



BUTTERFLY BLADE ARCHETYPE

You've trained in one of Goka's oldest traditions of espionage, intimidation, and combat mastery. You use your skills to learn about your enemies and cut them down with your mastery of the butterfly sword.

Additional Feats: **4th** Clever Gambit (*Advanced Player's Guide* 134), Combat Assessment (*Advanced Player's Guide* 126), Quick Draw (*Core Rulebook* 172); **6th** Dread Striker (*Core Rulebook* 184)



BUTTERFLY BLADE DEDICATION

FEAT 4

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in butterfly swords

Access Defeat a member of the Butterfly Blades in a sanctioned bout (page 59).

You become trained in Deception and Stealth; if you were already trained, you become an expert instead. Whenever your proficiency rank in any weapon increases to expert or beyond, you also gain that new proficiency rank with butterfly swords. You gain access to butterfly swords (page 76).

Special You cannot select another dedication feat until you have gained two other feats from this archetype.

BUTTERFLY'S KISS

FEAT 6

ARCHETYPE

Prerequisites Butterfly Blade Dedication

You can make nonlethal Strikes with a butterfly sword without taking a penalty.

BUTTERFLY'S STING

FEAT 6

ARCHETYPE

Prerequisites Butterfly Blade Dedication

You gain the sneak attack class feature (*Core Rulebook* 181). You don't increase the number of dice as you gain levels.

MASTERMIND'S EYE

FEAT 6

ARCHETYPE

Prerequisites Butterfly Blade Dedication

When you succeed at identifying a creature using Recall Knowledge, that creature is flat-footed against your attacks until the start of your next turn; if you critically succeed, it's flat-footed against your attacks for 1 minute. This feat serves as the rogue's mastermind racket (*Advanced Player's Guide* 134) for the purpose of meeting prerequisites.

DEADLY BUTTERFLY

FEAT 8

ARCHETYPE

Prerequisites Butterfly Blade Dedication

You gain access to the butterfly sword's critical specialization effect. If you already had access to the critical specialization effect or you gain the effect at a later time, you also gain the critical specialization effect for knives when you critically hit with a butterfly sword. You can benefit from only one critical specialization effect at a time.

INNOCENT BUTTERFLY

FEAT 14

ARCHETYPE

Prerequisites Butterfly Blade Dedication

You know how to alter the perceptions of others. You can cast *aura of the unremarkable* (see page 77) once per day as an innate arcane spell. The spell uses your class DC or spell DC, whichever is higher.



GHOST EATER ARCHETYPE

The warriors of Minata frequently contend with lost spirits of the Taumatan people that haunt their shattered lands to this day. These Minatan warriors, known as ghost eaters around Bonmu, travel the countless islands of Minata and offer their skills to exorcists and priests. When working in such a partnership, ghost eater's main task is to destroy a spirit in order to give their holy comrade time to learn about the individual soul and finally put it to rest.

Characters can gain access to this archetype from Ingdani (page 7) after they retrieve the *phoenix necklace* from the temple of Irori (page 21).

GHOST EATER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Occultism or Religion

You have trained as a ghost eater, a hunter specialized in the destruction of spirits. You know how to channel your own spiritual energy to harm spirits. Your weapon and unarmed attack Strikes become magical. Against incorporeal creatures, they also gain the effects of a *ghost touch* property rune.

Special You cannot select another dedication feat until you have gained two other feats from this archetype.

REACH BEYOND

FEAT 4

ARCHETYPE

Prerequisites Ghost Eater Dedication

You've learned to move your spiritual energy past yourself to attack spirits where others can't. You can make melee Strikes against incorporeal creatures that are inside solid objects as long as the object is within your reach. An incorporeal creature inside of a solid object is hidden, requiring you to succeed at a DC 11 flat check when you target it. You can spend an action, which has the concentrate trait, to focus on a creature inside of a solid object. If you do, the next melee Strike you make this turn requires you to succeed at only a DC 6 flat check to affect the creature.

DISRUPTING STRIKES

FEAT 6

ARCHETYPE

Prerequisites Ghost Eater Dedication

You call forth positive energy from within to help you destroy undead. Your weapon and unarmed Strikes gain the effects of a *disrupting* property rune until the start of your next turn.

If you're 14th level or higher, your Strikes instead gain the effects of a *greater disrupting* property rune. The DC for the rune's effect is equal to your class DC or spell DC, whichever is higher.

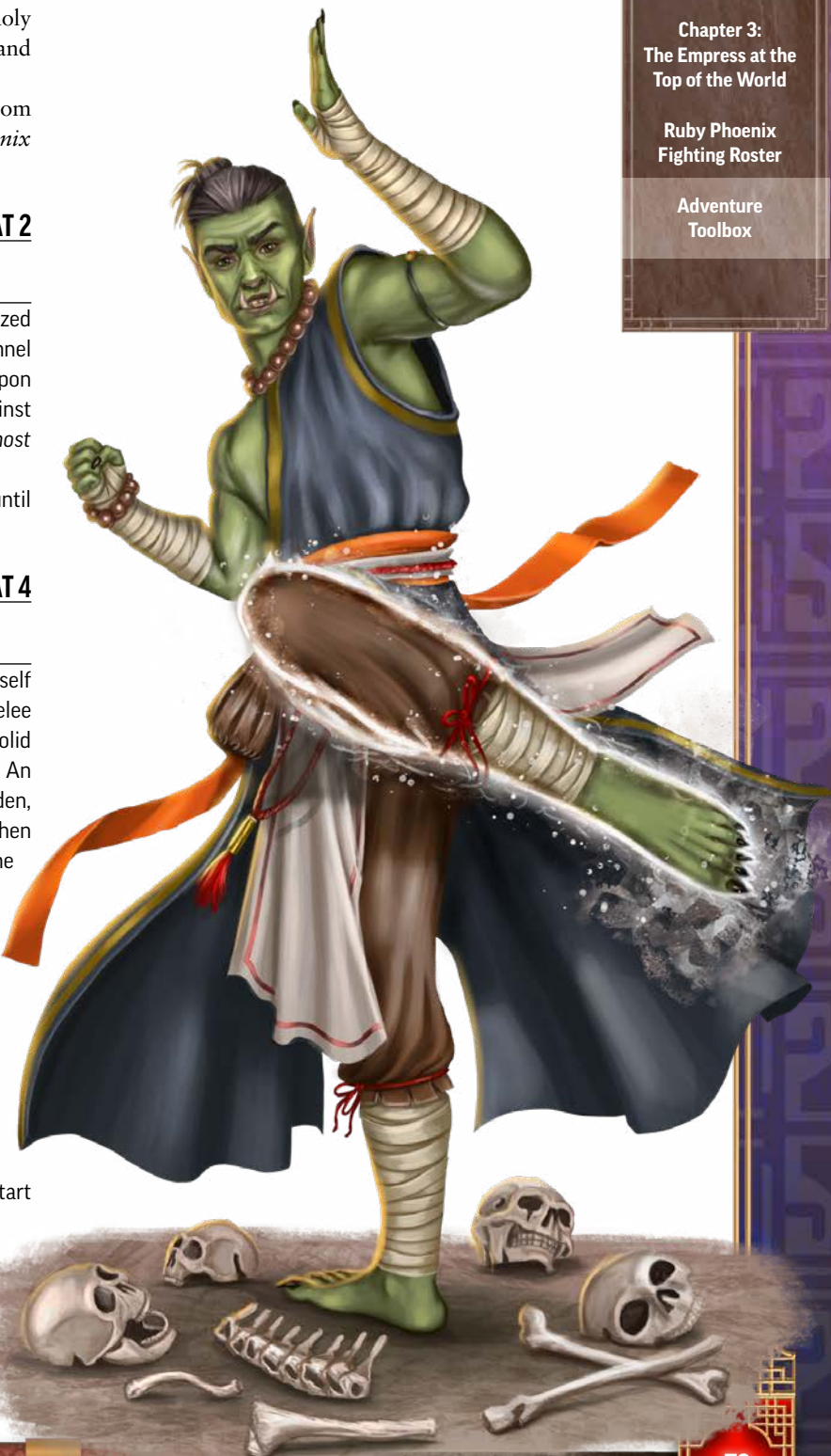
CROSS THE THRESHOLD

FEAT 16

ARCHETYPE

Prerequisites Ghost Eater Dedication

You can cast *ethereal jaunt* as an occult innate spell once per day. You don't need to Sustain the Spell; instead, it lasts for 10 minutes or until you choose to return to your material form as a free action.



Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

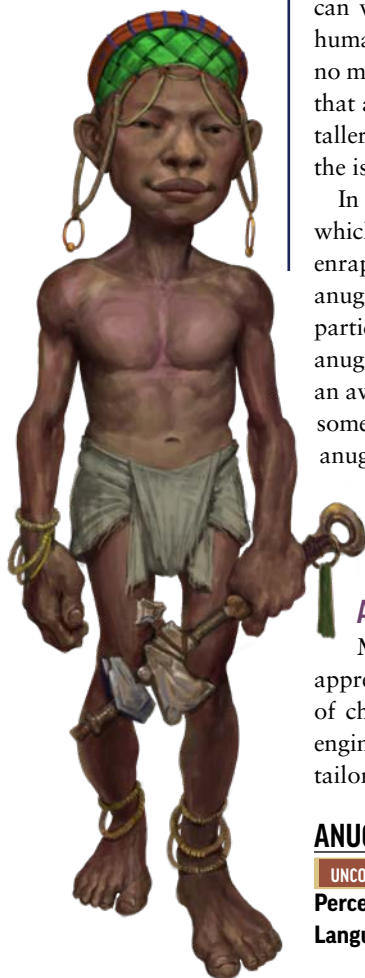
Ruby Phoenix
Fighting Roster

Adventure
Toolbox



ANUGOBU WORKSHOPS

An anugobu's inherent magical powers manifest a unique extradimensional space that they call their workshop. Most anugobus keep all their belongings within this space. Of course, anugobus know that this security system isn't foolproof, since the workshop is visible whenever an anugobu is inside. Thus, to further secure their workshops anugobus, tend to open the extradimensional portal into solid surfaces like walls. When the space is used in this way, the anugobu can step inside, but other any creatures' attempts to do so are foiled by the solid matter in the way.



ANUGOBU

Renowned in Tengah folklore as divinely gifted artisans and crafters, anugobus are a curious group of tiny humanoids native to the central islands of Minata. Countless stories describe anugobus sneaking around Minatan cities to tinker with and improve upon other humanoids' structures and architecture.

Owing to their slight stature and relatively frail bodies, anugobus are said to be particularly shy of larger peoples and creatures. Whether under cover of darkness, during a festival that draws people away from their domiciles, or simply whenever they think they're unseen, anugobus in folklore perform their wondrous restorations and crafting projects in secret nearly without exception. Many popular Tengah stories feature homes ruined by a natural disaster that are then magically restored the next morning or unfinished projects like half-built bridges that are mysteriously completed while its workers wonder at how this was accomplished.

According to most legends, anugobus are unparalleled masters of architecture and engineering and use this expertise to erect complex structures or greatly improve upon already-existing buildings. Some have questioned these extraordinary stories, but anyone who witnesses an anugobu walk on the walls and ceilings of buildings while improving them knows that such tales aren't that far-fetched.

In reality, anugobus are as diverse as any species of humanoid, though they all possess innate gifts for mending and construction, and they can walk on walls and ceilings. Anugobus resemble exceptionally small humans with superficial similarities to Tian-Sings. Most anugobus stand no more than 2 feet tall and weigh about 30 pounds—a diminutive stature that allows them to move in and out of crevices and remain unnoticed by taller folks. Nearly all verifiable anugobu encounters have taken place on the isles of Minata.

In many anugobu cultures, each anugobu seeks an ultimate life goal, which they call their wonder. A wonder is any particular project that enraptures an anugobu in a way no other will. Any project can be an anugobu's wonder, from repairing a majestic cathedral to hunting a particularly dangerous animal to exploring a mysterious cave. When an anugobu discovers their wonder, it's not uncommon for them to fall into an awestruck trance and commit themselves fully to completing the work, sometimes binging on the project for days or weeks at a time. When an anugobu finishes the last minute details on their wonder, their life's work is considered complete, and they spend the rest of their days aiding other anugobus with their own journeys or taking on apprentices to pass on their skills.

ANUGOBU APPRENTICE

Most young anugobus undertake not just one, but many apprenticeships in order to learn advanced techniques in their trade of choice. The apprentice depicted here specializes in construction and engineering, but an anugobu is just as likely to take up cooking, hunting, tailoring, or really anything that piques their interest.

ANUGOBU APPRENTICE

CREATURE 3

UNCOMMON CN TINY ANUGOBU HUMANOID

Perception +12; low-light vision

Languages Anugobu, Common, Sylvan, Terran

Skills Acrobatics +10, Athletics +6, Crafting +13, Diplomacy +8, Engineering Lore +13, Stealth +10, Survival +7

Str -1, **Dex** +3, **Con** +1, **Int** +4, **Wis** +0, **Cha** +3

Items artisan's tools

AC 17; **Fort** +8, **Ref** +12, **Will** +7

HP 35

Speed 20 feet; stone step

Melee ♦ hammer +8 (agile), **Damage** 1d8+2 bludgeoning

Melee ♦ chisel +8 (agile, parry, versatile B), **Damage** 1d6+2 piercing

Melee ♦ foot +10 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

Ranged ♦ hammer +12 (agile, thrown 20 feet), **Damage** 1d8+2 bludgeoning

Occult Innate Spells DC 20, attack +12; **2nd** *dispel magic*, *mending* (at will); **1st** *create water*, *floating disk*, *unseen servant* (at will); **Cantrips** (2nd) *prestidigitation*, *telekinetic projectile*

Planar Workshop An anugobu is intrinsically connected to small, pocket dimension that they typically refer to as their workshop. The workshop is an extradimensional 10-foot cube. The workshop holds an anugobu's collected tools and materials. An anugobu can enter or leave their planar workshop as an action, which has the concentrate and manipulate traits. The anugobu gains resistance 5 to all damage (except force) and concealment while within the workshop. The workshop is only visible while the anugobu is inside it.

Stone Step An anugobu can effortlessly stick to any worked or manufactured surface, allowing them to walk up walls and stand on ceilings.

ANUGOBU WONDERCRAFTER

Once an anugobu apprentice sets out on their own, they travel the world working on small projects here and there to maintain their skills. But an anugobu does not earn the honorable title of wondercrafter until they find their own wonder. Once they discover and finish such a wonder, the anugobu is considered fully mature. As a result of their station and experience, such anugobus possess skills and magic that far surpass most of their kind.

ANUGOBU WONDERCRAFTER

CREATURE 7

UNCOMMON CN TINY ANUGOBU HUMANOID

Perception +18; low-light vision

Languages Anugobu, Common, Sylvan, Terran

Skills Acrobatics +17, Athletics +12, Crafting +20, Diplomacy +15, Engineering Lore +20, Stealth +17, Survival +14

Str -1, **Dex** +4, **Con** +2, **Int** +6, **Wis** +1, **Cha** +4

Items sterling artisan tools

AC 23; **Fort** +13, **Ref** +19, **Will** +14

HP 90

Speed 20 feet; stone step

Melee ♦ hammer +14 (agile), **Damage** 2d8+5 bludgeoning

Melee ♦ chisel +14 (agile, parry, versatile B), **Damage** 2d6+5 piercing

Melee ♦ foot +16 (agile, finesse, nonlethal, unarmed), **Damage** 2d4+7 bludgeoning

Ranged ♦ hammer +18 (agile, thrown 20 feet), **Damage** 2d8+5 bludgeoning

Occult Innate Spells DC 25, attack +17; **4th** *blink*, *creation* (at will); **3rd** *mending* (at will); **2nd** *dispel magic*; **1st** *create water*, *floating disk*, *unseen servant* (at will); **Cantrips** (4th) *prestidigitation*, *telekinetic projectile*

Planar Workshop As anugobu apprentice.

Stone Step As anugobu apprentice.



ANUGOBU TOOLS

Anugobus need a bewildering variety of fine handmade tools for their crafts, and human-sized tools simply won't do. It's not uncommon for an anugobu to use dozens of custom-made tools for a single project or even craft a special tool for a single specific use. Though anugobus also wield useful magic, most prefer to work with their hands and supplement their handiwork with only the minor spells they're born with. To say nothing of their value as cultural artifacts, the tools in an anugobu's workshop are typically worth upwards of 300 gp in total.





KABOUROPHOBIA

Berberokas share an unusually intense fear of crabs, so many folktales suggest fishers bring a crab with them should they suspect a berberoka nearby. If no crab is available, clicking one's tongue or snapping one's fingers might suffice.

BERBEROKA

Berberokas are giant humanoids who live among forests and swamps, where they use their ability to swallow massive amounts of water to drain small ponds and lakes. Creatures who visit their favorite watering hole and find only an empty mud basin become prey for the berberoka, who hides in the brush and overwhelm their prey with a massive torrent of regurgitated water.

A berberoka's mottled backside—which resembles a bundle of local plants, small trees, and large rocks—grants them natural camouflage that allows them to hide in plain sight. Berberokas tend to disguise themselves as rock formations in the center of a dried-up waterbed while they lie in wait for passersby. In the tropical regions where berberokas are most common, locals know to give empty ponds a wide berth, regardless of the enticing fish flopping about. Hungry travelers, on the other hand, might see such bounty as a blessing from the gods, only to be swept up in the berberoka's deadly deluge.

BERBEROKA

CREATURE 15

UNCOMMON NE HUGE GIANT HUMANOID

Perception +26; darkvision, scent (imprecise) 60 feet

Languages Common, Jotun

Skills Athletics +31, Deception +27 (+31 to Impersonate a small mound or island in its native environ), Intimidation +25, Nature +26, Stealth +25, Survival +26

Str +8, **Dex** +4, **Con** +6, **Int** -1, **Wis** +3, **Cha** +4

Deep Breath A berberoka can hold their breath for 2 hours.

AC 36; **Fort** +29, **Ref** +23, **Will** +24

HP 310; **Weaknesses** fear of crabs

Attack of Opportunity ⤵

Fear of Crabs (emotion, fear, mental) If a berberoka sees a crab or crab-like creature, the berberoka must attempt a DC 33 Will save. They then becomes immune to the sight of that creature for 10 minutes.

Critical Success The berberoka is unaffected.

Success The berberoka becomes frightened 2.

Failure The berberoka gains the fleeing condition for 1 round and is frightened 4.

Speed 30 feet, swim 30 feet; 15 feet while waterlogged

Melee ♦ fist +31 (reach 15 feet), **Damage** 3d12+16 bludgeoning plus Grab

Greater Constrict ♦ 2d12+12 bludgeoning, DC 33

Consume Lake (manipulate) The berberoka drinks a prolific amount from an adjacent water source. If the water source is equal to or greater in volume than themselves, the berberoka consumes up to 1,500 gallons of water per minute and becomes waterlogged. They can release water at the same rate. While waterlogged, the berberoka can use Spray Water, their size grows to Gargantuan, and their Speed is reduced to 15 feet.

Spray Water ♦♦ **Requirements** The berberoka is waterlogged; **Effect** The berberoka sprays a blast of water in a 60-foot line. All creatures in the line take 6d8 bludgeoning damage (DC 35 basic Reflex save). On a failed save, a creature is knocked prone and pushed back 5 feet (10 feet on a critically failed save).



DROMORNIS

Dromornises are large, flightless, carnivorous birds that travel in packs to ambush prey. Their short, stubby wings may give them a comical appearance, but anyone who's been on the receiving end of the beast's powerful beak finds the experience less than amusing. Dromornis use their beaks to easily tear flesh and sinew from prey's bones, quickly dispatching sizable mammals like deer, tapirs, and primates. Particularly hungry or aggressive dromornises have even been known to attack humanoids. The bird's strong legs sport sharp talons that, while secondary in combat to its beak, can nonetheless trample and shred smaller creatures like rodents and amphibians caught underfoot.

While a lone dromornis is dangerous enough, a pack of dromornises can take down a den of bears or village of humanoids. A dromornis pack typically consists of three or four adults and up to five juveniles, all of whom work in tandem to overpower larger prey. Packs lie in wait for something like an anaconda, boar, buffalo or, in cases of desperation, a dinosaur to emerge, then move as one for a surprise strike. Dromornises aren't particularly intelligent, but they have been known to use an ingenious (if hazardous) decoy tactic, luring in massive prey by putting one of their own fledglings at risk.

Dromornises most often live in tropical jungles far from the reaches of civilization, though they sometimes make their homes in mountainside caves or along rocky coastlines. While most onlookers would be hard-pressed to tell one dromornis from another, dromornises maintain tight familial structures based on pheromones and scent glands, so it's obvious when a straggler from another family is trying to encroach on a pack's den. Such disputes over breeding grounds are common; a particularly prized dromornis den might change hands several times in the course of a year. Fights between dromornis packs are chaotic and swift, marked with the sounds of terrifying screeches and sprays of blood.

DROMORNIS

CREATURE 10

UNCOMMON N LARGE ANIMAL


Perception +19; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +18, Athletics +22, Deception +14, Stealth +20


Str +6, **Dex** +6, **Con** +4, **Int** -4, **Wis** +3, **Cha** -2


AC 28; **Fort** +20, **Ref** +21, **Will** +17

HP 150


Pack Ambush  **Trigger** Another dromornis within 10 feet **Strides**; **Effect** The dromornis **Strides** up to half its **Speed**.


Speed 30 feet

Melee  beak +22 (reach 10 feet), **Damage** 2d12+10 piercing plus 1d8 persistent bleed

Melee  talon +20 (agile), **Damage** 2d8+10 slashing plus 1d4 persistent bleed

Pack Attack Dromornises fight best while among their fellows. A dromornis deals 1d8 extra damage to any creature that's within reach of at least two of the dromornis's allies.

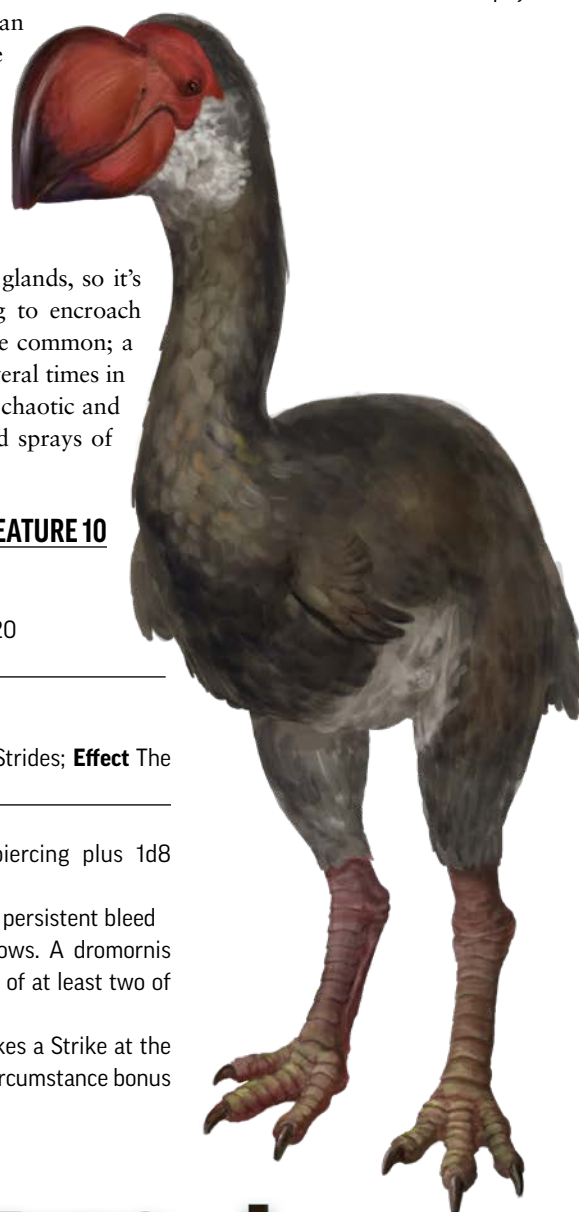
Rushing Attack  The dromornis suddenly **Strides** and makes a **Strike** at the end of its movement. During the **Stride**, it gains a +10-foot circumstance bonus to its **Speed**.

Trample  Medium or smaller, talon, DC 26



HUNTING DROMORNISES

Dromornis hides and beaks garner a relatively high asking price on markets. However, finding a dromornis is easier said than done, as they tend to claim dens in the remote parts of a jungle. Even once a hunter has found a dromornis den, they then have to contend with several of the birds at once, since dromornises almost never lair alone. Facing off against a pack is a deadly prospect, but might be well worth the trouble for an enormous payoff.





CALLING A HANTU

The spiritual nature of a hantu allows divine spellcasters to draw them forth with complex rituals. These rituals typically require a piece of the entity that the hantu embodies, such as a cup of water from a river or a bit of fur from a tapir. A successful ritual tugs a hantu toward the site of the ritual. A hantu typically listens to the requests of those who summoned it; whether it agrees to these requests, on the other hand, is another story.

HANTU

Hantus are manifestations of the powerful nature spirits that inhabit all things, from animals to objects to the environment itself. As spiritual representations of whatever they inhabit, hantus follow no preordained agenda. Some hantus choose to act as guardians, defending the forest or waterway that they represent, while others simply set out into the world and experience the wonders of life in ways that their physical form—be it a boulder, bamboo stand, or tapir—would typically be unable to enjoy.

Hantus are most well known in the archipelago of Minata, particularly in the southern islands of Rendah Pulu, where animists believe that hantus manifest in locations imbued with significant spiritual power. To the residents of Rendah Pulu, hantus exist as manifestations of their culture's anxieties, fears, and ills. An individual who encounters a hantu might interpret the meeting as a sign that they have dwelt for too long on their particular worries (or the opposite: they have ignored the source of their anxieties for too long).

Interestingly, although hantus are incorporeal, they still retain tangible characteristics as varied as hantus themselves.

Some give off a potent odor, such as the scent of durian or jasmine. Others leave corporeal droppings, such as literal animal waste or tufts of fur left on a tree trunk.

HANTU DENAI

When an environment such as a forest or stream is at risk of overhunting or overfishing, the land itself can manifest as a hantu denai in order to defend itself from overconsumption. Hantu denais stalk hunters and emit haunting cries of native fauna to scare off poachers, loggers, and other despoilers of nature before resorting to violence if necessary.

HANTU DENAI

CREATURE 9

UNCOMMON N LARGE BEAST HANTU INCORPOREAL SPIRIT

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Common (can't speak any language)

Skills Acrobatics +18, Deception +19, Nature +21, Stealth +20, Survival +21

Str -5, **Dex** +5, **Con** +2, **Int** +0, **Wis** +6, **Cha** +4

AC 22; **Fort** +17, **Ref** +18, **Will** +23

HP 125; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 8 (except force or ghost touch; double resistance vs. non-magical)

Sound Imitation A hantu denai that succeeds at a Deception check to Lie can mimic the sounds of any animal native to its environment. It adds a +4 circumstance bonus to this check.

Speed fly 25 feet

Melee ✦ claw +20 (agile, finesse, magical), **Damage** 2d6+8 slashing

Melee ✦ fangs +20 (finesse, magical), **Damage** 2d8+8 piercing plus Grab

Terrifying Cry ✦✦ (auditory, emotion, fear, mental) The hantu denai unleashes a loud animal cry to scare off nearby creatures. Each creature in a 120-foot emanation must attempt a DC 27 Will





save and is then immune to the hantu denai's Terrifying Cry for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is fleeing for 1 round and frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.

Sneak Attack A hantu denai's Strikes deal an additional 2d6 precision damage to frightened and flat-footed creatures.

HANTU BELIAN

The hantu belian represents the spiritual essence of a tiger and typically manifests as a ghostly bird perched on a tiger's back. Hantu belians commit acts of great destruction as well as restoration. They sometimes possess humanoids to cause great discord and devastation, though their intentions are typically borne of amusement or boredom rather than malice.

HANTU BELIAN

CREATURE 11

UNCOMMON N SMALL BEAST HANTU INCORPOREAL SPIRIT

Perception +24; darkvision

Languages Common

Skills Acrobatics +23, Athletics +20, Medicine +22, Stealth +19

Str -5, **Dex** +6, **Con** +0, **Int** +0, **Wis** +5, **Cha** +7

AC 27; **Fort** +19, **Ref** +21, **Will** +24

HP 150; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force or *ghost touch*; double resistance vs. non-magical)

Unrest Aura (emotion, enchantment, mental, occult) 30 feet. A creature that enters the emanation must attempt a DC 27 Will save. On a failure, the creature is confused until the end of its next turn (1 minute on a critical failure). During this confusion, the creature attempts to cause turmoil, using its actions to create disarray in its general vicinity by throwing around objects or scaring passersby. A creature that succeeds at its save is immune to all hantu belians' unrest auras for 1 hour. A hantu belian can suppress or resume the effects of this aura as an action, which has the concentrate trait.

Speed fly 35 feet

Melee ♦ claw +22 (agile, finesse, magical),

Damage 2d6+13 slashing

Melee ♦ beak +22 (finesse, magical), **Damage**

2d8+13 piercing

Occult Innate Spells DC 30, attack +22; **7th** possession; **6th** heal; **4th** remove curse; **3rd** fear, remove disease; **Cantrips (6th)** daze, light, prestidigitation, telekinetic projectile

Greater Possession A hantu belian can use its possession innate spell to possess a creature for up to 1 hour rather than 1 minute. While possessing a creature, the hantu uses its own Acrobatics, Athletics, and Stealth modifiers unless those of the possessed creature are higher.



OTHER HANTUS

Hantus can manifest from any manner of object or being, so an endless variety of the spirits exist. The following are some of the best-known examples of hantu kind.

Hantu Batu: These playful stone spirits throw rocks and pebbles with alarming frequency.

Hantu Beruk: These monkey spirits possess people (especially those with a naturally stoic or sober demeanor) and use their bodies to perform great acrobatic feats or perform mesmerizing dances.

Hantu Hutan: These jungle spirits defend their homes by shapeshifting into animals and plants to keep eyes on those who dare enter their domain.

Hantu Tinggi: These giant tree spirits tower above forest canopies. They tend to defend a location by using their great height to pick up intruders and place them elsewhere.





MONITOR ACID

Many alchemists prize the corrosive enzymes of a caustic monitor to enhance their own acidic concoctions and pay hunters handsomely for freshly gutted specimens. Harvesting a caustic monitor's acid requires a successful Crafting or Nature check against a very hard DC of the caustic monitor's level (DC 36 for most caustic monitors). On a success, the gutter gathers 2 doses of caustic monitor acid, or 4 doses on a critical success. Applying a dose of caustic monitor acid to an acid flask increases the persistent acid damage the flask deals on a hit by one damage die (from 1d6 to 2d6, for example). The monitor acid expires after 1 week.

LIZARD, CAUSTIC MONITOR

Caustic monitors are enormous lizards native to eastern Minata known and named for the corrosive enzyme in their mucus, saliva, and other bodily fluids. These corrosive fluids originally developed as a means of protection from large insects such as giant mosquitos. The thick layer of mucus that naturally coats the monitors' scaly skin makes it difficult for most other creatures to get too close, let alone prey upon the lizard.

Caustic monitors also use their corrosive biological features to their hunting advantage, particularly by expelling the acidic contents of their stomach at prey. Even when not making use of their acid, caustic monitors can be deadly predators: They grab onto smaller creatures using their powerful forelimb muscles and are remarkably agile, considering their size and weight.

Most caustic monitors live among rocky terrain such as pebble beaches, natural caves, and along sandy river shoals. A caustic monitor's mucus corrodes only flesh, so its den is safe from damage, but corroded plant life near a cave is a telltale sign that a caustic monitor lives nearby. Hardy adventurers and fortune seekers must weigh the potential benefits of hunting this beast—as its acid is highly prized among alchemists—against the obvious risks.

CAUSTIC MONITOR

CREATURE 13

RARE N HUGE ANIMAL

Perception +22; low-light vision, scent (imprecise) 30 feet


Skills Acrobatics +24, Athletics +28, Stealth +20

Str +7, **Dex** +5, **Con** +5, **Int** -4, **Wis** +4, **Cha** -2


AC 34; **Fort** +24, **Ref** +23, **Will** +20


HP 235

Corrosive Flesh A creature that touches the caustic monitor takes 2d8 acid damage (DC 32 basic Fortitude save).

Gnashing Grip  **Trigger** A creature grabbed by the caustic monitor's jaws fails a check to Escape; **Effect** The caustic monitor's jaws deal 2d8 piercing damage and the triggering creature is exposed to caustic monitor venom.

Speed 40 feet

Melee  jaws +27 (reach 10 feet), **Damage** 2d10+9 piercing plus 2d8 acid, Improved Grab, and caustic monitor venom

Melee  talon +27, **Damage** 2d8+13 slashing plus 2d6 persistent bleed

Caustic Spray   (acid) The caustic monitor spits a spray of corrosive bile that deals 5d8 acid damage in a 20-foot cone (DC 32 basic Reflex save). It can't use Caustic Spray again for 1d4 rounds.

Lurching Charge  

The caustic monitor Strides twice, then makes a jaws Strike. If the monitor moved at least 20 feet away from its starting position, it gains a +2 circumstance bonus to this attack roll.

Caustic Monitor Venom (poison); **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and enfeebled 1 (1 round); **Stage 2** 4d6 poison damage and enfeebled 2 (1 round)



MANANANGGAL

Manananggals are wicked monsters that live as humanoids during the day but feed upon them at night. To hide their depravities, these beings disguise themselves as everyday people—typically recluses or eccentrics—and use their proximity to a community to pick out their next targets before striking under cover of night. Manananggals use their long, hollow tongues to drain victims' blood from vital organs such as the liver, and the resulting odd drainage marks make it difficult to determine the exact nature of a victim's death. This typically leads to confusion, terror, and mistrust among communities, which most manananggals savor. While they fly, manananggals make a distinctive ticking sound, leading some to refer to the creatures as "tik-tiks," and badly affected communities descend into fearful chaos at the first reports of this telltale noise.

Manananggals share their cannibalistic, body-separating traits with other types of tannгалs, such as penanggalans, though a number of characteristics set them apart. For instance, whereas penanggalans relish vinegar and even bathe in the substance, manananggals abhor the merest scent of it.

MANANANGGAL

CREATURE 8

CE MEDIUM ABERRATION TANGGAL

Perception +16; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Deception +16, Religion +13

Str +5, **Dex** +5, **Con** +2, **Int** +1, **Wis** +3, **Cha** +4

Light Blindness

AC 26; **Fort** +14, **Ref** +17, **Will** +19

HP 180; **Weaknesses** slashing 8

Speed 30 feet (or fly 80 feet when body is separated)

Melee ✦ claws +18 (agile, magical), **Damage** 2d8+9 slashing plus Grab

Melee ✦ jaws +18 (magical), **Damage** 2d10+9 piercing

Occult Innate Spells DC 26; **4th** *sleep*; **3rd** *fear*; **2nd** *darkness* (×3);

1st *ray of enfeeblement* (×3); **Cantrips** (4th) *dancing lights*

Blood Drain ✦ **Requirements** The manananggal has a creature grabbed; **Effect** The manananggal drives its tongue into the grabbed creature to drink its blood. This deals 4d6 damage, and the manananggal gains temporary Hit Points equal to the damage dealt. A creature whose blood is drained by a manananggal is drained 1 until it receives healing (of any kind or amount).

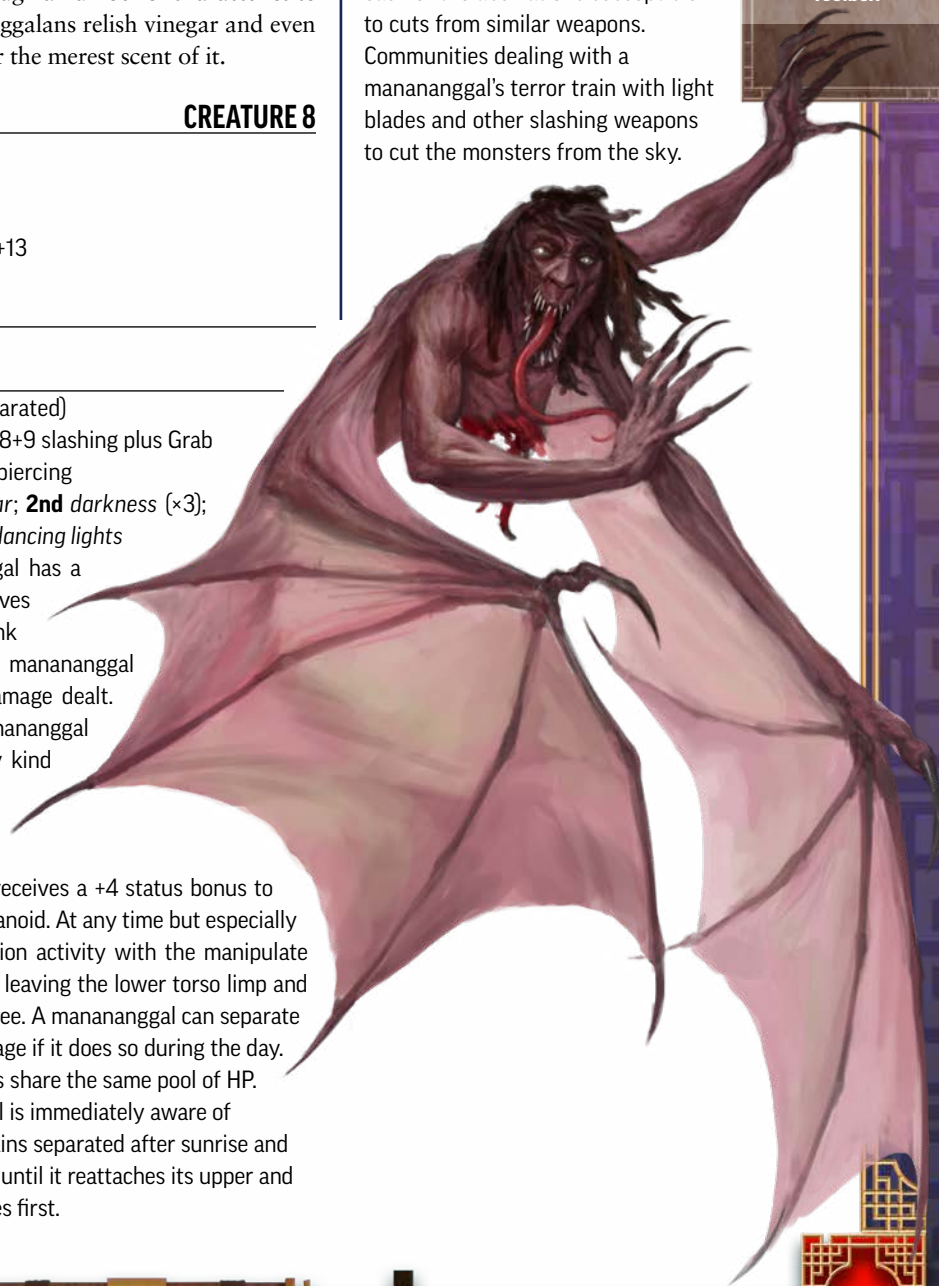
Separated Body A manananggal typically resembles a living humanoid. It doesn't appear as an aberration at first glance and receives a +4 status bonus to its Deception DC when Impersonating a humanoid. At any time but especially at night, a manananggal can, as a three-action activity with the manipulate trait, rip its upper torso from its bottom half, leaving the lower torso limp and helpless but allowing the upper torso to fly free. A manananggal can separate its body at any time, but it risks further damage if it does so during the day.

The manananggal's upper and lower halves share the same pool of HP. If its lower half is damaged, the manananggal is immediately aware of the attack. Each minute a manananggal remains separated after sunrise and before sunset, it takes 2d6 points of damage until it reattaches its upper and lower torsos or is destroyed, whichever comes first.



GRIM BLADES

Minatan folktales have it that a forgotten demigod created the first manananggals by bisecting the torso of a human with a divine knife. The demigod then cut into the human's shoulders and drove a pair of bat wings into their back, birthing the first manananggal. The divine power of the demigod's knife still resonates in every manananggal and makes each of the aberrations susceptible to cuts from similar weapons. Communities dealing with a manananggal's terror train with light blades and other slashing weapons to cut the monsters from the sky.





CURSED MUD

When a muckish creep's bloody mud is used as mortar in building construction, it sometimes creates a new muckish creep fused with the structure. Such a creature can move the entire building as if it were part of its own body. In the jungles and rainforests where muckish creeps are common, people often call upon clerics to bless their building materials, including the mud, in order to avoid unintentionally creating such a being.

MUCKISH CREEP

Legends say that the first muckish creeps were born at the site of a mass grave where the souls of murdered prisoners coalesced into the surrounding soil. Another myth tells that muckish creeps were elementals so vile that their kin banished them from the Plane of Earth. Regardless of their true origins, muckish creeps are wicked creatures that resemble mud given a humanoid shape. The mud is no ordinary mixture of earth and water, however, for muckish creeps feed on the blood of the living, and they use this blood to keep their own forms moist and malleable.

Muckish creeps are particularly tenacious and single-minded when it comes to choosing prey. Once a muckish creep selects its next victim, there is little one can do to stop it, since it can seep through even the smallest cracks between doors, walls, and windows. A muckish creep typically waits until its target falls asleep before pressing itself into the creature's home, intent to kill. For all its tenacity during the hunt, the muckish creep is pragmatic when it comes to the actual kill, using its body to fill the victim's airways with mud and suffocate them.

MUCKISH CREEP

CREATURE 8

NE MEDIUM ABERRATION

Perception +18; darkvision

Languages Common

Skills Acrobatics +15, Athletics +18, Stealth +17

Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +0, **Cha** +1

AC 27; **Fort** +20, **Ref** +15, **Will** +12

HP 160; **Weaknesses** fire 8; **Resistances** bludgeoning 8

Elude Grasp **Trigger** A creature succeeds at an attempt to Grapple the muckish creep; **Effect** The muckish creep attempts an Athletics check to Escape.

Speed 25 feet

Melee fist +18, **Damage** 2d10+10 bludgeoning plus Grab

Ranged mud ball +18 (thrown 30 feet), **Damage** 2d6+10 bludgeoning plus blinding mud

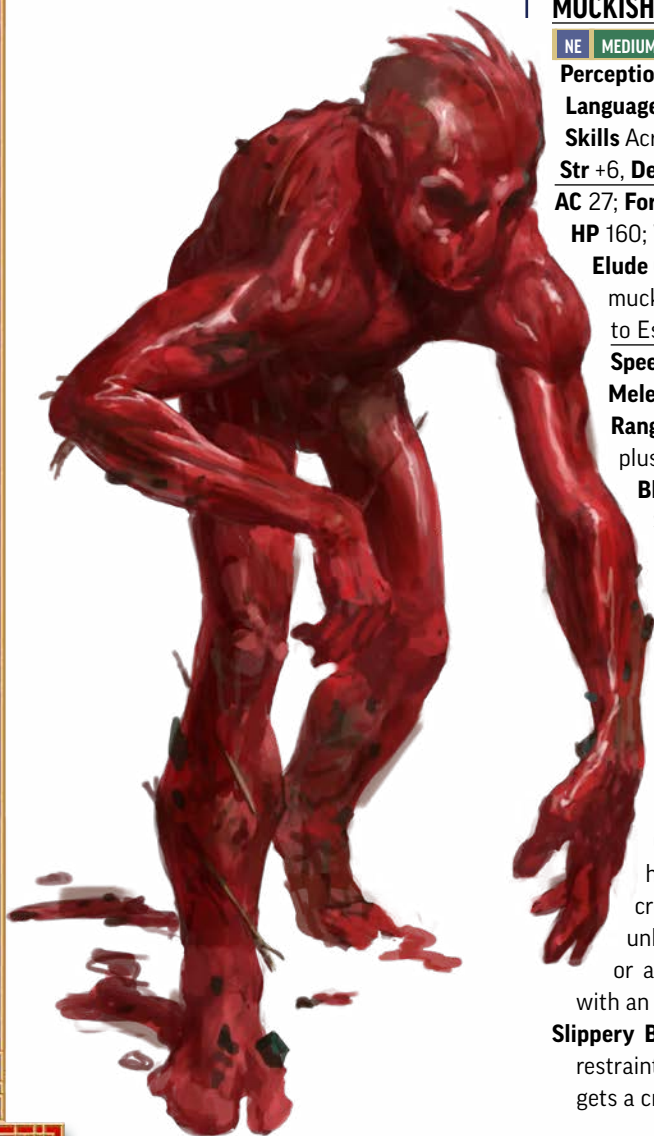
Blinding Mud When a muckish creep hits a creature with a mud ball Strike, that creature becomes dazzled (or blinded on a critical hit). The creature can use an Interact action to wipe away the mud and remove the dazzled or blinded condition.

Compression A muckish creep can move through a gap at least 6 inches wide without Squeezing and can Squeeze through any gap at least 1 inch wide.

Mud Trail When a muckish creep Strides or Steps, it leaves behind a slimy mud trail that coats the traversed area. All traversed squares are covered in *grease* (DC 26) until the start of the muckish creep's next turn.

Overwhelm (incapacitation) **Requirements** The muckish creep has a creature grabbed; **Effect** The muckish creep fills the grabbed creature's mouth and nose with mud. The creature begins to suffocate unless it succeeds at a DC 23 Fortitude save. The suffocating creature or any adjacent creatures can clear the suffocating creature's airway with an Interact action.

Slippery Body A muckish creep's body allows it to slip away from most restraints. It gains a +4 status bonus to checks to Escape. On a success, it gets a critical success instead. On a critical failure, it gets a failure instead.



SIGBIN

Resembling hornless goats with extremely long tails, sigbins live in forests and prey on inhabitants of nearby humanoid villages. Sigbins drink the blood of their victims by biting into their shadows, rather than their flesh. This process typically leaves the victim so fatigued that they must lie down to rest, at which point the sigbin finishes the job by sinking their jaws into the person's chest and consuming their heart.

Due to their nauseating smell, many sigbins hide among livestock and in other overwhelmingly odorous places. Sigbins have the ability to hide in plain sight simply by standing stock still, but this power works only against adults and elders; for whatever reason, children and young animals can see the invisible sigbins. Many believe this is because children are unsullied by the cruel ways of the world, and so their eyes are still innocent enough to spot the devious beasts. Unfortunately, most adults tend to ignore children's cries about the monsters, chalking up such claims to overactive imaginations or attention-seeking behavior, inadvertently allowing sigbins to continue their hunts uninterrupted.

SIGBIN

CREATURE 5

NE SMALL BEAST

Perception +12; darkvision, scent (imprecise) 30 feet

Languages Common (can't speak any language)

Skills Acrobatics +12, Athletics +10, Stealth +14

Str +1, **Dex** +5, **Con** +4, **Int** -1, **Wis** +1, **Cha** +2

AC 21; **Fort** +13, **Ref** +16, **Will** +8

HP 75

Stench (aura, olfactory) 30 feet. A creature that enters the emanation must attempt a DC 19 Fortitude save. On a failure, the creature is sickened 1, or sickened 2 on a critical failure. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is immune to all sigbins' stench for 1 minute.

Speed 25 feet

Melee ♦ claws +14 (agile, finesse), **Damage** 2d4+5 slashing

Melee ♦ fangs +14 (finesse), **Damage** 2d6+5 piercing

Melee ♦ tail +12 (agile, finesse, reach 10 feet), **Damage** 2d4+5 bludgeoning plus Knockdown

Shadow Drain ♦♦ **Requirements** The sigbin is unnoticed by its target; **Effect** The sigbin makes a fangs Strike (unlike other Strikes, this does not end its invisibility if the sigbin is invisible). On a hit, the target takes nonlethal damage from the Strike and becomes drained 1 (drained 2 on a critical hit). The sigbin gains 15 temporary Hit Points that remain for 1 hour.

Unassuming Cloak (illusion) A sigbin becomes almost imperceptible if it stands completely still. If the sigbin does not move or attack during its turn, it becomes invisible. It remains invisible until it moves or takes a hostile action. Children and young creatures, like animal cubs, can see the sigbin normally, even while it's invisible.



SIGBINANS

Rumors hold that wicked individuals can capture sigbins and use them for nefarious purposes. These monster hunters are known as sigbinans. Capturing a sigbin is a dangerous process that requires using a living person as bait and a large magical jar as the trap. Once they've captured a sigbin, the sigbinan can deploy their monster to terrorize others. In the jungles of Vudra, sigbinans have been known to capture sigbins to create magical amulets that, when donned, grant the wearer the sigbin's ability to drink blood through a person's shadow.





LADY NAI YAN FEI

Beloved Empress of Goka

Born in 7195 IC (4695 AR) to the noble Nai family of Goka, Yan Fei's comfortable childhood years were cut short when her parents fell to the blade of assassins during a diplomatic mission, leaving Yan Fei in the care of her grandfather, Nai Hu Buo, then the emperor of Goka.

For the next 10 years, Hu Buo focused his time and efforts on Yan Fei's care. He trained her in the ins and outs of courtly life, shaping her into a suitable heir to the Nai legacy. Fearing future attempts on Yan Fei's life, Hu Buo also made sure Yan Fei could hold her own, and he tasked the Butterfly Blades—an elite group of warriors that served the Nai family as bodyguards—to train Yan Fei in martial arts and self-defense. The Butterfly Blades' storied history with the Nai family and Goka made them experts in espionage and intimidation, skills that Yan Fei learned and mastered alongside her grandfather's political expertise.

By the age of 12, Yan Fei was fully trained in the arts of both combat and public affairs. Satisfied with his granddaughter's skill, Hu Buo returned to the world of Gokan politics, receiving an exuberant welcome from the people of Goka. Shortly thereafter, Hu Buo earned an unprecedented third term as emperor of Goka. Meanwhile, Yan Fei continued her training with the Butterfly Blades.

Shortly after turning 14, Yan Fei vowed to find her family's killers. She spent several months in Goka proper, adopting multiple personas to dig up details from the city's unscrupulous information brokers. Her skills did ultimately lead her to her parents' assassins, whom she struck down with little effort, but she remained unsatisfied. Her continued efforts led her to the Yun-Ta clan, the Gokan noble family that contracted her parents' assassination. She needn't have bothered to seek out the Yun-Ta, for the family had made dozens of enemies since the Fei assassination and long ago sealed their own fate; by the time Yan Fei found the connection, the entire family had been dead for several years. Yan Fei's journey was over, and she had nothing to show for it. She returned home to continue her training as a noble, no longer enchanted by illusions of revenge.

Two years into his third term, Hu Buo suddenly grew ill and died, leading Goka's parliament to fracture over disagreements of a suitable replacement. Yan Fei then stepped in, offering to complete her grandfather's term. The parliament attempted to block the suggestion, but Yan Fei called upon an obscure law she had studied as a child, which allowed for the inheritance of the position. Their hands tied, the parliament agreed and Yan Fei became acting empress in 7210 IC (4710 AR) at the age of 15.

Yan Fei proved not only an effective leader, but a beloved figurehead who inspired Gokans both rich and poor, high-born and commoner alike. Yan Fei's aristocratic upbringing allowed her to slip into the politics with ease, and her experience hiding among the people during her time with the Butterfly Blades opened her eyes to the many plights of the everyday citizen. She used her position to push for change and progress for Goka, earning supporters from all corners. Although the next election for Goka's leader is still over a decade away, it seems the city's parliament and people are more than willing to accept Yan Fei's continued rule and reelect her as empress when the time comes.

CAMPAIGN ROLE

The player characters get their first chance to meet the empress and make a good impression on the powerful ruler in Chapter 3 of this adventure. Nai Yan Fei continues to serve as an important figure in the following adventures as a potential guide and information-provider, and the characters' interaction with her on Bonmu will determine what kind of relationship they have with the empress going forward. If the characters manage to win her over, they'll meet the kind aristocrat who's rightly earned the admiration of Goka's common folk. On the other hand, if their impression proves less than favorable, the characters must instead contend with a calculating politician who deftly navigates the minefields of diplomacy and etiquette—a ruthless empress who knows how to make the most of a group like the player characters before casting them aside when their worth has run its course.



NAI YAN FEI

CREATURE 20

UNIQUE LN MEDIUM HUMAN HUMANOID

Female Tian-Shu empress

Perception +36

Languages Celestial, Elven, Orc, Sylvan, Taldane, Tengu, Tien

Skills Acrobatics +37, Arcana +36, Deception +36, Diplomacy +38, Intimidation +36, Goka Lore +38, Legal Lore +38, Occultism +38, Performance +36, Religion +32, Society +38, Stealth +35, Thievery +35, Underworld Lore +36

Str +1, **Dex** +4, **Con** +2, **Int** +7, **Wis** +3, **Cha** +5

Items +3 major striking butterfly sword, greater hat of disguise, +2 greater resilient aristocrat's clothing

AC 44; **Fort** +32, **Ref** +34, **Will** +33

HP 375

Speed 25 feet

Melee ♦ butterfly sword +35 (agile, disarm, finesse, magical, parry, twin), **Damage** 4d4+13 slashing

Debilitating Strike ♦ **Trigger** Nai Yan Fei hits a flat-footed creature and deals damage; **Effect** Nai Yan Fei applies one of the following debilitating effects, which lasts until the end of her next turn.

- **Debilitation** The target takes a -10-foot status penalty to its Speeds.
- **Debilitation** The target becomes enfeebled 1.
- **Debilitation** The target can't flank other creatures, and it can't provide flanking for its allies.
- **Debilitation** The target doesn't gain a circumstance bonus to AC from Raising a Shield, lesser cover, or standard cover; it gains only a +2 circumstance bonus to AC from greater cover or Taking Cover.

Master Strike ↻ (incapacitation) **Trigger**

Nai Yan Fei hits a flat-footed creature and deals damage; **Effect** The target attempts a DC 39 Fortitude save. It then becomes immune to Nai Yan Fei's Master Strike for 1 day.

Critical Success The target is unaffected.

Success The target is enfeebled 2 until the end of Nai Yan Fei's next turn.

Failure The target is paralyzed for 4 rounds.

Critical Failure The target is paralyzed for 4 rounds, knocked unconscious for 2 hours, or killed (Nai Yan Fei's choice).

Quick Change ♦ Nai Yan Fei adopts a mundane disguise, appearing as a nondescript human with a neutral alignment and a mundane

occupation such as common laborer, farmer, or peasant. She can return to her typical persona as empress at any time by using Quick Change again.

Sneak Attack Nai Yan Fei's Strikes deal an additional 4d6 precision damage to flat-footed creatures.



Chapter 1:
Welcome to
Danger Island

Chapter 2:
Survive

Chapter 3:
The Empress at the
Top of the World

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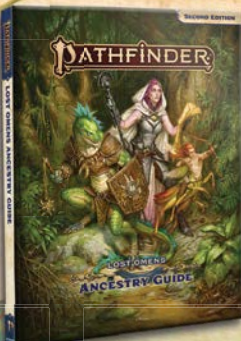
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