

ADVENTURE PATH PLUG-INS



Royal Tournaments



by Jason Nelson and Mike D. Welham

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Royal Tournaments

Credits

AUTHOR: Jason Nelson and Mike D. Welham

ARTIST: Bruno Balixa, Ivan Dixon, Frank Hessefort, Michael Jaecks, Mike Lowe, Manuel Morgado, Arrahman Rendi, Joe Slucher, Josh Wunderly

DESIGN AND LAYOUT: Daniel Marshall

LEGENDARY GAMES TEAM MEMBERS: Anthony Adam, Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortess, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

Special Thanks: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for their excellent *Kingmaker* Adventure Path.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Occult Plug-In, *Royal Tournaments* as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

Royal Tournaments © 2017, Legendary Games;
Author Jason Nelson and Mike D. Welham

ISBN-13: 978-1973833932

ISBN-10: 197383393X

First printing July 2017

Printed in USA.



Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com

LEGAL

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the SRD) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, Legendary Planet, the Legendary Games Logo, Adventure Path Plug-In, *To Worlds Unknown*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Wizards of the Coast. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content you indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content,

You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Royal Tournaments © 2017, Legendary Games; Authors Jason Nelson and Mike D. Welham

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext zD SRD. © 2004, Jans W Carton.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

The Book of Fiends. © 2003, Green Ronin Publishing. Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Campaign Setting: Inner Sea Gods © 2014, Paizo Publishing, LLC; Authors: Sean K Reynolds, with Amanda Hamon, James Jacobs, John Ling, Mark Moreland, David N. Ross, F. Wesley Schneider, Amber E. Scott, Tork Shaw, James L. Sutter, Jerome Vernich.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Gamemastery Guide. © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams,

Teeuwynn Woodruff.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign © 2013, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Stephen Radney-MacFarland and Sean K Reynolds; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Steven Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Basidiron from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Cave Fisher from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Crystal Ooze from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Dark Creeper from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Dracolisk from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Froghemoth from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Giant Slug from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Ice Golem from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Mite from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Russet Mold from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Shadow Demon from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Vegepygmy from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Wood Golem from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Marid from the *Tome of Horrors III* © 2011, Necromancer Games, Inc.; Author: Scott Greene.

Welcome to Adventure Path Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with the *Pathfinder Roleplaying Game*. When you see the “Adventure Path Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Hey, What's With the Names?

You will see us use phrases such as “River Kings Adventure Path” instead of the title of a very popular sandbox-style kingdom-building Adventure Path. Or, you may see us use names such as the “Lost Lands,” the “Faerie Queen,” the “Horned God of Hunters,” the rival “Baron and Baroness of Hookmarsh” to the west, or the “Broken Kingdom” to the north that grants PCs their charter to explore and rule instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these “replacement phrases.” Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

Special Electronic Features

We’ve hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

What You Will Find Inside *Royal Tournaments*

An iconic moment in fantasy fiction is the grand tournament. From the archery contests of Robin Hood to the jousts of *Ivanhoe*, it seems like half the stories about the Middle Ages have the heroes attend such a festival somewhere along the line. Whether honoring the king's birthday, the birth of a saint, the nation's victory over its enemies, or just because it's Midsummer's Day, festive pavilions are raised and flags and pennants flap in the rising breeze to signal that it is time for the main event to begin! However, even in the real-world tournaments were about far more than bows and lances, and in a fantasy game the options for what would constitute a friendly (or even not-so-friendly) competition are infinitely varied, from gritty and brutal feats of raw strength to magical marvels of the highest fantasy. That is what *Royal Tournaments* is all about. It provides a fantastic resource for incorporating tournaments and festivals into your campaign, including an array of different tournament events and awards, some physical, some magical, some social, and all delightful. Whether your players want to promote the interests of their own kingdom or simply fight for glory and prizes, *Royal Tournaments* has everything you need to make the tournaments in your campaign magnificent and memorable.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



The following superscript notations are used to denote official Pathfinder Roleplaying Game rulebooks:

ACG = Pathfinder Roleplaying Game Advanced Class Guide
 APG = Pathfinder Roleplaying Game Advanced Player's Guide
 ARG = Pathfinder Roleplaying Game Advanced Race Guide
 B¹ = Pathfinder Roleplaying Game Bestiary
 B² = Pathfinder Roleplaying Game Bestiary 2
 B³ = Pathfinder Roleplaying Game Bestiary 3
 B⁴ = Pathfinder Roleplaying Game Bestiary 4
 B⁵ = Pathfinder Roleplaying Game Bestiary 5
 B⁶ = Pathfinder Roleplaying Game Bestiary 6

GMG = Pathfinder Roleplaying Game Gamemastery Guide
 HA = Pathfinder Roleplaying Game Horror Adventures
 OA = Pathfinder Roleplaying Game Occult Adventures
 PU = Pathfinder Roleplaying Game Pathfinder Unchained
 UCam = Pathfinder Roleplaying Game Ultimate Campaign
 UC = Pathfinder Roleplaying Game Ultimate Combat
 UE = Pathfinder Roleplaying Game Ultimate Equipment
 UI = Pathfinder Roleplaying Game Ultimate Intrigue
 UM = Pathfinder Roleplaying Game Ultimate Magic

Contents

Festival Days.....	3
Festival Size.....	3
Navigating a Festival	4
Winning Friends and Influencing People.....	5
Contests and Champions.....	7
Cheating.....	8
At the Fair.....	9
Background Skill Contests.....	9
Rural Delights.....	10
Eating and Drinking Contests.....	12
Athletics.....	13
Jumping Events	13
Racing Events	14
Tests of Strength	18
Mock Battle	19
Jousting	20
Target Shooting	22
Unarmed Combat Events.....	24
Special Events	27
Pillars of Life and Death	28
Shooting Gallery.....	29
Test of the Axe	30
The Siege Mortar.....	30
The Tower of Jewels.....	31
The Hell Horse	33
The Spoils of Victory.....	34
Appendix: Festival Edicts	35
Festival Edicts.....	35

Festival Days

While player characters are used to living lives of high adventure with chances for glorious victory or potentially fatal failure lurking around every corner, they may sometimes lose sight of the fact that most people in the world they inhabit are not so lucky. True, the common folk perhaps have a different kind of luck, one which involves far less risk of death on a daily basis, but there is still something terribly romantic and exciting about being able to at least play at the kind of dramatics and heroics they hear about in the stories. That is where *Royal Tournaments* come in! Every now and then, it is time for a festival, and while competitions and mock battles often play a large part they are hardly the only element to entice the common folk.

Festivals can be held for many purposes, and these are no different in a fantasy world than they are in the real world. Festivals can generally be divided into two categories: civic and religious. Civic festivals may commemorate the founding of a nation or a city, or the birth of a great leader or hero, or the overthrow of a hated tyrant. Celebrations may mark the day of a mighty battle, mixing celebration of victory with a solemn memorial of those lost in the struggle, or the consummation of peace after a long period of strife. Civic festivals may celebrate the life of a particular person of great renown, or they may be aimed at the entire populace. Likewise, they may be local to a single city or locality, or they may be widespread across an entire continent.

Religious festivals may occur independently of any corresponding civic events. In some societies, the regular worship rituals of religion may be a weekly or daily occurrence, or even multiple times per day as the faithful are called to prayer by cathedral bells or the echoing calls of the priesthood. Other religions may have less structured worship routines, but nearly all commemorate the birth or death of saints or religious leaders in much the same way civic festivals celebrate secular leaders. Religious festivals, however, may also focus upon dates fixed by the dogma of the church for events beyond mortal ken, when their divine patron stepped foot upon the earth or first appeared to its acolytes in the spirit or in the flesh. Divine incarnations, interventions, apotheosis, sacrifice, resurrection, and more may be marked by the adherents of the faith with a celebration large or small.

There are, of course, festive occasions that may fall into either category, especially those that are tied to the seasons. Such natural markers on the calendar often gain religious significance or may be considered sacred to many faiths.

Special prayers may be offered up for the planting in the spring or the harvest in the fall, while Midsummer's may be a time for worshipful offerings or blessed marriages amid summer's bounty even as Midwinter's sees vigils throughout the long dark. This is particularly true in areas where druidical faiths predominate, but the religious associations with the seasons (if any) may vary a great deal from region to region and culture to culture. In areas where no one faith is dominant, cultural attachments around seasonal holidays may be far more important to the citizenry than any particular religious celebration. A diverse city or region may see multiple overlapping holidays celebrated in many ways among the different cultures and faiths present in the area.

Even apart from the seasons, important events may be conflated and commemorated by coincidence, just because they happen to occur on or around a known local event or existing holiday. St. Crispin's Day, a minor holiday whose lineage is somewhat unclear, nonetheless was immortalized by Shakespeare's recounting of the Battle of Agincourt in *Henry V*. The possibly apocryphal saints still lend their name to the 25th of October, and for that matter to the rousing "St. Crispin's Day speech" that Shakespeare wrote nearly 200 years after the battle, but the memory of the day has evolved to be more a celebration of the band of brotherhood between warriors.

In roleplaying terms, the nature of the festival is not critically important, other than to provide an overall theme and to help determine what manner of ancillary events, such as tournaments or contests, might be most appropriate. If you are using the Festival Edict rules in [Ultimate Rulership](#) from *Legendary Games*, civic and religious festivals provide different types of bonuses to your kingdom based on the buildings available in the city where the festival takes place.

Festival Size

Festivals are typically held in and around a city, town, or village, and as such characters operating in that settlement can use the basic modifiers for that city, as described in the [Settlement rules](#) in the *Pathfinder Roleplaying Game Game Mastery Guide*. However, during a festival settlements are typically thronged with people, so unless the festival is a failure (see the Festival Edict rules in *Ultimate Rulership*, reprinted in the Appendix of this book) you should treat the settlement as one size larger than its actual size for all purposes.

In some cases, festivals may be held outside of any settlement, often near a Landmark (see [Special Terrain](#) in



the [Kingdom-building](#) rules in *Pathfinder Roleplaying Game Ultimate Campaign*). In this case, the number of attendees at the festival can be highly variable, depending on how significant the festival, how often other festivals are held, the season of the year, and how far travelers typically come to attend.

Because of the high concentration of merchants and wealthy visitors (as well as black marketeers), the gp limit for buying and selling should be treated as a large city for the duration of the festival.

Navigating a Festival

The thronging crowds present at a typical festival do not interfere with the ability of PCs to move around the festival, but if tactical movement and line of sight are important (as during a combat encounter), there is a 50% chance that when an encounter begins at a festival the PCs will be in the midst of a [crowd](#) 20 to 80 feet in diameter (as described under [Urban Adventuring \(City Streets\)](#) in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). Crowds provide cover (and allow Stealth checks) and are considered difficult terrain for movement

purposes. A DC 15 Diplomacy check (full-round action) or DC 20 Intimidate check (standard action) allows a PC to convince a crowd to move in a particular direction (up to 30 feet per round), as long as the PC can be seen or heard.

Finding a particular location in the festival grounds requires a DC 10 Knowledge (local) or Knowledge (nobility) check for prominent vendors or nobles, DC 15 for lesser-known merchants and locations. Circumstance modifiers may apply to this roll as well, depending on whether what is being sought is something available to the common folk or restricted to the wealthy and titled. Characters that maintain Extravagant living expenses gain a +2 circumstance bonus on such checks to find things restricted to the wealthy, while those whose living expenses are lower than Wealthy take a -2 penalty per category below this level (see [Monthly Cost of Living](#) in the *Pathfinder Roleplaying Game Core Rulebook*). Finding information on specific people at the festival can be accomplished through Diplomacy checks to gather information, or at the GM's option with Knowledge (local) checks to learn about common folk and Knowledge (nobility) to learn about the rich and powerful.

Renown Modifier	Type of Seating
-4	Beggar's Hill (free) PCs stand among the rabble, peeking over fences, hanging from trees, or otherwise watching from the fringes of the venue.
-2	Absence (free) PCs may choose to simply not attend the events hosted at the arena, which may be deemed an affront to their hosts. All PCs need not attend all events, but they should send at least one representative to attend.
-1	Stands (2 gp per PC per day) PCs have a bench seat inside the arena, but far back from the action.
+1	Box Seats (50 gp per day) PCs have a reserved seat up front for up to 6 people, with refreshments brought to them.
+2	Royal Box (500 gp per day) PCs have padded seats and lavish canopies to keep off the sun or rain (often blocking the view of commoners behind them), with elaborate refreshments for up to a dozen people in a box adjacent to that of the hosts.

Winning Friends and Influencing People

For the common folk simply attending a festival is a reward in and of itself, and low-level player characters can approach a festival the same way, as tourists and gawkers at the spectacle of it all. As PCs advance in level, however, they should see festivals as an opportunity to spread their fame across the land. They can do this by [earning honor](#) by showing mercy and gentility alongside prowess and might, gaining [reputation and fame](#) by drawing attention to themselves and their exploits, recruiting [contacts](#) and cultivating [relationships](#), or even running a business or building up an [organization](#) using the subsystems described in *Pathfinder Roleplaying Game Ultimate Campaign*.

A tournament can serve as entertainment and an opportunity to engage in some contests and trials less dangerous than the normal adventuring life, but it also offers a great opportunity for adventurers to make an impact in the campaign world. This is doubly true if

one or more of the PCs is ruling a kingdom, especially a new domain just trying to establish itself. They can put their newborn kingdom into the public eye amongst the notables and the commons alike from surrounding lands, earning prestige simply by being present for a major event. Of course, the more effort they put into promoting themselves the more prestige they can earn for themselves and their land, which will enhance their legitimacy, inducing other rulers to acknowledge them as equals and fellow rulers rather than up-jumped nobodies waiting to be picked off by their betters. This advancement in their fame and esteem is called **Renown**.

Starting Renown: PCs can take a variety of actions that earn Renown, but their baseline Renown at the beginning of a tournament depends on whether the honor or reputation subsystems from *Pathfinder Roleplaying Game Ultimate Campaign* are in use. If they are, the party's total Renown is equal to the sum of each character's honor or reputation (choose one), divided by 10. If those subsystems are not in use, add the highest and lowest Charisma modifiers in the party (including constant/

Renown Modifier	Type of Lodging
-4	Commons (free) PCs wander the festival or stay amongst the smallfolk, talking to people as they can and vying for attention with performers and hawkers.
-2	Tent (10 gp per day) PCs have a small tent or lodge for conducting private meetings or a single <i>secure shelter</i> .
+2	Pavilion (100 gp per day) PCs have a large tent sufficient to host a formal meeting, with table, chairs, and other furniture, or multiple <i>secure shelters</i> , with a corral and grooms to keep their mounts close at hand.
+4	Grand Pavilion (1000 gp per day) PCs have an opulent structure, which can be raised with a <i>rod of splendor</i> or daily use of <i>mage's magnificent mansion</i> . Mounts are kept in a separate adjacent structure staffed with multiple grooms.

permanent bonuses such as those granted by magical items that are always worn but not temporary modifiers), plus a bonus equal to $1/5$ the average character level of the PCs in the party.

Keeping Up Appearances: Whether PCs visit a festival, they may simply walk the grounds like the common folk or they may reserve a patch of the grounds for themselves and their accommodations. Even if they do not intend to stay at the festival overnight, putting up a structure displaying their ensign or flag is seen by others at the festival as a mark of their legitimacy. As a result, Renown is modified by their choice of quarters.

PCs using magic to create their lodgings still must pay half of the above cost for the right to host their structure on the festival grounds. PCs may emulate a pavilion or grand pavilion with *mirage arcana* or similar magic, but each day they do this make an abstracted Will save to see if anyone notices. The save bonus starts at +0 and increases by 5 each day. Once the illusion is discovered, word gets around of the PCs' pretensions to glory and their Renown is reduced by 2.

King of the Hill: A festival may have a particular spot reserved for celebrations, often a small hill or rise on the edge of the festival grounds, ringed in trees, for picnics and parties by day and revels by night by those wealthy

folks who lack the title or privilege to claim an established pavilion. They can nonetheless attract the acclaim of errants and lesser noble scions and other untitled yet affluent folk by winning a lottery to host the celebrations for a night, wearing a crown as the King of Fools, a Crown of Holly, or a similar award. A chance in the lottery depends on the size of the festival, but is typically $1d10 \times 10$ gp. PCs who bid may roll a d20; on a natural 20, they win the crown and may invite any they wish to attend, but must provide music, food, and drink to all. They may provide entertainment themselves (or may hire a bard or other performer) and must provide $1d10 \times 100$ gp worth of food and drink, but they gain 1 point of Renown (see below) each time they win the honor.

Noble Boxes: If the festival grounds have an arena for tests of skill and strength, such as jousting lists, archery ranges, racetracks, or more exotic competitions, PCs can build their reputation by purchasing the rights to the best seats, nearest to the action and to the hosts of the tournament, rather than sitting with the rabble.

Making a Name and Spreading Your Fame: In addition to simply establishing their presence with a pavilion or box seats for the grand events of the tournament, PCs can make an active effort at building the reputation of their domain. They can do this by personally entering



and succeeding in contests and tournaments or hiring champions to do so on their behalf or by using their own skills and abilities. Each of the following methods requires a day of effort by one or more party members (cohorts may participate, and PCs able to make alliance with a noble patron with bards at his beck and call may be able to access their skills as well). Each effort requires the use of more than one skill; if one PC attempts to fulfill multiple skill requirements, all of their skill checks suffer a -2 penalty for dividing their attention and efforts. If PCs make DC 15 skill checks against all of the required skills, they gain one point of Renown. If they fail one or more skill checks, they gain nothing, but if they fail all skill checks for a method by 5 or more, they lose 1 point of Renown. Each of these methods can be used more than

once by repeating the effort on a subsequent day, but the DC increases by 5 each time a method is repeated.

Success at one of these efforts can be awarded experience points as an encounter with a CR 2 lower than the party's average level.

Contests and Champions

A festival has all manner of common entertainments, minstrels, mummors, singers, jugglers, tumblers, trained animals, and on and on, but much of its allure is in the glory of competition. One factor to consider in preparing to run a festival or tournament is the level of magic available in the world. In a campaign where magic is

Promotion	Gaining Influence for Your Kingdom
Display of Triumph	<p>The PCs stage a dramatic re-enactment of the PCs' adventures and accomplishments in founding their domain, establishing their status as rightful rulers.</p> <p>Relevant Skills Knowledge (history), Perform (acting)</p> <p>Special PCs using visual and auditory illusions to augment their performance gain a +2 circumstance bonus to their skill checks for this method. PCs can perform in any common area (-2 penalty to skill checks), on a small stage (cost 100 gp), or on an elaborate stage in the noble section of the festival grounds (1000 gp, +2 circumstance bonus to skill checks).</p>
Feet of Clay	<p>The PCs lampoon the follies, missteps, embarrassing rumors, and other shortcomings of the leaders of other nations, merchant guilds, religious orders, or other noteworthy organizations through satire and clever wit.</p> <p>Relevant Skills Knowledge (nobility), Perform (comedy)</p> <p>Special Each time this is used, all future <i>We Meet at Last</i> DCs increase by 2.</p>
Play to the Crowds	<p>The PCs recount the glory of the PCs' domain and the impressive accomplishments and prowess of the new masters of their lands, while also trumpeting what a fair and pleasant land it is and the benefits that citizens enjoy living there.</p> <p>Relevant Skills Knowledge (local), Profession (oratory)</p> <p>Special PCs offering free food and drink (costing 1d10 x 100 gp) gain a +2 circumstance bonus to their skill checks.</p>
Trade Agreement	<p>The PCs arrange a meeting with merchant leaders from the other nearby domains to find buyers for the goods produced in the PCs' domain and to obtain favorable prices on goods they wish to import to their country.</p> <p>Relevant Skills Appraise, Sense Motive, any one Craft or Profession.</p> <p>Special PCs offering a bribe (1d10 x 100 gp) gain a +2 circumstance bonus to their skill checks.</p>
We Meet at Last	<p>The PCs arrange a meeting with rulers from one or more nearby domains, or the masters of a merchant guild, religious order, or other major organization, or with their ambassadors or representatives to establish formal relations.</p> <p>Relevant Skills Bluff, Diplomacy, Intimidate</p> <p>Special PCs offering a permanent magical item, piece of jewelry, or similar exotic gift (e.g., trained griffon or owlbear) gain a +1 circumstance bonus to skill checks for every 2000 gp of value.</p>



rare and mysterious like that of Tolkien, simple fortune telling and fireworks are a marvelous spectacle that the folk at the festival may remember for years to come. In a typical Pathfinder campaign, however, magic is far more commonplace. Even small villages may well have an adept or two capable of working real magic, or a cleric, druid, or oracle tending the local shrine. Even a 1st-level sorcerer or wizard can put on an impressive display of stage magic with spells like *dancing lights*, *flare*, *ghost sound*, and *prestidigitation*, and can go well beyond that with low-level illusions like *minor image* and *major image*.

In addition to basic showmanship, the level of magic that exists in the campaign world on an everyday basis affects the kinds of events you include. A simple footrace in a low-magic campaign could become an exercise in super-speed or even a teleportation contest in a campaign saturated with mythic power, horses replaced with pegasi and bowshots replaced with hurled lightning or psychic duels. The tone and feel of the campaign, as well as the level of the PCs, are important to consider when deciding what kinds of contests to incorporate into a festival.

Whatever the style of contests you employ in your festival, including having different festivals each with their own focus, they are most enjoyable for players if their characters take part, and certainly other nobles in nearby lands may encourage them to enter, or even early in their careers to ride on that leader's behalf as her or his champions. PCs not directly involved in the contest still might enjoy watching the proceedings or making wagers

on them, and you may also allow players to take the role of one of the NPC contestants (perhaps 'sponsoring' them or hiring them to compete in the name of their own land). Contestants can always yield in a contest if they wish, but such public surrender results in a loss of 1 point of Renown (see below), while winning a contest usually nets 1 point of Renown; if a contest has two different victory conditions and the same contestant wins both, that contestant wins 3 points of Renown. In addition, competing in such contests, while not generally dangerous in the same way as adventuring, still should be worth an appropriate xp award, typically as an encounter with a CR 1-3 levels below the PCs' own level.

Cheating

It is not just the events themselves where magic is relevant, however. Whatever the basic magic level of the world and the tournament, player characters themselves certainly have access to magic, and so too do significant NPCs, even if the rank and file competitors and spectators do not. Since magic does exist in the game world, it is entirely plausible that some competitors will seek to use magic (or other extraordinary means) to cheat, either on their own behalf or to bias the results of events in favor of one competitor versus another. Bearing in mind that festivals and tournaments are sponsored by the wealthy, this could mean that some sponsors might use such chicanery and skullduggery to favor their own champions in the contests, but it also means that the patrons of the event have the means and wherewithal to enlist magical sentries and to have warding effects in place to prevent cheating. Of course, such supernatural sentries may not be wholly trustworthy, as they are not necessarily obliged to enforce the rules honestly and fairly equally across the board. Corrupt contest marshals might look the other way when certain competitors come to the list.

The attitudes towards cheating can be determined entirely at the GM's discretion, of course, but they also can be determined by the [settlement characteristics](#) of the area where the festival is being held, as described in the *Pathfinder Roleplaying Game Gamemastery Guide* and *Ultimate Rulership* from Legendary Games. Specifically, areas with high levels of Corruption and Crime are likely to be tolerant of cheating, while those with high levels of Law will take a dim view of such shenanigans. However, cultural, racial, and even religious attitudes may play a role in determining the level of dishonesty likely to be encountered.

The capabilities of monitoring the competition depend

on the resources of the hosts. Small local festivals may operate on the honor system out of necessity, but a festival sponsored by a king might have marshals (either in ostentatious uniforms, hidden amongst the crowd, or both) using spells like *arcane sight* and *detect thoughts* to check for evidence of cheating. Even in areas known for skulduggery, a host making a great show of striving for a clean competition might require competitors to use the equipment provided by the host, including clothing as well as arms and armor, to avoid them smuggling contraband items into the competition. Of course, Sleight of Hand checks can be used to smuggle small items in despite such surveillance.

At the Fair

While combat-focused may seem more glamorous, virtually anything can be a competition. One need look no further than county and state fairs to see the vestiges of agricultural and crafting competitions in the modern day, to say nothing of competitive cooking shows and the like on television. While these competitions may not stir the imagination of most adventurers there are some with an interest in such background skills who may wish to try their own hand or to sponsor an NPC ally or associate on toward victory.

Background Skill Contests

Contests dealing with [background skills](#) (as described in *Pathfinder Roleplaying Game Pathfinder Unchained*) are popular with NPCs as they offer chances at earning esteem without deadly danger. While combat-focused may seem more glamorous, virtually anything can be a competition. One need look no further than county and state fairs to see the vestiges of agricultural and crafting competitions in the modern day. The **Artistry** skill can be used to create a painting or sculpture, or to compose a beautiful song or poem. **Craft** can be used to produce items of surpassing quality. **Handle Animal** could be used to rear and train an exceptional piece of livestock. **Profession** also can be used to create a delicious pie or cake for a cook, to produce the finest quality herbs or vegetables for a farmer or gardener, or any other task that does not fall under the Artistry or Craft skill. The **Perform** skill can be used in similar fashion to impress with singing, dancing, storytelling, comedy, and so on (and **Acrobatics** and **Sleight of Hand** can be used in the same way to entertain), and even **Knowledge** or **Lore** skills could be put to the test in a quiz show, trivia contest, or riddle game.

for three skill checks, with the winner in each category based on the highest total score on all three checks. However, a prize also may be awarded for the “Best in Show” in each category, reflecting the highest single skill check even if that contestant’s total score did not measure up. In the event of a tie, both may be awarded as Best in Show, or you may have each contestant roll 1d20 with the high roll determining the winner.

Tastes are highly subjective in background skill contests, and the GM may liberally award circumstance bonuses to reward those who incorporate local favorites or specialties, who have a reputation for past wins in similar contests, who are connected to the contest judges or other local notable



Winning: Contests using background skills typically call

characters, or who have an exotic special ingredient featured in their creation.

Some contests require contestants to bring their submissions already completed and ready for the judges, while others (cooking contests in particular) may be spontaneous affairs presenting the contestants with secret or strange ingredients they must use to create delicious dishes in a very limited amount of time. Craft, Knowledge, and Profession checks may be required to successfully such mystery ingredients, and success on those checks may impose a bonus or penalty on checks made to create a fabulous meal on the spur of the moment and not get chopped from the competition.

Rural Delights

Most of the contests described elsewhere in this book work well for formal competitions and grand events hosted by the rich and powerful, but sometimes you want a smaller-scale festival, perhaps a small fair or local celebration of summer in the rural countryside. While certainly you can use athletic contests and archery or knife or axe-throwing even on a small scale, the following events are specially designed for competitions among the simple folk of the simple villagers and people of the land. Each event provides rules to adjudicate the tournament, possible prizes for the winner (and runners-up), and complications which make the events trickier or even lethal.

Caterpillar Eating

A test of all participants' persistence with digesting live, wriggling caterpillars, the contest ends when the first person devours all her caterpillars, or the last person holds down her caterpillar and the others have lost the contents of their stomachs.

Rules: Each contestant starts with at least 20 caterpillars. Eating a caterpillar and keeping it down requires a successful Fortitude save (DC 10, +1 for each previous caterpillar eaten). A contestant can spend a round regrouping, which reduces the save DC by 1/2, requiring two such regroupings to have a meaningful effect on the DC. If a contestant fails the Fortitude save, she must succeed at an additional Fortitude save (at the current save DC) or become nauseated for 1 minute.

An unusual variant uses caterpillars with bristles or spikes, which inflict 1 point of piercing damage per caterpillar ingested.

Prizes: The winner typically receives a preserved caterpillar which, when eaten, provides resistance to

poison or other nauseating effects. The benefits of eating a caterpillar can range from a +2 bonus on the next Fortitude save to resist poison within the next hour to an automatic success on the next Fortitude save in the same day.

Complications:

- The caterpillars have been dosed with a hallucinogenic poison, forcing all contestants to succeed at a second Fortitude save each round or become confused for 1d6 rounds.
- The caterpillars are actually larger, but have received a variant of reduce animal to shrink them down to an acceptable size. The spell wears off, causing the caterpillars to burst the stomachs of those who have eaten them, dealing 1d6 points of damage for every 5 caterpillars eaten (DC 20 Fortitude halves).

Rope Swing and Jump

This tournament event takes place at the tallest tree by a large body of water, such as a lake or pond. Participants swing from the rope and launch themselves from the rope into the water. The contestant who travels the furthest wins the event.

Rules: A contestant can swing on the rope, which ends at least 5 feet from the ground, any number of times, requiring a Strength check to maintain grip (DC 10, +1 for each previous swing). For each successful swing, the contestant gains a +2 bonus on her Acrobatics check to determine the distance of the jump into the water. On an unsuccessful swing, the contestant must succeed on a DC 15 Reflex save to grab the rope; if she succeeds, she takes no damage but is disqualified, while a failure causes her to fall and take damage based on the distance from the rope to the ground. The contestant is treated as having a running start when making the jump, but does not receive a modifier for a base speed less than or greater than 30 feet. The result of the Acrobatics check determines the jump distance.

Flying is disallowed for the contest; depending on the specific rules, the contest may allow magic assistance for jumping or gripping the rope.

Prizes: The winner receives a monetary prize or one which improves her ability to jump, such as a ring of jumping.

Complications:

- Someone may have stocked the body of water with alligators or other aggressive animals. These creatures are sluggish and are slow to attack, so their

attack may coincide with several contestants in the water.

- A wall of stone or other impassible surface rests just under the water's surface at a distance designed to harm the winning participant. It requires a DC 25 Perception check to notice the obstacle from the rope. If someone jumps into the water per the rules, she takes damage as if she fell 10 feet (or more, if the rope is higher) plus the distance jumped, rounded to the nearest 10 feet.

Squirrel Racing

A true test of coaxing a wild creature to do something it normally wouldn't, squirrel racing has the contestants calling or cajoling their squirrels to be the first to cross the finish line.

Rules: The squirrels must run a total of at least 60 feet, and the first squirrel to reach the specified distance wins. Each squirrel is in its own chute, eliminating the chances for interference from other squirrels. During each round, a contestant attempts a Handle Animal check (or uses wild empathy, if that is better). For every 2 by which a contestant exceeds the check's DC 10 (this could be higher, but it is the same throughout the contest), the squirrel moves forward 2 feet (up to its maximum base speed). On a failed check, the squirrel moves backward a number of feet equal the difference between the DC and the result. If one or more squirrels tie, they must run the course again (increasing the check's DC by 5).

This contest usually has multiple heats, with a final round for all the winners. In this case, ties during the earlier heats allow all winning squirrels to move on to the final round.

Prizes: The winner receives a prize allowing him to improve the attitude of wild animals (either mundane, such as a bunch of tasty food, or magical, such as a ring of animal friendship). Alternatively, the winner may receive the winning squirrel for use as a companion or familiar.

Complications:

- Unknown to everyone at the start of the contest, one of the contestants has trained all the contest's squirrels with the "come" trick, making it impossible for him to fail regardless of the random squirrel he uses. The squirrel moves 10 feet each round.
- One of the squirrels is actually a massive, low-Intelligence creature affected by *baleful polymorph*. When it crosses the finish line, the baleful polymorph is dispelled and the creature attacks everyone within reach.

Tree Climb

Simulating the necessity of quickly ascending a tree to rescue a trapped animal or child, or to retrieve an item trapped in a tree's upper boughs, the winner of this contest is the quickest to the top of the tree.

Rules: The tree begins with a DC 20 Climb check for a minimum distance of 20 feet until the contestant reaches weight-bearing branches, at which point the DC decreases to 15, and then returns to 20 after a set distance as the branches become too weak to support a contestant's weight. The goal is simply to reach the bell at the top of the tree in the shortest amount of time. As per the Climb skill, a contestant can move at half speed with a -5 penalty. In the case of a tie, use the final Climb check as a tiebreaker to represent a surge of speed at the end of the climb.

Alternative rules could feature an unknotted yet secure



rope all contestants must use (reducing the DC for Climb checks by 5), allowing/requiring a contestant to use a rope (requiring a minimum of a DC 15 CMB check to secure the rope; a failure means the first Climb check automatically fails as the rope tumbles down), a previously secured yet unknotted rope (reducing the DCs for Climb checks by 5), and a tree bereft of branches (setting the DC to 20 for all Climb checks) or greased (increasing the DC for Climb checks by a minimum of 5).

Depending on the contest requirements, a climber may or may not use physical means to assist with climbing (such as a grappling hook or a climbing kit) or magic items.

Prizes: Prizes range from monetary rewards to magic items associated with trees and climbing (such as feather token, tree or a ring of climbing). Additionally, this could allow a winner to procure fruit or a sprig from a rare tree with its own special qualities.

Complications:

- The branches (or ropes, as applicable) have received subtle cuts which eventually cause them to break. The cut item has a cumulative 5% chance of breaking, forcing a contestant to succeed on a Reflex save (DC equal to Climb check DC) or fall. A character succeeding on a DC 25 Perception or DC 20 Knowledge (nature) check notices the potential danger.
- Either through natural means (such as soil erosion) or sabotage, the tree topples while a contestant is some distance up the tree. The tree deals 2d6 points of damage (DC 20 Reflex halves), and the contestant takes falling damage based on the distance climbed.

Whittling

A whittling contest takes fallen wood and turns it into works of art. The pieces are presented to judges who decide their aesthetic worth.

Rules: Each contestant makes a series of Craft (sculptures) checks to carve their creations. The DC for these checks is 10 or higher, depending on how difficult the wood is to work with. Succeeding at the check, and every 2 points by which the result exceeds the check, awards the whittler a +1 bonus on a final Diplomacy check to convince the judges of the carving's beauty. A contestant must succeed on at least one Craft (sculptures) check for the work to be considered by the judges. Additionally, prior to the contest, a contestant may interact with the judges and

attempt a Diplomacy or Sense Motive check (DC 10 or higher, depending on the judge) to ingratiate himself with a judge or learn what sort of carving the judge enjoys. Success on an above skill check grants a +2 circumstance bonus (for a maximum +4 circumstance bonus) for the final Diplomacy check.

An alternative contest uses axes to make carvings from larger pieces of wood. Since axes are less efficient at making subtle cuts, the sculptor takes a -4 penalty on Craft (sculptures) checks for their pieces.

Prizes: The winner receives a magic item which grants a +5 bonus on Craft (sculptures) checks, a monetary prize, or a knife which acts as a +1 dagger (or better magic weapon).

Complications:

- One of the contestants has used charm person on one or more judges, granting him a +5 insight bonus on the final Diplomacy check. A successful DC 25 Sense Motive check during the interaction prior to the contest reveals the magical influence.
- Fey have tampered with the wood, such that each creation animates as per animate objects upon completion.

Eating and Drinking Contests

Virtually all cultures have strange cuisines that test the resolve and endurance of anyone brave enough to try them. Such food or drink might have a pungent and horrifying aroma or an overwhelmingly bitter flavor, or the food might simply look revolting and repellent. Most popularly, an iron stomach contest involves either extremely strong liquor that brings on near-immediate intoxication or exceptionally spicy food—whether pickled, fermented, or even fresh off the vine—that brings a high-unendurable heat that leaves competitors flushed, weeping, and gasping for breath. An eating or drinking contest also can feature fairly ordinary food and beverages in a race to see which contestant can gorge themselves, for example, on the most pies or sausages or can guzzle the most mead or milk in a set amount of time. To add an element of fun (or humiliation), contestants might have to eat or drink with their hands tied behind their backs or with some other handicap.

To eat or drink such fare or in such quantities is a test of bravery as well as physical constitution, and spectators cheer for both the horror of the contestants as well as their sweat, tears, and grimaces of pain as they try to outdo their cohorts to down the most. In some barbarian tribes, iron stomach contests may be used as initiation rites to

both purify the body and show toughness, though some visitors claim they are more of a sadistic prank the tribes play on outsiders seeking to trade with them.

Whatever the exact nature of the food or drink used in the iron stomach contest, every competitor must consume at least one cup, plate, or other dish (or a whole fresh pepper or similar item), and at least competitor must consume at least five within a set time limit (typically one minute) without passing out or regurgitating what they have tried to keep down. If no one finishes at least five, there is no champion and everyone loses 1 point of Renown. Anyone that passes out on the very first turn loses an additional point of Renown.

Each dish consumed requires a successful Fortitude save to avoid becoming wracked with pain, nausea, and cramps from the awful gastrointestinal distress (or immediate intoxication) brought on by the food. The Fortitude save begins with a DC of 12 and increases by 2 for each dish after the first. The first failed save causes the eater to become sickened for one hour. A second failure leaves the eater nauseated for 1d4 minutes, and a third failed save causes the eater to fall unconscious for one round. A contestant that rolls a natural 1 on any saving throw must immediately attempt a new save against the same DC; if this save fails, he immediately falls unconscious for 1 round, even if it is his first failed save.

Any saving throw bonuses that apply against ingested poison or against pain, nausea, or sickening apply to this save; however, the effect is not actually poison and thus *delay poison* and similar effects are of no help in enduring the pain.

Athletics

Tests of speed and stamina are among the oldest and simplest of all contests, and they come in a great variety of types, each one taxing the skills, endurance, and physical talents of every competitor. The following categories are not exhaustive, but provide a wide selection of possible events that could be held to determine the best athlete on the field.

Jumping Events

Events involving jumping are fairly easy to resolve with a simple Acrobatics check, since that skill already has a built-in mechanism for determining the distance or height jumped. As with most events described here, characters with the Athletic feat gain a +2 circumstance bonus on Acrobatics checks made as part of an athletic

event, in addition to any modifiers they gain on Acrobatics checks due to other feats, class features, racial abilities, their speed, etc. Whether class features like a monk's ki powers that enhance Acrobatics checks are allowed in a contest is up to the rules of the individual event.

Broad Jumps: A broad jump is a jump for maximum horizontal distance. There is a foul line that shows where the jumper must begin their jump; if they step over the line, the jump is treated as a foul and does not count. The jumper must attempt a Reflex save when making a jump to avoid stepping over the foul line; the DC is 5 on a standing jump and DC 10 on a running jump.

In some cases, only a single jump is allowed, but in formal athletic competitions usually each contestant makes a set number of jumps (from three to six) and keeps their best result. The best overall result wins the contest, and in the case of a tie either both jumpers may be named the winners, or they may compare their second-best result or have them go to an additional jump-off.

Long Jump: A long jump is running jump.

Standing Broad Jump: A broad jump is performed from a standing start.

Triple Jump: A triple jump, also called a “hop, skip, and jump” is a combination of a single running long jump, after which the runner lands and immediately makes a second jump off of one foot, treated as a standing jump with a +2 circumstance bonus on the Acrobatics check, and a third jump off of both feet, again treated as a standing jump but with a +5 bonus on the Acrobatics check. The total result of the three Acrobatics checks gives the total distance jumped. Any bonus the jumper gets on Acrobatics checks to jump due to their speed also applies fully on the first jump, and then is halved and applied to the second and third jumps (though they are otherwise treated as standing jumps without a running start).

High Jumps: A high jump is a jump for maximum vertical distance, done by jumping over a bar set at a target height, typically starting at 2 feet for standing jumps, 5 feet for running high jumps, or 10 feet for the pole vault, and all jumpers must clear this qualifying height. Jumpers who clear the height move on in the contest, while those who fail must try again. Jumpers who fail to clear three jumps (regardless of height) are disqualified. A natural 1 on an Acrobatics check to perform a high jump is an automatic failure. Once all jumpers have cleared the height or been disqualified, the bar is raised, typically half a foot at a time and the process is repeated. Confident jumpers who clear the qualifying height may pass on jumping at lower

heights thereafter in order to save their attempts for later jumps. The process of raising the bar and new attempts for each remaining jumper continues at each new height, with any jumpers accumulating three failed jumps being disqualified.

If at the end of all jumps at any height only one jumper left has cleared that height, they are the winner. If two or more jumpers remain, they proceed to the next height and continue the process until only one jumper remains. If neither jumper clears the new height, the jumper with the fewest failed jumps prior to the final height is the winner. If only a single jumper is left and they have not failed three jumps, they may choose to raise the bar and continue trying to clear higher heights for the sake of getting the best possible result, and they may continue trying indefinitely until they fail three jumps or until the sponsor of the contest calls for an ending.

For the purpose of the contest, rather than setting a specific height you can use target DCs instead. This allows you to bypass metric conversions for jumping or worrying about the specific calculations of each height. You simply set the target DC for each height and have contestants try to meet or exceed it.

High Jump: A high jump is a running high jump.

Pole Vault: A pole vault is a running high jump that uses a flexible pole to provide leverage and spring to launch the jumper higher than they could under their own power. Using a pole allows the jumper to double the result of their Acrobatics check. However, if their vault is 10 feet or higher they also must attempt a DC 15 Acrobatics check on the way down to avoid falling damage.

Vertical Jump: A vertical jump is performed from a standing start.

Racing Events

The standard movement rules in the *Pathfinder Roleplaying Game* don't lend themselves particularly well to competitive racing. Chase scenes in adventures offer chances to spring unexpected surprises and opportunities on characters, but that's harder to do in a relatively straightforward race, so the following rules present an abstract system for resolving competition races that combines speed and skill in a test to cross the finish line first.

Of course, in a fantasy game characters might attempt to trip or otherwise attack other competitors; resolve any such attacks using normal combat rules, bearing in mind that creatures using the run action are denied their Dexterity bonus to AC unless they have the Run feat.

Sprint: Each contestant in a sprint race is assumed to take the run action, running a short burst in a straight line. Each racer has a base race score equal to twice their speed. In addition, the start and finish of the race are of key importance. The start is represented by an initiative check for each runner, while the ability to run through the finish without tiring is represented by a Constitution check, with a +4 bonus for the Endurance feat (plus any modifiers a runner has on saving throws against fatigue). The Athletic feat grants a +2 bonus on both checks, while the Run feat grants a +5 bonus on both checks.

The result of these two checks is added to each runner's base **race score** to give a total **race score**. In a simple sprint, the highest total score wins. In a large tournament, racers run in several heats, with the top two finishers in each heat moving on to the next round. Additional contestants with the best overall scores remaining from those who did not finish in the top two in their heat may be added to the next round as well.

Endurance Races: Some races are run with multiple laps around a track or field, or on an open course, like a cross-country trail run.

Lap Running: A running track is typically round, oval, or with parallel straightaways joined by curved ends. Each racer uses their speed as their base **race score**.

Unlike a sprint race, a lap race proceeds for multiple laps, each taking approximately one minute. On the first round of the race, all racers make an initiative check and add that result to their speed, with a +2 bonus for racers with the Athletic feat and +5 for racers with the Run feat.

Unlike a sprint race, a lap race proceeds for multiple laps, each taking approximately one minute. On the first round of the race, all racers make an initiative check and add that result to their speed, with a +2 bonus for racers with the Athletic feat. The top three race scores may choose whether to begin the race as **leaders**, **chasers**, or **trailers** (see below). **Leaders** are running as hard as they can to take and keep the lead and put distance between themselves and the runners behind them. **Chasers** keep together and push the pace just enough to keep the leaders within reach without opening too big of a lead. **Trailers** conserve their energy and follow the leaders and chasers, waiting for fatigue to eliminate their competition and to win with a strong finishing kick.

Each turn after the first, all runners make a Constitution check, with a +4 bonus for the Endurance feat (plus any modifiers the runner has on saving throws against fatigue), a +2 bonus for the Athletic feat, and a +5 bonus for the Run feat, adding the result to their race score for that turn (see

below). The check begins at DC 10, with the DC increasing by 1 for each round after the first for chasers and by 2 for each round after the first for leaders (the DC does not increase for trailers). The result of this check determines the multiple of their speed that serves as their adjusted race score for that turn.

Falling: Runners that fall must spend part of their next turn getting back up, so their race score multiplier is reduced by 1 on their next turn. In addition, a falling runner takes a -2 penalty on all subsequent Constitution checks for each fall and must succeed on a Fortitude save (DC 10 + 1d6, to represent the randomness of how bad a fall it was) or become injured as though they had stepped on [caltrops](#)^{CRB}. In addition, when any runner falls, 1d4-2 other runners in their same group must succeed on a DC 10 Reflex save or be tripped by the falling runner and fall as well.

Fatigue: Leaders and chasers can use the run action for

a number of race turns equal to their Constitution bonus (minimum 0) before they risk becoming fatigued on a failed Constitution check. Until that number of rounds has passed, a failed check simply reduces their speed for that race turn; however, each time a leader or chaser fails a check they take a non-cumulative -2 penalty on their next Constitution check.

A fatigued runner must use the **Fatigued** column above, slowing down to catch their breath. On a successful check they can continue making double moves, and even get a second wind and remove their fatigue with a check that succeeds by 5 or more, allowing them to resume being leaders or chasers on their next race turn. A failed check results in exhaustion, reducing their speed by half, in addition to a fall if the check is failed by 5 or more.

The Constitution check DC for a fatigued runner remains the same as it was on the check that caused her to become fatigued and does not further increase or for the



CON Check	Leaders	Chasers	Trailers	Fatigued
Success by 5+	4x speed	3x speed	2x speed	2x speed and recover
Success	3x speed	3x speed	2x speed	2 x speed
Failure	2x speed + fatigue	2x speed + fatigue	2x speed	speed + exhausted
Failure by 5+	speed + fall	speed + fall	2x speed	speed + fall

remainder of the race.

Slowing Down: On any race turn, a leader or chaser can ease their pace, reducing their speed multiplier by 1 on a successful check. If they do this, the DC of their Constitution check does not increase that turn.

Speeding Up: On any race turn, a trailer can begin running full speed as a chaser or leader and making Constitution checks with an increasing DC each turn. Once they start this finishing kick, they cannot return to being a trailer.

Winning the Race: A race can continue for a set number of race turns, with the highest overall cumulative race score winning, or it can be a race to reach a previously specified race score. The racer who gets there in the fewest number of race turns is the winner, and if multiple racers get there in the same number of turns, the one with the higher overall score wins. In the rare instance of a tie, both racers are considered the winners.

Relays: A relay is simply a race between teams of racers, who must pass a ring, flag, baton, or similar small object between them, or sometimes simply taps the next racer with their hand to signal the start of their course. The first runner takes the item from the start, runs their course, and then hands it to the next racer on their team or taps them to begin), who runs their own race, and so on until each racer on the team has had one turn to race. The team with the highest total race score is the winner. However, relays are fraught with risk on the exchange, if a racer begins their stage before the previous runner has actually touched them or successfully handed off the relay item. At each exchange, the two racers must each succeed on a DC 10 Reflex save. If both runners fail the save, the exchange is botched and their team is disqualified. If one succeeds and the other fails, the exchange is made but sloppily, and the delay causes the new racer to take a penalty on their race score equal to the margin by which the save was failed (or a flat -10 penalty on a natural 1).

Steeplechases: A steeplechase is a wherein runners must leap over several obstacles on their way through the race course. Typically, these are logs or similar wooden barriers, requiring a DC 15 Acrobatics check to clear without incident. Each time a runner fails this

check, he deducts twice the amount by which he failed the check from his final race score. If he fails the check by 5 or more, he falls prone (DC 15 Reflex negates). If he falls, 1d3-1 other random contestants must attempt an additional Acrobatics check or be forced to stumble or even be knocked prone by the runner as he falls. While in a short sprint, a fall such as this is an automatic loss, in a longer race a runner may have time to get back up and resume running.

The number of hurdles in a steeplechase depends on the race. In a long race, runners may choose to double move rather than using the run action, granting a +2 circumstance bonus on Acrobatics checks to clear the hurdles and on Reflex saves to avoid falling on a failed Acrobatics check.

In addition to simple hurdles or barriers, many steeplechase races add additional hazards, such as a pool of water or mud on the far side of the barrier (increasing the DC by 2 or by 5 to avoid stumbling or falling). In more brutal cultures, the barriers themselves or hazards beyond them may be spiked, bladed, laced with caltrops, or otherwise made deadly dangerous, or the barriers may have actual pit traps or similar threats in front of or behind them. Such hazards are resolved as normal for caltrops, traps, etc.

Riding Races: Riding races combine the abilities of mount and rider to determine a winner. They generally follow the rules for sprint and endurance races, except as described below. On the first round of the race, the rider makes an initiative check, adding the mount's initiative modifier to his own. In addition, each rider must make a Ride check, adding the result to the mount's race score during the first turn. A rider trained in the Handle Animal skill can also make a Handle Animal check during this first round, and may apply this result in place of his Ride check if it is higher.

Mounts carrying a heavy load reduce their speed multiplier by 1 when figuring their race score in a sprint or in an endurance race. Constitution checks are made by the mount rather than the rider; however, each time the mount makes a Constitution check to determine its race score, the rider also makes a Ride check, and the rider

may use the result of either the Constitution check or the Ride check to determine the mount's race score for that race turn. Negative effects of a failed Constitution check, such as falling or fatigue, still apply based on the result of the Constitution check itself and cannot be negated by substituting the rider's Ride check in this way.

Mounted Steeplechases: These races function as a normal steeplechase, but the mount must make all Acrobatics checks to clear the barriers along the race. For animals like horses that are not particularly agile, the base Acrobatics DC to leap such obstacles is 10, but steeplechases riding great cats or similar nimble creatures might have a higher base DC.

Each time the mount leaps a barrier, the rider must succeed on a Ride check or thrown from his mount; the DC of this check equal to the DC of the Acrobatics check to clear the obstacle. If the mount is not trained to leap barriers (treat this as a unique trick), the rider must coax the animal to leap over the obstacle with a successful Handle Animal check with a DC equal to the Acrobatics DC to leap the obstacle. If the obstacle is on fire or is otherwise obviously dangerous, this DC may be increase by 5 or even 10.

Token Races: Some riding races involve collecting a token during the course of the race, such as a flag or brightly colored ring or baton, which is typically suspended from a rope or otherwise is difficult to reach and must be snatched without slowing down, since the race requires a combination of speed and successfully grabbing these tokens.

A spectacular version of this kind of contest is the **ring race**, wherein fully armored knights propel their gaily caparisoned steeds around the racecourse while they use their lances to grab beribboned rings suspended overhead whose color matches their own. Each race turn, racers can attempt an attack roll against AC 20 (or higher, for contests aimed at higher-level contestants using smaller targets more difficult to catch) to snatch a ring at full speed. **Trailers** in a ring race gain a +2 circumstance bonus on their attack rolls, as their measured pace helps them focus on the dancing and swinging rings overhead. If the attack roll misses by less than 5, there is a 20% chance the attacker accidentally snatches a ring of the wrong color (chosen randomly).

A racer who already has at least one ring on their lance who rolls a natural 1 on a subsequent attack roll or combat maneuver check must succeed on a DC 15 Reflex save or allow one of his rings already snatched to slip off, losing the points he would have gained from it. A ring racer also

can attempt a sunder combat maneuver to dislodge a ring of an opponent's color, reducing their potential score.

A ring race is scored as a typical race, with a +50 bonus to the racer's cumulative race score for each ring they've obtained of their color and +5 for rings of other colors, with an extra 50-point bonus if they collect all possible rings of their color. In some races, the number of race turns and the number of rings is equal, so that racers must successfully grab a ring every time to obtain the best score. In other ring races, the number of laps is greater than the number of rings, allowing racers multiple chances to collect all of their own rings or to interfere with their opponents' efforts.

A racer that completes the race but fails to capture any rings of his own color is automatically disqualified. In unscrupulous ring races, a racer can use his lance to attempt a disarm combat maneuver to flick one of his opponent's rings off his lance, with a successful check removing one of the opponent's rings, plus one additional ring (if any) for every 10 points by which the attacker exceeded the DC.

Swimming Races: Swim races function similarly to land-based races for creatures with a swim speed; however, for most land-dwelling creatures swimming races use the following rules. Racers make an initiative check and a Constitution check (modified by the Endurance feat and any special modifier the swimmer has on saves against fatigue) at the beginning of the race, adding them together to get their base **race score**, and each round they spend swimming, they add the number of feet traveled to their race score (a successful Swim check against a DC based on the water conditions results in moving half the character's land speed). A swimmer who exceeds the Swim DC by at least 5 gains a +2 bonus to her race score for every 5 points by which she beats the DC.

After each minute of racing, a swimmer must succeed on a DC 10 Constitution check or begin tiring, losing a number of points from her race score equal to the amount by which she failed the check. Each minute thereafter, the DC of this check increases by 1. The Endurance feat's bonus applies on these Constitution checks. In addition, you gain a +2 circumstance bonus on these checks if you have the Athletic feat.

Each race has a target race score, and the winner of a swimming race is the first racer to reach that score. If more than one racer reaches that score in the same round, the racer with the higher total race score at the end of that round is the winner. Like running races, swimming races can be organized into heats, with the top finishers in

each heat advancing to the next round until a champion is determined.

Tests of Strength

Some folk are simply not built for speed, but they like to show off their muscles in feats of strength. Combat events, especially unarmed events like boxing or wrestling, are commonplace as tests of strength, but many competitors who are not warlike by nature or by training may prefer less violent contests where they can show off their mighty musculature.

Caber Tossing: In Scottish highland games, a *caber* is a tapered log nearly similar 20 feet long and weighing 175 pounds, which must be lifted, balanced, and thrown so that the top end strikes the ground first, and ideally so that the caber falls directly away from the thrower.

The competitor must first hoist the caber up off the ground, requiring a successful DC 17 Strength check. Once the caber is lifted, the contestant must then balance the caber and prepare to throw it, requiring a special DC 17 ability check; the contestant makes both Strength and Dexterity checks and may select the better result. If any of these ability checks fails, the caber is dropped. Depending on the competition, a single drop may eliminate a contestant, while in other competitions contestants may be allowed a certain number of drops before being disqualified.

Once the caber is ready, the tosser must hurl it up in the air so that it falls top-end first, requiring a ranged attack (treat as AC 10, with a -4 penalty on the attack roll for using an improvised weapon and a -2 penalty for range; feats such as Far Shot and Throw Anything can reduce these penalties). If the attack misses, the caber fails to land top-end up and falls to the ground, scoring 0 points. To determine the direction the caber falls on a successful ranged attack, roll 1d8, with a 1 indicating the caber falls directly away from the tosser and 2-8 rotating around the target in a clockwise direction. The tosser can adjust this d8 result up or down by 1 for every 5 points by which his attack roll exceeds the target AC.

d8 result	Score
1	5 points
2 or 8	4 points
3 or 7	3 points
4 or 6	2 points
5	1 point

A caber tossing match may be a set number of throws, with the highest aggregate score winning. In the event of a tie, the tosser with the fewest drops would be named the winner, and if any contestants are still tied they can make an additional toss against one another with the high-scorer (or the first successful toss without a drop) being named the winner.

Distance Throwing: While caber tossing is a very specific event, similar tests of strength could feature large rocks or any other heavy and unwieldy item that must be lifted, balanced, and thrown at a target, and the term can be used in a universal sense to indicate other similar items for such events.

In addition, while distance does not matter in traditional caber tossing, hurling an object for distance is likewise a feat of strength and technique, such as the Greek shotput or discus or the modern Olympic hammer throw. For such events, each contestant makes a ranged attack roll against AC 10, with a -4 penalty on the attack roll if she does not have the Throw Anything feat. If the attack misses, the throw lands out of bounds and is not counted. If the attack roll hits, the thrower additionally makes a Strength check and adds the result to his attack roll to determine his score. A thrower with the Far Shot



feat adds a +2 circumstance bonus on his attack roll and Strength check. If throwing a weaponlike object, such as a dart, javelin, or spear, the attack roll penalty above does not apply if the thrower is proficient in the weapon, and any feat, class feature, or other ability that grants a bonus on attack rolls with the weapon in question applies on both the thrower's attack roll and Strength check for the purpose of such an event.

Throwing an object for maximum distance requires the thrower to spin, run, or lean into her throw for maximum power, and the thrower must succeed on a DC 10 Acrobatics check (with a +2 bonus if she has the Athletic feat) after making the throw to keep her balance. If the check is failed, the throw is treated as a foul and is not counted.

In most throwing contests of this kind, each competitor gets a certain number of throws and keeps only their best result. The winner is determined by the single farthest throw. If two throwers are equal, the one with the fewest fouls or out-of-bounds throws wins.

Tug-o-war: This simple contest involves two teams on opposite sides of a field, with a rope between them tied with a flag in the center. Each team has a boundary line on its side, with all members of their team beyond the line, and the object of the contest is to pull the flag marking the center of the rope across their boundary line while the opposing team strives to do the same. The size of the field between the two teams

Each team has an anchor that holds the end of the rope, and fundamentally a tug-o-war is a series of opposed drag combat maneuvers between the two anchors. Each anchor adds the Strength modifier of all members of its team as a bonus on their combat maneuver checks. If any members of their team have a size bonus to their CMB, they add twice that bonus to the anchor's CMB. Each round, both anchors make their combat maneuver checks, applying the modifiers for their team, and compare the result. The difference between the result of the checks equals the number of feet the center flag is pulled toward the side of the higher-rolling team at the end of that round. The tug-o-war is won when either team pulls the center flag over its boundary line.

Weightlifting: The simplest test of strength is setting up progressively heavier and heavier weights for contestants to lift and hold, whether lifted overhead like a modern power-lifter, lifted and carried a short distance, or pulled on a sledge or track. For such weightlifting contests, any character can lift their light load over their head automatically. Lifting and holding heavier loads in

DC	Weight
10	Up to medium load
15	Up to heavy load
20	Up to heavy load x 150%
25	Up to heavy load x 200%

competition requires a Strength check, with a +2 bonus for characters with the Athletic feat.

A competition will typically begin with a minimum qualifying weight (usually at least 150 pounds); those who fail to lift that weight cannot compete. After that point, each competitor must increase the weight after each successful lift by at least 10 pounds, though they may choose to increase the weight of their lift if desired. If they fail a lift, they can retry the same weight. Lifters continue increasing their weight as many times as desired until they fail a total of three lifts, at which point the highest weight they successfully lifted stands.

A lifter can attempt a number of lifts equal to one-half her Constitution score before she risks becoming fatigued. For each lift after that, she must attempt a DC 10 Constitution check (modified by the Endurance feat and any effect that grants a save bonus against fatigue) or take 1d6 points of nonlethal damage. She remains fatigued as long as this nonlethal damage persists. The DC of this check increases by 1 for each additional lift.

The winner is determined by whomever had the highest weight lifted; in the case of a tie, the lifter with the fewest failures wins.

Mock Battle

Many tournaments celebrate skill at arms, and in medieval times the *grand melee* was scarcely less violent than a real battle. Blunted swords and axes could still break limbs and skulls and leave contestants wounded or crippled. The combat rules of the *Pathfinder Roleplaying Game* are ample to settle any mock fight that is a near substitute for actual battle. The events presented here utilize the combat rules as a baseline but offer a wide variety of specialized rules for ritual combat on horseback, with ranged weapons, and matches in unarmed combat. In any of these, the GM is encouraged to allow contestants to use the [performance combat](#)^{UC} rules to sway the crowd to their side and put their opponent at a disadvantage while giving themselves an edge.

Jousting

One of the most iconic events in a tourney is the joust, with caparisoned knights in full armor and flowing regalia testing their mettle and their skill against other peers of the realm in a cacophonous clash of arms.

For the joust, competitors are matched in a random draw. Each is equipped with a heavy horse, military saddle, lance, and heavy wooden shield, with racks of extra lances and shields. Riders may provide their own nonmagical armor. Attacking a horse is grounds for disqualification.

Jousters can attempt to unhorse their opponent with a bull rush or trip combat maneuver or attempt to shatter their opponent's shield with a sunder combat maneuver. These can be done even though a lance normally cannot be used to bull rush or trip; otherwise, these combat maneuvers work as normal (including provoking attacks of opportunity if performed without the appropriate feat, such as Improved Bull Rush), with the following modifiers.

JMB (Jousting Maneuver Bonus): A joust's JMB is based on his CMB, with a +1 bonus for each mounted combat feat (including all feats for which Mounted Combat is a prerequisite) they possess, as well as for Weapon Focus, Greater Weapon Focus, Weapon Specialization, or Greater Weapon Specialization with the lance. The Unseat feat grants an additional +2 bonus when a competitor uses a bull rush combat maneuver as part of a joust.

JMD (Jousting Maneuver Defense): A joust's JMD is based on his CMD, with a +1 bonus for every 5 ranks they possess in the Ride skill; for having evasion, improved evasion, uncanny dodge, and improved uncanny dodge; and for each of the following feats: Animal Affinity, Combat Expertise, Greater Shield Focus, Mobility, Shield Focus, and Skill Focus (Ride). For the purpose of determining a joust's JMD, any ability or item that grants a bonus on Ride checks is treated as if the joust had a number of ranks in the Ride skill equal to the amount of that bonus; this stacks with the bonus for actual ranks in the Ride skill.

Tactics: Finally, a joust may choose to charge, granting a +2 bonus on combat maneuver checks but taking a -2 penalty to their CMD, or to advance and attack normally with no modifiers, or to fight defensively or use Combat Expertise or a similar feat to grant a bonus to their CMD while imposing a penalty on combat maneuver checks equal to the attack roll penalty that applies. A joust also can use other feats or exceptional abilities, including class features like barbarian rage, fighter weapon training, or a cavalier's challenge (or even a ranger's favored enemy bonus, if it applies to their opponent's type), though supernatural, spell-like, or other magical effects are

typically forbidden. Attacking the opponent's mount results in immediate disqualification.

Resolution: Contestants spur their mounts forward and meet in the center of the list and initiative is rolled. If either contestant has an advantage in reach, such as from using the Lunge feat, that competitor adds a +4 bonus on this initiative check. The winner strikes first, and if her combat maneuver check exceeds the target's CMD, the defender is unhorsed (if using a bull rush or trip combat maneuver) or the defender's shield is struck and takes damage as normal for a sunder combat maneuver. If the rider who lost initiative is unhorsed, the can attempt DC 20 Ride check as an immediate action, with a -2 penalty for every 5 points by which the attacker's combat maneuver check exceeded their CMD. If the check succeeds, the defender is able to get in a strike with their lance against the attacker, allowing them to attempt a combat maneuver check with a -4 penalty. If they succeed in unhorsing their opponent, that pass is a draw and both contestants can remount and try another pass.

On any attack that hits, the lance breaks unless it makes a DC 20 Fortitude save.

The first rider to unhorse their opponent and stay mounted wins the match. If after three passes neither has done this, a point is scored for each shield broken and a point is deducted for each lance broken. If the match is still a draw, the contest continues until the tie is broken. After each pass, riders take 1 round to return to the end of the lists before charging again. Two squires at each end of the lists use their actions to replace a rider's lance or shield as needed.

Special Jousts: In a fantasy game, jousts could be contests on flying, swimming, or even climbing mounts, given an arena of the appropriate type. The rules for such jousts are the same as for land-based jousts, though each mount also can make a Climb, Fly, or Swim check, as appropriate, during their charge to see if they can gain an advantageous position relative to their opponent's mount. The mount with the higher skill check grants its rider a +2 circumstance bonus to his JMB or JMD—or a +1 bonus to each—for that jousting pass.

In special jousts, and aerial jousts in particular, flamboyance and showy aerobatics are a key part of the event, and the mount with the higher opposed Fly check also grants its rider a +2 bonus on any ability or skill checks related to using [performance combat](#)^{UC} during that jousting pass and during any maneuvers prior to the next pass. In addition, the rider gains a further +1 bonus on such checks for each of the following feats possessed



by his flying mount: Acrobatic, Hover, Skill Focus (Fly), Wingover. Brightly colored flags, poles, or similar markers are placed at each end of the jousting field to mark where fliers should make their turn and approach the list for their next pass. In exotic jousts, these markers might have flaming rings the jousters must pass through (DC 10 Escape Artist or DC 20 Acrobatics check required, plus a DC 25 Handle Animal check to push a non-sentient mount to fly through the flames), plus a DC 10 Reflex save for both rider and mount to avoid catching on fire, while high-magic tournaments could have even more outlandish obstacles.

While aerial maneuvers are expected before and after each pass, aerial jousts often are held close to ground level for the actual clash of lance against lance in order to minimize falling damage from competitors unhorsed in the joust. However, in some high-stakes tournaments the joust may take place in midair at a much higher elevation, with spectators watching from raised platforms, or the towers of a castle, or even the sides of a canyon

or ravine. While weather rarely plays a role in low-level aerial jousting, high winds in such high-altitude jousts may impose a substantial penalty on Fly checks for both contestants. Fliers specially trained in navigating such conditions for a joust may reduce this penalty by 2 when jousting in high winds, driving rain, or similar adverse conditions. If fog, mist, or smoke is present that obscures vision beyond 5 feet, jousters have a limited amount of concealment from their opponent. While their location is still obvious as long as they are within 20 feet of one another, any attack (including traditional jousting maneuvers) has a 20% miss chance.

Sample Competitors: PCs wishing to compete must best a hedge knight trainer in the practice lists to demonstrate their basic competence. Success and an entry fee (the amount depending on the size and renown of the tournament, typically 10 gp for small local festivals and 100 gp for grander events) grants a place in the 5-round, single-elimination tourney. To determine a PC's opponent, roll 1d8 and add 1 per round. Bear in mind

d12 Result	Competitor
1-4	Hedge Knight (human male fighter 5) JMB +16, JMD 20, Init +1, Perception +0, Ride +5, Fort +5, Strategy charge and trip (provokes attack of opportunity).
5-7	Tourney Knight (human male fighter 8) JMB +26 (+28 bull rush), JMD +26 (30 vs. bull rush), Init +3, Perception +4, Ride +10, Fort +8, Strategy charge and bull rush.
8	Sir Brian Paul (human male ranger 5/fighter 5) JMB +26 (+30 bull rush), JMD 31 (33 vs. bull rush), Init +4, Perception +10, Ride +13, Fort +10, Special favored enemy (humans +4, elves +2), Strategy charge and bull rush.
9	Churt Ennatal (half-orc female ranger 10/barbarian 2) JMB +23 (+27 bull rush), JMD 36 (38 vs. bull rush), Init +7, Perception +15, Ride +15, Fort +12, Special favored enemy (humans +6, elves +2, dwarves +2 JMB), rage (+2 JMB, JMD, Fort), strength surge (+2 JMB or JMD), Strategy charge and bull rush, rage and add strength surge to JMB.
10	Domm Jurga (male orc barbarian 11) JMB +20 (+24 sunder), JMD 33 (+35 vs. sunder), Init +0, Perception +8, Ride +5, Fort +10, Special greater rage (+3 JMB, JMD, Fort), strength surge (+11 JMB or JMD), Strategy charge and sunder shield, rage and add strength surge to JMB.
11	Khotio Cristobal (human male fighter 11) JMB +26 (+30 trip), JMD 37 (39 vs. trip), Init +7, Perception +5, Ride +16, Special Blind-Fight, Strategy advance and ready, trip.
12	The Shadow Knight (half-elf male fighter 13/shadowdancer 5) JMB +32 (+34 bull rush), JMD 50 (54 vs. bull rush), Init +7, Perception +9, Ride +20, Fort +13, Special hide in plain sight (Stealth +23), Wind Stance, Strategy Advance and ready, bull rush. He hides in plain sight (using his horse's shadow) to gain concealment against a challenging foe, depriving them of their Dexterity bonus to JMD.

that the CMB and CMD shown on the table include the modifiers listed above.

Winning: A jousting reaching the final four earns 1 point of Renown; increased to 2 points for reaching the final two, and 3 points for becoming champion. In a grand tournament, the four finalists receive a war-trained light or heavy horse. The two grand finalists receive *saddles of horsemanship*, and the grand champion receives a suit of +1 *mithral breastplate barding*.

Target Shooting

History shows us all manner of target shooting and target throwing contests, from lumberjack axe throwing to barroom darts to classic Robin Hood-style archery contests. Accuracy was a key life skill in hunting and training for military service as well, and such contests are commonplace in any festival. While the contests below are described in terms of archery, they can just as easily be undertaken with any kind of ranged weapon, including thrown weapons, with proportionately shorter distances for weapons with shorter range increments.

Clout Shooting: More common in the Middle Ages than the target shooting we typically envision, clout shooting

involved launching arrows at long range in a parabolic arc at a target laid at a low angle or even flat on the ground to simulate loosing volleys of arrows in combat into massed enemy troops or shooting over walls. The clout itself was a simple wooden peg a few inches across inside a circle drawn on the ground or marked with small flags and that might be as small as 2-3 feet across or as large as 25 feet. Modern clout shooting still exists and uses the same principle, but the target is more often a flag or square of cloth and scoring is based on how close archers can get their arrows to it.

A clout end has each archer shooting six arrows at the clout peg or flag at a distance of 500 feet, a -8 range penalty for longbows (though this can be reduced by the Far Shot feat and certain class features and other abilities). If all archers shoot at the same target, each shooter uses

DC	AC	Points
Clout	30	6
Clout square	20	3
Inner Circle (within 5 feet)	15	2
Inner Circle (within 10 feet)	10	1



fletching is a different color to tell their arrows apart for scoring. Scoring is as follows.

If the clout is laid flat on the ground, it is considered to have concealment, so any shots at the clout have a 20% miss chance unless the contestant has the Improved Precise Shot feat.

The top two scorers in each clout end advance to the next round, or have a one-on-one end of their own, with the high scorer winning their duel and the title. If they remain tied after that end, they go to a sudden death duel with each taking one shot at a time until the tie is broken.

Target Shooting: Shorter-range shooting contests against vertical targets marked with concentric circles around a central bullseye. A target-shooting end is six shots for each archer at a Medium-sized target typically 120 feet away (resulting in a -2 range penalty on attack rolls with a longbow). Each circle can be painted in alternating painted rings (called circles) and unpainted rings (called fields), or each could be painted a different color; those listed below represent the modern archery target colors. Archers score based on how close their shots come to the center of the target.

Circle	Color	AC	Points
Center	Gold	18	5
Inner Field	Red	14	4
Inner Circle	Blue	12	3
Outer Field	Black	11	2
Outer Circle	White	10	1

In some tourneys, each archer shoots at their own individual targets, while in other contests, pairs of archers alternate shots at the same target. In such a duel, the archer with the higher total score is the winner. In the case of a tie, the archer with the shot closest to the center point of the target wins; determine this by which archer had the highest attack roll during their end. If this is still a tie, each archer alternates taking one shot at a time until the tie is broken.

Unarmed Combat Events

While jousting and even general melee events with blunted lances and swords were a staple of medieval tournaments, unarmed combat events also were very popular and continue to be popular to the present day. Such events often featured traveling champions who would take on local toughs and gallants willing to stake their money for a chance in the ring with the champion.

Such events can be run using the standard combat rules for unarmed attacks and combat maneuvers, and this is particularly appropriate in unusual unarmed events such as a humanoid battling a bear, gorilla, or similar creature with natural weapons of its own. However, the following rules below provide a framework for the sweet science of taking down an opponent with bare hands.

Performance Combat: Whether using standard combat rules or the specialized rules described below, it is very appropriate to have contestants attempt to influence the crowd to their side using the [performance combat](#) rules in *Pathfinder Roleplaying Game Ultimate Combat*, allowing charismatic warriors to put their foes at a disadvantage with their showmanship and bravado.

Boxing: Competitors are confined to a small ring, usually a 15-foot square, and set to fighting. Standard boxing is unarmed combat using only the hands, but many cultures may strike with both hands and feet or even with feet alone. Grappling, tripping, and most other combat maneuvers are not allowed. After each round of combat, the boxers are separated and return to their start positions.

Gloves: Traditional boxing is carried out with bare knuckles, but in some societies gloves are used to ablate the impact and reduce injury. Boxers wearing gloves cannot choose to deal lethal damage, and they deal only half the normal amount of nonlethal damage with each blow.

Knockout: If either competitor is rendered unconscious by the accumulation of nonlethal damage, he is knocked out and his opponent is declared the winner. If a fighter confirms a critical hit during a boxing match, the target becomes fatigued; a successful Fortitude save (DC 10 + the attacker's Strength modifier plus + his base attack bonus) negates this effect. A target already fatigued becomes exhausted on a failed save. A target already exhausted is knocked unconscious on a failed save. If the target rolls a natural 1 on its saving throw, it must make two additional saves. If both fail, the target is immediately knocked unconscious. If one fails, the target becomes exhausted (or is knocked unconscious, if already fatigued). If both succeed, the failed save has its normal effect.

Rounds: A boxing match can last any number of rounds agreed upon by the contestants, though usually a minimum of 3 rounds and a maximum of 15. These rounds can be literal combat rounds, or they can be any length stipulated by the combatants, though rarely longer than 1 minute.

Scoring: If neither opponent is knocked unconscious

during the duration of the fight, the victor is determined by a scoring system. Each competitor tallies one point per hit and two points for each critical hit. In any round in which a fighter scores more hits than his opponent, he gains one additional bonus point. A fighter can use the Sleight of Hand skill to appear to land more punches than he actually does; this check is opposed by the Perception check of the judge(s) scoring the match, and the check is made each round. Both the fighter and the judge(s) add their base attack bonus to these checks. If a fighter's Sleight of Hand check exceeds the Perception check of the judge(s), he is treated as if he scored 1 additional hit during that round, plus one additional hit for every 5 points by which his check exceeded the DC.

Special Boxing Rules: Boxing can proceed using normal unarmed combat rules, or it can incorporate a number of specialized maneuvers and strategies.

Bob and Weave: This is the boxing term for fighting defensively or using the total defense action, which in addition to providing a dodge bonus to Armor Class also grants the same bonus to a boxer's Fortitude save to avoid the effects of a knockout (or of a critical feat such as Stunning Critical, if his opponent has such a feat).

Clinch: One boxer grabs onto another as a defensive maneuver to prevent his opponent from landing effective punches. Treat this as a grapple combat maneuver; if successful, his opponent gains the grappled condition. If the combat maneuver check exceeds the opponent's CMD by 5 or more, the opponent is treated as pinned, but only for the purpose of making attacks. A clinch ends at the end of the round as boxers resume their start positions. A boxer scores no points for a successful clinch, and if he does it more than once during a match he loses 1 point from his score for each clinch after the first.

Combination: As a standard action, a boxer can make a single attack at his highest base attack bonus. If the attack hits, he makes a combat maneuver check against his opponent's CMD. If this check succeeds, the boxer can take a second attack at his highest base attack bonus.

Counterpunch: A boxer can ready an action to attack his opponent when the opponent makes his own attack. This counterpunch ignores the defender's Dexterity bonus to Armor Class; however, it is resolved after his opponent's attack.

Feint: Feinting in a boxing match is a move action rather than a standard action.

Haymaker: Power Attack and Vital Strike are frequently used in boxing to maximize damage, but any boxer can put his whole energy into a heavy blow as an attack action

or as part of a charge, taking a -1 penalty to AC, increasing by 1 for every 4 points of base attack bonus, in order to gain a +2 bonus on damage rolls, increasing by an amount equal to one-half the attacker's base attack bonus.

Head Butt: A boxer can use his head to deliver an unarmed strike. A head butt is considered a secondary natural attack, taking a -5 penalty on attack rolls and allowing the attacker to use only one-half his Strength bonus on damage rolls. These penalties do not apply if the boxer's opponent has the grappled condition (such as if that opponent has used a clinch), and the attack roll penalty does not apply on attack rolls made to confirm a critical hit with a head butt. In addition, a successful head butt attack increases the DC by 1 on saving throws made by the opponent to avoid fatigue, exhaustion, or knockout (see *Knockout* above) for a number of rounds equal to the attacker's Strength modifier. This penalty stacks for multiple low blows or head butts.

Some matches outlaw head butts; if this is the case, scoring a hit with a head butt does not score points for the attacker, and in fact the attacker can be assessed a 1-point penalty. However, an attacker can use Sleight of Hand to make a head butt without being noticed by the judges.

Jab: This is a standard unarmed strike.

Low Blow: A blow below the belt is generally considered against the rules, much like a head butt, and in such cases making a low blow without being noticed requires a successful Sleight of Hand check opposed by the Perception checks of the judges. If noticed, a successful low blow does not score a point and results in a 1-point penalty to the attacker. A successful hit with a low blow deals an additional 1d3 points of nonlethal damage, and the attacker gains a +2 circumstance bonus on attack rolls to confirm a critical hit. In addition, a successful low blow increases the DC by 1 on saving throws made by the opponent to avoid fatigue, exhaustion, or knockout (see *Knockout* above) for a number of rounds equal to the attacker's Strength modifier. This penalty stacks for multiple low blows or head butts.

Uppercut: This type of punch takes a -1 penalty on attack rolls but adds a +1 bonus on damage rolls. On a critical threat, an uppercut gains a +1 bonus instead of a -1 penalty on the attack roll to confirm a critical hit.

Wrestling: Wrestling is a contest of combat maneuvers, especially (but not exclusively) the grapple maneuver. Trip maneuvers are used to take a foe to the ground and make them easier to pin, while in other forms of wrestling such as *sumo* the object is to force the opponent out of the ring, and bull rush and reposition (and sometimes drag)

maneuvers are key. Matches can be simple submission contests, wherein the match continues until one wrestler is knocked unconscious from nonlethal damage (by using grapple checks to deal damage) or by maintaining a pin for a certain number of rounds. Wrestling matches typically occur in a 15-foot ring (which may be round or square), though larger rings may be used for tag team or group wrestling matches. The rules below present a formalized scoring system that can be used to reward specific maneuvers and outcomes.

Duration: A wrestling match usually lasts a set number of rounds (usually 10, 12, or 15), though the match can end early if one wrestler pins the other and maintains the pin for 3 rounds. If neither wrestler pins the other, the match is decided on total points. If the score is tied at the end of the set duration, the match continues in a sudden death format, where the first wrestler to outscore his opponent in a round wins the match.

Fatigue: Wrestling matches take a considerable amount of energy. A wrestler can wrestle for a number of rounds equal to one-half his Constitution score before possibly becoming fatigued. After this time, each wrestler must attempt a DC 10 Constitution check or become fatigued, and the DC increases by 1 for each round thereafter. When a wrestler becomes fatigued, the DC resets to 10 but additional checks must be made each round to avoid becoming exhausted. A wrestler using the total defense action (see *Stalling* below) does not need to make a Constitution check that round and reduces the DC of subsequent checks by 1. This fatigue can be removed or exhaustion reduced to fatigue with 1 minute (10 rounds) of rest.

Give and Take: Scoring occurs at the end of each round of a wrestling match, giving each wrestler a chance to grab their opponent, break free of a hold, and so on. A grapple that is broken or reversed without being maintained scores no points.

Initiative: Wrestling scoring occurs at the end of each round, but the wrestler who loses initiative is flat-footed so the first wrestler to go may have more options to perform combat maneuvers without provoking attacks of opportunity, and with the defender's CMD potentially reduced by being denied its Dexterity bonus to AC while flat-footed. In addition, the first wrestler to act in a match gains a +2 circumstance bonus on combat maneuver checks against a flat-footed opponent.

Showboating: Wrestling bouts can be simple athletic endeavors, or they can be grand spectacles with casts of colorful costumed characters with outlandish names and

costumes to match, from masked *luchadors* or gloriously spangled and sequined performers with catchphrases, capes, props, and bombastic entrance music. These endeavors may still be highly athletic (though in some cases they may follow a prearranged script as to who wins or loses a match), but the [performance combat](#)^{UC} rules definitely should be used for such bouts.

Tag Team: This style of wrestling pits two teams against each other, though only one wrestler from each team is on the mat at a time. At any time during the match, a wrestler can tag their partner and then exit the ring, while their partner enters the fray in their place. The partner outside the ring must stay in a specific location and cannot move around the ring to get closer to their partner.

A wrestler who is grappled or pinned normally cannot move unless they control the grapple, but in a formal wrestling match you can allow a grappled or pinned wrestler to attempt a drag combat maneuver as a move action; a successful check allows that wrestler to crawl 5 feet (taking his grappler with him), possibly allowing them to reach their partner and tag out. If a wrestler tags out during a round, no points are scored by or against that wrestler, though points from maintaining a hold in a previous round still count.

Team Wrestling: Some wrestling matches pit evenly matched teams against one another, with all wrestlers in the match at once. Scoring proceeds as described, and wrestlers may choose to combine their efforts to pin and hold one of their opponents or may engage in multiple one-on-one grapples simultaneously. A wrestler who is pinned and held for three rounds is out of the match and the bout continues until all of one team's wrestlers have been eliminated, or based on the aggregate score for each team if both teams still have wrestlers remaining at the end of the match. Any successful point-scoring move by a wrestler counts toward the aggregate total for their team.

Unsportsmanlike Conduct: In a wrestling match, you often can escape the view of any judges or referees, and a dirty trick maneuver certainly can be used to put an opponent in a compromising position and gain advantage. Using an illegal hold or an unsportsmanlike maneuver such as an eye gouge, groin grab, strike with a closed fist, and so on without being noticed requires a successful Sleight of Hand check opposed by the Perception checks of the judges. If the dirty trick is noticed, the wrestler receives a warning and his opponent gains 1 point. A second dirty trick combat maneuver that is noticed results in the wrestler being disqualified.

Because of the chaos and confusion of a match with

multiple wrestlers on a side, Sleight of Hand checks to perform a dirty trick combat maneuver without being noticed gain a +2 circumstance bonus in a tag team match and a +4 circumstance bonus in a team wrestling match.

Scoring: Scoring is checked at the end of each round:

Escape (1 point): You succeed on a grapple check to break free from a grapple when your opponent has maintained the grapple at least once or has knocked you prone.

Hold (2 or 3 points): You succeed on a grapple check to maintain your hold or pin your opponent. If you maintain your hold or pin for two consecutive rounds, you score 3 points.

Pin (victory): If you maintain a hold or pin for three consecutive rounds, you automatically win the match.

Reversal (2 points): You succeed on a grapple check to take control of a grapple and maintain your hold at the beginning of your next turn.

Stalling (warning, then 1 point to your opponent): If you use the total defense action, you receive a warning the first time. Each time you use that action afterwards, your opponent receives 1 point.

Takedown (2 points): You knock your opponent prone and succeed on a grapple check in consecutive rounds. This may be done in either order; knocking them prone and then grappling them, or grappling first and then knocking prone.

Sumo: Sumo and similar forms of wrestling do not rely on grabbing or pinning an opponent, but instead on forcing them to the ground or out of the ring with a bull rush, drag, or reposition maneuver. This also can be accomplished with a grapple combat maneuver to establish a hold, and then a grapple to maintain the hold and force the opponent to move. A successful drag maneuver when adjacent to the edge of the ring (including a drag that begins in the center of the ring) allows the attacker to force the defender out of the ring without the attacker having to leave the ring.

Both wrestlers begin near the center of a 15- or 20-foot ring, and must force their opponent back or to the side 10 feet to force them out of the ring, or knock them prone with a trip combat maneuver. Both wrestlers begin from a set position marked within the ring and roll initiative at the beginning of the match. The benefits of winning initiative are as described above for Western wrestling, as are the results of fatigue. In some cultures, the rules of sumo are considered sacred, and any unsportsmanlike conduct noticed by the judges is grounds for immediate

disqualification and forfeit of the match. If you use a 15-foot ring, assume both wrestlers begin in the center square; if you wish a bit more movement opportunity using a standard grid of 5-foot squares, a 20-foot ring may work better.

In the case of a bull rush, drag, or reposition combat maneuver, both wrestler's checks are considered to happen simultaneously, so the result of each check is determined. If one wrestler's check succeeds and the other does not, the losing wrestler is moved as the attacker wishes. If both checks succeed, compare the results and subtract the smaller amount of forced movement from the larger and apply any remaining forced movement as the wrestler with the higher total wishes; if they are equal, neither wrestler is moved from the center of the ring.

Example: If Isoroku's combat maneuver check beats Hideki's CMD by 6 (allowing him to move his opponent 10 feet) and Hideki's beats his by only 2 (allowing him to move his opponent 5 feet), Isoroku moves Hideki 5 feet.

In the case of a grapple or trip combat maneuver, the first wrestler to be knocked prone or forcibly moved out of the ring loses the match; unlike a traditional Western wrestling match described above, the match ends as soon as either wrestler is defeated in this way, without a chance for the defender to retaliate.

Once a wrestler is defeated, if the match is going to continue, both wrestlers retake their positions at the center of the mat

Scoring: A sumo contest typically consists of a set number of matches, either within the same day or over a span of days. In a single contest, two wrestlers might have five matches, with the winner determined by whomever wins the most individual matches. Tradition dictates that all matches in the set are completed, even if one wrestler has an insurmountable advantage in that set, both for the loser to demonstrate stoic aplomb in defeat and to determine total number of matches won if the sumo event stretches over multiple days and involves multiple wrestlers, as the winner of the highest aggregate total number of matches at the end of the event is the grand champion of that event.

Special Events

While the preceding section details a broad array of familiar contests from real-world history and culture, this is a fantasy game and it's eminently possible in a higher-magic campaign, or one that features higher-level characters, to dial up the difficulty and complexity of your

tournament events. These are especially appropriate if your festival games happen in a specific location, where a permanent stadium or arena is renowned for its famous and unique challenges, but they also could be used at any festival set up in the fringes of a young forest kingdom where the spirit of magic and adventure is strong.

Pillars of Life and Death

Contestants enter a grid that is 100 feet on a side. A total of 36 10-foot-tall spiraling glass columns are spaced every 20 feet on the grid, including around its perimeter. These pillars are sensitive to positive and negative energy, causing them to fill with a glowing light (positive) or inky darkness (negative). The energy required to fill the columns may come from channeled energy or from *cure* or *inflict wounds* spells. Damage from necromancy or death effects (e.g., *chill touch*, *vampiric touch*) is treated as negative energy damage by the pillars, and effects that inflict negative levels count as 10 points of negative energy damage per negative level. Damage from light-based effects (e.g., *searing light*, *sunray*) is treated as positive energy rather than dealing its normal damage. The pillars always attempt a saving throw (with a save bonus of +10 for Fortitude, Reflex, and Will saves) against effects which grant a saving throw, even if normally harmless.

Physically, each pillar is AC 5, hardness 0, and has 12 hit points, and they are not subject to critical hits when empty. For the purpose of positive and negative energy (including alternative effects described above), each pillar begins at 0 hit points, brightening when they absorb positive energy and darkening with negative energy, up to 100 hit points of each. Pillars can absorb both types of energy simultaneously; they do not cancel one another out but accumulate separately, with light and dark spiraling around the pillar.

Each competitor is given a colored token, and when they cause a pillar to reach 100 positive or 100 negative hit points, they 'capture' the pillar as it turns wholly white (positive) or black (negative) and the crystal sphere mounted at the pillar's top glows brightly in their color. This is true even if another contestant has charged the majority of the energy into the pillar; it is the contestant who pushes the pillar beyond 100 positive or negative hit points that captures it (this includes creatures summoned by a contestant). Captured pillars become as hard as stone (hardness 8, 180 hit points).

Competitors may use melee, ranged, targeted, or area-effect abilities to charge the pillars. All contestants on the field gain the benefits of a *death ward* spell. A contestant that destroys a pillar receives one penalty point, which is

deducted from the number of pillars they have captured when tallying the winner. A contestant that attacks another competitor is disqualified.

Cheating: If you wish to grant an unfair advantage, one contestant is given a special holy symbol warded with *magic aura* to appear nonmagical but which functions as a lesser *metamagic rod* (*empower*); it can be used three times before its power is exhausted.

Sample Contestants: The following expert contestants enter this event. Unless otherwise noted, all spells listed below have a range of touch. A *mass cure/inflict wounds* spell can target up to 4 pillars at once. Only spells relevant to the contest are listed here, along with the number of slots per day each character can cast.

Ygg Vardu (gnome female cleric of the Destroyer 11) **Touch Attack** +10 melee, **Channeling** 6d6 negative energy, DC 20, 8/day, **Spells** (DC 16 + spell level) 6—*harm* (x2), 5—*shout*, *slay living* (x3), 4—*inflict critical wounds* (x5), 3—*inflict serious wounds* (x5), 2—*inflict moderate wounds* (x5), *shatter* (50 feet), 1—*inflict light wounds* (x6), **Strategy** Ygg uses her area-effect powers while moving from pillar to pillar and targeting them with *harm* and *slay living*. If she sees a positive pillar near filling, she uses *shatter* to destroy it; if there are several near filling, she uses *shout* instead.

Levigud Stolikan (human male cleric of the Goddess of the Dead 11) **Touch Attack** +9 melee, **Channeling** 6d6 positive, DC 18, 6/day, **Spells** (DC 16+spell level) 6—*heal*, *mass cure moderate wounds* (50 feet), 5—*breath of life*, *mass cure light wounds* (50 feet, x3), 4—*cure critical wounds* (x5), 3—*cure serious wounds* (x6), 2—*cure moderate wounds* (x6), 1—*cure light wounds* (x7), **Strategy** Levigud tries to hit the largest number of pillars with his area-effect positive energy, but if a pillar is close to being healed he focuses touch-range cure spells on it. All of Levyn's *cure wounds* spells are empowered because of his Healing domain.

Monde Ispemon (human male sorcerer (celestial) 12) **Touch Attack** +9 melee, +9 ranged, **Channeling** none, **Spells** (DC 15+spell level) 6—empowered *enervation* (55 feet, x4), 5—empowered *vampiric touch*, *enervation*, or *summon monster V* (x6), 4—*enervation* (55 feet, x7), 3—*vampiric touch* (x7), 2—*spectral hand*, 1—*chill touch* (x8), **Strategy** Monde lets others do most of the work and tries to capture pillars that are nearly filled, whether with positive or negative energy. He spends the first 2 rounds summoning *bralani azatas*, which he commands to fly in wind form and use *cure serious wounds* on nearly-filled positive pillars, while he flies on heavenly wings to the center of the arena and uses *enervation* and *vampiric touch* (using his *spectral hand*) on negatively charged pillars. Once his *bralani* have used

up their *cure serious wounds*, he summons another.

Winning: There are two winners in the contest. The first competitor to charge a pillar is given a *wand of cure light wounds*, *inflict light wounds*, or *ray of enfeeblement* (CL 1, 50 charges). The contestant who charges the most pillars is declared the grand champion and is given a *phylactery of negative channeling*, *phylactery of positive channeling*, or a *wand of vampiric touch* (CL 6, 50 charges)

Shooting Gallery

Contestants are assigned positions on an archery list 300 feet long, with targets placed at 50 feet, 150 feet, and 300 feet. Each contestant may choose a shortbow, longbow, light or heavy crossbow, or sling or staff sling, along with 20 arrows, bolts, or sling bullets. These items are all masterwork, and they may choose composite bows with a Strength bonus of up to +2.

Contestants must hit each target at least once, but they may otherwise choose their target. Each target has a vertical concentric circle, an outer circle that is AC 10 (scoring 1 point), an inner that is AC 20 (scoring 2 points), and a bull's eye that is AC 30 (scoring 3 points). The point values are increased by 1 for the second target and by 2 for the third.

In addition, the contest has several magical surprises. Each competitor should roll 1d6 each round. On a roll of 1, a *gust of wind* strikes them for 1 round, penalizing ranged attack rolls by 4 and forcing a small competitor to make a Fortitude save (DC 14) or be knocked prone. On a roll of 6, one of the targets (equal chance of each) is surrounded by a 5-foot radius cloud of smoke for 1 round, applying a 20% miss chance to that target and any shots that pass through its area.

In the initial round of target shooting (but not in the final), contestants gain a +2 circumstance bonus on attack rolls for each of the following feats they possess: [Bullseye Shot](#)^{ISG}, Improved Precise Shot, Pinpoint Targeting, Precise Shot. In addition, Far Shot halves range penalties and Improved Precise Shot allows a competitor to ignore smoke concealment.

While the targets appear to be painted cloth over a stiff cushion, the middle target is actually hardened leather (hardness 2) and the far target painted hardwood (hardness 5). Ranged weapons inflict only half damage against objects, and a missile that fails to inflict at least 1 point of damage after hardness bounces off and is counted as a miss. Sling bullets need only crack the target (inflicting 1 point of damage) and need not stick. Competitors can fire as often

as they wish, until all 20 missiles are used or 1 minute passes, whichever happens first. If two competitors have identical scores, the one who finished first is the winner.

The top two contestants move on to a final round. The master of the archery lists has secured a collection of burned-out *ioun stones*, 5 painted black and 5 red. Each is AC 24, has hardness 8, and 5 hit points. The *ioun stones* orbit within a 5-foot column of light 50 feet away. Contestants are given a quiver of 20 arrows, and an extra quiver is placed at their starting point if they need additional ammunition. Contestants roll initiative and can move and fire as they wish at targets of the color assigned to them. When only one target remains, the column of light fills with spiraling streamers of color that act as an *entropic shield* protecting the final target. The first to knock down all 5 of their targets wins.

Cheating: If you wish to grant an unfair advantage, one contestant is given 5 adamantite-tipped missiles disguised as steel (DC 20 Craft (weapons) or Appraise check to notice when closely examined). These can be used in the first or the final round.

Sample Contestants: The following expert contestants enter this event:

Vail McIlrath (human ranger 12) – **Weapon** composite longbow, **Range** 110 feet, **Atk** +19/+19/+14/+9 or +17/+17/+17/+12/+7 (1d8+2), **Deadly Aim** +15/+15/+10/+5 or +13/+13/+13/+8/+3 (1d8+10), **Vital Strike** +19 (3d8+2), **Deadly/Vital** +16 (3d8+10), **Other** Improved Precise Shot, Pinpoint Targeting, Precise Shot, **Strategy** Vail focuses his efforts on the nearest target. In the final, he tries a Deadly Aim/Rapid Shot full attack before moving closer to use Point Blank Shot with Deadly Aim and Improved Vital Strike.

Navara Kadani (elf female fighter 9) – **Weapon** composite longbow, **Range** 110 feet, **Atk** +19/+19/+14/+9 or +17/+17/+17/+12/+7 (1d8+6), **Deadly Aim** +16/+16/+11/+6 or +14/+14/+14/+9/+4 (1d8+12), **Vital Strike** +19 (2d8+6), **Deadly/Vital** +16 (2d8+12), **Other** none, **Strategy** Navara focuses her efforts on the middle target. In the final, she takes one Deadly/Vital attack and then moves within Point Blank Shot range, after that using use Manyshot with Deadly Aim every round.

Florin Moyur (female halfling fighter 11) – **Weapon** light crossbow, **Range** 80 feet, **Atk** +22/+17/+12 (1d6+4), **Deadly Aim** +19/+14/+9 (1d6+10), **Vital Strike** +22 (3d6+4), **Deadly/Vital** +19 (3d6+10), **Other** Precise Shot, Far Shot, **Strategy** Florin focuses her efforts on the farthest target. In the final, she moves the first round to get inside Point Blank Shot range and make a Deadly Aim/Improved Vital Strike.

Domm Jurga (male half-orc barbarian 11) – **Weapon**

halfling staff sling, **Range** 80 feet, **Atk** +14 (1d8+10), **Vital Strike** +14 (3d8+10), **Other** none, **Strategy** In either round of the contest, Domm rages and takes one Vital Strike shot every round, choosing randomly which target to attack (if smoke appears around the randomly selected target, he attacks a different target).

Winning: The contestant with the high score in the first round wins a pair of *lesser bracers of archery* (or *bracers of slinging* or *bracers of the crossbow* with an identical effect when using those weapons, if that is their weapon of choice). Victory in the final wins *greater bracers of archery* (or their equivalent, as above).

Test of the Axe

Contestants must hew through as many 2-foot thick logs (AC 5, hardness 5, 240 hp, break DC 35, 33 if the log is reduced to less than half its hit points) as fast as possible in one minute. The logs are spaced 10 feet apart, so competitors must move from one to the next once the prior log is demolished. A central rack holds a large collection of masterwork handaxes, throwing axes, battleaxes, dwarven waraxes, orc double axes, and greataxes. Competitors may use a single axe or one in either hand, as they choose. Competitors with Improved or Greater Sunder may add the CMB bonus granted by the feat on Strength checks made to break logs. A ranger with constructs or plants as their favored enemy may apply their bonus to attack and damage rolls.

Cheating: If you wish to grant an unfair advantage, one contestant is given an adamantine axe of their favored type, disguised to look like ordinary steel. Besides ignoring hardness, this axe grants a +2 circumstance bonus to Strength checks vs. the log's break DC. As a quirk of the contest, such an axe (of a random type) might be placed among the tools available for all competitors. A DC 20 Craft (armor) or (weapons) or Appraise check will identify its composition, but this requires a standard action examining the axe. A dwarf's greed bonus to Appraise applies to this check. If two characters both recognize the axe's worth, or if an NPC who knows which axe it is goes for it at the same time as a PC who recognizes what it is, make an opposed Strength check (adding any bonuses on disarm combat maneuver checks each contestant has); the winner gets the axe.

Sample Contestants: The following expert contestants enter this event.

Domm Jurga (orc male barbarian 11) **ST** 30 with greater rage, 22 when fatigued, **Attacks** break with strength surge



+21, or greataxe +15 (3d12+18) or +15/+10/+5 (1d12+18), **Strategy** Domm rages and uses strength surge during the first round and then moves to another log and drops his rage. He makes a full attack on round 2, then a Greater Vital Strike on round 3 and then moves to an undamaged log. On round 4 he rages again and makes another break attempt, repeating this pattern throughout the contest.

Dizonar Redd (dwarf female fighter 12) **ST** 18, **Attacks** dwarven waraxe +16/+11/+6 (1d10+21)

Kyller Murso (human male fighter 9/barbarian 1) **ST** 22 with rage, **Attacks** handaxe +17/+12/+7 (1d6+14) and +17/+12 (1d6+8)

Quilaj Sorakka (half-orc female ranger 10) **ST** 18, **Attacks** orc double axe +13/+8/+3 (1d8+12) and +13/+8/+3 (1d8+9)

Winning: The winner is the competitor who has destroyed the most logs, whether by damage or by Strength check. Partially destroyed logs only count in the case of a tie, in which case the competitor whose final log had the fewest hit points remaining wins. The grand champion wins a +1 *plant bane adamantine axe* of their favored type.

In addition, anyone who broke a log with a Strength check is awarded a keg of ale and a nonmagical adamantine axe of their choice.

The Siege Moltis

This unusual contest is often blended with another

event where the strange, the exotic, and the macabre are celebrated, such as a menagerie of bizarre beasts or a carnival of freaks, and is typically held at midnight. An individual can take this challenge only once, though other characters may attempt it as well. At the conclusion of the companion spectacle, a strange throne-like chair of bronze metal is placed in the center ring, and the contestant is brought to sit upon the chair. Unlike the other games, the contestant can bring anything they wish, but if they are killed or quit the contest everything they bring within them becomes property of Madame Midnight, the mistress of the event and of the mystical *Siege Mortis*, the Seat of Death. They can abort the challenge at any time, ending it immediately, but if they surrender during the test they walk out with only their skin. They may cast preparatory spells before sitting the *Siege Mortis*, but spells lasting less than two minutes expire before the contest begins.

The contest begins with the contestant being seated in the *Siege Mortis* and concentrating for two minutes. During this time, Madame Midnight works the crowd, calling for bets for or against the contestant. After one minute, the contestant is surrounded by an illusory environment (as a widened *mirage arcana* (DC 20)) surrounded on all sides by transparent *walls of force*. From within, the *walls of force* appear to extend the terrain to the horizon; only on reaching the wall will a contestant realize where the end of the “arena” lies. Those outside the walls, however, automatically perceive what transpires within with *true seeing*, allowing them to view the proceedings without obstruction.

At the same time, in a different random location one or more quasi-real creatures appear, equivalent to the illusory monsters created by a *shades* (DC 23) spell. There is an equal chance of 1 8th-level, 2 7th-level, or 4 6th-level creatures from the *summon monster* lists (or creatures of equivalent CR, such as a young gold or adult black dragon for an 8th-level creature). At the GM’s option, the power of the *Siege Mortis* may adapt itself to provide even greater challenges for higher-level characters, but its dangers should never be less than those described above.

The illusory environment can be anything, including buildings, and should be suited to the creature that appears. The environment follows terrain and environment rules in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, save that it provides no cover and successful disbelief allows a creature to ignore movement penalties. Illusory structures, trees, and the like have a quasi-real structural framework that provides concealment but no cover, and even if disbelieved hinder movement as difficult terrain and can be climbed (DC 15). Quasi-real liquids can be

swum (DC 10) or walked through.

Winning: The contest lasts for two minutes, until the contestant or all quasi-real creatures are killed, or until the contestant surrenders. Depending on her mood, Madame Midnight may call out to the crowd to judge a contestant asking for surrender and may delay until the end of the round before ending the contest. Surviving the *Siege Mortis* without slaying the enemy wins no Renown, but the PC keeps her gear. Slaying the quasi-real creature(s) wins 1 point of Renown and a set of four *elemental gems*, one of each type. Victory brings 2 points of Renown if accomplished in three or fewer rounds, 3 points if achieved in a single round (measured from the point when the PC takes their first standard action).

The Tower of Jewels

Competitors must climb to the top of a 60-foot wooden column, painted to resemble a tower, and retrieve a single gemstone of their choice from a turret-shaped box at the top, and climb back down without falling. The pole itself has been sanded smooth (Climb DC 25), and the top 30 feet of the pole have been greased as well (DC 30). A competitor may use Acrobatics to begin their climb with a high jump, requiring a DC 20 Reflex save to grab onto the pole after their jump, but they may not jump down. If they fall while climbing down, intentionally or not, they must climb back to the same height from which they fell and then climb down again. A competitor who wishes to climb naked can take off their garment and improvise a climbing aid out of it (+2 bonus to Climb checks) with a full round action and a DC 20 Craft (cloth) or Survival check. This can be used as a 10-foot-long makeshift rope if tied to the box at the top of the pole (a standard action), reducing the Climb DC to 10 for that portion of the pole.

The box has a simple lock (Disable Device DC 20 if the competitor has smuggled in thieves’ tools, DC 30 without tools). A competitor can also try to smash open the box (hardness 5, hit points 15, break DC 23); nonlethal damage does not affect objects, so a competitor must be able to inflict lethal damage with unarmed attacks or have smuggled in or improvised a weapon.

The box contains 6 gems, one of each worth 5000, 1000, 500, 100, 50, and 10 gp. A DC 20 Appraise check (full-round action) can determine which is of greatest worth. If the box is smashed open, the gems are knocked off the tower top – the PC can catch one of them with a DC 15 Reflex save, and can make a DC 30 Appraise check as an immediate action to catch the most valuable one. Any jewels which fall must make a DC 16 Reflex save (+0 save bonus) or



shatter when they hit the ground below. A competitor may palm an additional jewel with a Sleight of Hand check, or even more than one, though each jewel after the first applies a -2 penalty to the check. If the event marshals notice (+10 Perception), the competitor is disqualified; if not, they keep the extra loot.

Cheating: If you wish to grant an unfair advantage, one contestant is given clues about the cut of the most valuable gemstone, granting a +2 circumstance bonus to Appraise checks to pick it out from the others.

Ali Zirasghar (half-orc male monk 10) **Speed** 60 feet, **Attacks** unarmed strike +11/+11/+6/+6 (1d10+2), **Reflex** +10, **hp** 65, **Skills** Acrobatics +22 (+44 to jump, +64 to jump when spending a ki point), Appraise +5, Climb +15, **Strategy** Ali spends his first round using Dazzling Display (Intimidate +22; the other 3 NPC competitors have Intimidate DCs of 21) to penalize other competitors' skill and ability checks by 2. He then makes a running leap up the pole and climbs as best he can, using slow fall to avoid damage if he falls. He tries to smash the box and grab any jewel and get back to the finish as fast as possible.

Jashev Derry (halfling male barbarian 10), **Speed** 40 feet, **Attacks** Strength check to burst box +4 (+14 with strength surge), **Reflex** +7, **hp** 95, **Skills** Acrobatics +17 (+21 to jump), Appraise +1, Climb +17 (+29 when raging), **Strategy** Jashev uses accelerated climbing every round. He uses strength surge to try to break the box in one blow and grab any jewel he can.

Valekar Dekorma (human female barbarian 10) **Speed** 40 feet, **Attacks** bite +14/+9 (1d4+13 with Power Attack), **Reflex** +5, **hp** 105, **Skills** Acrobatics +10 (+14 to jump), Appraise +0, Climb +18, **Strategy** Valekar rages and double-moves up the lower part of the pole. At the greased area, she uses her bite attack against the tower to create a hand-hold (reducing the Climb DC by 5) and single moves until she reaches the top.

Zodi Kiuwa (human female rogue 10), **Speed** 30 feet, **Attacks** improvised weapon (thieves' tools) +8 (1d3+1), **Reflex** +12, **hp** 55, **Skills** Appraise +12, Acrobatics +18, Climb +15, Disable Device +21, Sleight of Hand +19, **Strategy** Zodi smuggles masterwork thieves' tools (the judges do not notice them but PCs with good Perception checks might)

and tries to climb carefully and select the best quality gem she can.

Winning: There are two champions: The *sharpest eye* is given for bringing back the most valuable jewel. If more than one person retrieves a 5000 gp gem, the one who brought it back first is the winner. The *sharpest eye* keeps their jewel. The *swiftest hand* is given for coming back with any jewel first, whatever its value. The *swiftest hand* keeps their jewel and the jewels brought back by of the other competitors (except for the *sharpest eye*).

The Hell Horse

In jousting circles, legends speak of a dreadful beast who roams the land to and fro, seeking whom he may devour among those who embody the chivalric ideal and who seek to demonstrate their purity and puissance on the tournament lists. Faceless and nameless “black knights” throughout the years have sought titles of achievement and honor in the tourneys while keeping their identity a secret, or have hidden their past shame beneath a mask or hood while they sought to repair their honor. Most trueborn and honorable knights avoid confrontations with them for fear of besmirching their own reputation by losing to an opponent of no repute (with little renown to be gained even in victory), and such knights typically have no recourse to compel their challenge to be answered. However, for decades knights who have refused challenges from nameless foes have been found murdered, their bodies battered, charred, and mutilated, with scarcely a trace found of their killers but a crude, sooty black mask drawn in the dirt. On a few occasions, a suspect has been found and even tried and condemned for such murders, protesting their innocence all the way, but even after their execution the respite was short before the murders began again, always with the same modus operandi.

In truth, none of those caught have been the true mastermind behind this decades-long campaign of terror against knights noble, valiant, and true. Each has been an unwitting or unwilling catspaw of an inhuman killing machine called **Ashavin**, a half-breed nightmare from the pits of the Abyss unleashed upon the world by his cunning succubus mother, Othenia. Not content to lure mortals of good heart to their doom through the typical sin of lust, she devised a rare plan to play upon pride and wrath, seeking out those paragons of goodness and mercy who sought to rise in public esteem and to be inspirations to the people at large. Her bestial son would instead seek them out in the guise of a common steed, or recruit a rider for himself willing to help take

down the proud and the mighty, humiliating them on the field before slaughtering them once their fame and renown had been destroyed. Ashavin has recruited a long succession of accomplices, both as his personal riders and with a retinue of spies, informants, and allies always on the lookout for new targets.

In a Tournament Setting: The growing fame and success of the PCs, or of one of their allies, in the jousting lists and in general heroics draws the attention of Ashavin and his marauding minions. He devises a plot to murder the target by infiltrating the jousting stables disguised as an ordinary horse, suppressing his smoke and flaming hooves. He attempts to lure the target into riding him, replacing grooms and valets with his own minions or intimidating others into sending PCs his way, making excuses about why other horses cannot be used in the list. Once a PC has mounted Ashavin, he studies the PC for 3 rounds and then makes a death attack. If the death attack succeeds, he carries off the PC's body and gear, eventually mutilating the corpse to avoid raising from the dead and then leaving the body nearby.

If the PC survives but remains astride him, Ashavin *plane shifts* to the Abyss and engages the PC in single combat; an unwilling PC can resist being taken with a successful DC 21 Will save. If he already has used *plane shift* that day, he uses hide in plain sight and his ring to flee into the stables, where he has stashed a scroll of *teleport*, using it to return to his mercenary followers. After Ashavin is dealt with, the tournament continues with the audience shaken but enthralled by the spectacle.

Ashavin

CR 13
XP 25,600

Male half-fiend nightmare assassin 8

NE Large outsider

Init +3; **Senses** darkvision 60 feet, *see invisibility*; Perception +24

DEFENSE

AC 32, touch 16, flat-footed 32 (+7 armor, +4 deflection, +3 Dex, +9 natural, -1 size)

hp 153 (6d10+8d8+84)

Fort +18, **Ref** +16, **Will** +13

Defensive Abilities improved uncanny dodge, uncanny dodge; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 24 (25 vs. good)

OFFENSE

Spd 40 ft., fly 90 ft. (good)

Melee bite +18 (1d4+8); 2 hooves +19 (1d6+4 plus 1d4 fire)

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

Special Attacks death attack (DC 21), quiet death, smite good (+14 damage), smoke, sneak attack +4d6, true death

Spell-like Abilities (CL 14th, concentration +20)

1/day—*blasphemy* (DC 23), *contagion* (DC 19), *desecrate*, *plane shift* (self plus rider only, DC 21), *unhallow*, *unholy blight* (DC 20)

3/day—*darkness*, quickened *poison* (DC 20), *unholy aura* (DC 24)

TACTICS

Before Combat Ashavin begins combat using *unholy aura* and *see invisibility* (from his *hand of glory*). He uses his ring to disguise himself as an ordinary horse (or sometimes as a hippogriff or pegasus, if such exotic mounts are being used nearby).

During Combat Ashavin uses his death attack during a surprise round. He then uses Dazzling Display, repeatedly if PCs are susceptible to fear, using Shatter Defenses to sneak attack shaken PCs, especially fliers. If fear is ineffective, he uses smoke and *blasphemy*, flanking and using quickened *poison* against non-warriors.

Morale Ashavin uses hide in plain sight or *plane shift* to flee if brought below 30 hp.

Base Statistics AC 28, touch 12, flat-footed 28; **Fort** +14, **Ref** +12, **Will** +9; **CMD** 34 (38 vs. trip)

STATISTICS

Str 26, **Dex** 17, **Con** 22, **Int** 16, **Wis** 14, **Cha** 22

Base Atk +12; **CMB** +22; **CMD** 38 (42 vs. trip)

Feats Dazzling Display, Intimidating Prowess, Iron Will, Leadership, Quicken Spell-like Ability (*poison*), Shatter Defenses, Weapon Focus (hoof)

Skills Acrobatics +20, Bluff +23, Disguise +31, Diplomacy +23, Fly +14, Intimidate +31 (+35 vs. smaller creatures), Knowledge (planes) +10, Linguistics +10, Perception +24, Sense Motive +10, Stealth +25, Use Magic Device +23

Languages Abyssal, Common, Draconic, Giant, Infernal, Sylvan; telepathy 100 ft.

SQ hide in plain sight

Combat Gear +3 chain shirt barding; **Gear** eyes of the eagle, hand of glory, handy saddlebags (as haversack), ring of chameleon power and mind shielding, scrolls of raise dead, restoration, teleport, wand of cure moderate wounds (CL 3, 23 charges), 66 pp.

SPECIAL ABILITIES

Profane Gift (Su) The dark blessing of Ashavin's succubus mother grants him telepathy and a +2 profane bonus to Charisma, rather than its usual effect on humanoids (*Pathfinder Roleplaying Game Bestiary*).

Smoke (Su) As a free action, Ashavin can fill 15-foot cone

with smoke for 1 round that provides concealment as *obscuring mist*, and creatures within the smoke are sickened for 1d6 minutes (DC 22 Fortitude negates).

The Spoils of Victory

Once the joust is completed, total the party's Renown. This now acts as a special group Leadership feat possessed by the PCs in common as the rulers of the Stolen Land and allowing them to recruit followers to the service of their domain, as well as a single group cohort who will serve as steward, castellan, war-captain, high justice, bishop, court-mage, court-bard, or a similar prominent role. These people are loyal to the domain as a whole—not a single PC—though they follow the direction of any of the PCs, in keeping with whatever hierarchy the players have decided upon. Use their Renown in place of Leadership score for determining number and level of followers and cohort (who may be no more than two levels lower than the lowest-level PC). These followers and cohort need not be recruited; they come forward immediately from the crowds at the festival to pledge their fealty. These followers may be warriors, experts, or commoners, as desired by the PCs and possess appropriate basic gear for their level. In addition, the PCs' kingdom gains the following political benefits based on their final Renown. Each level of renown includes the benefits of all levels



Renown	Benefit
10	<i>Grudging Respect:</i> PCs are acknowledged by lesser nobility nearby as the legitimate rulers of their country. Larger and more established kingdoms are less convinced but decide to ignore them rather than act directly against them. Some notable citizens from the surrounding kingdoms are intrigued by the PCs and their kingdom, and each month for the next year, during the Event Phase of running their kingdom, the PCs can roll 1d20. On a natural 20, the Festive Invitation or Visiting Celebrity kingdom event ^{UCam} occurs (equal chance of either); this is in addition to any other event that month.
15	<i>Handshake Agreement:</i> The PCs' kingdom gains a +2 circumstance bonus on all skill checks, Economy checks, Loyalty checks, and Stability checks related to establishing embassies for one year. In addition, a settlement in a nearby nation (with a total route length (TRL) of less than 20) establishes a trade route. You can invest any amount of BP (up to a maximum equal to your Renown) in this trade route, as if you had used a Trade Edict to establish the route, but the route is created immediately and grants you a +1 bonus to Economy for one year and increases your treasury by a number of BP equal to the trade route's route modifier (RM) plus 2d4 BP for every 5 BP you invested. Your settlement must have a Pier or Waterfront to benefit from a trade route that travels over water, as described in <i>Pathfinder Roleplaying Game Ultimate Campaign</i> . At a personal level, your PCs make an agreement with a neighboring kingdom that they can execute at any time within one year, allowing them to make a single transaction up to 10,000 gp and pay 10% less than normal when purchasing an item or receive 10% more than normal when selling something.
20	<i>Worthy Rivals:</i> Neighboring kingdoms unanimously acknowledge the PCs' kingdom as a legitimate, allowing automatic success on skill checks, Economy checks, Loyalty checks, and Stability checks made to establish an embassy with any nation that shares a border with the PCs, and a +5 bonus on such checks to establish embassies with any nation whose territory is within a number of hexes of the PCs' border equal to the PCs' renown. This does not apply to states already at war with the PCs or whose territory has been raided by the PCs, including on adventures not sanctioned by that nation's ruler. The PCs also gain a +2 circumstance bonus on such checks made to create a treaty, alliance, or trade route with nations within this radius of the PCs' kingdom. If a regional council is convened with heads of state from nations in the area, the PCs will be invited to send a representative to sit on the council and decide matters of mutual interest.
25	<i>For Our Mutual Benefit:</i> As Renown 15 above, but in addition the kingdom offers a balanced treaty or alliance, whichever the PCs desire. If the PCs opt for an alliance, their new ally offers to loan their kingdom a company of 50 1 st -level human warriors (if using the <i>Ultimate Battle</i> army size rules) or a Large army of 200 1 st -level warriors (if using the unit sizes in <i>Pathfinder Roleplaying Game Ultimate Campaign</i>) with a 5 th -level warrior commander. This functions as a military unit owned by the PCs' kingdom for as long as the alliance lasts, but they do not need to pay upkeep or maintenance costs, as they are paid by their ally. Accepting the army requires the PCs to make a successful Loyalty check each month to avoid generating 1 point of Unrest; if they make three consecutive successful checks, their citizens accept the presence of the allied army and no further checks are required. In addition, the PCs can make a single purchase or sale during the year of an amount up to 1,000 gp times their Renown, decreasing the amount they must pay or increasing the amount they earn by 20%.
30	<i>A Crown of Laurels:</i> The PCs are so impressive that one additional country within a number of hexes equal to the PCs' Renown also offers them a treaty or alliance, plus one additional country for every 5 points of Renown over 30. At the GM's option, these countries may already be friendly or even allies, seeking to form a bloc with the PCs' kingdom. Alternatively, some of the countries offering treaties or alliances may be enemies and trying to pull the PCs' kingdom to their side. If so, one kingdom may offer to cede one or more hexes of territory (including any settlements, improvements, or natural features or resources in those hexes) to the PCs' kingdom as an inducement for them to ally with them rather than with their rivals.



that precede it. If your tournament is large, with many events, you might choose to increase the Renown required to earn each of the following levels of fame and esteem.

If the PCs are simple adventurers with no direct connection to a kingdom of their own or anyone else's, they may compete in tournaments for fun of it, or to win prizes of money, magic, or special favors from the sponsors of the tournament. Monetary prizes are listed for some events above, but unless otherwise noted should be commensurate to the risk involved and the treasure for an encounter of a CR appropriate to the challenge of each event. As noted above, PCs who are victorious in tournaments also can [earn honor](#) by showing mercy and gentility alongside prowess and might, gaining [reputation and fame](#) by drawing attention to themselves and their exploits, in addition to any financial rewards that accrue from their triumphs. Events that earn Renown grant a similar bonus to the character's honor or fame, as appropriate depending on their actions, as described in *Pathfinder Roleplaying Game Ultimate Campaign*.

Appendix: Festival Edicts

If you are using the [kingdom-building rules](#) found in *Pathfinder Roleplaying Game Ultimate Campaign*, hosting a festival uses a monthly edict and requires the expenditure of building points (BP). The following rules for festival edicts were first published in [Ultimate Rulership](#) from Legendary Games and are reprinted here for ease of reference.

Festival Edicts

A Festival Edict is a special edict distinct from the broader Holiday Edict. Whereas a Holiday Edict declares days to celebrate on the calendar across the length and breadth of your kingdom, a Festival Edict is a specific, one-time event (though it could be repeated later) focused in a particular place at a particular time for a particular purpose. A Festival may be called for any reason or for no reason at all and include tournaments, games, music, dancing, feasting, drinking, parades, fireworks or magical displays,

and similar entertainments of all kinds, but every one undertaken with special magnificence.

Festival Edicts bring great crowds of people together to celebrate and are normally held in the same hex as a settlement, to facilitate easy access for crowds to reach the festival grounds. Festivals can, however, be hosted at any Landmark special terrain. Festivals may be either civic or religious in nature.

Cost: Festivals require a great deal of resources to pull off. A festival costs 1d2 BP if held at a Landmark in the countryside, 1d4 BP if held in a village, 1d8 BP if held in a town, and 2d6 BP per city district if held in a city.

Benefit: A festival celebrated at a Landmark in the countryside increases the Landmark's bonus to Loyalty by +1 for 1 year. Festivals celebrated in cities, towns, and villages have the following effects.

Civic Festival: A civic festival celebrates local traditions, events, heroes, or culture, including athletic and artistic competitions. **Requires** Tavern (village), Theater (town), Arena (city), or Landmark (located in the same hex as the settlement). **Effect** For one month, your kingdom gains a +2 bonus to Crime and Society, and the civic festival increases the effects (see below) of Arenas, Black Markets, Bordellos, Dance Halls, Gambling Dens, Inns, Luxury Shops, Markets, Monuments, Palaces, Parks, Shops, and Taverns in that city.

Religious Festival: A religious festival produces an outpouring of piety and pilgrimage, sometimes marked with great solemnity and other times with great rejoicing. **Requires** Shrine (village), Temple (town), Cathedral (city), or Landmark (located in the same hex as the settlement). **Effect** For one month, your kingdom gains a +2 bonus to Law and Society, and the religious festival increases the effects of Cathedrals, Graveyards, Inns, Luxury Shops, Markets, Monuments, Parks, Shops, Shrines, and Temples in that settlement are increased (see Risks).

Determining Success: When you issue a Festival Edict, make Economy, Loyalty, and Stability checks. If all three succeed, the Festival is a resounding success, doubling the effects of the buildings listed above; in addition, you gain the benefits of an Outstanding Success (01-50), Visiting Celebrity (51-95), or both (96-00) kingdom events.

If two checks succeed, the Festival is a modest success, increasing the effects of the listed buildings by 50% for one month. Total the bonuses for all listed buildings in the settlement together before applying the 50% increase, rounding down; do not apply the 50% increase separately to each building.

When buildings effects are increased (whether doubled

or by 50%), this increase includes not only kingdom and settlement attribute modifiers like Economy and Lore; it also includes a doubling of Base Value and magic item creation during that month. This increase allows a settlement to exceed the normal maximum Base Value for a settlement of its size (either doubling or increasing it by 50%, as appropriate) for that month. It likewise creates temporary magic item slots that are filled immediately and can be used just like any other magic item slots in the kingdom. However, any magic items created in this fashion are available only during the month of the Festival Edict and the items and their slots disappear when the festival ends, being taken home by the crafters and merchants who brought them to the festival.

If only one check or no checks succeed, see **Risks** below.

Risks: Regardless of the overall success of the festival, the great influx of human(oid) and mercantile traffic involved creates the potential for enemy infiltration in the guise of pilgrims and festival-goers, or discord and strife between foreigners and locals or different groups coming together in one place, or just general drunkenness and mayhem should celebrants get out of control and overwhelm the ability of the settlement or the kingdom's ability to handle so many people in such a small space. During any month when a Festival Edict is issued, the entire kingdom takes a -2 Stability penalty, and any Stability checks required for the settlement or hex where the Festival is held take a -4 penalty (this does not apply to the Stability check to determine the success of the festival, but it does apply to any kingdom events triggered by the festival).

Unsuccessful Festivals: If only one check succeeds, the Festival is unsuccessful and grants no benefits; in addition, there is a 50% chance that disgruntled citizens issue a Building Demand (as the kingdom event), blaming the lack of success on the absence (or presence, if they demand demolition) of that building.

If all three checks fail, the Festival is a disaster, providing no benefits. The kingdom loses 1 point of Fame and gains 1d4-1 points of Unrest, and disaffected locals bankrupted by the festival and lingering troublemakers in the wake of the festival become Squatters (01-50), Vandals (51-95), or both (96-00), triggering kingdom events of the appropriate type.

Natural 1: A natural 1 is always a failure on any kingdom roll, and each time you roll a natural 1 on any of the three kingdom checks to determine the success of the Festival Edict there is a 25% non-cumulative chance of triggering a dangerous settlement event. This event may be of any type, but only one such event can be triggered, even if you roll more than one natural 1.

LEGENDARY PLANET



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Legendary Games brings you an epic sword & planet adventure saga for Pathfinder and 5th Edition!

Legendary Planet will take your characters across the multiverse, traveling alien gateways created by ancient, god-like beings to exotic worlds and back again in an incredible campaign like none other. Sword-swingers and spell-slingers stand alongside scoundrels and seekers for cosmic enlightenment as they unravel conspiracies and cryptic alliances bent on universal domination... or annihilation!

Interplanetary Adventure, New Worlds, Ancient Civilizations, Alien Species, and more, with a delightful mix of magic and technology, with a dash of psionics and mythic challenges! www.makeyourgamelegendary.com

Days of Wine, Roses, and Glory!

An iconic moment in fantasy fiction is the grand tournament. From the archery contests of Robin Hood to the jousts of *Ivanhoe*, it seems like half the stories about the Middle Ages have the heroes attend such a festival somewhere along the line. Whether honoring the king's birthday, the birth of a saint, the nation's victory over its enemies, or just because it's Midsummer's Day, festive pavilions are raised and flags and pennants flap in the rising breeze to signal that it is time for the main event to begin! However, even in the real-world tournaments were about far more than bows and lances, and in a fantasy game the options for what would constitute a friendly (or even not-so-friendly) competition are infinitely varied, from gritty and brutal feats of raw strength to magical marvels of the highest fantasy. You'll find athletic contests for running, riding, jumping, and more, to caber tossing, target shooting, tag-team wrestling, and armored ring races! From prosaic rural delights of a country fair to exotic events like the **tower of jewels** and **pillars of life and death**, *Royal Tournaments* is a fantastic resource for incorporating tournaments and festivals into your campaign, including an array of different tournament events and awards, some physical, some magical, some social, and all delightful. Whether your players want to promote the interests of their own kingdom or simply fight for glory and prizes, *Royal Tournaments* has everything you need to make the tournaments in your campaign magnificent and memorable. Grab this 42-page *Pathfinder Roleplaying Game* accessory today and **Make Your Game Legendary!**



Price: \$12.99
makeyourgamelegendary.com
LGP336KB1oPF