

Dragon Tiger Box



Pathfinder
ROLEPLAYING GAME COMPATIBLE

**Little Red
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Dragon Tiger Ox

What is Wuxia?

The term “wuxia” applies to a large body of fantasy works concerning martial arts and martial artists, as well as adventures in ancient China (or Chinese settings). Many famous works have been created in this genre, and elements of wuxia fiction have become mainstays in modern martial arts films. Directors like Zhang Yimou, John Woo, and Ang Lee have immortalized the genre and introduced it to a wider international audience.

What is Dragon Tiger Ox?

Dragon Tiger Ox is a wuxia inspired setting for the Pathfinder Roleplaying Game. It sets itself in the middle of a high fantasy world where adventure and martial arts are the main focal points. It draws primarily from ancient China for its source material, particularly the Qing Dynasty and Three Kingdoms period, but elements of other surrounding Asian cultures exist (mostly Indian, Japanese, and Korean). As a high fantasy setting, fantastic fun takes precedence over realism in the world of Dragon Tiger Ox.

Thematically Appropriate Films:

One-Armed Swordsman (Chang Cheh, 1967), Drunken Master (Yuen Woo-ping, 1987), Crouching Tiger, Hidden Dragon (Ang Lee, 2000), Hero (Zhang Yimou, 2002), House of Flying Daggers (Zhang Yimou, 2004), The Forbidden Kingdom (Rob Minkoff, 2008), Red Cliff (John Woo, 2009), Detective Dee and the Mystery of the Phantom Flame (Hark Tsui, 2011)



Central Themes

Everything is Martial Arts

Wuxia use martial arts to aid in quests. Everything a wuxia does is a type of martial art. Wizards practice internal *ki* shifting to produce magic spells; rogues study exotic martial arts reserved for assassins; samurai study for years to master their deadly art; and the fury of a monk's fists are unrivaled. Heroes are made, not born. A martial art requires tireless practice, masterful discipline, and a spirit to match.

Heroes are Rare

Players, known as “wuxia,” are the focal point of legends. They are heroes without equal. They are the movers and shakers of history whose talents go unrivaled. Wuxia go on great quests for glory, honor, and noble (or wicked) purposes.

The World is Big & Unknown

An endless world means that mystery and adventure lie beyond every hill. Maps are rare, and those that do exist are incomplete, unreliable, and only document a small area. While great warlords might know the general layout of their territory, it is unlikely they know the whole Empire. Only the Emperor and the Imperial Court vaguely understand the full extent of the Empire. It is millions of square miles across, and legend says that no man has seen all the mysteries it hides.

The World is Ancient

The world is in its fourth age, the Age of Man. Four times an Empire has been built to unify the lands, and three times it has crumbled. Ancient secrets lie hidden behind crumbling walls, and more has been forgotten than a single man could ever learn in ten lifetimes. Wicked things, things older than the origin of man, sleep beyond the safety of the walls of ignorance. It is best not to disturb them lest you suffer their wrath.



Technology is Young

Despite being in its fourth age, the world has not advanced significantly in technology. Technologically speaking, Dragon Tiger Ox is set during the dawn of the Iron Age. Firearms are a far-off dream, and basic medicine is based in old wives' tales and magic. The privileged enjoy a better standard of care, but little difference stands between medicine and magic. Full suits of iron armor are almost non-existent. Most of the heavy armor is lamellar with iron and leather elements. (Although, for the purposes of the rules, full plate still exists.)

The World is Fantastic

Fantastic things are common place in Dragon Tiger Ox. Martial artists break boulders, and priests commune with nature spirits on a regular basis. Swordsmen clash steel blades against one another in great artistic battles suggestive of choreographed productions. Beauty is everywhere, and men perform great deeds every day. In this high fantasy setting, amazing feats are commonplace for a wuxia, but a commoner would be in slack-jawed amazement at the wuxia before him.

Nature is Everywhere

In Dragon Tiger Ox, nature abounds. If the soil can be cultivated, something will be growing. Trees are thick, grass is deep, and flowers bloom all around. Even in the desert, there are cactus, shrubs, and many living plants. In places where there cannot be flora, natural elements, such as rain, wind, or snow, still exist.

The World is Humble

People have a sense of honor and dignity. From the lowest commoner to the greatest emperor, everyone conducts themselves with a degree of honor and humility. However, there are those who show contempt for honor and eschew dignity for the betterment of their coin purses. These types can only flourish outside the watchful eye of the emperor or by screening themselves with the titles of office and ruling with tyranny and fear. Those who know nothing of dignity and humility are of the dishonorable alignment.

War is Everywhere, War is Small

Provincial governors clash with small bands of soldiers, clans fight other clans, and duels are fought at dawn's first light. Fighting is a daily experience but is not grandiose in nature. Professional soldiers are rare, and even those with extraordinary talents have another profession. When empires move against empires, the loss of life is disastrous.



Humanity is Only the Start

Humans are the most common race in Dragon Tiger Ox, but others exist. Wise yet mischievous vanara live in secretive jungle cities; brutish ogres bluster about in the fields; beautiful dragon-blooded celestials watch from their seats in the Imperial Court; shapeshifting shishi guard shrines; and shark-like sambito pirates patrol the waters for easy prey. The possibilities are innumerable due to the endless, unexplored limits of the world.

Poetry Is Everywhere

Everything has a duality to it (yin and yang, sun and moon, good and evil, light and dark), but the poetry of life comes not from the separation of those two but in seeing the poetry of their coexistence. Themes and stories in Dragon Tiger Ox often include issues that reach beyond simply “What is right?” and deal with questions like “How do things coexist?” or “How do we find balance?”.

Death is Dishonor

Killing an opponent is dishonorable, even if a feeling of justification exists. Defeating an opponent is sufficient (reducing to zero hp). A defeated opponent will take no action against the victor unless he wishes to become dishonorable. Killing a non-dishonorable creature can, at the GM’s discretion, result in a shift towards the dishonorable alignment. Even killing a dishonorable creature without a just cause can result in such a shift. Extenuating circumstances (such as a critical hit) should be taken into consideration. Act upon what the creature intended to do, not what happened. Sometimes killing a foe is required and can even be honorable under the right circumstances.

Martial Arts Resolves Everything

While might does not make right, wuxia who are at a moral or social impasse will fight to prove their points. This is seen as metaphorical. If two souls are dueling for what they believe is right, the outcome is seen as validation of the victor’s righteousness. If fought on principle, a defeated wuxia will often acquiesce to the victor’s point.



Chapter 1: System Changes

Prevalent Martial Arts

All player characters (and important NPCs) start with the Improved Unarmed Strike bonus feat at first level.

Weapons

All monk weapons are considered to be martial weapons for the purposes of proficiencies. It is suggested that, when playing Dragon Tiger Ox, you use the Eastern weapons presented in Ultimate Combat.

Armor

While full plate and other majorly iron armor types are not fitting for the setting, it is easy to imagine proxies. It is suggested that, when playing Dragon Tiger Ox, you use the Eastern armors presented in Ultimate Combat. Alternatively, you may count iron metal (like full plate) as major magical items for the purpose of determining availability.

Honor

Good and evil alignments have been replaced with “honorable” and “dishonorable.” They are functionally the same (*detect dishonor* detects dishonorable characters for example), but the criteria is different. A character who conducts himself honorably by the wuxia code (see below) is considered honorable. A character who disregards the code is dishonorable. A character who is neutral is shifting from one to another. A blatant infraction will drop a character one step. Most non-wuxia are neutral on this axis of morality.

THE WUXIA CODE

- You will not kill unless it is required.
- Fight in self defense whenever able.
- Show respect in defeat and humility in victory.
- Help those less fortunate than you.
- Your body is the temple for your spirit and should not be desecrated or polluted.
- Show respect to your peers, your elders, and your betters.
- Respect nature and art.
- Live modestly and give more than you take.
- A wuxia must test his skill and his limits every chance he gets.

There is room for differing interpretations of this code, but those who seek to follow it are rewarded more so than those who do not. This is not as much a “one size fits all” code of morality, but rather a series of tenets that uplift those who seek it.

A dishonorable alignment does not not always mean a character would be considered “evil” in another setting. Alignments deal more with ignorance versus enlightenment, especially regarding this code of dignity. Those who are unaware of the code or who conduct themselves in an unbecoming way could be dishonorable. A wild child martial artist could be a dishonorable chaotic character and still have a heart of gold. However, if he seeks enlightenment by taming his actions, he may eventually become more cultured and gain the honorable enlightenment. On the other hand, an honorable character would almost always be good.



Alternate Rules: Gestalt Wuxia Madness!

In a world all about martial arts, why not play a game where everyone is a martial artist? By using rules for gestalt play found below, everyone can be a monk and another class.

GESTALT PLAY

Gestalt characters essentially take two classes at every level. In a manner similar to multiclassing, gestalt characters gain the full benefits of each class at each level. In Dragon Tiger Ox, gestalt characters take levels in monk (typically) and another class. Gestalt characters, while flavorful, are more difficult to manage and will not run out of abilities as quickly as their normal counterparts. This makes protracted encounters (such as dungeon crawls) less of a challenge due to the amount of resources they have. It is suggested that GMs increase the CR on their encounters by 1-3 in order to challenge gestalt characters (character level -1 to +6). Sometimes gestalt play can allow a group that has only a few characters to function like a group that has more characters, which allows players to fill roles that would otherwise be missing. For example, a monk/cleric could provide healing if no one else was playing a character capable of it. This frees up the entire party, allowing them to be all martial characters while still retaining the diversity of a more mixed party. This can also be a way to thematically link a character to Dragon Tiger Ox that would not normally be allowed (example: Paladin/Monk).

HIT DICE

Gestalt characters use the higher Hit Dice of the two classes.

BASE ATTACK BONUS

Gestalt character use the higher base attack bonus of the two classes. Abilities like flurry of blows are not affected by this and use the indicated value on the monk's table.

SAVING THROWS

Gestalt characters use the higher saving throws of the two classes. This is done independently for Fortitude, Reflex, and Will saves.

SKILL POINTS PER LEVEL

Gestalt characters gain the higher number of skill points per level of the two classes.

CLASS FEATURES

Gestalt characters gain class features from both classes at every level they obtain. Class and ability based restrictions (such as the Wizard's prohibited schools, the paladin's code, and a druid's prohibition on wearing metal armor) apply normally to a gestalt character, no matter what the other class is. Class features that two classes share, such as uncanny dodge, improve at the rate of the faster class. Gestalt characters with more than one spellcasting class keep track of their spells known and spells per day separately.

PRESTIGE CLASSES

This is a tricky subject. Often times a GM will simply disallow prestige classes in gestalt games. A gestalt character may take a prestige class he qualifies for only with the GM's consent. A gestalt character may never have two prestige classes at once (only one prestige and a base class).



SUGGESTED COMBINATIONS

- **FIGHTER/MONK:** An iconic “wuxia hero” build.
- **ROGUE / MONK:** A tricky assassin who disregards honor in place of survival or a plucky thief who has learned his lesson and wishes to redeem himself!
- **PALADIN, SHINSHOKU, OR CLERIC/ MONK:** A faith abiding adventurer on a journey to right some celestial wrong who uses his learned martial arts to overcome obstacles that his faith cannot.
- **BARBARIAN/MONK:** A wild raging untamed martial artist who throws caution to the wind and fights with his passion!
- **SAMURAI/MONK:** A noble swordsman who is as skilled with his sword as he is with his fists. (Look at the wudang sword style from Heroes of the East 3 for a great mix!)

SIDEBAR: CHAOTIC MONKS

In Dragon Tiger Ox, the monk class is a very common choice for a wuxia hero. As such, this sometimes comes into conflict with the very nature of the character. A GM should allow non-lawful monks at their discretion.

Alternate Rules: Bad Dubbing

Unfortunately, import versions of old wuxia/ wusha movies often have very poor dubbing. For an entertaining night, each character should have a player and a dubber (a dubber is also a player). Whenever a character speaks, his player must mouth the words and make a dramatic action (or strike a dramatic pose). That character’s designated dubber must then try to decipher what the player was trying to say and voice-over him. Regardless of what the dubber says, the player acts as if what he said was the true dialogue. Be warned, this is quite silly.

Alternate Rules: Alternate Unarmed Damage Profiles

A kick is not the same as a punch. A punch is not the same as a headbutt. Using this variant rule, a character with the Improved Unarmed Strike feat allows them to use a variety of different parts of their body to attack.

TABLE 1-1: ALTERNATE DAMAGE PROFILES FOR UNARMED STRIKES

UNARMED ATTACKS	DMG (S)	DMG (M)	CRITICAL	TYPE	SPECIAL
FIST	1d2	1d3	x2	B	-
KICK	1d4	1d6	x3	B	-
CHECK	1d2	1d3	x2	B	Non-lethal
HEADBUTT	1d3	1d4	x3	B	-
INFIGHTING	1d2	1d3	x2	B	-
OPEN PALM	1d2	1d3	x2	B	Non-lethal
STOMP	1d4	1d6	x2	B	-

PUNCHING

This has the same damage profile as a typical unarmed strike. As this chart assumes the character has the Improved Unarmed Strike feat, it does not indicate that it deals nonlethal damage. A character with an object in both of his hands takes a -2 penalty on attack rolls when punching.

KICKING

A kick exposes the character to combat maneuvers but deals more damage than a typical punch. A character who uses a kick gains the off-balance condition.

CHECKING

This represents a shoulder, body, or even a hip check. Even with Improved Unarmed Strike, this deals nonlethal damage. A character who has been checked gains the off-balance condition.

HEADBUTTING

Both the character who headbutts a creature and the receiving creature must make a Fortitude Save (DC 10 + 1/2 Character Level + attacker's Strength Modifier) or be sickened. These effects last for 1 round.

INFIGHTING

This represents elbow and knee strikes. These gain a +2 circumstance bonus to attack rolls while in a grapple. Infighting can only be used against a creature who either shares a square or is engaged in a grapple with the character.

OPEN PALM

A palm strike uses the fatty part of the palm to strike an opponent. Even with Improved Unarmed Strike, this deals nonlethal damage. An open palm strike provides a +1 circumstance bonus to re-position maneuvers.

STOMP

A stomp is a short range downward kick that is delivered to a point on the opponent's lower body (legs, feet, knees). A stomp gains a +1 circumstance bonus to attack and damage rolls against prone creatures. Against non-prone creatures, a stomp suffers a -1 penalty on attack rolls.





NEW CONDITION: OFF-BALANCE

A character who is off-balance takes a -4 penalty to his CMD against all bullrush, grapple, reposition, and trip attempts made against him. This lasts until the start of his next turn unless otherwise noted. A character can spend an immediate action to recover from the off-balance condition.

TABLE 1-2: SMALL MONK UNARMED DAMAGE

MONK LEVEL	1	1D2	1D3	1D4
1ST-3RD	1d3	1d4	1d6	1d8
4TH-7TH	1d4	1d6	1d8	1d10
8TH-11TH	1d6	1d8	1d10	2d6
12TH-15TH	1d8	1d10	2d6	2d8
16TH-19TH	1d10	2d6	2d8	2d10
20TH	2d6	2d8	2d10	2d12

TABLE 1-3: MEDIUM MONK UNARMED DAMAGE

MONK LEVEL	1D2	1D3	1D4	1D6
1ST-3RD	1d4	1d6	1d8	1d10
4TH-7TH	1d6	1d8	1d10	2d6
8TH-11TH	1d8	1d10	2d6	2d8
12TH-15TH	1d10	2d6	2d8	2d10
16TH-19TH	2d6	2d8	2d10	2d12
20TH	2d8	2d10	2d12	4d6

TABLE 1-4: LARGE MONK UNARMED DAMAGE

MONK LEVEL	1D3	1D4	1D6	1D8
1ST-3RD	1d6	1d8	2d6	2d8
4TH-7TH	1d8	2d6	2d8	3d6
8TH-11TH	2d6	2d8	3d6	3d8
12TH-15TH	2d8	3d6	3d8	4d8
16TH-19TH	3d6	3d8	4d8	6d6
20TH	3d8	4d8	6d6	6d8

Alternate Rule: "Wire Fu"

Wire fu is a staple of the wushu and Hong Kong action genres. It involves participants leaping great distances and heights while seeming to glide in the air. This is typically done with wires and harnesses to represent superhuman abilities of the characters. Adding this optional rule can add a very acrobatic feel to the game. It essentially modifies the rules for Acrobatics checks for players' characters and important NPCs.

ACROBATICS CHANGES:

- All falling damage is non-lethal.
- All characters of at least 5th level are treated as if they always had a running start prior to jumping.

Actually getting a running start or having a class feature that allows the character to always be treated as if he had a running start affords him a +4 bonus on Acrobatics check.

- All characters of at least 10th level reduce the DC of Acrobatics skill checks made to jump by ½ (although, characters still cannot move farther than their speed allows).

Class features that would reduce the DC of Acrobatics skill checks made to smaller than ¼ the starting DC instead grants the character a +4 bonus on such checks. (This stacks with the bonus from the above ability.)



- All characters of at least 5th level take half falling damage as long as the distance fallen is equal to or less than their movement speed. If the amount fallen exceeds the character's movement speed, the character takes normal damage from falling.
- All characters of at least 10th level take no falling damage as long as the distance fallen is equal to or less their movement speed. If the amount fallen exceeds the character's movement speed, the character takes half the normal damage from falling.
- All characters may move up vertical surfaces at their full movement speed.

Characters may attempt to cling to such surfaces by making a Climb check at the end of their movement. The DC for this is equal to the DC to climb the surface. (See climb in Chapter 4 of the Pathfinder Core Rulebook for more information.) Failure means the character slides down.

- Balancing: Characters may use Acrobatics to move at full speed across tops of poles, trees, spears, or other thin surfaces without falling. The DC for this varies depending on the complexity but is generally DC 20. Running across the top of things like spears or other dangerous items adds 10 to the DC, while safer things (such as bamboo poles) may reduce it by 5. Running along something that cannot support the character's weight for very long (the tops of trees, for example) adds 5 to the DC. Failure results in a Reflex save at the same DC. If the Reflex save is successful, the character does not fall but cannot move. Failure results in falling to the ground immediately.

Magic & Ki

In a game like Dragon Tiger Ox, magic is generally interpreted in one of two ways. It is either from Heaven or from Earth. Divine magic is drawn from The Enlightened Emperor's limitless reserves of *ki*, while arcane magic is formed from ambient *ki* present in all things.

This does mean a few things change from what is stated in the Pathfinder Core Rulebook. For one, spell-like abilities can be counterspelled. A wind yai's chain lightning is just as vulnerable to being counterspelled as any wizard's. Also, material components of a spell-like ability specifically mimicking a spell that requires a material component with a cost in excess of 50 gp are still required. This means that some monsters may have to pay to use their spell-like abilities. Some low CR monsters or monsters with unusually powerful spell-like abilities may not have sufficient treasure to cover these abilities; in this case, you can either add it to (or grant it in place of) the monster's treasure.

New Combat Maneuver (Style Disruption)

A character can attempt to disrupt a style he has successfully identified in place of a melee attack. If the disrupting character does not have the improved style disruption or a similar ability, attempting to disrupt a foe's style provokes an attack of opportunity from the target of his maneuver. While armed, characters attempting to disrupt a foe's style take a -4 penalty on the attack roll.



If the disrupting character's attack is successful, the opponent is knocked out of any style feat he is maintaining, and he must take an action one step greater than normal (a free action becomes a swift action, a swift becomes a move, and a move becomes a standard) to re-enter it. For every 5 by which the maneuver beats the opponent's CMD by, the type of action it takes to re-enter the style is increased by one step (maximum 1 full round action). This effect lasts for a number of rounds equal to 5 - the target's Dexterity modifier (minimum 1 round) or until the disrupted opponent re-enters the style once.

Enemies

While any creature can be made to fit into a game of Dragon Tiger Ox, the most thematically appropriate would be: Kami, Oni, Dragons (Imperial), Asura, Elementals, Lycanthropes, Shinigami, and Ghosts.

The most compelling enemies are not monsters in Dragon Tiger Ox. It is other wuxia who have sworn to test their skill. Maybe an enemy is the master of a unique style long forgotten, a feral tiger style practitioner who will not stand down from a fight, or a dishonored samurai who guards a bridge and challenges everyone who tries to cross in order to achieve a good death.

SIDEBAR: PUTTING THE DRAGON IN DRAGON TIGER OX

Dragons are a large part of the mythology in Dragon Tiger Ox. They are typically depicted as being long and serpentine with scales and a great mane. They have between four and eight legs that end in wickedly clawed feet. In a metaphorical sense, they are seen as the literal manifestation of "yang" energy, while tigers in this setting are seen as "yin." Quite often, a dragon is seen as a symbol of power and regalia. It is a symbol of the Imperial Court for the same reason.

Dragons are held in high regard and killing one, even a dishonorable one, is seen as the destruction of something sacred. They are almost always wise and well spoken; although, they tend to treat mortals with contempt.

Dragons are divine in origin but exist outside the Celestial Bureaucracy. Despite this divinity, they spend their time on the mortal plane. Most are benevolent, as this is their nature, but some have become tainted and wicked. Most of the time, dragons who interact with mortals take a human form rather than a draconic one.

From a gameplay perspective, most dragons have a neutral or honorable alignment. A dishonorable dragon is rare. Rather than using the stats for the chromatic and metallic dragons (red, blue, silver, etc.), it is generally more fitting for this campaign setting to use the Imperial Dragons stats (from the Pathfinder Bestiary 3).

Styles in Dragon Tiger Ox

A character's style is as important as his race in terms of social interaction. At character creation, a player must select a favored style that his character will be affiliated with. A character may not learn more feats from a non-favored style until he masters his favored style. Characters who cannot qualify for a style need not select one; however, they may select one to be affiliated with.

FAVORED STYLE

In Dragon Tiger Ox, selecting a favored style allows the player to count his character level as his BAB for the purpose of qualifying for style feats in that style. In addition, at a GM's discretion, a player may use his character level as his BAB for the purposes of qualifying for feats that are prerequisites for styles. New feats in the book make taking a style easier and more flexible.



MASTERING A STYLE

In Dragon Tiger Ox, a character's progress in a style is used to demonstrate his mastery over the style. This may allow him to qualify for new feats in a class as some things have the requirement of "mastered a style" or "is a journeyman in X style."

A character who has one feat in a style (generally the base style) is considered to be a "student" in that style. When he gains a second feat in that style (one that has the base style feat as a prerequisite), he is considered to be a "journeyman" in that style. Putting a third feat into that style makes that character a master of that style. For example, a character who takes the Crane Style feat is a crane style student. When he takes the Crane Wing feat, he becomes a journeyman, and when he finally gets Crane Riposte, he is considered a master.

Progressing from student to journeyman to master may require some roleplaying. Some schools/clans refuse to allow students access to a higher level technique until they have proven themselves loyal, passed an excruciating physical test, or defeated a peer in a duel. This can be a great way for a character to prove himself as well as offering a great adventure hook. This roleplaying requirement is at the discretion of the GM, but it should not interfere with a player's enjoyment.

Certain styles have more than 3 feats in their style. A GM may either choose to allow characters to master the style in the same way as a style that has only three feats or change the requirements.

It should also be noted that certain styles have a lower barrier to entry than other ones due to their prerequisites. This is reflective of certain styles being harder to master than others and should be played up.

New Mechanics

Ki Modifier

A *ki* modifier is the ability score modifier that determines the size of your *ki* pool. If a feat, magic item, or anything similar calls for a saving throw or an ability check based off of a *ki* modifier, that is the modifier used. If a character does not have a *ki* pool, his *ki* modifier is zero.

Ki Level

This is the number of levels a character has in classes that grant him a *ki* pool is his "*ki* level." If taking levels in a class that grants a *ki* pool at a level later than first, the character does not gain *ki* levels until he gains a *ki* pool, at which point the levels are applied retroactively. Feats and items that increase the amount of *ki* points a character has also increases the character's *ki* level by an amount equal to twice the amount of *ki* points granted by the item or feat. A creature's *ki* level can never exceed his HD and negative levels reduce his *ki* level by 1 for each negative level.

New Uses for Skills: Identify Techniques (Knowledge: Local)

A character can make a DC 10 Knowledge (local) check to identify a technique as it is being used. Success means that the character knows the name of the technique and has a good idea of what it does. For this purpose, a technique is defined as any feat or class feature that is useful in combat. The only exceptions are style feats, which are covered by their own use of this skill, and metamagic feats, which are covered by Spellcraft. These checks incur the same penalties as a Perception skill check due to distance, poor conditions, and other factors.



Identify Styles (Knowledge: Local)

By succeeding on a DC 15 Knowledge (local) check, a character can identify style feats and the benefits that the subject of his Knowledge check has. These checks incur the same penalties as a Perception skill check due to distance, poor conditions, and other factors.

TABLE 1-5: IDENTIFYING TECHNIQUES

CHECK MODIFIERS	DC MODIFIERS
Technique offers a passive benefit (i.e. Weapon Focus, Dodge, etc.)	+4
Technique has the (forbidden) keyword*	+10
If the character using this skill is not from an area where the technique is widely practiced**	+10
Character is seeing the technique second hand (armor sundered by Greater Sunder, for example)	+5
Target is not currently using a technique with an active benefit (knowing a target has power attack just by looking at them)	+30
Character knows the technique in question	-10
The technique is a class feature or has at least one class feature dependent requirement***	+1 per class level required to qualify for the class feature (Example: A technique that requires you to have 2d6 sneak attack is a +4 to the DC)
The technique has a BAB requirement ***	+1 per point of BAB

*This does not stack with the regional penalty. In Dragon Tiger Ox, forbidden techniques are assumed to not be widely practiced anywhere.

**This penalty does not apply to characters who know the same technique, regardless of the region they are from.

*** Use the highest of the DC modifiers from modifiers that have this indicator.

TABLE 1-5: IDENTIFYING TECHNIQUES

CHECK MODIFIERS	DC MODIFIERS
Target is currently in a style's stance	+0
Target has more than one feat in the style	-1 per feat beyond the first in the style
Character who is attempting to identify is not from an area where the target's style is widely practiced*	+10
Target is not currently in the style's stance	+20
Character who is attempting to identify knows the style in question**	-4
Target is gaining the benefits of multiple style feats at the same time	+4 per style being used

*This penalty does not apply to characters who know the same style, regardless of the region they are from.

*** For each level of mastery beyond student in a style this reduction is increased by 1 to a maximum of -6 at master level.

Chapter 2: Races and Languages

Humans

In Dragon Tiger Ox, human characters are typically of Chinese ethnicity and have Asian features. They are primarily of Han descent, while Zhuang exist in the southeast, Manchu in the north, Yi in the west, and Dong in the southwest. Japanese and Korean physiological characteristics are present in various cultural groups within the country. Foreigners frequent the Empire; although, various trade routes often congregate in border towns rather than major cities. The Empire itself is not terribly xenophobic, but some clans may be more exclusive. Humans interact well with other races, and are the most populous of the races. They account for approximately forty percent of all the citizens of the Empire.

Vanara

The monkey folk known as the vanara are said to have been birthed from the loin of Sun Wukong, a mischievous monkey who obtained immortality and other divine gifts. While few believe this story literally, it is understood that the vanara developed separate from humanity. Many scholars have myths about a time when vanara and humans were the same race, and a spat caused the gods to separate them. Whatever the true origin, they are a race with a considerable population in the empire.





Vanara are simian humanoids who have a long prehensile tail. They are about as tall as humans, but hunch over and appear to be three to six inches shorter as a result. On average, they weigh about the same as humans, but are generally more fit due to their harsher lifestyle. Many live in the forests or other areas without a significant urban population. Vanara are nomadic or, at the very least, tend to not build permanent settlements. They have a simplistic culture that holds hedonism, the belief that pleasure and pain defines what is good and bad, above all else.

Fur color plays a great deal of importance in vanara society. In the north, vanara have black, grey, or salt and pepper fur. In the south, tawny orange, light brown, tan, and other earthtone fur colors are the norm. Far to the east, vanara sport reddish brown or burgundy fur color. This has led to a number of racially motivated conflicts. Common stereotypes are that northern vanara are prissy and stuck up; southerners are daydreamers and only have money on the mind; and easterners are obsessed with their appearance. Regardless of region or lineage, the occasional vanara with white fur is born. These vanara are called "silvers" and are seen as lucky. Many become spiritual or political leaders.

RACIAL TRAITS:

In Dragon Tiger Ox, vanara use the stats for vanara presented in the Pathfinder Roleplaying Game's Advanced Race Guide. As most vanara are more civilized than their traditional counterparts, most have the Tree Stranger alternate racial trait. Northern vanara have the Whitecap racial trait.

ALTERNATE RACIAL TRAITS

- **SILVER BLESSED:** Vanara with this trait have all white fur. They gain a +2 bonus on all Diplomacy checks against other vanara. In addition, once per day, they may re-roll any one skill check or attack roll. They must take the new result. This replaces the nimble racial trait.
- **SOUTHERN VANARA:** A southern vanara gains the following racial bonuses: +2 Dexterity, +2 Wisdom, and -2 Strength instead of the standard vanara racial ability scores. Southern vanara are small creatures, and thus have a +1 size bonus to attack rolls and AC, a -1 size penalty to combat maneuver checks and CMD, and a +4 bonus on Stealth Checks. This replaces the vanara's size trait.

Celestial (Aasimar)

Born of the bloodlines of the celestial dragons, celestials are the children of dragons and mortals. They are typically supernaturally beautiful with striking features. They have white or blonde hair and jade or turquoise eyes. Their skin seems to radiate and is as soft and pure as buttermilk. Their gums and nails grow in the same jade or turquoise color that match their eyes. Their voices are melodic but soft with a very quiet regalia about them. They tend to be three to six inches taller than their human counterparts with slender forms, protracted torsos, and thin fingers. The lineage of a celestial is rare, and they represent only about two percent of the population. Almost all celestials are nobles and hold an exalted position within society.



RACIAL TRAITS

Celestials use the statistics for aasimar with the following adjustments:

- **DRACONIC RESISTANCE:** A celestial gains fire resistance equal to 5 + 5 more at every 6 levels after 1st. This replaces the celestial resistance racial trait.

ALTERNATE RACIAL TRAITS

In addition, a celestial may select from the following alternate racial traits. A celestial may not select from normal aasimar alternate racial traits. The following racial traits replace the draconic resistance racial trait:

- **DRAGON'S KISS:** Once per day, as a standard action, members of this race can make a supernatural breath weapon attack that deals 1d6 points of fire damage in a 15 foot cone. A creature may make a Reflex save (DC 10 + character level + celestial's Charisma modifier) for half damage. This damage improves by 1d6 for every 4 class levels the celestial has.
- **DRAGON SEEKER:** Celestials gain a +1 bonus on attack rolls and a +2 dodge bonus to AC against dragons and on saving throws against the extraordinary, supernatural, and spell-like abilities of dragons. In addition, they gain a +2 racial bonus on Knowledge (arcana) checks to identify dragons and can make such checks untrained.
- **DRAGON HORNS:** Celestials receive a 1d4 gore attack with a set of jade or turquoise colored deer-like antlers that they have inherited.

Guaiwu (aka: "Ogrekin")

For a thousand years, it is said that the oni ravaged the world before man even conquered fire. In their wicked ways, they spread their terrible seed far and wide. They produced all manner of monstrous beasts. One such union was between an oni and a human woman (known as "Pig Woman"). Myth has it that from her all guaiwu descended. Guaiwu resemble great hulking humanoids with thick bronzed skin. They stand between six and seven feet tall and easily weigh fifty percent more than a typical human. They are naturally large and, coupled with a voracious appetite, are commonly overweight. They have a larger lower jaw and very round features. They have very little hair on their body but, where it does grow, it grows quite quickly. Guaiwu hair is wiry and strong and has even been made into makeshift ropes. It has been likened to hemp in consistency. Guaiwu have large, flat teeth but fewer in number than a typical human (only 16, rather than the normal 23). Despite their size, guaiwu have a stocky build, and the females are quite buxom. Their limbs are much thicker proportionally to a human's; meanwhile, their fingers are generally shorter.

They are simple folk. Many are farmers or soldiers. Few hold positions requiring a great deal of tact or intelligence, and they almost never pursue careers that utilize abstract concepts. As a cultural norm, they tend to be gentle giants, despite their reputed oni origin, and have a docile nature. They represent about twenty percent of the population.



GUAIWU RACIAL STATS

- **TYPE:** Outsider (native)
- **SIZE:** Guaiwu are Medium creatures and thus receive no bonuses or penalties due to their size.
- **BASE SPEED:** Guaiwu have a base speed of 30 feet.
- **+2 CONSTITUTION, +2 WISDOM, -2 INTELLIGENCE:** Guaiwu are hardy creatures with a formidable constitution. Due to their ogre blood, they are slow-witted but more than make up for it with a profound natural intuition.
- **CAST IRON GUT:** Guaiwu gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **NATURAL ARMOR:** Guaiwu have thick rhino-like skin, granting them a +1 natural armor bonus.
- **DARKVISION:** Guaiwu have darkvision; therefore, they can see perfectly in the dark up to 60 feet.
- **LOW-LIGHT VISION:** Guaiwu can see twice as far as humans in dim light.
- **WEAPON FAMILIARITY:** Guaiwu are proficient with the great club and tetsubo.
- **GIANT BLOOD:** Guaiwu count as both native outsiders and giants for any effect related to race.
- **LANGUAGES:** Guaiwu start with Giant only. Furthermore, guaiwu with high Intelligence scores can learn Common, Foreign, and Northern.
- **RP:** 10

ALTERNATE RACIAL TRAITS

ELEMENTAL HERITAGE

Select one of the following benefits, all of which replace cast iron gut:

- **EARTH-BORN:** Gain acid resistance 5 and +2 bonus on saves vs spells and spell-like abilities with the acid or earth descriptors.
- **FIRE-BORN:** Gain fire resistance 5 and +2 bonus on saves vs spells and spell-like abilities with the fire descriptor.
- **ICE-BORN:** Gain cold resistance 5 and +2 bonus on saves vs spells and spell-like abilities with the cold or water descriptors.
- **VOID-BORN:** Take 5 less points of damage from negative energy and gain +2 bonus on saves vs spells and spell-like abilities that use negative energy.
- **WATER-BORN:** Gain acid resistance 5 and +2 bonus on saves vs spells and spell-like abilities with the acid or water descriptors.
- **WIND-BORN:** Gain electricity resistance 5 and +2 bonus on saves vs spells and spell-like abilities with the electricity or air descriptors.

SIDEBAR: OTHER BOOKS

This book refers to several other Little Red Goblin Games Products using the following abbreviations. While these additional supplements are not required to make use of this book, certain feats, items and class archetypes are not fully useable without them.

- Heroes of the East ^[HTE1]
- Heroes of the East II ^[HTE2]
- Heroes of the East III ^[HTE3]
- Heroes of the East IV ^[HTE4]
- Fury of the Elements ^[FTE]
- Tome of Spell and Sword ^[SAS]
- King of the Ring ^[KOR]



Uncommon Races

Some rarer races that might be appropriate for this setting are:

- **PAIZO PUBLISHING:** Kitsune, Tengu, Vishkanya (Pathfinder Roleplaying Game Advanced Race Guide)
- **RITE PUBLISHING:** Kappa (In the Company of Kappa), Hengeyokai (In the Company of Henge), Tengu (In the Company of Tengu)

New Uncommon Races

Samebito

Foreign shark folk who live off the coast and on the small islands around it are known as “samebito” by the natives. While they can be intimidating, their numbers are small, and they are very disorganized. While they have never presented a threat in their own right, their small clans have been known to be hired by factions within the empire for naval and logistical support.

Samebito stand 6-7 feet tall but have a hunched posture due to a natural slope of their spine that ends in a tail. A large fin sits atop their shoulders and helps give them a rounder appearance. They have humanoid limbs but much lankier and wider proportions and gruff shark’s skin that looks deceptively smooth. A large maw of sharp teeth separates two small eye sides set on either side of its head. Most have broad shoulders and hips that support their shark-head and cause them to have a heavy gait on land.

- **TYPE:** Humanoid (Samebito, Aquatic)
Size: Samebito are Medium creatures and thus receive no bonuses or penalties due to their size.
- **SLOW SPEED:** While on land, a samebito has a base speed of 20 feet. However, a samebito’s speed is never modified by armor or encumbrance.
- **+2 STRENGTH, +2 CHARISMA, -2 WISDOM:** Samebito are monstrosly strong, which leads to their fearsome and intimidating appearance and reputation. Samebito are also known to have an impulsive nature that most likely stems from their cousin’s inability to stop moving.
- **AQUATIC:** Samebito have a swim speed of 40 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants.
- **AMPHIBIOUS:** Samebito can breathe on either land or underwater.
- **OCEAN WARRIOR:** Samebito can gain fast healing 2 for 1 round anytime they submerge completely within a body of natural saltwater. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Samebito can heal up to 2 hit points per level each day with this ability, after which it ceases to function.
- **HUNGRY MAW:** Samebito gain a natural bite attack, dealing 1d3. The bite is a primary attack, or a secondary attack if the samebito is wielding manufactured weapons.
- **LANGUAGES:** Samebito start with Common plus Foreign. Members of this race with high Intelligence scores can choose from any of these additional languages: Abyssal, Aquan, Celestial, Infernal, or Islander.



Shishi

These humanoids are awakened from the statues of guardian lions or “fuu dogs,” that are tasked by heaven to protect a certain location (metaphorically) for a more literal purpose. Shishi are great hulking men and women with sculpted physiques and shocking features. They sport outwardly facing fangs, bushy eyebrows, great beards (for the males), vertical pupils, and large mane-like hair that wraps around their neck. Their hair and eyes are the color of jade or turquoise and stands in stark contrast to their otherwise muted skintones. Most have rectangular or square faces that end in a heavy jaw. These soldiers of the heavenly court are awakened only when a dire need arises and follow orders from a legitimate noble or divine sources to a fault. Once awakened, they live a relatively short life (thirty or so years) and can die like a mortal. By their nature as weapons of war, they see everything as conflict and have a compulsive need to protect others.

Note: Shishi who are awakened are not typically 1st level characters. Many have several class levels. You may play a shishi who has been around for a while or one who has just been woken from its slumber. This is a great way to introduce new players to an already running game!

- **TYPE:** Native (Outsider)
- **SIZE:** Shishi are Medium creatures and thus receive no bonuses or penalties due to their size.
- **BASE SPEED:** Shishi have a base speed of 30 feet.
- **+2 CONSTITUTION, +2 WISDOM, -2 INTELLIGENCE:** Shishi are made for war and have bodies that can take punishment beyond that of a normal mortal. They are gifted with a sense of purpose and the wisdom of heaven; however, this is often clouded by their single mindedness and military mindset.

- **CARVED FROM STONE:** Members of this race gain a +1 natural armor bonus to their Armor Class. Though they are made of flesh and bone, they are crafted from harder stuff and punching them has been likened to punching stone.
- **PURPOSE*:** Shishi are awakened for a purpose, which gives them a deep seated drive to complete said purpose. This affords them a +1 sacred bonus on any roll that is directly related to their purpose. If their purpose is fulfilled, they are assigned a new one by heaven soon afterwards.
- **DARKVISION:** Shishi have darkvision 60 feet.
- **COMPULSIVE BODYGUARD:** A shishi gains Bodyguard as a bonus feat at 1st level, even if they do not meet the prerequisites.
- **CLEAN SLATE:** When awakened, a shishi starts with a honorable neutral alignment. However, this alignment may shift as they experience the world.
- **LANGUAGES:** Shishi start with Common plus Celestial. Members of this race with high Intelligence scores can choose from any additional language (except secret languages, such as Druidic).

*A purpose is decided upon by the GM and the player. The purpose should be related to the party's goal. This goal is generally relatively broad in focus (Example: “Dethrone the false emperor and wipe out his forces” or “Destroy the four false immortals”), but the bonus can be applied in a narrow purview of situations (Example: Knowledge (local) rolls to find the location of the false emperor's keep or on attack rolls against his minions). If a GM finds a shishi using the bonus from their purpose class feature more than ten to fifteen times per session, he might want to consider limiting the number of situations that the bonus applies to in future games.



There will be exceptions, however (such as fighting the false emperor or his minions), and leeway should be given to the player during these times. A character may not benefit from this bonus more than once per combat round; although, the shishi may select it when it applies (a single attack roll, a single damage roll, a critical confirmation, etc.).

Other Races in Dragon Tiger Ox

Races like gnomes, orcs, elves, halflings, dwarves (etc.) exist within the world of Dragon Tiger Ox. However, they are generally foreigners to this land and are not commonly played in this setting. Playing as a foreigner has its own issues. People do not always remember some random guaiwu walking by, but they will remember the weird dwarf that went trotting by. A good deal of respectful prejudice exists against foreign powers in Dragon Tiger Ox.

Racial Breakdown

Human (40%), Guaiwu (20%), Vanara (20%), Other (Native) (10%), Other (Foreign) (8%), Celestial (2%)

Racial Feats

Ajua Blast (Racial)

I choose to unleash the corruption in my body.

PREREQUISITES: Guaiwu, elemental heritage racial trait, character level 6th

BENEFIT: As a swift action, you may shoot a bolt of energy that does 3d6 damage; this bolt is a ranged touch attack that may be directed at any target within 200 feet. The bolt deals a type of damage based on the kind of resistance you gain from your elemental heritage racial trait: earth born bolts deal bludgeoning damage, and water born bolts deal acid damage. You may attempt this attack once per day for every 4 levels you have attained.

Ampullae Sense (Racial)

By training your almost vestigial electrosensory organ, you become a more efficient hunter.

PREREQUISITES: Perception 8 ranks, Swim 6 ranks, samebito

BENEFIT: You gain blindsense 30 feet when underwater.

Bloodseeker (Racial)

Hunger and blood! Guts and carnage!

PREREQUISITES: Str 13, base attack bonus +5, samebito, samebito bite attack

BENEFIT: The damage with your bite attack improves by one die size (1d3 to 1d4). This stacks with Improved Natural Attack. On a confirmed critical hit with a bite attack, you deal 1d4 bleed damage to the target per round until they are healed.



Giant's Blade (combat, racial)

I wield the weapons of my ancestors; do not doubt my power.

PREREQUISITES: Str 15, Weapon Focus (any), base attack bonus +10, guaiwu, proficient with all martial weapons

BENEFIT: You can wield weapons sized for Large creatures without penalty, as long as you have weapon focus in that weapon.

Imperial Grace (racial)

He who acts with grace will act with the authority of heaven.

PREREQUISITES: Cha 13, Celestial, able to cast 1st level divine spells

BENEFIT: You gain a +2 sacred bonus on all Diplomacy checks and a +1 sacred bonus to AC on the round after your cast a divine spell.

Imperial Majesty (racial)

One born of heaven deserves the highest honor and respect.

PREREQUISITES: Cha 17, Imperial Grace, celestial, able to cast 5th level divine spells

BENEFIT: The DC of diplomacy checks against honorable outsiders does not increase when you request that dragons or honorably aligned outsiders give aid that could result in punishment or reveal secret knowledge.

Ogre Fist (combat, racial)

My strength allows me to overcome limitations you abide by.

PREREQUISITES: Base attack bonus +3, guaiwu, proficient with all martial weapons

BENEFIT: You may choose to wield a two-handed melee weapon in one hand with a -2 penalty on attack rolls while doing so. The weapon must be appropriately sized for you, and it is treated as one-handed when determining the effect of Power Attack, Strength bonus to damage, and the like.

Oni Eater (racial)

By becoming one with the flesh of my ancestors, I take their power.

PREREQUISITES: Guaiwu

BENEFIT: If you choose this feat and eat the flesh of an oni, you gain regeneration 5 (acid or fire) for the number of rounds equal to your Constitution modifier (minimum 1). Typically, eating flesh is a standard action that does not provoke an attack of opportunity. If you have had a bite attack, you can use this feat to eat flesh as part of an attack action. Eating the flesh of another sapient creature may be considered an inherently dishonorable action at the GM's discretion.

Oni Slayer (racial)

I not only deny my heritage, I strike back against it.

PREREQUISITES: Guaiwu, Knowledge (planes) 8

BENEFIT: Your attacks gain +1 to hit and damage against oni. In addition, all such attacks cause an oni's regeneration to stop functioning on the round following the attack.

Razor Skin (racial)

Through defensive training, you use your daggerlike scales to your advantage.

PREREQUISITES: Samebito, Combat Expertise, character level 7

BENEFIT: Whenever you are fighting defensively or taking the total defense action and an opponent hits you with a natural attack or unarmed strike, they take 1d4 points of slashing damage.

SPECIAL: If the opponent is wearing armor that covers the limb they are attacking with, they do not take this damage when attacking the samebito. This ability functions with the effects of the Combat Expertise feat.

Two Hearts, Two Schools (racial)



My fighting is like my spirit, divided and conflicting.

PREREQUISITES: Half-elf or half-orc

BENEFIT: Your split heritage affords you the ability to select two favored styles.

Languages

Celestial

Creatures of the Celestial Bureaucracy generally use a language similar to Cantonese/Imperial, but Celestial uses many different words and phrases not typical found in Imperial. Someone who speaks Imperial might recognize when someone is speaking Celestial but may not recognize exactly what they are saying. A character can make a DC 20 Linguistics check in order to glean a word or two but nothing more. The same is true of characters who speak Celestial but not Imperial. Celestial is a hidden language. It is only allowed to be taken by a character who has at least three caster levels in a divine spellcasting class, is a celestial himself, or has been given formal permission by the Celestial Bureaucracy.

Common

The most common language is a form of Chinese that is similar to Mandarin and that most simply call “Common.” Slight regional variances occur, but as it is used on the trade routes so frequently, it remains relatively the same across the Empire.

Dragon Tongue

Dragon Tongue is spoken by dragons and many people in the northwest mountains. Structurally, it is similar to Uyghur and utilizes characters similar to the Arabic language group.

Eastern

The eastern regions have developed a very unique, almost Korean-like language. Because many recent performers have their home roots in the east, the Eastern language has become popular among all performers. This includes its use in many popular songs. When written, it uses Hangul characters.

Foreign

Foreign is used for international trade, but it has become pervasive in marketplaces. It is similar to Russian and Portuguese and uses Cyrillic characters. Speakers of Foreign call the language “*Yazyk*,” but citizens of the Empire simply know it as “the foreign language.” It is often used by dwarves and gnomes; but many giants use a crude form of Foreign to communicate, and scholars refer to this bastardization as “Gut.”

Gut

The bizarre mixture of Common and Foreign that giants and other monstrous humanoids speak is called “gut speak.” The use of many slang words and crude rhyme slang makes this language difficult for outsiders to learn.



Imperial

Imperial, a form of Cantonese, is spoken in the Imperial courts as a “standard” language. All official documents are written in Imperial, and as a result, many common folk know a word or two of Imperial. However, Imperial is a secret language. It is not intended for casual conversation but can be learned at finishing schools or via an imperially sanctioned tutor.

Islander

Many of the islands surrounding the Empire speak a language similar to an early version of the Wa language. Words from this proto-Wa language have been picked up as slang in the port towns as a result of ongoing trade. It is also considered to be in high fashion for members of the court to speak or use words from it. Some, mostly those from the older generations, see this practice as pretentious.

Mountain

Mountain is structurally similar to the Ryukyuan language and is spoken amongst some of the coastal mountains in the southwest. This language uses two different written systems. The first script is for formal occasions and is functionally similar to Hebrew because it does not include symbols for vowels. The second script is used for casual occasions and has a single gender neutral pronoun. A character who learns this language knows how to write in both scripts.

Northern

The Northern language is similar in structure to the Japanese language. Similar to the prevalence of Islander, Northern has become common on ships and in ports due to the influx of northern sailors in recent years. The language is quite famous for its colorful swears, which has resulted in many people having adopted it strictly for cursing.

Oni

The wicked tongue of the oni is a language known to few and spoken openly by fewer. Every word within the language is regarded as a curse word by mortals, and it offends noble sensibility. Those few who learn it often feign ignorance when it is spoken to avoid this stigma. Speaking it in public is punishable with an obscenity charge and implies that the speaker is consorting with oni. Even simply knowing the language of the oni is regarded as evidence of affiliation with dark forces. Oni is also called “the tongue of sickness” because of a persistent wife’s tale about how it can cause illness and bad luck just by being spoken.

Vanaran

Spoken by the vanara, Vanaran is similar to Taiwanese. Vanaran is generally spoken on the inhale rather than the exhale. Therefore, creatures raised in a vanara dominated culture have a tendency to develop this inhalation speaking trait.



Chapter 3: Classes

Some classes are more appropriate for Dragon Tiger Ox than others. A GM should never disregard a worthy and intriguing idea, but, by default, the following classes are thematically appropriate for Dragon Tiger Ox.

Appropriate Classes

PAIZO PUBLISHING

- Base Classes: Barbarian, Fighter, Monk, Rogue, Witch, Ninja, Samurai, Wizard, Magus
- Archetypes: Court Bard (Bard), Scrollmaster (Wizard), Internal Alchemist (Alchemist), Exorcist (Inquisitor), Kensai (Magus)
- Note: Most fighter, rogue, cavalier, oracle, and monk archetypes from Paizo are thematically appropriate.
- Prestige Classes: Assassin, Duelist, Battle Herald

LITTLE RED GOBLIN GAMES

- Base Classes: Yamabushi ^[HTE3], Tao ^[HTE1], Martialist ^[HTE2], Shinshoku ^[HTE3], Elementalist ^[FTE]
- Archetypes: Khan (Barbarian) ^[HTE3], Warrior Poet (Bard) ^[HTE1], Sikh Warrior (Fighter) ^[HTE3], Onna-bugeisha (Samurai) ^[HTE3], Street Fighter (Monk) ^[HTE3], Student of the Sword (Samurai) ^[HTE2], Sumo (Monk) ^[KOR], Street Samurai (Samurai)*, Sorcerous Ninja (Ninja) ^[HTE3], Oniwaban (Ninja) ^[HTE3]

- Archetypes (Cont): Honorable Shinobi (Ninja) ^[HTE3], Iga Ninja (Ninja) ^[HTE3], Warrior Monk (Yamabushi) ^[HTE3]
- Prestige Classes: Dervish ^[HTE3], Wukong ^[HTE3], Youxia ^[HTE3]

TRIPOD MACHINE

- Base Classes: Martial Artist, Scholar, Bounty Hunter, Scholar (Adventuring Classes: A Fistful of Denarii)

RITE PUBLISHING

- Archetypes: Henge Emishi (Barbarian), Moso (Bard), Henge-Kannushi (Druid), Yakuza Bushi (Fighter), Tengubushi (Fighter), Yojimbo (Ranger), Henge Matagi (Ranger), Onmyoji (Wizard), Inspiring Commander (Cavalier)
- Prestige: Mosa, Bugyo

Generally Not Appropriate Classes

- Alchemist: Technology is not very advanced, but the case could be made for a potion maker or a philosopher's stone-seeking chemist. The internal alchemist could offer an interesting way to integrate alchemists into the setting.



- **BARD:** While tales of geisha and court musicians abound, “bards” are a very western concept. A number of archetypes may present an interesting option for entry into this setting.
- **CLERIC, ORACLE, AND INQUISITOR:** The role of the divine casters are generally adopted by the shinshoku; although, clerics of certain more esoteric concepts do exist (the *ki* domain from this book) and may be appropriate.
- **DRUID AND RANGER:** The role of the druid is generally adopted by the yamabushi (Heroes of the East III).
- **GUNSLINGER:** Science has not advanced enough to allow firearms.
- **SORCERER:** Magic is very ritualistic. Cases can be made for sorcerer who adopts a dragon or *ki* bloodline.
- **PALADIN:** The concept of a paladin is steeped in western/Christian mythology. The concept of the “white knight” exists in the form of the youxia prestige class (Heroes of the East III). However, a case can be made for a warrior of heaven.
- **CAVALIER:** While mounted warriors have always been a mainstay of Chinese culture, they are rare in the world of martial arts where wuxia live and may not be the best fit for players. However, the ideas of “orders” present some very interesting options in this setting. Samurai is a better fit for a character looking to be a cavalier.
- **SUMMONER:** A summoner’s role is best adopted by the shinshoku (Heroes of the East III). A summoner can be made to fit in this setting. He may want his summon to be an oni or kami.

Draconic Sorcerer Bloodline Variants:

Imperial Dragons

: WILDBLOODED SORCERERS

The wildblooded sorcerer is a sorcerer with a variant bloodline. This bloodline modifies the draconic bloodline. Learn more about the wildblooded sorcerer in the Pathfinder Roleplaying Game by checking out Paizo’s Ultimate Magic book.

Why Imperial Dragons?

Imperial dragons are more thematically appropriate for a wuxia setting than their metallic/chromatic counterparts.

Bloodline Arcana:

Whenever the imperial dragon sorcerer casts a spell with a damage type that matches his bloodline’s damage type that spell deals +1 point of damage per die rolled.

Grace of the Dragons (Su, Sp):

At 3rd level, the imperial dragon sorcerer gains a bonus based on his heritage.

- A sea dragon sorcerer gains a swim speed equal to his land speed. At 9th level, he may breathe, cast spells, and act underwater without hindrance.
- A forest dragon sorcerer may act as though under the effects of a *pass without trace* spell for a number of hours per day equal to his sorcerer level. These hours need not be consecutive but must be used in 1 hour increments.



At 9th level, he may spend 1 hour's use of this ability to act as though under the effects of a *speak with plants* spell for 1 minute.

- A sky dragon sorcerer may fly at a speed equal to base land speed for a number of rounds per day equal to his sorcerer level. Although, he must end his turn on the ground or fall from the air. At 9th level, this improves to 1 hour per level, and he need no longer end his turn on the ground. These hours need not be consecutive but must be used in 1 hour increments; activating this ability requires a swift action.
- A sovereign dragon sorcerer may use *detect dishonor* and *detect honor* for 1 round per day per sorcerer level. At 9th level, he may spend an additional round of this ability as a free action to concentrate on a single item or individual within 60 feet and determine if it is evil or good, learning the strength of its aura as if having studied it for 3 rounds.
- A underworld dragon sorcerer can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow him to see normally. At 9th level, he may convert an area of smoke into a fiery explosion. This deals 1d6 points of fire damage per four sorcerer levels of the same area as the smoke. A Reflex (DC 10 + 1/2 his sorcerer level + his Charisma modifier) halves this damage. He may use this ability 1/day for every four sorcerer levels he possesses. This extinguishes the source of the smoke used for this ability.

This bloodline power replaces Dragon Resistances.

Breath Weapon (Su):

The imperial dragon sorcerer must select from the following list:

TABLE 2-1: IMERIAL DRAGON SORCERER BREATH WEAPON

DRAGON TYPE	DAMAGE TYPE	BREATH SHAPE
Forest	Piercing	30 foot cone
Sea	Fire	30 foot cone
Sky	Electricity	30 foot cone
Sovereign	Sonic	30 foot cone
Underworld	Fire	60 foot line

This modifies the sorcerer's breath weapon ability.

Celestial Breath Weapon (Su):

At 15th level, as a swift action while using his breath weapon, the imperial dragon sorcerer may elect to confer one the following benefits based on his heritage:

- **FOREST:** Targets reduced to zero or fewer hit points by the sorcerer's breath weapon are subjected to a *flesh to stone* spell (with a save DC equal to the save DC of the breath weapon). Using this ability makes his breath weapon a spell-like ability.
- **SEA:** The sorcerer may elect to have his breath weapon deal bludgeoning damage. The area of his breath weapon changes to a line and doubles in length (60 feet) when used in this manner. The sorcerer may make a bull rush attempt against targets in the first 30 feet of this line, using his sorcerer level + his Charisma bonus as his CMB for this attempt. This bull rush does not provoke attacks of opportunity.



- **SKY:** Any flying creature damaged by the sorcerer's breath weapon must make a Fortitude save with the same DC as the sky dragon's breath weapon or lose the ability to fly for 1d4 rounds.
- **SOVEREIGN:** Targets of honorable or dishonorable alignment take a -2 penalty on saving throws against the sorcerer's breath weapon. Should they fail the saving throw against the sorcerer's breath weapon, this penalty applies to all saving throws, regardless of its origin, for one round.
- **UNDERWORLD:** Targets that fail the saving throw against the sorcerer's breath weapon are affected by a *repel metal or stone* spell for one round. Using this ability makes the breath weapon a spell-like ability.
- **SKY DRAGON:** 30 foot cone of electricity, resistance electricity 20, fly speed of good instead of poor (later spells improve this to perfect).
- **SOVEREIGN DRAGON:** 30 foot cone of sonic. In addition, this spell allows the imperial dragon to cast *detect dishonor* and *detect honor* at will for the duration of this spell.
- **UNDERWORLD DRAGON:** 60 foot line of fire, resistance fire 20, vulnerability to cold. Additionally, claws count as adamantine for overcoming damage reduction and bypassing hardness.

This bloodline power replaces wings.

SIDEBAR: FORM OF THE DRAGON?

As presented, the spell *form of the dragon* (and its successors *form of the dragon* II and III) is a poor fit for turning a character into an imperial dragon. The simplest way to convert these spells is to swap the wing attacks granted by *form of the dragon* out for a gore attack (as an imperial dragon) and grant access to the following abilities:

- **FOREST DRAGON:** 30 foot cone of piercing, immune to poison, DR 2/adamantine. This replaces the spell's DR/magic and improves to DR5/adamantine with *form of the dragon* II and DR10/adamantine with *form of the dragon* III.
- **SEA DRAGON:** 30 foot cone of fire, resistance electricity 20. Additionally, the imperial dragon may elect to use breath weapon as 60 feet line of bludgeoning damage.

Ki Sorcerer Bloodline

Those born of a *ki* bloodline are gifted with a heightened state of spiritual enlightenment. From birth, these individuals have minds that are able to see and comprehend spiritual mysteries the likes of which others can take a lifetime to perceive. Some examples of *ki* blooded sorcerers are: the "chosen one," the reincarnation of a wise master, a messiah figure, or simply someone born with innate and secret knowledge from a divine source.

Class Skill: Acrobatics

Bonus Spells: *Magic fang* (3rd), *frigid touch* (5th), *greater magic fang* (7th), *burning fist*^[FTE] (9th), *spell resistance* (11th), *transformation* (13th), *delayed burning fist*^[FTE] (15th), *moment of prescience* (17th), *time stop* (19th)

Bonus Feats: Improved Unarmed Strike, Dodge, Iron Will, Lightning Reflexes, Great Fortitude, Skill Focus (Acrobatics), Improved Initiative, Empower Spell



Bloodline Arcana:

The *ki*sorcerer has a *ki*pool equal to $1/3$ his sorcerer level + his Charisma modifier (minimum 1). He may spend 1 *ki*point as an immediate action to add his Charisma modifier to his AC as a deflection bonus or as a Resistance bonus to his saving throws for 1 round. These *ki*points are regained when the sorcerer rests to replenish his spells. If the sorcerer possesses levels in another class that grants points to a *ki*pool, the sorcerer levels stack with the levels of that class to determine the total number of *ki*points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained and, once made, the choice is set. The sorcerer can then use *ki*points from this pool to power the abilities of every class he possesses that grants a *ki*pool. This is a supernatural ability.

Bloodline Powers:

SURGING KI STRIKE (SU): At 1st level, by spending 1 *ki*point as a swift action, the sorcerer may use his Charisma modifier in place of his Strength modifier for the purposes of calculating his bonuses to unarmed attack and damage rolls for one round. He may expend 2 *ki*points to gain this bonus on attack rolls with touch spells.

AWAKENED TO ENLIGHTENMENT (SU): At 3rd level, the sorcerer may use his *ki*to augment his spell casting abilities. By spending a number of *ki*points, up to a maximum of his Charisma modifier, as part of action of casting a spell, he may increase his caster level by an amount equal to the number of *ki*points spent in this fashion.

VOID PALM STRIKE (SU): At 9th level, the sorcerer may expend 3 *ki*points and make a touch attack as a standard action. If successful, this touch attack deals 1d6 points of damage per sorcerer level. A successful Fortitude save (DC 10 + $1/2$ sorcerer level + Charisma modifier) halves this damage. Failure on this save also reduces the target's spell resistance (if any) by half. This effect lasts for a number of rounds equal to $1/2$ the sorcerer's Charisma modifier.

INSPIRATION OF THE ETERNAL

HARMONY (SU): At 15th level, the sorcerer gains the ability to use his *ki*to offset metamagic costs. As part of the action of casting a spell modified by one or more metamagic feats, he may spend a number of *ki*points equal to 3x the level adjustment of any or all of the metamagic feats modifying the spell in order to negate the level adjustment of that feat for that spell. This does not decrease the casting time of the spell.

TRANSCENDED SELF (EX): At 20th level, the sorcerer's power over *ki*changes his very nature; his type changes to outsider (native), and he gains a +6 inherent bonus on all of his physical ability scores. Additionally, as long as he has at least 1 point in his *ki*pool, he may make his unarmed attacks against any target within 5 feet per point of Charisma modifier of him. This counts as an unarmed attack in all ways including for the purpose of discharging touch spells.



The Ki Domain

The *ki* domain explores the esoteric concepts of existence and the flow of life energy. Often times, clerics who take this domain view all things as interconnected - almost as a single organism. Many clerics seek to improve themselves as a way to improve the universe, even if only slightly. They improve not only their spirit and mind but also their body.

Granted Powers:

BONUS FEAT:

At 1st level, the cleric with this domain gains Improved Unarmed Strike as a bonus feat.

FAR STEPPING ART (SU): At 1st level, the cleric can teleport to a nearby space as a swift action as if using *dimension door*. He must be able to see the space that he is moving into. This movement does not provoke an attack of opportunity. The cleric cannot take other creatures with him when he uses this ability. The cleric can move 5 feet for every two cleric levels he possesses (minimum 5 feet). The cleric can use this ability a number of times per day equal to 3 + his Wisdom modifier.

KI POOL (SU):

At 6th level, the cleric gains a pool of *ki* points, supernatural energy he can use to accomplish amazing feats. The number of points in the cleric's *ki* pool is equal to 1/3 his cleric level + his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, the cleric can make a *ki* strike as a monk whose level is equal to his cleric level - 3.

The *ki* pool is replenished each morning after eight hours of rest or meditation; these hours do not need to be consecutive. If the cleric possesses levels in another class that grants points to a *ki* pool, *ki* points gained from this *ki* pool stack with those gained from the other class to determine the total number of *ki* points in the combined pool. However, only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is permanent. The cleric can use *ki* points from this pool to power the abilities of every class he possesses that grants a *ki* pool.

As a swift action, he may spend 1 *ki* point as a swift action to gain one of the following benefits:

- *Ki* magic: Adds +1 to the DC of the next spell he casts on his turn.
- *Ki* channel: Increases the area of his channelled energy by 10 ft. per two cleric levels.
- *Ki* spells: Spontaneously converts one of his prepared spells into a domain spell of the same level.

Domain Spells:

True strike (1st), *lead blades* (2nd), *force punch* (3rd), *burning fist* ^[FTE] (4th), *flame strike* (5th), *transformation* (6th), *destruction* (7th), *moment of prescience* (8th), *time stop* (9th)

Shifu

A Prestige Class for the Pathfinder Roleplaying Game

Shifus have mastered a style and seek to enhance their own individual styles. They strive to improve themselves and their school by teaching students, mentoring those around them, and advancing the goals of their school. They often distance themselves from the affairs of outsiders in order to better develop their art. As a result, they develop deadly new techniques and push the limit of what it means to be practitioners of the martial arts.

Requirements:

- Base Attack Bonus: +6 or monk level 6th
- **SPECIAL:** A shifu must have mastered one style



SUGGESTION: SEEKING A MASTER

A shifu is a master of a particular style. A GM may choose to have a shifu seek out another master in order to gain a new shifu level. When using this alternate rule, a shifu can only take a new level in shifu beyond 1st if he is able to study with a martial arts master of equal HD (or greater) or study a worthy martial arts manual.

If this option is not available to him, a suitable challenge (roleplaying or otherwise) should be presented to the shifu. This could be a spiritual visit from an ancient master, a moment of enlightenment brought on by intense meditation or training, the defeat of a rival, or something equally as important and challenging.

This option may be suitable for every level or at critical moments of progression (levels 1, 3, and 5, for example).

This is a suggestion that exists to build on the game's story. At best, it creates new opportunities for the players to explore the world. At worst, it forces the GM to bring the game to a halt to make time for one player, something that is unlikely to please the other players.

Hit Dice: D10.

Class Skills:

Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Survival (Wis)

SKILL RANKS AT EACH LEVEL: 2 + Int modifier.



Class Features

All of the following are features of the shifu prestige class.

Weapon and Armor Proficiency:

The shifu gains proficiency with all monk weapons.

Grandmaster's Prowess (Ex):

Starting at 1st level, while in a style he has mastered the shifu gains a pool of prowess points. This pool can store up to his shifu level in prowess points. His pool is filled to its maximum at the start of each of his turns as long as he maintains a style he has mastered. If the shifu has the ability to maintain more than one style at a time, he must have mastered all of the styles he has maintained in order to gain prowess points. The shifu may use prowess points in any of the following ways:

- He deals an additional amount of precision damage equal to the number of unspent prowess points in his pool.
- He may expend any number of prowess points as an immediate action up to a maximum of 1/2 his total shifu (minimum 1) level to gain an insight bonus to AC or saving throws against one attack or effect equal to the number of points spent.
- He may expend 2 prowess points to change the save DC of a shifu class feature from (10 + shifu level + the listed ability score modifier) to (10 + 1/2 character level + the listed ability score modifier).
- He may expend any number of prowess points up to a maximum of 1/2 his total shifu level to grant himself an insight bonus on attack rolls until the end of his turn equal to the number of

points spent .

- He may expend any number of prowess points up to a maximum of 1/2 his total shifu level to grant himself an insight bonus to CMD against one type of combat maneuver equal to the number of points spent until the end of his turn.

Honing the Fundamentals (Ex):

At 1st level, the shifu gains benefits based on the class features he had when he entered this class. If the shifu has levels in more than one of the above classes, he must pick one class whose features he wishes to progress. Once made this choice cannot be changed.

- **BARBARIAN:** The character's shifu levels stack with his barbarian levels for determining his rage class feature and when he receives his greater rage and mighty rage class features. These levels also stack with levels in shifu to determine the effects of his rage powers. In addition, he may select rage powers in lieu of signature techniques.
- **CAVALIER/SAMURAI:** The character's shifu levels stack with his cavalier/samurai levels for determining the effects of his challenge class feature and his order abilities. In addition, he may choose to learn a teamwork feat in lieu of a signature technique if he is a cavalier or gain an additional use of his resolve class feature if he is a samurai.
- **FIGHTER:** The character's shifu levels stack with his fighter levels for determining his weapon training class feature and his effective fighter level for the purpose of qualifying for feats. In addition, he may take combat feats in lieu of gaining a bonus feat from style mastery



- **MARTIALIST:** ^[HTE2] The character's shifu levels stack with his martialist levels for determining the level dependent effects of his martialist techniques, his martial insight class feature, his ki pool and when he qualifies for advanced techniques. In addition, he may select martialist techniques in lieu of gaining a bonus feat from style mastery, and his levels in shifu count as levels in martialist for the purposes of determining his maximum AC bonus from canny defense.
- **MONK:** The character's shifu levels stack with his monk levels for determining his AC bonus, flurry of blows, *ki* pool, and unarmed strike damage. In addition, he may take monk bonus feats in lieu of signature techniques.
- **ROGUE/NINJA:** The character's shifu levels stack with his rogue/ninja levels for determining any level dependent effects related to his rogue talents/ninja tricks, the size of his ki pool or his trap sense ability and when he qualifies for advanced talents/master tricks. He may elect to either gain a rogue talent/ninja trick or increase
- the damage dice of his sneak attack class feature by 1d6 in lieu of taking a signature technique or taking a bonus feat from style mastery
- **RANGER:** The character's shifu levels stack with his ranger levels for determining the effects of his favored enemy class feature and when he can select new favored enemies. In addition, he may take a feat from his combat style (or a feat that has one of those feats as a prerequisite) in lieu of a signature technique. The ranger/shifu must meet the prerequisites for these feats.
- **TAO:** ^[HTE] The character's levels in shifu count as levels in tao for the purposes of progressing his soft arts, internal arts, and *ki* pool class feature. In addition, the shifu may take a new trigram in lieu of a signature technique

TABLE 3-1: THE SHIFU

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+1	+1	+0	Grandmaster's prowess, honing the fundamentals, style mastery
2nd	+2	+1	+1	+1	Signature technique
3rd	+3	+2	+2	+1	Pushing the limit, style mastery
4th	+4	+2	+2	+1	Signature technique
5th	+5	+3	+3	+2	Master's wisdom, style mastery
6th	+6/+1	+3	+3	+2	Signature technique
7th	+7/+2	+4	+4	+2	Pushing hands, style mastery
8th	+8/+3	+4	+4	+3	Signature technique
9th	+9/+4	+5	+5	+3	Limitless, style mastery
10th	+10/+5	+5	+5	+3	Signature technique, one true master



- **YAMABUSHI:** ^[HTE3] The character's levels in shifu count as levels in yamabushi for the purposes of progressing his AC bonus and the effectiveness of his natural order class features. In addition, the shifu may gain a new use of his resolve class feature in lieu of a signature technique.

Style Mastery:

At 1st level, the shifu gains the Style Dedication bonus feat in the style he used to qualify for this class.

At 3rd level and every odd level thereafter, he gains a bonus feat selected from the following list:

Any style feat or a feat that has a style feat as a prerequisite, Combat Style Master, Fuse Styles, Extension of the Body, Style Dedication, Style Bluff, Technique Aficionado, Iron Palm, Combat Expertise, or any other feat that modifies a combat maneuver (Improved Style Disruption, Greater Bullrush).

If the shifu has the Style Dedication bonus feat prior to taking the first level of shifu, he may instead select from the list of other bonus feats specified in this class feature.

Signature Techniques (Ex):

At 2nd level and every even level thereafter, the shifu learns a signature technique. He has mastered a style is able to learn a unique technique known only to dedicated masters. In general, a character should seek out this teaching from a manual or learn from another martial artist.

BUTTERFLY KICK (EX): By expending 1 prowess point, before making whirlwind attack, the shifu with this signature technique can move up to 10 feet in a straight line. Any creatures who were adjacent to the shifu at any point during this movement count as viable targets for the Whirlwind Attack. Alternatively, the shifu may spend 5 prowess points to perform a Whirlwind Attack as a standard action. The shifu must have the Whirlwind Attack feat before selecting this signature technique.

DEITY'S PALM (EX): Once per day per level of shifu as a full-round action, the shifu can deliver a devastating attack that can crush rock, kill lesser men, and reduce walls to dust. A creature or object that is successfully hit with this melee attack must make a Fortitude save (DC 10 + shifu level + Strength or Dexterity modifier) or take 15 points of damage per shifu level. A creature who successfully makes the Fortitude save instead takes 10 points of damage per shifu level. Any extra damage dice over and above a weapon's normal damage that the attack deals (such as from the flaming weapon property or the rogue's sneak attack class feature) are added to this damage, if they would normally apply. The shifu may elect to use a manufactured weapon with this technique. If he does so, the weapon takes the full damage of this technique as though it failed its Fortitude save. If the shifu has the ghost shadow kick technique, the shifu may spend 4 prowess points to use this technique as an immediate action.



DIM MAK (EX): Once per day per 2 levels of shifu, the shifu can deliver a death touch. As a full round action, he may make a single unarmed strike against a creature wearing light or no armor. If he successfully deals damage with the unarmed strike and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to 10 + shifu level + the shifu's Dexterity modifier. If the save is successful, the target still takes the unarmed strike damage as normal. The shifu may spend two prowess points to deliver this as part of a sunder attempt, if his sunder attempt gives the armor his opponent is wearing the broken condition then he may force his opponent to make the save against this technique regardless of the sort of armor he wears.

FRICTION STRIKE (EX): The speed of the shifu's attacks cause spontaneous combustion. When making a full-round attack, the shifu may spend 4 prowess points to use this secret technique. The shifu's second successful attack in one round deals 1d6 additional fire damage. Each subsequent attack thereafter deals 2 additional fire damage for each previous successful attack. On a critical hit, the shifu's weapon emits a blast of fire, dealing 2d10 fire damage + any additional fire damage caused by this attack to the target of his attack and any adjacent targets instead of the normal fire damage. The additional fire damage is not multiplied on a critical hit. In order to select this secret technique, he must be at least a 4th level shifu.

GHOST-SHADOW KICK (EX): Once per day per level of shifu, he can make a kick so swift its shadow can hardly be perceived. He may expend 1 prowess point as an immediate action to deliver an unarmed strike at his highest base attack bonus. This must be a kick if using the alternate damage profiles for unarmed strikes.

GOLDEN BELL SHIELD (EX): Any number of times per turn, the shifu can spend a number of prowess points when announced as the target of an attack. He gains DR /- equal to twice the spent prowess points against that attack. If the attack was an unarmed strike or a natural attack, the attacker takes an amount of damage equal to the amount of damage the shifu's damage reduction prevented. If attacked with a manufactured weapon, the weapon takes that same amount of damage. If the shifu chooses to spend 1 additional prowess point, the damage dealt from this technique ignores damage reduction and hardness.

MIRROR PALM (EX): As a standard action, the shifu may expend 1 prowess point and make a single melee attack. If successful, any damage the target takes from that attack is dealt to him again on the next round. In addition, the target must save against any abilities that affect the shifu's attack (Stunning Fist, Bleeding Critical, etc.) again. A Fortitude save (DC 10 + shifu level + Strength or Dexterity modifier) halves this damage. This signature technique may be used with the Vital Strike feat and any feat that has Vital Strike as a prerequisite. The shifu may use this technique a number of times per day equal to his shifu level.



RIVER SPLITTING STRIKE (EX): The shifu may spend any number of prowess points as a swift action. For each prowess point he spends in this manner, one of his attacks that round ignores damage reduction. When using this technique, all damage the shifu deals is precision damage.

SUN RAY PALM (EX): By expending 4 prowess points, the shifu can grant attacks made with a weapon (including unarmed strikes) of his style reach. Until the start of his next turn, the threatened area of his weapon increases by 5 feet + 5 feet per 2 shifu levels thereafter. Should the shifu choose to make a feint attempt while using this technique, it receives a +5 circumstance bonus; this reach only applies when making melee attacks and not on combat maneuvers. In order to select this secret technique, he must be at least a 4th level shifu.

TWIN TIGER STRIKE (EX): Once per day per level of shifu, he may make a single attack at his highest BAB as standard action. If the attack hits, this technique grants him a second attack with the same weapon that, if successful, threatens as a critical hit. If he expends 2 prowess points, the critical hit automatically confirms. These prowess points must be spent before the second attack is made.

Master's Wisdom (Ex):

At 2nd level, the shifu can impart a fraction of his martial insight into a student. So long as the shifu has line of sight to an ally other than himself using a style that the shifu has at least one feat in, he may spend an immediate action and a number of prowess points to grant that ally one of the following bonuses:

- **SAVES:** The shifu may grant an insight bonus on all saves to all allies who can see and hear him equal to the number of prowess points expended (maximum of 1/2 shifu level) against a single effect that has a save.
- **DAMAGE ROLLS:** The shifu may grant an ally the ability to deal extra precision damage to an ally who is using a style the shifu has at least 1 feat in equal to the number of prowess points expended (maximum of 1/3 shifu level) until the start of the shifu's next turn.
- **ATTACK ROLLS:** The shifu may grant an insight bonus on attack rolls to an ally who is using a style the shifu has at least 1 feat in equal to the number of prowess points expended (maximum of 1/2 shifu level) until the start of the shifu's next turn.
- **COMBAT MANEUVERS:** The shifu may grant an insight bonus to the CMD of an ally who is using a style the shifu has at least 1 feat in equal to the number of prowess points expended (maximum of 1/2 shifu level) until the start of the shifu's next turn.
- **SIGNATURE TECHNIQUES:** The shifu may grant a single use of one of his signature techniques to an ally, treating their level as 1/2 his shifu level for any level dependent variables of the technique. The shifu must additionally pay any prowess point or daily uses of the ability associated with the technique. A shifu must be 5th level before he can use this ability.

The student must be able to see and hear the shifu to benefit from this class feature.

Pushing the Limit (Ex):

At 3rd level, the shifu may expend 1 prowess point and elect to take 2 points of damage to all of his physical ability scores in order to use a signature technique that relies on a limited number of uses per day 1 additional time. Each time after the first that he uses this ability in a 24 hour period, the amount of ability score damage doubles (4, 8, 16, etc)..

Pushing Hands (Ex):

At 7th level, the shifu may spend 1 prowess point as a swift action to gain a bonus to his CMB or feint checks equal to 1/2 his shifu level for one round.

Limitless (Ex):

At 9th level, the shifu can expend an additional prowess point when using his pushing the limit class feature to be fatigued in place of taking ability score damage.

One True Master (Ex):

A shifu is the eye of the hurricane in the martial arts world. He is a teacher of men, a dispenser of martial insight, and the one from whom martial artists around the world seek information or training. While in a style he has mastered, the shifu may spend 1 prowess point to add 2 precision damage to the attacks made by any ally within 30 feet who is in a style that the shifu has at least one feat in. Also, the shifu is immune to fear effects while in a style he has mastered, so long as he has 1 prowess point in his pool. He may spend 2 prowess points to remove the shaken, frightened, or panicked condition from any ally within 30 feet that is currently in a style that the shifu has at least one feat in. Using prowess points in this way is an immediate action.

Jade Warrior

A Prestige Class for the Pathfinder Roleplaying Game

In Asian cultures, jade has long been associated with the human virtues of hardiness, moral beauty, and ethical steadfastness. It is for this reason that the jade warriors, an order dedicated to driving back oni and all wicked things in the world, wield swords of jade. The jade warrior channels the righteousness of his cause through his jade weapon to magnify the effect of his weapon. He specializes in protecting the mortal world from all supernatural threats, be they monsters, undead, demon, or just otherworldly forces.





Role:

While a jade warrior can become a passable healer and can give decent support with the right training, all jade warriors are resolute heroes that are adept at striking down villainy wherever it may show itself. The jade warrior functions best in a party without dishonorable or chaotic characters.

Hit Dice: D10.

Requirements:

- **SPECIAL:** Must own a weapon made of jade
- **BASE ATTACK BONUS:** +6 or monk level 6th
- **FEAT:** Iron Will, Improved Iron Will
- **ALIGNMENT:** Lawful honorable

Class Skills:

Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), and Sense Motive (Wis).

SKILL RANKS AT EACH LEVEL: 4 + Intelligence modifier

Class Features

All of the following are features of the jade warrior prestige class.

Weapon and Armor Proficiency:

The jade warrior is proficient with all simple and martial weapons as well as light, medium, and heavy armor. In addition, the jade warrior is proficient in the use of the weapon that he used to qualify for this class.

TABLE 3-2: THE JADE WARRIOR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+1	+0	+1	Aura of honor, blade of jade, loyalty rituals, spirit discerning eyes, stalwart spirit, sword against dishonor 1/day
2nd	+2	+1	+1	+1	Divine virtue
3rd	+3	+2	+1	+2	Celestial justice
4th	+4	+2	+1	+2	Divine virtue, sword against dishonor 2/day
5th	+5	+3	+2	+3	Indomitable heart
6th	+6/+1	+3	+2	+3	Divine virtue
7th	+7/+2	+4	+2	+4	Clean spirit, sword against dishonor 3/day
8th	+8/+3	+4	+3	+4	Divine virtue
9th	+9/+4	+5	+3	+5	Heavenly soul
10th	+10/+5	+5	+3	+5	Divine virtue, red-faced warrior, sword against dishonor 4/day



Aura of Honor (Ex):

The jade warrior gains an aura of honor equal to his jade warrior level.

Jade Armory (Su):

At 1st level, while the jade warrior has 1 *ki* point in his *ki* pool, the jade weapons he wields count as cold iron and silver for the purposes of overcoming damage reduction. Jade weapons or armor that the jade warrior wields gain an additional amount of hardness equal to 2x his jade warrior level.

At 5th level, the jade warrior's jade weapons or armor count as ghost touch against dishonorable creatures and repair themselves like living steel items while in his possession. These benefits only function as long as he has 1 *ki* point in his *ki* pool.

Finally, at 9th level, the jade weapons he wields count as adamantine for the purpose of overcoming damage reduction and bypassing hardness.

Spirit Discerning Eyes (Sp):

At 1st level, the jade warrior gains *detect dishonor* and *detect honor* as at will spell-like abilities. He can only use one of these at any given time; although, they may be activated as a swift action.

At 5th level, so long he has 1 point in his *ki* pool, he is aware of the number and strength of the auras as though he had concentrated for 3 rounds.

Stalwart Spirit (Su):

The jade warrior gains a *ki* pool equal to 1/2 his jade warrior level + his Charisma modifier.

If he has a *ki* pool from another source, his jade warrior levels stack with those levels to determine the total size of his *ki* pool. By spending points from his *ki* pool, the jade warrior can do any of the following:

He may expend 1 *ki* point to re-roll a failed saving throw against an effect caused by a dishonorable creature. The re-rolled save gains a +2 insight bonus. This takes no action but may only be done once per round.

He may expend 1 *ki* point as a swift action to grant attacks that he makes with a jade weapon the ability to count as one of the following types of damage for the purpose of overcoming the damage reduction of dishonorable creatures: bludgeoning, piercing, or slashing. This ability lasts for 1 minute.

As an immediate action, the jade warrior may spend 1 *ki* point to give himself a +4 insight bonus to AC against the attacks of dishonorable creatures for 1 round.

The *ki* pool is replenished each morning after eight hours of rest or meditation; these hours do not need to be consecutive.

Sword Against Dishonor (Su):

Once per day, the jade warrior can manifest the power of his righteous fury to aid him in his struggle against the dishonorable. As a swift action, the jade warrior chooses one target within sight. If this target is dishonorable, the jade warrior adds his *ki* modifier (if any) as a morale bonus to attack rolls and adds his jade warrior level to all damage rolls made against the target.



If the target of sword against dishonor is an outsider with the dishonorable subtype, a native outsider of dishonorable alignment, a dishonorable oni, a dishonorable undead creature, or a divine caster of a dishonorable deity or concept, the bonus to damage on the first successful attack increases to 2 points of damage per level the jade warrior possesses. Regardless of the target, these attacks automatically bypass any DR the creature might possess. This bonus only applies to attacks the jade warrior makes with a weapon crafted from jade.

In addition, while sword against dishonor is in effect, the jade warrior gains a morale bonus equal to his *kī* modifier (if any) to his AC against attacks made by his target. If the jade warrior targets a creature that is not dishonorable, this class feature is wasted with no effect. This bonus only applies if the jade warrior is wearing armor crafted from jade.

The sword against dishonor effect remains until the jade warrior's target is dead or until the next time the jade warrior rests and regains his uses of this ability. At 1st level and at every three levels thereafter, the jade warrior may use sword against dishonor one additional time per day, as indicated on Table: Jade Warrior, to a maximum of 4 times per day at 10th level. This ability counts as smite evil for the purposes of items, feats, class features, or anything else that interacts with that ability.

Divine Virtues:

At 2nd level and every even level thereafter, the jade warrior gains one of the following abilities:

ANATHEMATIC KNOWLEDGE (EX): The jade warrior with this divine virtue selects one creature type from the following list: dishonorably aligned outsiders, dishonorably-aligned aberrations, and undead. The jade warrior gains that creature type as a favored enemy, as per the ranger class feature of the same name. He may select this divine virtue multiple times. Each time he must select a different favored enemy but may increase one previous bonus as normal. If the jade warrior has the dispel disharmony divine virtue, he may also select chaotically aligned outsiders, chaotic-aligned aberrations, and chaotically aligned fey.

ANATHEMA SENSE (SU): The jade warrior with this divine virtue gains blindsense with a range of 5 feet per jade warrior level. This blindsense only detects dishonorable targets. If a creature is the target of the jade warrior's sword against dishonor, this is treated as blindsight against that creature. If the jade warrior has at least 1 point in his *kī* pool, spells or magic items that conceal a creature's alignment must make a caster level check with a DC of 11 + 2 x the jade warrior's level or fail to conceal the creature's alignment from the jade warrior. The jade warrior may declare a creature that it can detect with his blindsense as a target for his sword against dishonor class feature. If the jade warrior has the dispel disharmony divine virtue, this blindsense also applies to chaotic creatures and, if the target is both chaotic and dishonorable, this always functions as blindsight.



HARMONIOUS SPIRIT (EX, SU): The jade warrior with this divine virtue gains an aura of law of equal strength to his aura of honor. He also adds *detect chaos* and *detect law* to the list of spells he can use with his spirit discerning eyes class feature. In addition, as long as he has 1 *ki* point in his *ki* pool, he counts attacks made with his jade weapons as lawful for the purposes of overcoming damage reduction. Finally, he may spend *ki* points in the following ways:

- The jade warrior may expend 1 *ki* point to re-roll a failed saving throw against an effect caused by a chaotic creature with a +2 insight bonus. This takes no action and may only be done once per effect. If the creature is also dishonorable, the jade warrior may expend an additional *ki* point (2 total) to increase the bonus to +4.
- As an immediate action, the jade warrior may spend 1 *ki* point to give himself a +4 insight bonus to AC against the attacks of chaotic creatures for one round. If the creature is also dishonorable, he may spend an additional *ki* point (2 total) to increase the bonus to +6.

JADE FLESH (EX): The jade warrior's unarmed strikes count as jade weapons and deal damage as though he was a monk of equal level to his jade warrior level. If he has levels in monk or a class that grants him unarmed damage progression like a monk, these levels stack. In addition, he always counts as wearing jade armor for the purpose of his jade warrior class features.

Should he choose to expend 1 *ki* point as an immediate action, he gains DR 5/- against the attacks of dishonorable creatures for one round. This damage may only be overcome by creatures with more HD than the jade warrior's *ki* level.

If he has the harmonious spirit class feature, this DR also applies against chaotic creatures and is doubled against chaotic dishonorable creatures.

LOYAL SOUL (SU): So long as he has 1 *ki* point in his *ki* pool, the jade warrior with this ability gains spell resistance equal to 10 + 2x his jade warrior level against spells cast by dishonorable creatures or spells with the dishonorable descriptor.

He may expend 1 additional *ki* point as an immediate action to increase this resistance by an amount equal to his *ki* modifier against one spell.

If he has the harmonious spirit class feature, this spell resistance also applies to spells cast by chaotic creatures and spells with the chaotic descriptor. In addition, he need not spend a *ki* point or an immediate action to increase this resistance against spells with the chaotic and dishonorable descriptor or spells cast by a chaotic dishonorable caster. The jade warrior must have the jade flesh ability to select this talent.

PUNISHING WOUNDS (SU): If the jade warrior takes this divine virtue, all damage he deals to the target of his sword against dishonor class feature resists magical healing. A character attempting to use magical healing on a creature damaged by the jade warrior's sword against dishonor class feature must succeed on a caster level check (DC of 10 + 2 x jade warrior level) or the healing has no effect on the injured creature. Even if successful, the wounds caused by this ability leave jade colored scars. These scars may be removed by the spell *restoration* or a similar effect. Any spell or spell-like ability that removes these scars must also succeed at the caster level check. The implication of these scars are known to many and may be taken as a sign of a wicked heart.



INSTANT DISHONOR (SU): The jade warrior may expend 1 *ki* point as an immediate action to declare the target of his sword against dishonor (rather than a swift action). This consumes one use of his sword against dishonor as normal.

RIGHTEOUS REJUVENATION (SU): The jade warrior may expend 1 *ki* point to use lay on hands as a paladin of his jade warrior level. This only heals targets of honorable alignment. If used against dishonorable targets, it damages them as though they were undead. If the jade warrior has the dispel disharmony class feature, it also damages chaotic targets. If the target is both chaotic and dishonorable, the jade warrior may increase the cost to two *ki* points to change the dice from d6s to d8s.

STRIKE DOWN THE UNRIGHTEOUS (SU): If the jade warrior reduces a summoned creature that is the target of his sword against dishonor to 0 or fewer hit points, that creature must make a will save with a DC equal to the damage dealt or die. In addition, the summoner takes an amount of damage equal to the excess damage; a Will save (DC 10 + jade warrior level + *ki* modifier) negates this damage. If the summoner would also be a valid target for the jade warrior's sword against dishonor class feature, this save halves the damage.

STRIKE TRUE (SU): So long as he has 1 *ki* point in his *ki* pool, the jade warrior with this ability rolls twice when seeing if his attacks hit due to abilities that would cause a percentage chance to miss or concealment against dishonorable creatures and takes the better result. He may spend 2 *ki* points as part of an attack to ignore any effect that would cause him to miss a dishonorable creature other than a failed attack roll. If he has the dispel disharmony class feature, this ability applies to chaotic creatures as well, and if the creature is both chaotic and evil, he only needs to spend 1 *ki* point to ignore effects that would cause him to miss.

DISPEL DISHARMONY (SU): The jade warrior may affect chaotic-aligned creatures with his sword against dishonor, dealing 2 points of damage per class level on the first successful attack against outsiders with the chaotic subtype, chaotic-aligned aberrations, chaotically aligned fey, native outsiders of chaotic alignment, and divine casters of chaotic deities or concepts. If a creature would also be a valid target for his sword against dishonor, the jade warrior adds another half of his jade warrior level to damage rolls against that creature. If the jade warrior with this divine virtue ever falls, he must spend an additional number of days, equal to his jade warrior level, fasting and meditating to regain this class feature and any class feature affected by it. The jade warrior must have the harmonious spirit divine virtue in order to select this ability.



COURAGEOUS GENERAL (SU): A creature that is the target of the jade warrior's sword against dishonor loses its damage reduction against attacks from all honorably aligned creatures while your sword against dishonor exists. If the jade warrior has the harmonious spirit class feature, this applies to the attacks from lawful aligned creatures as well.

VALOROUS WARRIOR (SU): The jade warrior may expend an additional *ki* point when using righteous rejuvenation to grant a target that he heals a +1 morale bonus on attack and damage rolls per two dice against dishonorable targets until the end of his next turn. Against targets that he damages, this becomes a penalty to AC and saving throws against honorable targets. A Will save against a DC of 10 + the jade warrior's level + his *ki* modifier negates this penalty. If the jade warrior has the dispel disharmony divine virtue, the penalty applies against the attacks of lawful creatures. The bonus applies to chaotic creatures as well. If the target is both chaotic and dishonorable, this penalty applies to his attack and damage rolls against good and lawful targets as well.

Celestial Justice (Su):

At 3rd level, the jade warrior gains the ability to spend 3 *ki* points as a swift action to regain one use of his sword against dishonor class feature. He may not have more uses of sword against dishonor ready than his current maximum in this manner.

Indomitable Heart (Su):

At 3rd level, so long as he has 1 point in his *ki* pool, if the jade warrior would be subject to a necromancy or enchantment spell cast by a dishonorable character or a spell with the dishonorable descriptor, he may make a Will save (with a DC equal to what the spells DC would be) to negate the spell's effect - even if the spell does not allow for a saving throw. If the jade warrior has the dispel disharmony divine virtue, this bonus applies to necromancy or enchantment spells cast by chaotic creatures or spells with the chaotic descriptor. If the caster or spell fits both of those prerequisites, the jade warrior gains a +2 morale bonus on the saving throw.

Clean Spirit (Su):

At 7th level, the jade warrior can use the power of his stalwart heart to avoid certain attacks. So long as he has 1 point in his *ki* pool, should he succeed at a Will saving throw against an ability used by a dishonorable creature that has a reduced effect on a successful save, he instead avoids the effect entirely. If the jade warrior has the dispel disharmony divine virtue, this applies to abilities used by chaotic creatures as well. If the creature is both chaotic and evil, the jade warrior gains a +4 insight bonus on will saves against those creature's effects.



Heavenly Soul (Sp):

At 9th level, the jade warrior has no fear of death at the hands of the unrighteous. If killed by a dishonorable creature, he may make a Will save with a DC of $10 + \frac{1}{2}$ the creature's hit die + the creature's charisma modifier. Success means that the jade warrior is brought back to life 24 hours later as if by the spell *resurrection*. Upon *resurrection*, the jade warrior instantly knows whether or not the creature that killed him is alive or dead. The jade warrior takes a -1 penalty on this Will save for every successive use of this ability in a one week period. If the jade warrior's possessions are lost or destroyed when resurrected, he returns with a perfect copy including magical enhancements of the last jade weapons and armor he used. This equipment vanishes if he ever regains his old equipment. If the jade warrior has the dispel disharmony divine virtue, this applies against chaotic creatures as well. If the creature is both chaotic and dishonorable, the jade warrior takes no penalty on this saving throw from successive uses, and this use does not count towards his number of uses for the purpose of calculating his total penalty.

Red-Faced Warrior (Ex):

At 10th level, the jade warrior becomes a paragon of righteousness. He uses his character level to determine the strength of his aura. His spirit discerning eyes class feature becomes constant, and he may change which spells are active as a free action. In addition, he always counts as though he has a *ki* point in his *ki* pool for the purpose of the jade warrior class features. He also selects one of the following benefits:

JADE JUGGERNAUT (SP): The jade warrior may expend 3 *ki* points to become a towering juggernaut of jade. This functions as *elemental body* III. Although, the jade warrior can only turn into an earth elemental, and his caster level is equal to his *ki* level. In addition, all of his natural attacks count as jade weapons, and he counts as wearing jade armor.

MERCY AND PURITY (SU): The jade warrior becomes a force of purity. He may use his righteous rejuvenation at his *ki* level rather than his jade warrior level and may spend 2 *ki* points to channel energy as a cleric of his *ki* level. This healing has no effect on dishonorable creatures. In addition, once per week upon successfully using his heavenly soul class feature, he may spend 4 *ki* points to return on the same round and channel energy as a free action. Doing so counts as four uses of heavenly soul for the purposes of calculating the penalty to his Will save. If he has the dispel disharmony divine virtue, he may not heal chaotic creatures with his channel energy. Using this ability to come back immediately after using heavenly soul against a chaotic dishonorable creature only counts for 2 uses. The jade warrior must have the righteous rejuvenation and valorous warrior manifestations of righteousness in order to select this option.



GALANT SHIELD (SU): The jade warrior becomes an unbreakable wall against villainy. He may expend any number of *ki* points as an immediate action to gain temporary hit points against attacks made by dishonorable creatures; these hit points fade after one hour. The amount of temporary hit points is equal to 10 per *ki* point spent. Should a spell cast by a dishonorable spellcaster or a spell with the dishonorable descriptor fail to pierce his spell resistance, he may reflect it back at the caster as though by *spell turning* by spending a number of *ki* points equal to half the spell's level. The damage reduction from jade flesh becomes constant, and he may spend 2 *ki* points to double that damage reduction. In addition, he gains a morale bonus on saves equal to his *ki* modifier. If he has the dispel disharmony divine virtue, he need not spend *ki* points to reflect spells with the chaotic or dishonorable descriptors or spells cast by chaotic dishonorable casters (or any combination thereof). The jade warrior must have the jade flesh and loyal soul manifestations of righteousness in order to select this option.

SPEAR OF HEAVEN (SU): The jade warrior becomes a sword against all things wicked. His sword against dishonor class feature now deals damage at his full character level. His attacks with jade weapons always bypass the DR of dishonorable and chaotic creatures, and critical hits against the target of his sword against dishonor automatically confirm. In addition, he may use his sword against dishonor class feature on creatures that are not chaotic or dishonorable as though they were dishonorable. This must be something that would cause significant harm to a large number of people (such as the tarrasque).

The GM is the final arbiter of what qualifies for this, and if the jade warrior is ever presented with convincing evidence that his judgment was in error, he immediately falls. The jade warrior must have the harmonious spirit and dispel disharmony manifestations of righteousness in order to select this option.

Jade Warrior: Code of Conduct

The jade warrior holds himself to a high standard of conduct. Functionally, this is identical to the paladin's code and the wuxia code, save that he only loses his supernatural, spell like, and aura abilities and may not regain his class features via the atonement spell. Instead, he must spend a day and 500 gp in special incense per jade warrior level fasting and meditating in seclusion. The jade warrior can chose to end this ritual prematurely, but he only regains class features appropriate to the number of days meditated and must resume the ritual as though he never began it.

SIDEBAR: RED FACED WARRIOR?

In Chinese opera, characters with a red face are depicted as being loyal with many stoic virtues. This is also associated with the great and loyal warrior Guan Yu.



Wolong

(Sleeping Dragon Strategist)

A Prestige Class for the Pathfinder Roleplaying Game

From the depths of time, warrior philosophers have become a prominent feature in the history of the east. These warrior philosophers came to be known as “wolongs,” named such after the nickname of the talented Chinese strategist Zhuge Liang. The wolong is not considered skilled unless he has both a strong body and mind. He learns to hone his mind instead of his sword edge, to focus on the unpredictable over the predictable, and to engage in cunning over brute force.

In game terms, the wolong has a suite of battlefield controlling and disrupting abilities. On the surface, these class features serve to augment his combat prowess, but in reality, they are more effectively used in waylaying an enemy. If used correctly, these features can impact an opposing force’s action economy and throw his plans into disarray.

Hit Dice: D8.

Requirements:

- **SKILLS:** Knowledge (any two) 5 ranks
- **BASE ATTACK BONUS:** +5
- **FEATS:** Combat Reflexes, Combat Expertise

Skills:

Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str)

Skill Ranks Per Level: 2 + Int modifier

Class Features

The following are class features of the wolong.

Weapon and Armor Proficiency

The wolong is proficient with all simple and martial weapons, all armor (heavy, light, and medium), and shields (including tower shields).

Study the Foe (Ex):

“Study strategy over the years and achieve the spirit of the warrior. Today is victory over yourself of yesterday; tomorrow is your victory over lesser men.”

-Miyamoto Musashi

At 1st level, by studying his foe with a standard action, the wolong can grant his allies and himself a +1 insight bonus to AC or attack rolls against all enemy creatures (selected at the time this ability is used). This bonus lasts for one minute per wolong level.

Subsequent rounds spent studying his opponents increases this bonus by 1. A second standard action spent studying a foe would grant a +2 bonus to either AC or attack rolls. This bonus may never exceed +2; although, he may grant the bonus to AC and attack rolls if he spends a sufficient number of standard actions accumulating these bonuses.



Tactician (Ex):

"Let your plans be dark and as impenetrable as night, and when you move, fall like a thunderbolt."

-Sun Tzu

At 1st level, the wolong receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the wolong can grant this feat to all allies within 30 ft. who can see and hear him. Allies retain the use of this bonus feat for three rounds plus one round for every two levels the wolong possesses. Allies do not need to meet the prerequisites of these bonus feats.

At 1st level, the wolong can use this ability once per day. At 3rd level and every odd level thereafter, the wolong gains one additional use per day to a maximum of five total daily uses at 9th level.

This ability stacks with the ability of the same name from the cavalier base class.

Tactical Movement (Ex):

"All men can see these tactics whereby I conquer, but what none can see is the strategy out of which victory is evolved."

-Sun Tzu

At 2nd level, the wolong becomes unpredictable. This class feature has the ability to interrupt the actions of others by freeing the wolong from the normal initiative order. The wolong has no place in the initiative order. Instead, he can take any part of his turn's action whenever he chooses to. The wolong still has his full turn, but it can be broken into different actions. Any action that is unused at the end of a round may be used as if the wolong was last in the initiative order.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+1	+1	Study the foe, tactician
2nd	+1	+1	+1	+1	Tactical movement
3rd	+2	+1	+2	+2	Comprehend, experimental weapons, intelligence behind the blade
4th	+3	+1	+2	+2	Counter-strike
5th	+3	+2	+3	+3	Comprehend, experimental weapons
6th	+4	+2	+3	+3	Swap
7th	+5	+2	+4	+4	Comprehend, experimental weapons
8th	+6/+1	+3	+4	+4	Tactical retreat
9th	+6/+1	+3	+5	+5	Comprehend, experimental weapons
10th	+7/+1	+3	+5	+5	Greater tactician



FOR EXAMPLE: A character with tactical movement could decide to take his move action in the middle of his friend's turn or an attack action later after the enemies have gone.

When he wants to interrupt an unwilling target (all enemies are unwilling), he must declare what kind of action he is taking and make an opposed initiative check at a -5 penalty. The character with the higher initiative roll's action is resolved first. If the wolong loses by five or more, his action does not go and is wasted.

At 5th level, the -5 penalty the wolong takes to initiative checks when using this ability is reduced by the wolong's Intelligence modifier.

Intelligence Behind the Blade (Ex):

"The primary thing when you take a sword in your hands is your intention to cut the enemy, whatever the means. Whenever you parry, hit, spring, strike, or touch the enemy's cutting sword, you must cut the enemy in the same movement. It is essential to attain this. If you think only of hitting, springing, striking, or touching the enemy, you will not be able actually to cut him."

-Miyamoto Musashi

A strong sword arm wins battles, but a keen mind wins wars; and a keen intellect makes a blade all the keener. At 3rd level, the wolong knows when to strike and when to let the enemy think he has won. The wolong can apply his Intelligence modifier up to a maximum of his wolong level when dealing damage with a melee or ranged weapon.

Comprehend (Ex):

"Know your enemy; know his sword."

-Miyamoto Musashi

At 3rd level and every odd level thereafter, the wolong may select one weapon group (as defined in the Fighter's entry in Chapter 3 of the Pathfinder Core Rulebook) and becomes aware of all weapons in the selected weapon group.

If an enemy is wielding a weapon of the chosen weapon group, the wolong gains an insight bonus to his AC and CMD equal to his Intelligence modifier (to a maximum of his wolong level) against attacks made with it.

Alternatively, the wolong may select one category of armor (light, medium, or heavy). If an enemy is wearing the selected kind of armor, the wolong gains an insight bonus on combat maneuvers against that creature equal to the wolong's Intelligence modifier (to a maximum of his wolong level).

Experimental Weapons (Ex):

"It is easy to kill someone with a slash of a sword. It is hard to be impossible for others to cut down."

- Yagyu Munenori

At 3rd level and every odd level thereafter, the wolong may select one new exotic weapon that he becomes proficient in. In addition, his wolong levels stack with any fighter levels he possesses for the purposes of meeting the prerequisite for feats that specifically select an exotic weapon he learned from his class feature, such as Weapon Specialization.



Counter-Strike (Ex):

"Thus, what is of supreme importance in war is to attack the enemy's strategy."

-Sun Tzu

At 4th level, the wolong is able to predict and interrupt an opponent's attack with one of his own; this includes the ability for the wolong to strike while the enemy is striking him. As an immediate action in response to an attack roll being rolled, the wolong can make an attack roll as well.

After both the attacker and the wolong have both rolled their attack rolls, if they have both hit their target (i.e if that have hit each other), they both make an opposed Initiative roll. If the results are within five of each other, both attacks land - the higher number resolving first. If one of the attackers' initiative check is more than five below the others, that attack does not hit.

DESIGN NOTE: Remember, an immediate action takes up a swift action on your next turn and can only be performed once in a round. This ability can be used to counter-strike attacks of opportunities.

Swap (Ex):

"All warfare is based on deception."

-Sun Tzu

At 6th level, as a swift action, the wolong can swap places with an adjacent ally. He may only do this once per round. This does not take up the movement for the wolong for this turn (Example: He may still make a move action or a 5 foot step).

Tactical Retreat (Ex):

"Build your opponent a golden bridge to retreat across."

-Unknown

At 8th level, once per day per Intelligence modifier, the wolong can act as if he were under the effect of the *expeditious retreat* spell (using his wolong level as the caster level for the spell).

Greater Tactician (Ex):

"Those who are skilled in combat do not become angered; those who are skilled at winning do not become afraid. Thus the wise win before the fight, while the ignorant fight to win."

-Zhuge Liang

At 9th level, the wolong receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The wolong can grant this feat to his allies using the tactician ability as a swift action. This ability stacks with the ability of the same name from the cavalier base class.



Other Class Features

RAGE POWERS

Focused Rage (Ex)

Instead of having the serene focus of a monk, you have the enraged focus of a berserker. While raging, you may spend an additional round of rage as a swift action to add +3 to your existing DR /- or gain a 20 feet bonus to your movement speed, until the start of your next turn. Alternatively, you may spend 2 rounds of rage to make an unarmed strike at your highest base attack bonus. The barbarian must be at least 4th level and have the Improved Unarmed Strike feat to select this rage power.

Fueled by Rage (Ex)

Your fists have made up for lack of martial precision with pure power. While raging, your unarmed strikes are treated as though you were a monk of 3 levels lower than your barbarian level. If you have another ability that increases your unarmed damage as a monk, treat your barbarian level as your full monk level instead. The barbarian must be at least 4th level and have the Improved Unarmed Strike feat to select this rage power.

Gut Punch (Ex)

You strike your opponent's core, disabling him. While raging, once per day per barbarian level, you may declare an attack as a gut punch. If successful, the target of the attack must make a Fortitude save or be sickened for 1d4 rounds. If the target fails the save by 5 or more, he is nauseated for 1d4 rounds instead. The save DC of this attack is $10 + \frac{1}{2}$ barbarian level + Strength modifier. The barbarian must be at least 8th level, have the Improved Unarmed Strike feat and fueled by rage to select this rage power.

Tipping the Scales (Ex)

Your blows can knock the unwary off balance. Once per round while using Power Attack, you may designate one of your attacks as a tipping attack. A creature struck by a tipping attack must make a Reflex save or be knocked off-balance. A creature who is flat footed against your tipping attack takes a -4 penalty on this save. The DC of this Reflex save is $10 + \frac{1}{2}$ barbarian level + Strength modifier. This ability utilizes the alternate unarmed damage profile rules presented earlier in this book. The barbarian must have the Improved Unarmed Strike and Power Attack feats to select this rage power.



ROGUE TALENTS

Knife to a Fistfight (Ex)

The knife that parries the hand can still cut. When fighting defensively, you may deal the weapon's damage die + the attacking enemy's Strength modifier + the enhancement bonus of the weapon you used to qualify for this talent to an enemy whenever that enemy misses you with a natural attack or unarmed strike. The weapon must be wielded in order to confer this benefit. You may take this talent multiple times, each time it applies to a different qualifying light weapon that you have Weapon Focus in. The rogue must have the Weapon Focus feat in a light piercing or slashing weapon to select this talent.

Unexpected Strike (Ex)

The least expected strike comes when your enemy is sure you cannot attack. Reduce the bonus to enemies' melee attacks against you and the penalty to your melee attacks while prone by 2. Your first attack in a round against an enemy while prone targets his flat-footed AC.

Villain's Palm (Ex)

It is not the bravest or the wisest who wins a fight, it is he who survives. Successfully dealing damage to a creature using the sneak attack class feature also inflicts the off-balance status. This talent utilizes the alternate unarmed damage profile rules presented earlier in this book. The rogue must have the Improved Unarmed Strike feat to select this talent.

ADVANCED ROGUE TALENTS

Fist of the Bandit King (Ex)

While your opponent is off balance, you have learned to exploit holes in his defenses. You can deliver your sneak attack class feature against creatures with the off-balanced condition, regardless if they would otherwise be susceptible. When rolling damage against a creature in such a position, you only roll 1/2 your normal sneak attack dice (round up). This does not allow you to perform a sneak attack against a creature who is immune to precision damage. The rogue must have the Improved Unarmed Strike feat to select this advanced talent.

Improved Unexpected Strike

Turning a disadvantage into an advantage is the hallmark of a good bluff. You take no penalty to AC or attacks while prone. After successfully attacking an opponent who is flat-footed while prone, you may stand up as a free action without provoking an attack of opportunity. Successfully attacking an enemy while off-balance removes the off-balance condition. The rogue must have the Improved Unarmed Strike feat and unexpected strike talent to select this advanced talent.

Chapter 4: Religion and History

The Enlightened Emperor

The Enlightened Emperor rules over heaven with wisdom and grace but remains neutral in all things. He wants the best for his people but gives them free will to make mistakes. He understands the value of balance and, while he is a good aligned deity, he is worshiped as a neutral one.

Under his reign are the scholars and heroes who serve as the Celestial Bureaucracy - the ruling body of deified individuals. Some 431 folk deities that scholars recognize are included in this pantheon. The Enlightened Emperor embraces total neutrality; he cannot act on the behalf of mortals, nor offer them direct guidance. These are the tasks of the Celestial Bureaucracy. Through prayer, visions, omen, and prophecy, the Celestial Bureaucracy communicates with the mortal court of nobility in order to advise them and, through them, guide the people of the land.

Domains: Nobility, Community

SIDEBAR: DOMAINS

Clerics and paladins are rare or nonexistent in Dragon Tiger Ox. All characters with access to domains may select the domains of the Enlightened Emperor (nobility and community) and gain access to additional domains depending on what particular major folk deity they revere.

On occasion, a lesser deity (one who serves a folk deity) will have an additional domain to take. This is granted in addition to the domains of the Enlightened Emperor and the domains of the major deity in whose service the lesser deity works. When worshipping a lesser deity, it should be noted that a character addresses his prayers to the major deity, and he will have the message sent to the lesser one.

EXAMPLE: If you worshiped Warrior Hero Zhang's lesser deity of Heavenly Officer Hsi, you could select from the following domains: nobility, community (from the Enlightened Emperor), war, glory (from Warrior Hero Zhang), travel, or animal (from Heavenly Officer Hsi).





Deities have no defined alignment in Dragon Tiger Ox because they are seen as beings with human flaws as well as human virtues. Their alignment shifts depending on the ages, but almost all hold some version of an honorable alignment (the exception being Lao who is dishonorable).

Members of the Celestial Bureaucracy

WARRIOR HERO ZHANG

The man from the south who defeated heaven in the third era and brought about the fourth era.

Under his rule, this young Emperor unified all the lands under heaven. He never saw his ascension to the throne, due to illness, but his son Zhang the Younger sat on it for many peaceful years. His sword, the Red Wind Saber, is still the symbol of the Imperial Throne. This sword, given to him by Blind Quan the Witch, was said to see him through any battle unharmed, but in return, he would never see his throne.

All Emperors claim to be his descendant. His generals serve as the patrons of the major military clans, and they are invoked for good fortune in battle.

- **LESSER DEITIES:** Heavenly Officer Wang (Liberation), Heavenly Officer Bo (Madness), Heavenly Officer Yi (Law, Liberation, Protection), Heavenly Officer Hsi (Travel, Animal), Good King Zhang the Younger (Law), Loyal Bodyguard Jun (Protection, *Ki*)
- **DOMAINS:** War, Glory
- **FAVORED WEAPON:** Jian

STATELY PHILOSOPHER HAN

The statesman and musician for the early third era.

He guided his violent king to a peaceful way of life despite the tyrant's barbarous ways. It is said that his jade dizi (flute) calmed the king. In later life, he retreated to a secluded monastery and took a vow of silence. Many of his devotees are bards or artists but an equal number are mute priests who have perfected a silent art known as Voiceless Dancing. His name is invoked by actors and statesmen alike for good fortune, and many military leaders call upon his entire court to ensure a cunning plan is successful.

- **LESSER DEITIES:** Tyrant King Meng (War), Enlightened Dancer Lady Bao (Charm), Divine Tutor Li (Rune, *Ki*)
- **DOMAIN:** Knowledge
- **FAVORED WEAPON:** Three section staff (or nunchaku)

LAO THE HORSEMAN

The drunken thief of Heaven.

Legend states that Lao stole the Enlightened Emperor's horse and brought steeds to the mortal world. He gave the Enlightened Emperor's divine steed to Mouse King Li before he returned to heaven riding a bolt of lightning. Because of this legend, he is favored by cavalry units and other riders.

Legend also states that by placing a leaf of a fresh plant into a horse's bridle, the horse will never be stolen by Lao. Being of heavenly nature, this plant repels Lao. Many have taken this protection deeper by placing pieces of the plant on their armor for personal protection while riding horses.



Lao is credited with being both brave and deceptive; thus, he is invoked by thieves and generals alike. He was a thunderous drunk and a perpetual thief. Due to his dishonorable nature, Lao is also known as the patron of brothels and is commonplace in obscene places where lewd behavior abounds.

Legends state that Lao knows of at least 18 ways to sneak between heaven and earth. This has had a major influence on the legends of the time. Many include a variety of different trips between heaven and earth. With these many travels, he is said to have stolen 32 divine objects including a jug of cherry wine and an item that granted him immortality. Due to his constant thievery, he is a frequent character in myths and old wives' tales about missing items. He also goes by the names "Lao the Thief of Heaven," "Cunning Trickster Lao," "Heavenwalker Lao," and "Cherry of Heaven."

- **LESSER DEITIES:** None
- **DOMAINS:** Chaos, Charm, Luck, Trickery, Protection
- **FAVORED WEAPON:** Longspear

MOUSE KING LI

The first emperor of the lands under heaven.

Mouse King Li did not rule with a roar but with a squeak, giving him the name of "Mouse." He was a quiet man of great prowess. His skill with a spear from horseback was said to match the best cavalymen of heaven. Legends recount that, in the first age, he unified the land without spilling blood. He is famous for the words he uttered to the Enlightened Emperor on his deathbed, "I was born as a man, lived as a lion, ruled as a mouse. Now I die an equal to heaven." It is for this that Li and his sons were made the first members of the Celestial Bureaucracy.

- **LESSER DEITIES:** Elder Son Li (Water), Son Wu (*Ki*, Law), Son Zhu (Knowledge, Charm), Son Ping (Liberation, Protection), Wife Hangfu (Luck)
- **DOMAINS:** Protection, Sun
- **FAVORED WEAPON:** Monk's Spade (or quarterstaff)

NORTHERN KING XUN

The foreigner from the northern provinces who claimed the might of heaven as his birthright.

King Xun led a horde during the end of the second era and brought about the third. He conducted himself in a foreign style and initiated a great deal of cultural and technological progress. His weapons of war redefined the battlefield of the third age and would remain dominant until the southern army of Warrior Hero Zhang reclaimed the land at the end of the third era.

He is recounted as being a powerful sorcerer, a master of ambushes, and a man of great knowledge. King Xun was a man of honor and is often remembered as a gentleman despite his barbarism on the battlefield. Many see his strict and efficient ruling as evil; while others remember him as a teacher (another title he has is "Strict Heavenly Teacher Xun"). However, this view is culturally biased. Xun is a cultural hero in the northern style, but the mythology of the southern and central lands recount him as a ruthless invader who destroyed many cultural landmarks. The fight over his nature has never been resolved. He is seen as a demon in the southern lands and a member of the Celestial Bureaucracy in the northern traditions. Conversely, the northern provinces see Warrior Hero Zhang in a more negative light as well.

- **LESSER DEITIES:** None
- **DOMAINS:** War, Artifice, Glory
- **FAVORED WEAPON:** Nine Ring Broadsword (or longsword)



CRIPPLED LORD SHU

The weak rebel son who conquered the world and became a hero to the weak, poor, and low.

Shu Han was born Gi but changed his name after a mighty *transformation*. He was the son of an evil lord and was born without strength. So weak was he that he could not even open his eyes for very long. In an act of defiance of heaven, he cut off his own eyelids and saw the world. He trained his legs to walk and his arms to lift. In time, his spirit grew as strong as his body and he led his people to victory over his wicked father's rule. After his people accepted him as their new king, Shu Han raised an army of 1,000 warriors from birth in the same fashion as he had trained himself. These warriors would become the Lonely Ones, an elite force who fought as a thousand individuals rather than a single unit. With this army, he conquered the world in the first age and brought about the second. He is invoked by the sick and the weak who seek strength and by strong men who want to grow stronger. His is a story of strength and overcoming one's status, and he is seen as the hero of the poor and the low.

- **LESSER DEITIES:** The Lonely Ones (Glory), Brother Feng (Fire), Divine Alchemist Wu (Healing, Magic, *Ki*), Divine Healer Ming (Healing, *Ki*), Heretic King Dao (Destruction, Darkness)
- **DOMAINS:** Strength, Repose
- **FAVORED WEAPON:** Guan Dao (or halberd)

BLIND QUAN THE WITCH

The queen of the witches and offerer of evil deals to good men.

Blind Quan is a temptress who appears as a blushing young woman; in reality, she is an ugly hag with clouded eyes (sometimes no eyes). Many tales of Blind Quan exist. Legends say that she cut the skin from Lord Shu's eyes for him, that she gave Zhang his sword, or that she is the maker of monsters, crafted from special clay, that roam the night.

It is often unclear if she is a good character or a bad one. Her gifts always end up causing great pain at first but, ultimately, become a symbol of strength. The saying, "A deal from Quan is worth the price" has come to mean that a short term loss is worth a long term gain. Mages often call on her for guidance, and scared children invoke her name as a test of courage.

It is unclear where Blind Quan was born or when she lived. Her presence is documented in many eras from the second onward. This has lead some to believe her to be immortal or a female aspect of the Enlightened Emperor. On the other hand, a few believe that she may be the Enlightened Emperor's wife or tester of faith. Many others believe she is a merger of several historical/mythological figures.

- **LESSER DEITIES:** None
- **DOMAINS:** Magic, Plant, Weather
- **FAVORED WEAPON:** Dagger



Historical Overview

FIRST ERA: MOUSE KING LI

The dawn of the first era signified the end of the stone age and was initiated when Mouse King Li unified the land under heaven without spilling blood.

SECOND ERA: CRIPPLED LORD SHU THE MIGHTY

The first age descended into civil war after the death of Mouse King Li's nephew. The Crippled Lord Shu unified it many generations later. The era ends with the arrival of the northern barbarians.

THIRD ERA: NORTHERN KING XUN

With the northern invasion of King Xun and his tribesmen, the reign of the Shu dynasty ended. Using foreign technology, the Xun dynasty brings about technology akin to the bronze age.

FOURTH ERA: WARRIOR HERO ZHANG

Following a local rebellion in the south, a brutal feudal period starts, thanks in part to a decaying Xun Dynasty. The Xun dynasty paid its generals with lands. Generations later, the land under heaven was so fragmented by politics it was unable to unify and resistance the various rebellions that occurred. Eventually a southern prince, Warrior Hero Zhang was able to unify several southern kingdoms and establish a new empire. Much new land was added to the west as a result.

Government in Dragon Tiger Ox

In Dragon Tiger Ox individual cities are ruled over by a governor who pays a tax to the Emperor. In return, governors can request aid from the Emperor. This is the same for individual citizens; however, they must form a petition to do so. Governors have a lot of leeway in how their cities are run, so long as they follow some relatively simple rules (pay your tax to the Emperor, do not incite rebellion, act in the best interest of your subjects, etc.). The Emperor enforces these overarching rules by way of magistrates who are authorized to act as judge, jury, and, if necessary, executioner. While these magistrates can be deployed for specific tasks, they are usually under standing orders to wander the empire and right wrongs where they find them.



Chapter 5: Schools Clans and Families

Schools

The world of Dragon Tiger Ox is very dangerous and even more so for the novice martial artist. "Do not carry a weapon unless you intend to use it"; this saying hangs heavy on the lips of every wandering wuxia. For protection, training, prestige, education, advancement, and financial support, many people seek out a school, order, or even clan. In many jurisdictions, a school has been given a monopoly on martial training by a provincial governor in exchange for protection or training for his troops. They are also often pillars of the community with deep roots in local politics and affairs.

At character creation, a character may elect to be a member of a school. These schools give the character a restriction on the school, a general code of conduct, and a bit of background lore to build their character with. Some have restrictions based on race or similar circumstances. A character does not have to select a school; although, this is an excellent way to ground a character in the lore of the setting.

Zhe Ping Family

CODE: "Live loud, die proud."

STYLE: Boar Style, Iron Shirt

RACE: Guaiwu, Human

DESCRIPTION: Members of the boar clan live in the deep forest where they make their wages as hunters and woodsmen. They are not particularly rich but have a great deal of existing wealth accumulated from the third age when they were a great house of warriors. They are still regarded with respect, and, in the military, the Zhe Ping family holds many high positions.

REQUIREMENTS: Must be a member of the Zhe Ping family or be adopted as a retainer.

The Red Tea Clan

CODE: "Delicacy in all things."

Styles: Crane Style, Southern Scorpion Style Kung Fu

RACE: Any (Mostly human)

DESCRIPTION: Found mostly in cities, the Clan of the Red Tea has made its mark on society as bankers, scribes, philosophers, and political activists. While they often hold views different from the current regime, they always are tactful in their phrasing of them. This has made them a valuable asset to the court, and many members are counted amongst their number. While they are scholarly, they have counted several assassins and serial killers on their family tree. All have been disowned, but there is still a stigma that hangs in the air because of this murderous past.

REQUIREMENTS: Must be a member of the clan of red tea or a retainer of that clan.

NOTE: "Red Tea" is a euphemism for blood.

House of Three Truths

CODE: "Do not wish for it - make it so."

STYLE: Djinni Style, Sacred Lotus Style, Tai Chi
[HTE1]

RACE: Celestial

DESCRIPTION: A coven of magic users, all related by blood, have devised a martial art based on their mastery of magic. They seldom venture from their secluded temple atop Weeping Tiger Mountain. They serve as mercenaries to those who can pay them with forbidden knowledge. They are loyal to no one. They have a patron dragon who is said to live in the heart of the mountain and teaches them the secrets of magic.

REQUIREMENTS: 1st level must be in an arcane spellcasting class and a member of the family who runs the House of Three Truths.

Roaring Thunder School

CODE: "Regalia is from within. Become a king."

STYLE: Dragon Style, Wudang Sword [HTE3]

RACE: Any (Mostly human)

DESCRIPTION: The Roaring Thunder School is a prestigious school of both martial arts and education. Admission is very selective; only those with potential to achieve positions of great power study here. Students are sought out and offered letters of acceptance. Almost all the students who are selected are already from affluent families who can afford the steep price for tutelage. Founded by the grandson of Warrior Hero Zhang on the principles of his ancestor, the Roaring Thunder School has tutored some of the brightest minds in all the land. Those who pass the 13 grueling tests of Thunder are able to graduate and are tattooed with a large dragon on their body to show their undying allegiance to the school. Masters of this school have become machiavellian governors, ambitious generals, and cunning strategists.

REQUIREMENTS: Must have political ambitions.





Clanna Kayel

CODE: “Nature, family, honor. In that order.”

STYLE: Earth Child Style, Iron Shirt^[HTE2], Capoeira^[HTE2], Drambor

RACE: Any foreign race (Mostly Dwarves or Gnomes)

DESCRIPTION: Exiled from a land far away, Clanna Kayel has situated itself in the realm of the Empire. With them they brought a brutal style of exotic foreign martial art that has proven effective against giants and oni. Using a low center of gravity and a mastery of tripping techniques, they fight by the mantra, “The bigger they are, the harder they fall.” Masters of this style, known as giantslayers, go on great pilgrimages to their homeland to partake in the annual “jötunn hunt.”

REQUIREMENTS: Must be a dwarf or gnome (or appropriate foreign race) who is loyal to Clanna Kayel.

Brotherhood of Yi

CODE: “Survival of the fittest.”

STYLE: Wing Chun^[HTE2], Jyoti Kun Do (JKD)^[HTE3], Ninjitsu^[HTE3], Tae Kwon Do^[HTE2]

RACE: Any

DESCRIPTION: Originally a noble house, the Brotherhood of Yi fell during the second era. Forced to live on the streets, these once high and mighty nobles learned to fight for every scrap. They transformed their wing chun style into Jyoti Kun Do in order to survive. Now they live off the blood of their enemies by stealing from those they kill. While the authorities frown on this, the sheer amount of money the Brotherhood of Yi has accrued through their brutal tactics buys them out of jail. On the surface, the Brotherhood of Yi is a criminal empire, but they adhere to a strict code of ethics and are fiercely loyal to the throne. In return, the throne tends to turn a blind eye to their shadier practices.

A member of the brotherhood is not allowed to kill members of the opposite gender, children (below the age of 12), high ranking government officials, and/or celestials. Members who do this are severely beaten (or killed) by other members of the tribunal and turned in to the authorities anonymously.

REQUIREMENTS: Must be a member of the brotherhood.

All-Consuming Fist

CODE: “Consume all like a great flame.”

STYLE: Efreeti Style, Dancing Flame Style^[HTE2], Tae Kwon Do^[HTE2]

RACE: Any (Mostly human)

DESCRIPTION: Born in the harsh wilderness, the School of the All-Consuming Fist is as much a tribe as it is a martial arts school. Students are ritually scorched, and their skills are tested on ceremonial hunts. Students are left for months, if not years, in the wilderness with the masters only teaching those who manage to survive. The masters are brash and bold, often challenging the masters of other schools to test their martial arts. The leader of the school is known as the “Immolated One” and is said to have become a powerful fire elemental upon taking leadership of the school.

REQUIREMENTS: Must be a member of the tribe with a scorch mark somewhere on the body.



Order of Six Hopes

CODE: "Peace, humility, equality, and respect, in all things."

STYLE: Janni Style, Wolf Style Kung Fu ^[HTE2], Floating Wind Fist ^[HTE2], Wudang Sword ^[HTE3]

RACE: Any (Mostly human)

DESCRIPTION: Formed from four different styles from six different cultures, the Order of Six Hopes have combined to keep their martial arts alive. All members of the order live in simple urban compounds composed of a series of six all-white buildings.

They accept anyone, regardless of status, who is willing to commit to a life of peace. Once students have mastered the fluid martial arts and peaceful philosophy of the Order, they are given a commission by the Emperor's court to seek wrongdoers. As a symbol of this office, they are given a white headband with the emperor's seal. They have broad-ranging authorities in matters of law enforcement but must respect local ordinances. A clandestine council of six masters, known as the Hope of Six, democratically administrate the order. It is rumored that the Emperor himself sits on this council or, at the very least, has a representative on this council.

REQUIREMENTS: Must be pure of heart, virtuous in action, and maintain an honorable alignment.

Watch of the Third Eye

CODE: "Observe, study, postulate, prove, replicate."

STYLE: Kirin Style, Tai Chi ^[HTE2]

RACE: Any (Mostly human)

DESCRIPTION: Formed from an eclectic order of mages and warrior poets who embrace the quiet life of an academic, the Third Eye independently records history, magical advancement, and scientific progress across the known world. They count amongst their members bards, wizards, yamabushi, monks, shinshoku, and others who wish to see the

world advance. Their private sanctum, the Temple of a Thousand Winds, is a large floating castle that is said to be the closest thing to the heavens. They practice martial arts based on cold logic and a philosophy that is just as devoid of emotional involvement.

REQUIREMENTS: Must have an Intelligence of at least 13.

Clan of the Crescent Sun

CODE: "Patience, cunning, and precision will win the day."

STYLE: Mantis Style, Ninjitsu ^[HTE3]

RACE: Any

DESCRIPTION: No better than the lowest of the low, the Clan of the Crescent Sun is a clandestine order of assassins who are believed to no longer exist. They often imitate other styles in public to avoid suspicion. They are run like a business with the masters getting higher priced contracts than the initiates. They have a number of covert training centers where a single master will train a number of students. However, in order to be recognized as a master, one must kill all the other students in his training group.

REQUIREMENTS: Must be a member of the clan or a retainer and have a tattoo of an eclipsed sun done in black somewhere on the body (bottom of the foot is traditional).

Golden Mountain School

CODE: "Survival leads to enlightenment."

STYLE: Marid Style, Stalwart Earth Fist ^[HTE2], Wing Chun ^[HTE2]

RACE: Any (Mostly guaiwu)

DESCRIPTION: Legend states that this style was developed by a hermit atop the peak of the sacred Golden Mountain during the first age. The Golden Mountain School of kung-fu is believed to be the oldest style of martial arts. Taught exclusively by reclusive yamabushi and priests who live at great heights, they seek spiritual enlightenment through physical tests of endurance. Masters of this style can survive



in the most frigid temperatures the peaks offer, control water with their *kz*, and survive any spiritual test. Masters who come down from their quiet contemplation on the mountain frequently display their physical prowess for the masses and teach nobles of the path to true enlightenment.

REQUIREMENTS: Must be a member of the school who has passed several tests and spent several years in the mountains.

FAVORED CLASS: Yamabushi

Imperial Iron Claw School

CODE: “War is reality.”

STYLE: Tiger Style, Wolf Style Kung Fu ^[HTE3], Karate ^[HTE2], Wudang Sword ^[HTE2]

RACE: Any

DESCRIPTION: Developed during the third age at the request of the emperor in order to wage war against his enemies, a master from the Northern Iron Claw school won a grand tournament with his tiger style. He defeated masters of many different schools for the privilege of becoming the military’s grand master of martial arts. Officers with no martial arts backgrounds are often invited to study Imperial Iron Claw and use its teachings on the battlefield. Many ambitious troops and nobles with hopes of joining the Imperial military study with the Imperial Iron Claw schools in order to bolster their chances of a good position.

REQUIREMENTS: Affiliated with the military.

School of the Monkey’s Paw

CODE: “Life is too short not to laugh. Explore everything. Be happy.”

STYLE: Monkey Style, Coils of the Heavenly Serpent Style, Wudang Sword ^[HTE3]

RACE: Vanara (Other races are rare but allowed)

DESCRIPTION: The School of Monkey’s Paw is the name of a group of absurdist martial artists who do not take life very seriously as a rule. They drink, wrestle, and travel as they see fit. Their ways are widely embraced

by the vanara, and many schools have been established in their settlements. While loosely affiliated formal schools pop up from time to time, more often than not, a master will adopt a student who attracts his attention and seems to have the right outlook on life.

REQUIREMENTS: Vanara or Chaotic alignment.

Northern Iron Claw Clan

CODE: “A warrior fights to protect what he loves.”

STYLE: Tiger Style, Tae Kwon Do ^[HTE2]

RACE: Human

DESCRIPTION: In one of the northern lands, a warrior caste emerged among the local population. Their martial art, known as Iron Claw, was so effective in combat that they subdued other local villages and established a kingdom during the second age. This caste of warriors became a clan that was hugely influential in local politics and served as leaders in the military. During the third age, when the kingdom was conquered, the school was brought abroad and many dojos were established across the known world. The decentralization of the school eventually led to a period of decline that almost wiped it out. By the fourth age, it was all but forgotten until a master won a grand tournament, and his style was adopted by the military. In this day and age, the Northern Iron Claw still exists in the northern reaches where it enjoys a degree of influence in the Imperial court due to their cunning and their large local farms. They have a racist view of the world and view humans as superior to all other races except the celestials (who they praise as a higher form of humanity). Note: “Iron Claw” is the clan. “Tiger Style” is the martial art they developed.

REQUIREMENTS: Must be a member of the clan or a retainer.

The Nightshade Clan

CODE: “Subtlety speaks volumes.”



STYLE: Panther Style, Rattling Chains

RACE: Any (Mostly vanara)

DESCRIPTION: A clan of bandits who learned the martial art of the Iron Claw during its wide dissemination during the third age melded the tiger style with their own guerrilla warfare tactics to create panther style. Panther style is very different from tiger style because the bandits took the martial philosophy from tiger style to improve their already established style. Due to their bandit and mercenary past, the clan is now employed as saboteurs by the highest bidder. The nightshade clan does not “officially” exist on any government documents, but the government has utilized the nightshade clan for their own purposes on several occasions.

REQUIREMENTS: Must be a member of the clan or a retainer.

FAVORED CLASS: Rogue/Ninja

The One Way

CODE: “You must open your eyes to see.”

STYLE: Shaitan Style

RACE: Any (Mostly celestial and guaiwu)

DESCRIPTION: The one way is a religious order that seeks divine providence from interpretations of the teachings of feng shui. They train their students in the shaitan style of martial arts, so they can use their *ki* to arm themselves with the earth itself. They are a very superstitious and deeply religious sect who worship Blind Quan the Witch.

REQUIREMENTS: Must be dedicated to Blind Quan the Witch and take to heart the teaching of feng shui.

FAVORED CLASS: Cleric, Shinshoku, or Yamabushi

SIDEBAR: JAPANESE CLASSES

(YAMABUSHI, SHINSHOKU, SAMURAI, NINJA)

Despite this being primarily a Chinese setting, many character classes with Japanese origins still exist in Dragon Tiger Ox. Without a true “caste” system, many of the traditional assumptions of who is allowed to become a member of which profession are a great deal more flexible.

House of Forbidden Fruit

CODE: “Delicacy comes before death.”

STYLE: Snake Style, Flowing Water Style ^[HTE2], Capoeira ^[HTE2], Drambor

RACE: Any (Mostly human)

DESCRIPTION: All members of the house of the forbidden fruit dress in female attire and pass as women when in public. By day, they are expert courtesans and geisha, but by night, they stalk the shadows and carry out subtle murders. This house often adopts orphans into its number because its founder Li Ping was an orphan who never knew his parents.

REQUIREMENTS: Must have been an orphan adopted into the House and dress as a female when in public.

The Blue Court

(AKA: THE BLUE HOUSE)

CODE: “The best offense is a good defense.”

STYLE: Snapping Turtle Style, Wing Chun ^[HTE2], Wudang Sword ^[HTE3]

RACE: Any (Mostly vanara)

DESCRIPTION: During the second age, a group of peasants were being harassed by river pirates. A wise old master, frail with age, saved the village by teaching the inhabitants a new style of martial arts he developed known as snapping turtle style. This art focused on a strong defense.



It is often called the “Wise Old Man Style” because a practitioner must be patient and exploit openings that may be long in coming. The peasants who learned from the old master eventually formalized the style and rose to fame in the region during the third age. They became expert sailors and martial artists who could repel any boarders and navigate any river. So powerful had they grown that, by the fourth age, they controlled a great river kingdom and were given house status. The winter home for the Imperial Court is set in their domain because of temperate conditions near the coast during the winter.

REQUIREMENTS: Must be either a vanara member of the house or a retainer of this house. Must have spent time sailing on the rivers.

Ueshiba Clan

CODE: “The way of combining forces (unity) is best.”

STYLE: Aikido ^[HTE2], Wudang Sword ^[HTE3]

RACE: Any (Mostly human)

DESCRIPTION: The Ueshiba clan is a group of ex-swordsman who sought to combine their martial arts with sword fighting techniques. The founder of the clan was a great warrior who sought to teach his philosophy of the way of the harmonious spirit as much as he sought to develop a martial art. This clan is famous for carrying a weapon but never drawing it. Those who do so in anger are cast out of the clan.

REQUIREMENTS: Must always carry a weapon but never draw it.

The Lion Society

CODE: “Triumph means acceptance.”

STYLE: Boxing ^[HTE3], Karate ^[HTE2]

RACE: Any (Mostly celestial and human)

DESCRIPTION: A foreign import, the Lion’s Society is a prestigious school and high society club dominated by men. They are very conservative but have liberal views towards foreign powers. As a result, members of the Lion Society are often afforded rare pleasures because of their trades with lands beyond the empire. Members are famous for brazenly calling out “inferior” martial arts styles and challenging them to public duels.

REQUIREMENTS: Must be a member of the society, be of noble blood, and pay a monthly fee of 10 gp.

The Golden Road

CODE: “Measure in all things.”

STYLE: Tai Chi ^[HTE2]

RACE: Any (Mostly celestial and vanara)

DESCRIPTION: Developed by a celestial who was ill, the Golden Road is a collective of medical practitioners who practice a fluid style of martial art. This style is designed to cultivate the mind as much as the body. This retreat was established as a school to cultivate spiritual harmony in all things. It is believed that all tao have their roots in this school. Politically, they are very pacifistic and preach acceptance of all people. They are also a cautious school who do not change their ways needlessly. They believe that the foolish man who dwells on a thing for a long time will make a better choice than the scholar who makes a snap decision.

REQUIREMENTS: Must have 1 rank in Heal at 1st level and continue to put 1 rank into it at each level.



Hammer & Gourd School

CODE: "Let things flow."

STYLE: Jujutsu ^[HTE2], Floating Wind Fist ^[HTE2],
Wudang Sword ^[HTE3]

RACE: Guaiwu (Other races are rare but allowed)

DESCRIPTION: Oni are not easily defeated by mortal men. They have an imposing size but not all see that as an asset. The style practiced by the Hammer & Gourd school uses an opponent's weight and size against them. At one point, there were many jujitsu schools, but they have fallen out of style. First used by guaiwu in the second era, the Hammer & Gourd school is the only prominent remaining school that practices this style.

REQUIREMENTS: Guaiwu or Constitution 13.

Silver Spider School

CODE: "A web of lies traps only you."

STYLE: Muay Thai ^[HTE2]

RACE: Any

DESCRIPTION: First practiced by farmers in the western reaches, the style of muay thai gained prominence during one of the rebellions. It was refined into its current art by the end of the third era by the local warlords. When introduced during a martial display at the palace, the Emperor said that this art of eight limbs reminded him of a spider catching its prey. In the honor of the emperor, a school was commissioned and christened with his epithet. The Emperor, in return, bestowed upon them a great endowment and a yearly stipend. In return for the gifts, the school of the silver spider trains anyone who can pass their grueling test. A student of the silver spider is not allowed to speak any lies knowingly or intentionally mislead someone with the purpose of malice.

REQUIREMENTS: Must have passed the grueling test of the silver spider school, may never knowingly speak lies, or intentionally mislead someone with the purpose of malice.

The Calligraphy College

CODE: "Find peace from within to cause peace to blossom in your presence."

STYLE: Wudang Sword ^[HTE3], Tai Chi ^[HTE2]

RACE: Celestial (Other races are exceedingly rare but allowed in special cases)

Descriptions: The origins of the calligraphy college exist beyond history - even before the first age. It is typically regarded as a finishing school and high society club for nobility. They teach the virtues of self improvement, inner contentment, and peace. The college has never been a mover and shaker in the world despite its patrons; something historians attribute to its continued existence. The calligraphy college has become the philosophical, cultural, and intellectual center of the empire as a result of their self-imposed neutrality. Only once were the halls of the college sacked and rebuilt (under Xun). They still mourn the loss of life and of the "Heavenly Brush," an antique calligraphy brush used for ceremonial purposes.

REQUIREMENTS: Celestial or Wisdom 15+ and GM's permission

SIDEBAR: SAMURAI

Despite this being primarily a Chinese setting, samurai still exist. Their lineage dates back ages, and their skill is unrivaled with the sword. Samurai in Dragon Tiger Ox are talented warriors from loyal clans whose lifestyles are patronized by a provincial governor. On paper, each clan is allowed to exist by the Emperor and, thus, the clan's loyalty should lay with the Imperial Court. In practice, a samurai is given a stipend by his provincial governor. He is legally responsible for defending the governor's lands and protecting his honor. A samurai can serve as an elite soldier, a tactician, a royal guard, an enforcer of policy, or similar profession. A samurai can also hold the title of "general" or "commander" depending on his standing. They are raised with a strict bushido code that is cultivated within the clans. While normally reserved for family members of the samurai clans, the occasional swordsman who adheres to the bushido code may be granted the title by a lord for exceptional service. This newly inducted samurai is either ritually adopted by an existing clan, or he may be allowed to establish a new clan of his own. The title "samurai" is an official title that is bestowed upon a member of a clan in a formal ceremony when he dedicates himself to his lord. The term "samurai" is used on occasion, but more commonly, he is simply called a "dao" (the term for "sword"). A samurai may select any samurai sword style in place of the styles of his clan (Kashima Shinto-ryu, Maniwa Nen-ryu, Itto-ryu, Jigen-ryu, Kage-ryu, Yagyu Shinkage-ryu, Kashima Shinto-ryu, Niten Ichi-ryu, or Wudang Sword).



Chapter 6: Feats

Anathematic Nature Union (combat, technique)

You can render the *ki* in your weapon anathematic to a particular type of creature.

PREREQUISITES: World-Spirit Unity, *ki* pool, *ki* level 11th

BENEFIT: You can add the following weapon enhancements to the list you may charge your melee weapon with: *Bane*, *Holy*, *Unholy*, *Axiomatic*, *Anarchic*, and *Spirit Cutting*. You may only charge your weapon with the *bane* property if you have at least 5 ranks in the knowledge skill required to identify that creature. You add *Defiant* to the list of properties that you may add to your armor, but you may only apply this ability to creature types that you can apply the *bane* property to.

Applied Mastery (combat)

Those with understanding make no distinction between weapon and fist.

PREREQUISITES: Base attack bonus +8, Improved Unarmed Strike, Weapon Specialization (any weapon)

BENEFIT: You can apply the bonus on attack and damage rolls from Weapon Focus and Weapon Specialization to unarmed strikes you make as well as the weapon designated in the feats. This also applies to bonuses to damage and attack rolls from feats like Greater Weapon Focus and Greater Weapon Specialization.

Bulb of the Sacred Lotus

You understand *ki* better than most.

PREREQUISITES: Roots of the Sacred Lotus or *ki* pool, character level 5th

BENEFIT: Add one mental ability score of your choice to the *ki* pool granted by Roots of the Sacred Lotus and increase the number of *ki* points in your character's *ki* pool to 1/2 your character level. Additionally, count your full character level as your *ki* level. So long as you have 1 point in your *ki* pool, you gain a +2 bonus on saves against negative energy and death effects. You may spend 1 *ki* point as an immediate action to roll two saves against negative energy or death effects and take the better result.

SPECIAL: If you qualified for this feat with a *ki* pool as a class feature, you may use a mental ability score of your choice as your new *ki* modifier, and feats or class features that have a saving throw based on a *ki* modifier that rely on your *ki* pool use the new ability score. Other class features are unaffected.

SIDEBAR: DRAGON TIGER OX FEATS

Keep in mind that, as a GM, part of your job is keeping thematic cohesion within your group/game. Some of the feats in this book may not be thematically appropriate for a typical "western" setting. For example, a paladin in a more traditional European fantasy setting taking a feat like Bulb of the Sacred lotus might not be thematically appropriate (if it is not worked into gameplay). Please consider thematic relevance when selecting feats from this book.



TABLE 6-1: FEATS

FEAT	PREREQUISITES	BENEFIT
Applied Mastery	Base attack bonus +8, Weapon Specialization (any weapon), Improved Unarmed Strike	Gain a bonus on unarmed attack rolls.
Boulder-Felling Might	<i>Ki</i> pool	Spend <i>ki</i> to add your <i>ki</i> level on a Strength check.
Iron Rending Palm	Strength 13, <i>ki</i> pool, Boulder-Felling Might, Improved Sunder, Greater Sunder, Power Attack, base attack bonus +6	Deal more damage to objects with unarmed strikes.
Extension of the Body	Base attack bonus +5, weapon focus (any melee), journeyman in any style	Use a different weapon with your style.
Flying Check Technique	Acrobatics 6 ranks	Knock a target over at the end of a charge.
Fuse Styles	Base attack bonus +7, journeyman in at least two styles	Maintain two styles at the same time.
Graceful Strength	Strength 15 or Dexterity 15	Use your Strength in place of your Dexterity, or vice versa, for the purposes of qualifying for style feats.
Heavenly Dragon's Palm	Improved Unarmed Strike, <i>Ki</i> Cannon, Vital Strike, base attack bonus +6, <i>ki</i> pool	Knock targets of your Vital Strike back.
Heavenly Dragon's Retort	Improved Unarmed Strike, <i>Ki</i> Cannon, Vital Strike, Heavenly Dragon's Palm, base attack bonus +6, <i>ki</i> pool	Use Vital Strike on an attack of opportunity.
Iron Palm	Improved Unarmed Strike, base attack bonus +5	Deal more damage with your unarmed strikes.
<i>Ki</i> Sensing	<i>Ki</i> pool, Perception 4 ranks	Gain blindsense against targets with a <i>ki</i> pool.
Transcendent Awareness	<i>Ki</i> Sensing, <i>ki</i> pool, Perception 6 ranks	Expand the range of the blindsense granted by <i>Ki</i> Sensing.
Profound Understanding	<i>Ki</i> Sensing, <i>ki</i> pool, Perception 6 ranks	Determine the amount of <i>ki</i> someone has with <i>Ki</i> Sensing.
Perfect Awareness	<i>Ki</i> Sensing, <i>ki</i> pool, Perception 8 ranks	Spend <i>ki</i> to improve the blindsense from <i>Ki</i> Sensing to blindsight.
Piercing Eyes	<i>Ki</i> Sensing, Profound Understanding, <i>ki</i> pool, Perception 8 ranks	Determine what <i>ki</i> abilities someone has with <i>Ki</i> Sensing.
Obscure <i>Ki</i>	<i>Ki</i> Sensing, <i>ki</i> pool, Perception 6 ranks, Stealth 6 ranks	Conceal the amount of <i>ki</i> you have from observers.



TABLE 6-2: FEATS

FEAT	PREREQUISITES	BENEFIT
<i>Ki</i> Shielding	<i>Ki</i> Sensing, Obscure <i>Ki</i> , <i>Ki</i> pool, Perception 8 ranks, Stealth 8 ranks	Fool observers into thinking you have <i>Ki</i> abilities that you do not.
Martial Arts Genius	Base attack bonus +1	Use your character level in place of your base attack bonus to qualify for style feats.
Martial Repositioning	Intelligence 13, Combat Expertise, Improved Reposition, Improved Unarmed Strike	Deal damage after successfully repositioning a foe.
Roots of the Sacred Lotus	Character level 5th	Gain a small <i>Ki</i> pool.
Bulb of the Sacred Lotus	Roots of the Sacred Lotus or <i>Ki</i> pool, character level 5th	Increase the size of your <i>Ki</i> pool.
Solid Footing	Improved Unarmed Strike	You no longer gain the off-balance condition while delivering a kick.
Speedy Tiger Catches Deer	<i>Ki</i> pool	Spend a <i>Ki</i> point to gain a bonus on Initiative checks.
Style Bluff	Bluff 5 ranks, any style or combat feat	Increase the DC to identify your style.
Style Dedication	Student level in any style	Gain bonuses while in a style.
Style Disruption, Improved	Dexterity 13, Improved Unarmed Strike.	+2 bonus on disrupting styles, no attack of opportunity.
Style Disruption, Greater	Dexterity 13, Improved Unarmed Strike, Improved Style Disruption, base attack bonus +6	Entering a style provokes an attack of opportunity from you.
Style Disrupting Strike	Dexterity 13, Improved Unarmed Strike, Improved Style Disruption, base attack bonus +9	Attempt to disrupt a foe's style on a successful critical hit.
Technique Aficionado	Knowledge (local) 5 ranks	Gain bonuses against styles and techniques that you identify.
Trained by a Master	Base attack bonus +4, any style feat, Style Dedication, benefited from master's wisdom class feature	Learn a sifu's signature technique.
Transfer <i>Ki</i>	<i>Ki</i> pool	Transfer <i>Ki</i> points to another's <i>Ki</i> pool.
Yaoguai Spirit	<i>Ki</i> pool, Intimidate 5 ranks	Create stronger fear effects with the Intimidate skill.
Death Foretelling Gaze	Yaoguai Spirit, <i>Ki</i> pool, Intimidate 10 ranks	Gain a gaze attack that intimidates targets.
Conqueror's Will	Death Foretelling Gaze, Yaoguai Spirit, <i>Ki</i> pool, Intimidate 15 ranks	Cause targets you focus your gaze on to surrender.



TABLE 6-3: FORBIDDEN FEATS

FORBIDDEN FEATS	PREREQUISITES	BENEFIT
Body Consuming Technique	Constitution 17, <i>ki</i> pool	Take Con damage to spend <i>ki</i> , even if you do not have any.
Forbidden Power	<i>Ki</i> pool, <i>ki</i> level 7th	Spend <i>ki</i> to increase ability scores.
Transcendent Body	Forbidden Power, <i>ki</i> pool, <i>ki</i> level 13th	Increase more ability scores with Forbidden Power.
<i>Ki</i> Consuming Technique	<i>Ki</i> pool, Spellcraft 5 ranks or Ability to cast arcane spells	Replenish <i>ki</i> with energy from the surrounding area.
World-Spirit Unity	<i>Ki</i> pool, <i>ki</i> level 5th	Spend <i>ki</i> to enhance weapons and armor.
Anathematic Nature Union	World-Spirit Unity, <i>ki</i> pool, <i>ki</i> level 11th	Enhance weapons with the <i>Holy</i> , <i>Unholy</i> , <i>Axiomatic</i> , <i>Anarchic</i> , and <i>Spirit Cutting</i> properties.
Four Elements Union	World-Spirit Unity, <i>ki</i> pool, <i>ki</i> level 7th	Enhance weapons with elemental properties.
Spirit and Flesh Union	World-Spirit Unity, <i>ki</i> pool, <i>ki</i> level 9th	Enhance weapons with the <i>Phase Locking</i> , <i>Brilliant Energy</i> , and <i>Ghost Touch</i> properties.
Virtue of Self-Perfection	World-Spirit Unity, <i>ki</i> pool, <i>ki</i> level 7th	Enhance weapons with the <i>Ki Intensifying</i> , <i>Impact</i> , <i>Speed</i> , <i>Advancing</i> , and <i>Countering</i> properties.

TABLE 6-4: STORY FEATS

STORY FEATS	PREREQUISITES	BENEFIT
Forbidden Arts Mastery	Any forbidden feat	Improve a forbidden technique that you know.
School Rivalry	Student level in one style	Gain a bonus against targets in one style.
Wu guan Hunter	Master level in one style	Gain a bonus against targets in styles you identify.



TABLE 6-5: QINGGONG FEATS

QINGGONG FEATS	PREREQUISITES	BENEFIT
Empowered Qinggong Arts	Spellcraft 6 ranks, any qinggong feat, <i>ki</i> pool	Treat qinggong feats that mimics a spell as though empowered.
Five Poisons Palm	<i>Ki</i> pool, Improved Unarmed Strike, Spellcraft 8 ranks, Craft Alchemy 8 ranks	Poison targets with your <i>ki</i> .
Gentle Tiger Palm	<i>Ki</i> pool, Spellcraft 2 ranks, Heal 2 ranks	Spend <i>ki</i> to cast cure spells.
Miracle Palm	Gentle Tiger Palm, <i>ki</i> pool, Spellcraft 4 ranks, Heal 4 ranks	Spend <i>ki</i> to cast <i>restoration</i> spells.
Death Countering Strike	Gentle Tiger Palm, Miracle Palm, <i>ki</i> pool, Spellcraft 12 ranks, Heal 12 ranks	Spend <i>ki</i> to cast <i>heal</i> and <i>breath of life</i> .
Spell Shattering Strike	<i>Ki</i> pool, Spellcraft 7 ranks	Spend <i>ki</i> to <i>dispel magic</i> .
Spell Shattering Rebuke	Spell Shattering Strike, Improved Unarmed Strike, Deflect Arrows, <i>ki</i> pool, Spellcraft 7 ranks	Use Spell Shattering Strike in lieu of Deflect Arrows.
Mystic Consumption	Spell Shattering Strike, Spell Shattering Rebuke, Improved Unarmed Strike, Deflect Arrows, <i>ki</i> pool, Spellcraft 7 ranks	Regain <i>ki</i> when using Spell Shattering Strike.
Spell-Shadow Palm	Spell Shattering Strike, Improved Unarmed Strike, Deflect Arrows, Snatch Arrows, <i>ki</i> pool, Spellcraft 15 ranks	Bounce spells back at the original caster.
Terrifying Roar	Spellcraft 9 ranks, <i>ki</i> pool	Shout at targets to intimidate them.



TABLE 6-6: QINGGONG FEATS

STYLE FEATS	PREREQUISITES	BENEFIT
Drambor	Improved Unarmed Strike, Weapon Finesse, Acrobatics 2 ranks, elf	Gain a +2 bonus on Initiative checks, move half your speed as part of an Initiative check.
Over the Top	Drambor, Improved Unarmed Strike, Tumbling Offense, Weapon Finesse, Acrobatics 10 ranks	Backflip over a target and deal double damage.
Tumbling Offense	Drambor, Improved Unarmed Strike, Weapon Finesse, Acrobatics 6 ranks	Gain more bonuses on Initiative checks, halve the DC of jump checks.
Rattling Chain	Strength 13, Improved Unarmed Strike, Exotic Weapon Proficiency (leg iron)	Deal more damage with leg irons and unarmed strikes.
Thunder Shot	Strength 15, Exotic Weapon Proficiency (leg iron), Improved Unarmed Strike, Power Attack, Improved Bullrush, Rattling Chain	Deal damage with bullrush maneuvers.
Life in Chains	Strength 13, Exotic Weapon Proficiency (leg iron), Improved Unarmed Strike, Rattling Chain	Tether, trip, and drag opponents.
Hammer Heel	Strength 15, Exotic Weapon Proficiency (leg iron), Improved Unarmed Strike, Life in Chains, Power Attack, Rattling Chain	Deal extra damage to prone targets.
More Weight	Strength 15, Exotic Weapon Proficiency (leg iron), Improved Unarmed Strike, Life in Chains, Rattling Chain	Attack creatures with a target of Life in Chains.



TABLE 6-7: QINGGONG FEATS

STYLE FEATS	PREREQUISITES	BENEFIT
Sacred Lotus Style	<i>Ki</i> pool, ability to cast spells or spell-like abilities with a range of touch	Use your caster level in place of your base attack bonus when delivering a touch spell or an unarmed strike with a held touch spell.
Sacred Petal Technique	Sacred Lotus Style, <i>Ki</i> pool, ability to cast spells or spell-like abilities with a range of touch	Hold a second touch spell in your off hand.
Sacred Lotus Unity	Sacred Lotus style, Sacred Petal Technique, <i>Ki</i> pool, ability to cast spells or spell-like abilities with a range of touch	Delever a touch spell as part of a full attack action.
Coils of the Heavenly Serpent Style	World-Spirit Unity, Exotic Weapon Proficiency (rope dart), <i>Ki</i> pool, <i>Ki</i> level 5th	Enhance a rope dart with World-Spirit Unity.
Heavenly Serpents' Appropriation	World-Spirit Unity, Coils of the Heavenly Serpent Style, Exotic Weapon Proficiency (rope dart), <i>Ki</i> pool, <i>Ki</i> level 5th	Attempt the disarm and steal maneuvers with a rope dart.
Heavenly Serpents' Lash	World-Spirit Unity, Coils of the Heavenly Serpent Style, Heavenly Serpents' Appropriation, Exotic Weapon Proficiency (rope dart), <i>Ki</i> pool, <i>Ki</i> level 5th	Spend <i>Ki</i> to ignore shield bonus and cover bonuses to AC.
Wilting the Sacred Lotus Style	Improved Unarmed Strike, Weapon Finesse, Wilting the Sacred Lotus Style, Heal 5 ranks	Force targets to spend additional <i>Ki</i> points if they fail a Will save.
Han-Ba's Fist	Improved Unarmed Strike, Weapon Finesse, Wilting the Sacred Lotus Style, Heal 5 ranks	Force targets to lose <i>Ki</i> points if they fail a Will save.
Crescent Sun Strike	Han-Ba's Fist, Improved Unarmed Strike, Weapon Finesse, Wilting the Sacred Lotus Style, Heal 5 ranks	Render targets unable to spend <i>Ki</i> points if they fail a Will save.
Crushing the Sacred Lotus	Crescent Sun Strike, Han-Ba's Fist, Improved Unarmed Strike, Weapon Finesse, Wilting the Sacred Lotus Style, Heal 8 ranks	Deal damage to targets based on the number of <i>Ki</i> points in their <i>Ki</i> pool if they fail a Will save.



Boulder-Felling Might (combat, technique)

The spirit is the root of all things; in the face of a strong spirit even the strongest barriers crumble.

PREREQUISITES: *Ki* pool

BENEFIT: You may expend 1 *ki* point as part of a Strength check to gain a Morale bonus on that Strength check equal your *ki* level, and you may use your *ki* modifier in place of your Strength modifier. If the check results in a natural twenty, the bonus from this technique is doubled. This feat's benefit is not cumulative with other abilities that add class levels to Strength checks, such as the barbarian's strength surge rage power.

Conqueror's Will (technique)

The greatest martial artist is one who never has to fight.

PREREQUISITES: Death Foretelling Gaze, Yaoguai Spirit, *ki* pool, Intimidate 15 ranks

BENEFIT: If you choose to focus your gaze attack on a particular creature (an attack action), that creature must make a Will save (DC 10+ 1/2 ranks in Intimidate + *ki* modifier) or take morale damage equal to its maximum hit points; this is not a fear effect. In addition, Death Foretelling Gaze functions so long as you have 1 *ki* point in your *ki* pool and may be maintained as a free action. A creature that makes the save against this ability is immune to it for 24 hours.

NOTE: For rules on morale damage, please see the Tome of Ingenuity, Rogue's Gallery, or Noble & Skirmisher by Little Red Goblin Games. If not using morale damage rules, you may deal nonlethal damage instead.

Death Foretelling Gaze (technique)

Those who look into your eyes see only death.

PREREQUISITES: Yaoguai Spirit, *ki* pool, Intimidate 10 ranks

BENEFIT: By spending 1 *ki* point as a swift

action, you gain a gaze attack with a range of 30 ft. for 1 round. All creatures in range of this gaze attack must make a Will save (DC 10 + 1/2 ranks in Intimidate + *ki* modifier) or become frightened for one round. Creatures who make the save are immune to the effect of this feat for 24 hours. In addition, Yaoguai Spirit works as long as you have 1 *ki* point in your *ki* pool.

Extension of the Body (combat)

A weapon is nothing more than an extension of the body for those who truly understand how to use it.

PREREQUISITES: Base attack bonus +5, Weapon Focus (any melee), journeyman in any style

BENEFIT: You gain the ability to use a melee weapons with which you have weapon focus in place of weapons normally allowed by that style. Additionally, you can take the feat Weapon Specialization in a weapon with which you have weapon focus in even if you have no levels in fighter.

MULTIPLE: Each time you take this feat, it applies to another style.

Flying Check Technique (combat, technique)

Momentum can be no more denied than truth.

PREREQUISITES: Acrobatics 6 ranks

BENEFIT: You may make an Acrobatics check in place of an attack at the end of a charge against a target of equal or lesser size; against a DC of the opponent's AC. If successful, the target takes damage as though hit with a check attack, and you may choose to knock both your character and the target prone.

SPECIAL: This feat utilizes the alternate unarmed damage profile rules presented in Chapter 1 of this book.

(combat, technique)

You harmonize the *ki* in your weapon with the nature of the four elements.

PREREQUISITES: World-Spirit Unity, *ki* pool, *ki* level 7th

BENEFIT: You can add the following weapon enhancements to the list you may charge your melee weapon with: Frost, Flame, Shocking, Corrosive, Flaming Burst, Icy Burst, Shocking Burst, Corrosive Burst, Arcing ^[SAS], Corroding ^[SAS], Chilling ^[SAS], and Detonating ^[SAS].

Fuse Styles (combat)

A martial art is truly an art in the the most literal sense of the word, and a true artist draws inspiration from many sources. You have learned to blend martial styles with such grace that they are indistinguishable from one another.

PREREQUISITES: Base attack bonus +7, journeyman in at least two styles

BENEFIT: You may have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when you switch to another style feat, you can choose one style whose stance is already active to persist. You may only have two style feat stances active at a time.





Graceful Strength (combat)

There is nothing as graceful as real strength, and nothing as strong as real grace.

PREREQUISITES: You may use your Strength in place of your Dexterity, or vice versa, for the purposes of qualifying for style feats.

SPECIAL: If you qualified for this feat using your Strength, you may count your Dexterity modifier as if it were 1 higher for the purposes of determining your bonus to AC. If you qualified for this feat using your Dexterity, you may count your Strength modifier as if it were 1 higher for the purposes of determining your bonus to damage. If you have both, you must select one ability score to improve with this feat.

Heavenly Dragon's Palm (combat)

With the roar of a dragon, you unleash the fury of your *ki* upon those you strike.

PREREQUISITES: Improved Unarmed Strike, *Ki* Cannon^[HTE2], Vital Strike, base attack bonus +6, *ki* pool

BENEFIT: When using the benefits of the Vital Strike feat with an unarmed strike, you use your *Ki* Cannon feat as part of that attack. If the attack is successful, the target is moved back a number of 5 ft. squares equal to the number of times you roll your character's weapon damage die.

Heavenly Dragon's Retort (combat)

Dedication can drain the seas and move mountains. A rebuking retort can destroy a man's dedication however.

PREREQUISITES: Improved Unarmed Strike, *Ki* Cannon^[HTE2], Vital Strike, Heavenly Dragon's Palm, base attack bonus +6, *ki* pool

BENEFIT: Once per round, you may use the benefits of the Vital Strike feat on an attack made on a turn other than yours, such as an attack of opportunity, an attack made as a readied action, or an attack made with the

duelist's riposte class feature. You may elect to use the benefits of Heavenly Dragon's Palm with this attack.

Iron Palm (combat, technique)

Like a steel sword forged in a blacksmith's fire, your fists serve as deadly weapons.

PREREQUISITES: Improved Unarmed Strike, base attack bonus +5

BENEFIT: The damage for your unarmed strikes increases as though you were a monk of your character level -4. Despite this feat's name, its benefits apply to all manner of unarmed strikes regardless of the part of the body used to strike.

SPECIAL: You may take this feat a second time; if you do, you may treat your full character level as your monk level for the purposes of determining your unarmed strike damage.

Iron Rending Palm (combat, technique)

To a true master even steel is as paper.

PREREQUISITES: Str 13, *ki* pool, Boulder-Felling Might, Greater Sunder, Improved Sunder, Power Attack, base attack bonus +6

BENEFIT: You may expend 1 *ki* point as a swift action in order to deal double damage with your unarmed strikes against objects for one round.

Ki Sensing (technique)

To those that know how to look, the *ki* that permeates everything is as obvious as sunlight on a summer's morning.

PREREQUISITES: *Ki* pool, Perception 4 ranks

BENEFIT: While you have at least 1 *ki* point in your *ki* pool, you gain blindsense 30 feet but only against creatures with *ki* points in their *ki* pools.

Ki Shielding (technique)

You may manipulate your *ki* in such a way that



it appears that you have abilities that you do not.

PREREQUISITES: *Ki* Sensing, Obscure *Ki*, *ki* pool, Perception 8 ranks, Stealth 8 ranks

BENEFIT: You may choose what *ki* abilities you register as having for the purposes of abilities that detect such things (like Piercing Eyes). In addition, the DC of the ability score check required to see through the Obscure *Ki* feat and any feat with that as prerequisite is increased by 4.

SPECIAL: A ninja or rogue that meets the prerequisites for this feat may take this in lieu of a rogue talent or ninja trick.

Martial Arts Genius (combat)

Some martial artists are born good, and some are made great by hard work.

PREREQUISITES: Base attack bonus +1

BENEFIT: You may count your base attack bonus as if it were equal to your character level for the purposes of qualifying for style feats. In addition, you gain a +1 bonus to all damage rolls when using a martial arts style.

SPECIAL: If you are using the favored style rules, you may instead choose to count any one ability score as if it were 4 higher for the purposes of qualifying for style feats in your style. You cannot select this option more than once.

Martial Repositioning (combat)

Position creates advantage. Advantage assures victory.

PREREQUISITES: Int 13, Combat Expertise, Improved Reposition, Improved Unarmed Strike

BENEFIT: When you successfully reposition a creature while unarmed, you may deal damage as if you had successfully made a single unarmed strike. A creature repositioned in this fashion also gains the off-balance condition.

SPECIAL: This feat utilizes the alternate unarmed damage profile rules presented in Chapter 1 of this book.

Obscure Ki (technique)

You can conceal the amount of *ki* you have from observers.

PREREQUISITES: *Ki* Sensing, *ki* pool, Perception 6 ranks, Stealth 6 ranks

BENEFIT: You may choose how many *ki* points you appear to have for the purposes of things that detect *ki* pools, such as *Profound Understanding*. If you choose to treat the size of your *ki* pool as 0, you do not register as having a *ki* pool for things that detect them. For example, you would not show up on the *blindsense* of another character with the *Ki Sensing* feat.

SPECIAL: A character with the *Profound Understanding* feat may make a Wisdom or Intelligence check (DC 10 + your character's *ki* modifier) in order to challenge the Obscure *Ki* feat benefits. Success means that the character ignores the benefits of this feat and any feat that has this feat as a prerequisite.

Note: You may choose whether to use Intelligence or Wisdom each time you use this feat.



SPECIAL: A ninja or rogue that meets the prerequisites for this feat may take this in lieu of a rogue talent or ninja trick.

Perfect Awareness (technique)

You can detect *ki* with astounding accuracy.

PREREQUISITES: *Ki* Sensing, *ki* pool, Perception 8 ranks

BENEFIT: You may spend 1 *ki* point to change the blindsense granted by *Ki* Sensing to blindsight for one round, and you may activate Transcendent Awareness as part of the same swift action by paying its cost.

Piercing Eyes (technique)

You are capable of discerning the nature of how an individual manipulates *ki*.

PREREQUISITES: *Ki* Sensing, *ki* pool, Perception 8 ranks

BENEFIT: You may make an Intelligence or Wisdom check against a character that you can detect with the blindsense granted by *Ki* Sensing (DC 5 + 1 per *ki* ability the target has). Success grants the insight into one *ki* ability the target has; for every 2 you beat the DC by, you gain insight into an additional *ki* ability the target has.

NOTE: You may choose whether to use Intelligence or Wisdom each time you use this feat.

SIDEBAR: KI ABILITIES

Some feats and items in this document reference *ki* abilities. A *ki* ability is any feat or class feature that requires the expenditure of *ki* points or the presence of a point in the character's *ki* pool to function. Items that require the expenditure of *ki* points do not count as *ki* abilities.

Profound Understanding (technique)

Beyond just understanding when *ki* is present, you can tell just how much an individual possesses.

PREREQUISITES: *Ki* Sensing, *ki* pool, Perception 6 ranks

BENEFIT: You may make an Intelligence or Wisdom check against a character that you can detect with the blindsense granted by *Ki* Sensing as a free action (DC 10). Success tells you how many *ki* points are in the target's *ki* pool.

NOTE: You may choose whether to use Intelligence or Wisdom each time you use this feat

Roots of the Sacred Lotus

Through practice and meditation, anyone can come to understand the nature of *ki*.

PREREQUISITES: Character level 5th

BENEFIT: You gain a *ki* pool like a monk with a number of points equal to 1/3 your character level (minimum 1). Your *ki* level is treated as your character level -4. This *ki* pool does not grant extra attacks or AC. So long as you have 1 point in your *ki* pool, you gain a +2 bonus on Fortitude saves against poison and disease. Additionally, you may spend 1 *ki* point as an immediate action to roll two saves against a poison or disease and take the better result.

Solid Footing (combat)

From a solid stance is where all else is derived.

PREREQUISITES: Improved Unarmed Strike

BENEFIT: When you deliver a kick, you do not gain the off-balance condition.

SPECIAL: This feat utilizes the alternate unarmed damage profile rules presented in Chapter 1 of this book.



Speedy Tiger Catches Deer (technique)

A good martial artist does not become tense, but ready.

PREREQUISITES: *Ki*pool

BENEFIT: You may expend 1 *ki* point as part of an Initiative check to gain an insight bonus on the check equal to your *ki* modifier.

Spirit and Flesh Union (combat, technique)

A body is not complete without a soul, nor a soul complete without its body.

PREREQUISITES: World-Spirit Unity, *ki*pool, *ki*level 9th

BENEFIT: You can add the following weapon enhancements to the list you may charge you melee weapon with: *Phase Locking*, *Brilliant Energy*, and *Ghost Touch*. You may also add the *Ghost Touch* ability to armor or shields you wield.

Style Bluff (Combat)

You can gain the benefits of styles without the posing that might give your style away to onlookers.

PREREQUISITES: Bluff 5 ranks, any style or combat feat

BENEFIT: You may make a Bluff check when entering a style (DC 15) or using a combat feat (DC 10). If successful, the result becomes the DC of the Knowledge (local) check the opponent needs to beat to identify the style or technique. Increases to the DC of Knowledge (local) checks still apply as normal.

Style Dedication (combat, technique)

PREREQUISITES: Student level in any style

BENEFIT: You gain a +1 bonus to attack rolls while in the style used to qualify for this feat.

When you reach journeyman level, you gain a +2 bonus to damage rolls when in this style. When you become a master, the bonuses to attack and damage rolls increase to +2 and +4, respectively.

In addition, you gain a +1 bonus to your CMD against the style disruption combat maneuver. However, such textbook dedication to a style is not without drawbacks. The DC to identify the style you are in decreases by an additional 2 for each feat you have in the style. You may elect to forgo this feat's benefits in order to keep your DC lower.

SPECIAL: You may select this feat multiple times, and each time it applies to a new style. In addition, if you gain a style feat as a bonus feat, you can take Style Dedication in lieu of one of those feats provided you meet this feat's prerequisites.

SIDEBAR: TECHNIQUES

Many feats in the following section are labeled as "techniques." A technique feat may be taken by a martialist ^[HOE2] as one of their techniques. However, any character may take these feats.



Style Disruption, Greater (combat)

PREREQUISITES: Dex 13, Improved Unarmed Strike, Improved Style Disruption, Base Attack Bonus +6

BENEFIT: You receive a +2 bonus on checks made to disrupt a foe's style and on your CMD when an opponent attempts to disrupt your style. These bonuses stacks with the bonuses granted by the Improved Style Disruption feat. Opponents who enter a style while adjacent to you provoke an attack of opportunity from you.

NORMAL: Entering a style does not provoke an attack of opportunity.

Style Disruption, Improved (combat)

PREREQUISITES: Dex 13, Improved Unarmed Strike.

BENEFIT: You do not provoke an attack of opportunity when performing a style disruption combat maneuver. In addition, you receive a +2 bonus on checks made to disrupt a foe's style. You also receive a +2 bonus to your CMD when an opponent tries to disrupt your style.

NORMAL: You provoke an attack of opportunity when performing a style disruption combat maneuver.

Style Disrupting Strike (combat)

PREREQUISITES: Dex 13, Improved Unarmed Strike, Improved Style Disruption, base attack bonus +9

BENEFIT: Whenever you score a critical hit with a melee attack, you can disrupt your opponent's style in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may knock your opponent out of his style as if from the style disruption maneuver. This does not provoke an attack of opportunity.

NORMAL: You must perform a style disruption combat maneuver to disrupt an opponent's style.

SPECIAL: You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Style Disrupting Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

Technique Aficionado

Your knowledge of techniques borders on the obsessive.

PREREQUISITES: Knowledge (local) 5 ranks

BENEFIT: You may take 10 on Knowledge (local) checks to identify techniques and styles, even if stress and distractions would normally prevent you from doing so. If you successfully beat the DC to identify a technique or style by 10 or more, you may spend an immediate action to gain an insight bonus to your AC or saving throws against that technique or against opponents in that style equal to 1/4 of your check result for one round (minimum +1). This bonus cannot exceed 1/2 your ranks in Knowledge (local). There is no limit to the number of times you may use this ability.

Trained by a Master

"I have climbed the thousand steps, and I have trained with the ancient one. You stand no chance against me."

PREREQUISITES: Base attack bonus +4, any style feat, Style Dedication, benefited from master's wisdom class feature

BENEFIT: While in the style you used to qualify for this feat, you generate prowess points like a sifu. You generate a number of prowess points equal to the number of feats you have in that style.



In addition, you gain one of the sifu's signature techniques as described in that class' entry. You may only spend the prowess points on this technique. Treat your sifu level as 1/4 of your character level for level dependant variables of this technique. If you later gain levels in sifu then these levels don't stack, but you may use 1/4th your character level as your sifu level, if higher. The prowess points you gain from this feat do stack, but may only be spent on signature techniques and do not count for other class features

SPECIAL: You may gain this feat multiple times; each time you must select a different signature technique.

SIDEBAR: TEACH ME SIFU!

The trained by a master feat's prerequisite of "benefited from master's wisdom class feature" need not necessitate a member of the party be a sifu; most masters are happy to pass on their skills. A sifu may have any number of reasons for doing so: some want to see their techniques continue to flourish through history, others will teach to anyone for the right price, and some are just crazy old mountain hermits that just want some company.

Transcendent Awareness (technique)

You can feel the ripples of *ki* from farther distances away than most.

PREREQUISITES: *Ki* Sensing, *ki* pool, Perception 6 ranks

BENEFIT: You may spend 1 *ki* point as an immediate action to expand the range of your blindsense granted by the *Ki* Sensing feat by 30 feet for 1 round.

Transfer Ki

Your spirit is a cool river, it can refresh the spirit of others.

PREREQUISITES: *Ki* pool

BENEFIT: You may spend any number of *ki* points (minimum 2) as a standard action to grant any target that you are in physical contact with one fewer than the number of *ki* points you spent.

Virtue of Self-Perfection (combat, technique)

You can use the *ki* in your weapon to perform amazing feats.

PREREQUISITES: World-Spirit Unity, *ki* pool, 7th *ki* level

BENEFIT: You can add the following weapon enhancements to the list you may charge your melee weapon with: *Ki Intensifying*, *Impact*, *Speed*, *Advancing*, and *Countering*. You may add the *Moderate or Heavy Fortification* ability to armor or shields you wield.

Yaoguai Spirit (technique)

The weak flee before your might.

PREREQUISITES: *Ki* pool, Intimidate 5 ranks

BENEFIT: You may elect to spend 1 *ki* point when making an Intimidate check to demoralize a shaken opponent in order to improve its effect. If you spend the *ki* point and the check is successful, the target flees for 1 round.

NORMAL: The Intimidate skill cannot create a fear effect stronger than shaken.

Forbidden Feats

These feats grant significant benefits to their user but have potentially fatal side effects.

Body Consuming Technique (forbidden, technique)

You may use your flesh to fuel your techniques; however, this is not without consequence.

PREREQUISITES: Con 17, *ki* pool

BENEFIT: You count as having 1 *ki* point so long as you have a positive Constitution modifier. In addition, you may expend *ki* points even if you have no *ki* points in your *ki* pool.

DRAWBACK: Spending *ki* points in this manner causes a point of Constitution damage per *ki* point spent. Items that prevent Constitution damage (such as a ring of inner fortitude) or the absence of a Constitution score causes this feat not to function.

Forbidden Power (forbidden, combat, technique)

You can use your *ki* to augment your physical prowess; however, even the slightest failing in your focus can prove disastrous.

PREREQUISITES: *Ki* pool, *ki* level 7th

BENEFIT: You may expend 1 *ki* point to gain an +2 inherent bonus to one physical ability score of your choice for a number of rounds equal to your *ki* modifier. At 13th *ki* level, this bonus increases to +4, and at 17th *ki* level, it increases to +6.

DRAWBACK: For each round that you maintain this state, you must make a Will save (DC of 10 + 1/2 your *ki* level + *ki* modifier). Failure means that you take one point of damage for every *ki* level you have. This damage applies against damage resistance normally. Spells or abilities that cause intense emotions, such as the barbarian's rage class feature or the spell *rage*, cause you to automatically fail this Will save.

Ki Consuming Technique (forbidden, technique)

You have learned how to manipulate the *ki* that permeates all living things in much the same manner as arcane spellcasters can in order to refill your own *ki* reserves; however, drawing upon such a massive amount of *ki* is not without its dangers.

PREREQUISITES: *Ki* pool, Spellcraft 5 ranks or ability to cast arcane spells

BENEFIT: You may spend a full round action to regain a number of *ki* points equal to your *ki* modifier.

DRAWBACK: Using this feat this causes you to take 1d4 points of ability score damage to all of your mental ability scores. You may make a Will save (DC 10 + 1/2 your *ki* level + *ki* modifier) to halve this damage. Each successive use of this ability inflicts a -2 penalty to future Will saves against this technique. This penalty lasts until you rest to regain *ki*. Items that prevent ability score damage (such as a ring of inner fortitude) or the absence of mental ability scores causes this feat not to function.

Transcendent Body (forbidden, combat, technique)

You can augment your physical prowess even further at a greater risk.

PREREQUISITES: Forbidden Power, *ki* pool, *ki* level 13th

BENEFIT: You may choose to increase your other physical ability scores when activating Forbidden Power. The bonus is 2 lower than the bonus granted by that feat.

DRAWBACK: The save DC of this feat's prerequisite is increased by 2. In addition, should you fail that save, you take an additional amount of damage equal to your *ki* level.



Story Feats

World-Spirit Unity (combat, technique, forbidden)

You may harmonize your *ki* with the substance of the world granting it supernatural puissance, if only for a short while; such synergy is not without its dangers however.

PREREQUISITES: *Ki* pool, *ki* level 5th

BENEFIT: You may expend 1 *ki* point, as a swift action, to grant any melee weapon you are wielding or an armor or shield you are using an enhancement bonus or special abilities for a number of rounds up to your *ki* modifier. You may allocate a +2 enhancement bonus worth of special abilities. For every 4 *ki* levels beyond 5th, you may add another +1 enhancement bonus worth of special abilities to a maximum of +5 at 17th level. These bonuses can be added to any weapon, stacking with existing weapon enhancements, to a maximum of +5. You may alternatively add the following abilities to weapons with this feat: *Ki Focus*, *Guardian*, *Defending*, *Keen*, *Spirit Fang*, and *Merciful*. Likewise, you may add the *Light Fortification* and *Nimble* properties to armor that you wear.

DRAWBACK: At the end of each round that a weapon is so enhanced, it takes an amount of damage equal to the wielder's *ki* level x the enhancement bonus (or total equivalent special ability bonus) granted by this feat. This damage is applied against the weapon's hardness normally. The weapon must still meet the qualifications of the special ability (i.e. cannot put *keen* on a weapon that deals only bludgeoning damage). If you choose to apply this ability to a natural weapon, unarmed strike, or to give yourself an armor bonus, this damage is reduced to twice your *ki* level and is applied against damage reduction normally.

SPECIAL: Weapons modified by this feat do not gain increased hardness or hit points from having an enhancement bonus.

Forbidden Arts Mastery (story)

It is said that it is impossible to mitigate the consequences of some of the more dangerous techniques, but you've never put much stock in the impossible.

PREREQUISITES: At least one feat with the forbidden descriptor

BENEFIT: You gain a +3 bonus on Diplomacy checks made to gather information about forbidden techniques. If you have 10 or more ranks in Diplomacy, this bonus increases to +6.

GOAL: Find some method of overcoming the downsides of the forbidden technique you used to qualify for this feat. This could be anything from seeking out an exotic medicine ground from a thousand year old *lingzhi* mushroom to drinking tea brewed from the leaves of the peaches of immortality.

COMPLETION BENEFIT: The feat that you used qualify for this feat is modified as described below:

- **WORLD-SPIRIT UNITY:** You only take 1/2 your *ki* level in damage when you apply this feat to your unarmed strikes.
- **FORBIDDEN POWER:** You may take 10 on the Will save allowed to maintain serenity, and you gain a +2 bonus on Will saves made to resistance effects that would cause you to automatically fail that Will save.
- **BODY CONSUMING TECHNIQUE:** You only take 1 point of Constitution damage after spending 2 *ki* points without *ki* in your *ki* pool. If you only spend one *ki* point, the next time you expend another *ki* point with this feat, you take the point of Constitution damage.



- **KI CONSUMING TECHNIQUE:** You take a point of damage to all of your mental ability scores, and a successful save negates this ability score damage.
- **MYSTIC CONSUMPTION:** You take half the normal damage, and a successful save negates this damage.

SPECIAL: You may take this feat multiple times; each time you complete its goal, select a different feat to modify.

School Rivalry (story)

Your school has a longstanding rivalry with another school, and you seek to prove your school's superiority.

PREREQUISITES: At least one style feat, must belong to a dojo with a rival school

BENEFIT: You gain a +1 morale bonus on attack rolls against practitioners of your rival school's martial art.

GOAL: You must defeat an appropriate number of students that rate as challenging foes from your rival school. This could represent a single powerful rival (friendly or otherwise) or a group of students.

COMPLETION BENEFIT: After having defeated students from every level of mastery of your rival school, you have discovered the weaknesses of that style. You gain Improved Style Disruption as a bonus feat, even if you do not meet the prerequisites - except that you may only use this feat's benefits to disrupt the style of your rival school. If you ever gain the Improved Style Disruption feat, you instead gain a +2 morale bonus on style disruption attempts against practitioners in your rival school's style.

Wu Guan Hunter (story)

You have mastered your chosen martial art; now you must prove that it is the best.

PREREQUISITES: Master level of a particular martial art

BENEFIT: You may always take 10 on Knowledge (local) checks made to identify styles even if stress and distractions would normally prevent you from doing so.

GOAL: Defeat an appropriate number of martial arts masters in a type of one-on-one challenge. This could be anything from single combat to a test of prowess. You must take some irrefutable proof of your victory (a broken sword, a lock of hair, etc).

COMPLETION BENEFIT: You gain fame in whatever regions the martial arts masters you defeated hail from. Disciples may come to you seeking instruction, and rivals may come to test their strength against you. Moreover, if you succeed on a Knowledge (local) check to identify a style, you gain a +2 insight bonus to damage rolls against an opponent in that style's stance.

Qinggong Feats

Several feats in this book are referred to with the feat type "qinggong." At the most basic level, qinggong feats are feats that grant spell-like abilities that a character may cast by expending a number of *ki* points, or qinggong feats are feats that expand the abilities of another qinggong feat. Qinggong feats that mimic a spell typically cost a number of *ki* points equal to half the spell's level (rounding up). Cantrips and orisons may be used at will, so long as the user has 1 *ki* point in his *ki* pool.

Following this logic, any spell may be turned into a qinggong feat. In general, these feats should have a prerequisite of a number of ranks in Spellcraft equal to 2 x the spell's level (if a spell exists on multiple spell lists, whichever spell level is highest is used) and a *ki* pool. In addition, the feat should require whatever other prerequisites the GM feels are appropriate to the spell. The ability to cast *inflict moderate wounds* might require the ability to cast *inflict light wounds*. Alternatively, they could be the same feat that simply adds those spells for an appropriate cost when the character gains sufficient ranks in Spellcraft. The ability to cast *bless weapon* could require honorable alignment, and the ability to cast *invisibility* may require ranks in Stealth. These function as spell-like abilities.

A character with a qinggong feat uses his *ki* level to determine his caster level for these spell-like abilities and uses his *ki* modifier and *ki* level to determine his concentration check bonus. If the spell calls for a saving throw, it is equal to 10 + spell level + *ki* modifier unless otherwise noted.

Most qinggong feats listed in this book have an additional benefit related to the casting of the spell. This is due to the fact that a feat for one spell is a generally an unequal trade. Certain feats, such as the options presented above in which multiple spells are gained with a level, would be exempt due to the multi-spell nature exemplified.

Qinggong feats follow a general formula but may need some adjustment depending on the spell in question. For example, a ninja with 12 ranks in Spellcraft could take the spell *transformation* as a Qinggong feat. Normally, this spell causes a spell caster to lose his spellcasting abilities; however, as most ninjas are not known for their spellcasting prowess, it would be fair to say that the ninja could not spend *ki* points while the spell is active. The GM is the final arbiter of what spells may be taken as qinggong feats.

Death Countering Strike (qinggong)

With a touch, you pull creatures from death's door.

PREREQUISITES: Gentle Tiger Palm, Miracle Palm, *ki* pool, Heal 12 ranks, Spellcraft 12 ranks

BENEFIT: You may cast *breath of life* as a spell-like ability by spending 2 *ki* points, or you may cast *heal* as a spell-like ability by spending 3 *ki* points.

Empowered Qinggong arts (qinggong, combat, technique)

As my focus sharpens, so too does the effectiveness of my technique.

PREREQUISITES: Spellcraft 6 ranks, any qinggong feat, *ki* pool

BENEFIT: You may spend an additional 2 *ki* points when using a qinggong feat that mimics a spell to treat it as though it were affected by the Empower Spell Metamagic feat. You must have a number of ranks in Spellcraft equal to 2 + (2 x the spell's level) to use this feat on a qinggong arts feat. This feat cannot cause the spell's cost to rise above 9 *ki* points.



SIDEBAR: QINGGONG FEATS AND METAMAGIC

If you would like to convert other metamagic feats to qinggong feats, they ought to have the following prerequisites: Any qinggong feat, *ki*pool, and a number of ranks in Spellcraft equal to 2 + (2x the metamagic feat's level adjustment).

A character may only use qinggong metamagic feats on qinggong feats with a spell level equal to or less than 1/2 the character's current ranks in Spellcraft + the feat's level adjustment.

Using the feat's benefit costs an additional number of *ki*points equal to the spell's metamagic feat adjustment, and a qinggong feat cannot have an effective spell level above 9.

The GM is the final arbiter of what metamagic feats may be converted in this manner.

Five Poisons Palm (combat, technique, qinggong)

You use your *ki*as the deadly adder uses its venom.

PREREQUISITES: *Ki*pool, Improved Unarmed Strike, Craft (alchemy) 8 ranks, Spellcraft 8 ranks

BENEFIT: You may expend 2 *ki*points in order to cast *poison* using your *ki*level as your caster level. Should you score a critical hit with the touch attack granted by this spell, the target takes a penalty on the Fortitude save against this technique equal to your critical multiplier. The save DC for this ability is equal to 14 + your *ki*modifier. In addition, you may choose to lengthen the frequency of the poison to any regular increment of time (one save per hour, day, month, etc.). This never changes the number of saves the target needs to make, only the duration between them.

Gentle Tiger Palm (qinggong)

With a touch, you make pain fade away as though it were a lie.

PREREQUISITES: *ki*pool, Spellcraft 2 ranks, Heal 2 ranks

BENEFIT: You may spend 1 *ki*point to cast *Cure Light Wounds* as a spell-like ability, which improves to *Cure Moderate Wounds* at 4 ranks in Heal and Spellcraft. At 6 ranks in Heal and Spellcraft, for 2 *ki*points, you may cast *Cure Serious Wounds*, which improves to *Cure Critical Wounds* at 8 ranks in Heal and Spellcraft.

Miracle Palm (qinggong)

Even wounds of the mind and spirit vanish before your fist.

PREREQUISITES: Gentle Tiger Palm, *ki*pool, Spellcraft 4 ranks, Heal 4 ranks

BENEFIT: By spending 2 *ki*points, you may cast *lesser restoration* as a spell-like ability. At 8 ranks in Heal and Spellcraft, you may cast *restoration* by spending 2 *ki*points, but you still must provide the material components for this spell as normal. At 14 ranks in Heal and Spellcraft, you may cast *greater restoration* by spending 4 *ki*points and providing the appropriate components.



Mystic Consumption (qinggong, forbidden, combat, technique)

You have learned to feed upon the shattered remains of destroyed mysticism; however, doing so takes its toll on the body.

PREREQUISITES: Deflect Arrows, Improved Unarmed Strike, Spell Shattering Rebuke, Spell Shattering Strike, *ki* pool, Spellcraft 7 ranks

BENEFIT: Upon counter spelling a spell with Spell Shattering Strike, you may regain a number of *ki* points equal to 1/2 the countered spell's level.

DRAWBACK: When you regain *Ki* points using this feat you take damage equal to three times the spell's level; a Will save (DC = the countered spell's DC) halves this damage.

SPECIAL: This feat cannot be used in conjunction with the Spell-Shadow Palm feat.

Spell Shattering Rebuke (qinggong, combat, technique)

I draw mystical power as a the soil draws water.

PREREQUISITES: Deflect Arrows, Improved Unarmed Strike, Spell Shattering Strike, *ki* pool, Spellcraft 7 ranks

BENEFIT: You may use your Deflect Arrows feat in order to activate Spell Shattering Strike when targeted with, attacked with, or in the area of a spell effect in order to attempt to counterspell that spell. If you can deflect multiple arrows, you may use that ability to deflect multiple spells.

Spell Shattering Strike (combat, technique, qinggong)

You wield your spiritual energy to disrupt magical wavelengths.

PREREQUISITES: *Ki* pool, Spellcraft 7 ranks

BENEFIT: Using your *ki* level as your caster level, you may expend 2 *ki* points in order to cast *dispel magic* as a touch attack.

You may still counterspell spells with this

feat; however, you must be in the spell's area, attacked by it, targeted by it, or generally be within reach of the spell's effect to do so. Should you gain 12 ranks in Spellcraft, you may expend an additional *ki* point to cast greater *dispel magic* instead.

Spell-Shadow Palm (qinggong, combat, technique)

What goes around, comes around.

PREREQUISITES: Deflect Arrows, Improved Unarmed Strike, Snatch Arrows, Spell Shattering Strike, *ki* pool, Spellcraft 15 ranks

BENEFIT: A spell counterspelled by the Spell Shattering Strike technique is reflected back at the original caster, as though by *spell turning*, if applicable.

SPECIAL: This feat cannot be used in conjunction with the Mystic Consumption feat.

Terrifying Roar (qinggong, combat, technique)

When a powerful spirit speaks, many listen.

PREREQUISITES: Spellcraft 9 ranks, *ki* pool

BENEFIT: You may expend 5 *ki* points as a standard action to cast *shout* as a spell-like ability. You may make an Intimidate check using your *ki* modifier in place of your Charisma modifier to demoralize all targets in the area of the *shout* spell as part of the action of casting the spell. You gain a +5 circumstance bonus to this check against targets who both fail the save and take damage from the spell. The save DC for this spell is equal to 14 + your *ki* modifier.



New Martial Arts Styles

DRAMBOR STYLE

Drambor is a style that was developed by the elves to take full advantage of their mobility, flexibility, and natural grace. This style is quite flamboyant because the elves, full of pride, wanted to showcase the full extent of how nimble and swift they can be. Other races that are naturally dextrous have developed similar styles. The elf prerequisite can be ignored if in a similar cultural setting. Characters who immerse themselves in the culture and study it for an extended period of time can learn the style at their GM's discretion.

Drambor (combat, style)

PREREQUISITES: Improved Unarmed Strike, Weapon Finesse, Acrobatics 2 ranks, elf

BENEFIT: You gain a +2 bonus on Initiative checks; as part of your Initiative check, you may move up to your 1/2 your speed. While in this style, you gain a +2 bonus on Acrobatics checks made to move through an opponent's threatened square. This bonus to initiative stacks with improved initiative.

DESIGN NOTE: While this style has a "elf" requirement, in the Dragon Tiger Ox campaign setting there are not many elves. As such, a character from the House of Forbidden Fruit can bypass the racial requirements. In other settings characters with at least 13 Dexterity who have immersed themselves in a culture similar to elves may bypass the elf requirement.

PREREQUISITES: Drambor, Improved Unarmed Strike, Tumbling Offense, Weapon Finesse, Acrobatics 10 ranks

BENEFIT: While in drambor, your unarmed strikes deal damage based on your Dexterity rather than your Strength. As a move action, use a special Acrobatics check to tumble over the head of your opponent as though moving through that creature's space. If successful, this provokes no attacks of opportunity, and you may make an unarmed strike against the opponent you tumbled past. This attack deals double damage, and if you deal damage, causes the target to be flat-footed against you until the end of your next turn. Half of this damage is extra damage that is not multiplied on a critical hit.

Tumbling Offense (combat)

PREREQUISITES: Drambor, Improved Unarmed Strike, Weapon Finesse, Acrobatics 6 ranks

BENEFIT: The bonus on Initiative checks from drambor increases to +4, and the bonus to Acrobatics checks increases to +4. After successfully using Acrobatics to move through an opponent's threatened area, your next successful attack deals additional damage equal to your Dexterity modifier. Acrobatics checks made to jump have their DCs halved and are not limited by your height.

Over the Top (combat)



RATTLING CHAIN STYLE

Rattling Chain is a style developed by prisoners and brigands after escaping. It turns the very tools used to incarcerate them into deadly weapons. The style's practitioners show very little mercy (if any) and will ruthlessly exploit every advantage placed within their reach.

Weapons: Unarmed Strike, Leg Irons

Rattling Chain (style, combat)

PREREQUISITES: Str 13, Improved Unarmed Strike, Exotic Weapon Proficiency (leg iron)

BENEFIT: While in rattling chain style, the leg irons you wield count as two-handed weapons for the purposes of Power Attack, and for determining Strength bonus to damage rolls. You also gain a +1 bonus to damage when using unarmed strikes.

SPECIAL: While in Rattling Chain style, you take no movement speed penalty from leg irons.

Thunder Shot (combat)

PREREQUISITES: Str 15, Exotic Weapon Proficiency (leg iron), Improved Bullrush, Improved Unarmed Strike, Power Attack, Rattling Chain

BENEFIT: While in Rattling Chain style, you gain a +2 on a bullrush attempts which stacks with the benefit from Improved Bullrush. In addition, you may make a special bullrush with your leg iron as a standard action or as part of a normal bullrush attempt. If successful, add 5 feet to the distance your bullrush moves the target, and the target takes damage from your leg iron as though you made a successful Power Attack with it.

Life in Chains (combat)

PREREQUISITES: Str 13, Exotic Weapon Proficiency (leg iron), Improved Unarmed Strike, Rattling Chain

BENEFIT: While in Rattling Chain style, you may make a special trip attempt as a standard action. If successful, the target is knocked prone and tethered to you. The target cannot leave your threatened area unless he spends a standard action that provokes an attack of opportunity to free himself or makes an Escape Artist check as a standard action with a DC of 10 + your base attack bonus + your Strength modifier + any bonuses you gain on CMB attempts to trip. While tethered, both you and the target can use the pull maneuver on the other as an attack action. Additionally, if the creature in "life in chains" becomes unconscious, you are still tethered to his body, and it still requires a standard action to unhook the leg iron from the body.

Hammer Heel (combat)

PREREQUISITES: Str 15, Exotic Weapon Proficiency (leg iron), Improved Unarmed Strike, Life in Chains, Power Attack, Rattling Chain

BENEFIT: While in rattling chain style, whenever you attack a prone opponent, you deal an extra +1 damage. This damage increases by +1 when your base attack bonus reaches +4 and every 4 points thereafter.



More Weight (combat)

PREREQUISITES: Str 15, Exotic Weapon Proficiency (leg iron), Improved Unarmed Strike, Life in Chains, Rattling Chain

BENEFIT: When a creature is tethered by your Life in Chains feat, you may attempt a special combat maneuver as a standard action. If you are successful, you may make an attack against one creature within range by swinging the tethered creature into them. A small creature adds 1d10 damage to the attack and increases the range by 5 feet. A medium creature adds 2d10 damage to the attack and increases the range by 5 feet. A large creature adds 3d10 damage to the attack and increases the range by 10 feet. This attack roll is made at a penalty of -2 per size category over small that the target used in the attack is, and both the creature used in the attack and the creature being attacked take the damage. The tethered creature is then released and prone in any square between you and your target.

SACRED LOTUS STYLE

The techniques of the sacred lotus style were penned in the twilight of the third age by master Shun-Zi of the House of Three Truths as a way for novice spell casters to defend themselves during those turbulent times. While the strict adherence to two different disciplines ultimately made the style impractical for its intended purpose, it experienced a resurgence of popularity in the early fourth era by more experienced warrior sages who sought a means of defending themselves in the thick of battle.

Sacred Lotus Style (style, combat)

Some people think it is holding that makes one strong, but sometimes it is letting go.

PREREQUISITES: *Ki* pool, ability to cast spells or spell-like abilities with a range of touch

BENEFIT: While in this style, you may you may elect to use your caster level in place of your base attack bonus when delivering a touch spell or an unarmed strike with a held touch spell. In addition by spending 1 *ki* point, you may take 10 on a Concentration check.

Sacred Petal Technique (combat)

Confusion does not come from having too little; it comes from having too much. Learning to manage that is the path to true enlightenment.

PREREQUISITES: Sacred Lotus Style, *Ki* pool, ability to cast spells or spell-like abilities with a range of touch

BENEFIT: While in centering the sacred lotus style, you may hold a second touch spell in your off hand. Additionally, you may take 10 on Concentration checks so long as you have 1 *ki* point in your *ki* pool.

Sacred Lotus Unity (combat)

Understanding creates opportunities.

PREREQUISITES: Sacred Lotus style, Sacred Petal Technique, *Ki* pool, ability to cast spells or spell-like abilities with a range of touch

BENEFIT: While in centering the sacred lotus style, you may cast a spell or spell-like ability with a range of touch as part of a full attack action by spending 2 *ki* points or the cost in *ki* points for that spell-like ability, whichever is higher.



COILS OF THE HEAVENLY SERPENT STYLE

The techniques of the Coils of the Heavenly Serpent Style were created by Master She-Xing of the School of the Monkey's Paw and later perfected by his son, She-Bao. This style focuses on harrying one's opponent and stripping him of his advantages, allowing practitioners to end a fight without shedding a drop of blood.

Coils of the Heavenly Serpent Style (combat, style)

With a crack like thunder, your rope dart pierces the defenses of even the most savvy defender.

PREREQUISITES: Exotic Weapon Proficiency (rope dart), World-Spirit Unity, *ki*pool, *ki*level 5th

BENEFIT: When in this style and wielding a rope dart, you may enhance a rope dart with World-Spirit Unity even though it is not a melee weapon, and you add seeking and distance to the list of special abilities that you may add to the weapon. In addition, you may perform the trip, grapple, and reposition maneuvers with the rope dart even though it is not a melee weapon.

Heavenly Serpents' Appropriation (combat)

There is a time for humility and time for greatness. These times are often one in the same. Knowing when these moments are defines a truly enlightened man.

PREREQUISITES: Coils of the Heavenly Serpent Style, Exotic Weapon Proficiency (rope dart), World-Spirit Unity, *ki*pool, *ki*level 5th

BENEFIT: When in coils of the heavenly serpent style, you may also attempt the disarm and steal maneuvers with a rope dart. If you successfully disarm a weapon, you may elect to pick up the dropped weapon as part of the maneuver.

Heavenly Serpents' Lash (combat)

What shield could defend against truth? Arm yourself with truth, and you need fear not the barrier.

PREREQUISITES: Coils of the Heavenly Serpent Style, Exotic Weapon Proficiency (rope dart), Heavenly Serpents' Appropriation, World-Spirit Unity, *ki*pool, *ki*level 5th

BENEFIT: When in coils of the heavenly serpent style, you may expend 1 *ki*point as part of an attack action to ignore the target's shield bonus and any cover bonus to AC from less than total cover.

WILTING THE SACRED LOTUS STYLE

Developed as a means of dealing with practitioners of some of the more esoteric Qinggong techniques by Han-Ba of the Clan of the Crescent Sun, practitioners of this art often train by memorizing dozens of pinhead sized pressure points and attempting to strike those pressure points while blindfolded.

Wilting the Sacred Lotus Style (style, combat)

Pierce the flesh to strike the spirit.

PREREQUISITES: Improved Unarmed Strike, Weapon Finesse, Heal 3 ranks

BENEFIT: You may, while in this style's stance, make a single attack with an unarmed strike as a standard action. If successful, the target must make a Will save (DC 10 + 1/2 character level + Dexterity modifier). If the target fails the save, he must expend an additional *ki*point every time that he spends a *ki*point. This lasts for one round per point of your Dexterity modifier.

Han-Ba's Fist (combat)

Victory need not come from external blows.

PREREQUISITES: Improved Unarmed Strike, Weapon Finesse, Wilting the Sacred Lotus Style, Heal 5 ranks

BENEFIT: If a target fails the Will save against the ability granted by this feat's prerequisite, you may instead elect to force the target to lose a number of *ki* points equal to the practitioner's Dexterity modifier in place of the normal consequences of that feat.

Crescent Sun Strike (combat)

Even a gentle fist may defeat a mighty foe.

PREREQUISITES: Han-Ba's Fist, Improved Unarmed Strike, Weapon Finesse, Wilting the Sacred Lotus Style, Heal 5 ranks

BENEFIT: You may use Wilting the Sacred Lotus Style as an attack made as part of a full attack action once per round. Additionally, if a target fails the Will save against the ability granted by this feat's prerequisite, you may instead elect to render the target unable to spend *ki* points for a number of rounds equal to your Dexterity modifier in place of the normal consequences of that feat.

NORMAL: You normally must make an attack as a standard action to use wilting the sacred lotus style.

Crushing the Sacred Lotus (combat)

Destruction through soft strikes.

PREREQUISITES: Crescent Sun Strike, Han-Ba's Fist, Improved Unarmed Strike, Weapon Finesse, Wilting the Sacred Lotus Style, Heal 8 ranks

BENEFIT: If a target fails the Will save against the ability granted by this feat's prerequisite, you may instead deal additional damage to the target equal to the number of *ki* points in the target's *ki* pool. Additionally, you may choose to apply two effects from this style.

NORMAL: You may only apply one effect from this style to a target that failed his Will save.



Chui
Sleek

Chapter 7: Equipment

and slender, this metal rod ends with a large sphere. When wielded with another chui, both weapons count as light weapons for the purposes of calculating penalties for fighting with two weapons.

Deer Horn Knife

Like fangs jutting from a pair of lips, two overlapping, mirrored crescent moon shaped blades give this knife a unique shape. It is wielded from the center of the smaller crescent moon between the two overlapping points. When wielded with another, the pair gains the disarm quality.

Flying Guillotine

The flying guillotine resembles a sack of rice with a bladed rim and a chain on the other end. With a pull of the chain, the blades can decapitate any head within the sack. A flying guillotine can be retrieved as a swift action if thrown at a target within its first range increment. If the character wielding the flying guillotine has the Throw Anything feat, on a confirmed critical hit, this weapon uses a 1d10 as its damage die.



Goose Quill Saber

Aptly named due to its resemblance to a feather, this straight backed sword has a slight curve near its tip. When used to deal piercing damage, a goose quill saber threatens a critical hit on a 20 and deals triple damage on a confirmed critical hit. A goose quill saber counts as a jian for the purposes of feats and class features.

Horse Chopping Saber

This wide bladed sword has a hilt the length of a man's forearm. A horse chopping saber counts as a greatsword for the purposes of feats and class features. A wielder of this weapon can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with a horse chopping saber sized for him, even though it is not a light weapon.

Leg Irons

Leg irons are made of a tough metal with an orb attached to a strong chain, which is then shackled to the leg of a prisoner. The weight varies based on the strength of the prisoner. Although, with enough training, a prisoner can use the leg iron as an effective weapon on its own. The leg iron can be used to attack a creature within 5 or 10 feet. The leg iron has a new weapon tag: hobbling. When attached, the leg iron reduces the speed of the wearer by 10 feet. Leg irons are wielded on a leg, not with a hand. Attacking with a leg iron grants no additional attacks, but can be treated as an off-hand weapon when attacking with Two-Weapon Fighting.



TABLE 7-2: NEW MARTIAL LIGHT WEAPONS

MARTIAL LIGHT WEAPONS	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Deer Horn Knife	8 gp	1d4	1d6	x2	—	4 lbs.	P	Blocking, See Text
Wind-Fire Wheels	10 gp	1d6	1d8	x2	—	4 lbs.	S or P	Blocking

TABLE 7-3: NEW MARTIAL ONE-HANDED WEAPONS

MARTIAL ONE-HANDED WEAPONS	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Chui	12 gp	1d6	1d8	x2	—	6 lbs.	B	Monk, See Text
Goose-Quill Saber	20 gp	1d6	1d8	19-20 x2	—	3 lbs.	P or S	Monk, See Text
Leg Irons	30 gp	1d8	1d10	x3	—	30 lbs.	B	Hobbling, See Text
Willow-Leaf Saber	15 gp	1d6	1d8	19-20x2	—	3 lbs.	S	Monk, See Text

TABLE 7-2: NEW TWO-HANDED WEAPONS

MARTIAL TWO-HANDED WEAPONS	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Dagger Axe	20 gp	1d4	1d6	x4	—	15 lbs.	P	Reach, Trip
Horse Chopping Saber	50 gp	1d10	2d6	x2	—	8 lbs.	S	Brace
Ringed Staff	10 gp	1d4/1d6	1d6/1d8	x2	—	10 lbs.	B/P or S	Disarming, Monk, See Text



TABLE 7-4: NEW EXOTIC RANGED WEAPONS

EXOTIC RANGED WEAPONS	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Flying Guillotine	20 gp	1d3	1d4	x5	30 ft.	5 lbs.	S	See Text
Throwing Hat	20 gp	1d4	1d6	x2	20 ft.	3 lbs.	S	-

TABLE 7-5: NEW EXOTIC TWO-HANDED WEAPONS

EXOTIC TWO-HANDED WEAPONS	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Chained Swords	60 gp	1d6/1d6	1d8/1d8	19-20 x2	-	15 lbs.	S	Double
Umbrella Spear	50 gp	1d4	1d6	x2	-	8 lbs.	P	Blocking, See Text

Ringed Staff

Carried mostly by members of the Order of Six Hopes, ringed staffs can have four, six, or twelve rings depending on the aptitude of the member. Unless some action is taken to quiet them, the bouncing rings impose a -6 penalty on Stealth checks made while moving.

Willow-Leaf Saber

The hilt of this slightly curved sword is too small to be wielded in two hands; in order to wield the weapon in two hands, the user must place his hand on the back of the blade. If wielded in two hands, the sword gains the blocking property.

Wind-Fire Wheels

These large circular blades have handles in the middle to ensure the wielder does not cut himself.

Chained Swords

This set of two heavy swords is chained together at the pommel by a 3 foot chain. They are used one in each hand where the fluid motion one must use to wield them causes one weapon to tug the other. Using them can prove dangerous to the wielder if not properly trained. Once per round as part of an attack (or full attack action), a character wielding chained swords can make an attack with one end of the weapon as if this was a weapon with a reach of 10 feet.

Umbrella Spear

This spear resembles an umbrella with iron slats that open up to protect the wielder from arrows. The spear was designed for front line soldiers and sports a large spear head that extends about a foot beyond the top of the slats. A character may extend or retract the shield. When extended, it provides the blocking property but imposes a -1 penalty on attack rolls.



With the shield retracted, it no longer has the blocking property but does not have the -1 penalty on attack rolls. If a character has the Weapon Focus feat in this weapon, they retain the shield bonus to AC as long as the shield is extended, even if they are not fighting defensively.

Throwing Hat

This conical hat has razor blades attached just inside the rim of it. This weapon gains a +4 bonus on attempts to disguise it as a normal hat.

SIDEBAR: TRAINING WEAPONS

Usually carved from wood, a training weapon is a weapon that has all of the special qualities of another weapon and uses the damage die of its parent weapon. Additionally, it always deals bludgeoning damage, threatens a critical hit on a roll of a 20, and deals double damage on a confirmed critical hit. Training weapons deal nonlethal damage by default but only take a -2 penalty on attack rolls to deal lethal damage. Masterwork training weapons take no penalty on attack rolls to deal lethal damage. Feats that apply to a weapon also apply to a training weapon of the same type. A training weapon costs 2 gp.

NEW MATERIALS Peach Wood

The wood of the peach tree has long been known to be infused with the energy of the material plane and with the right treatments can be turned into a potent weapon against creatures not in harmony with the world. Any wooden or mostly wooden item can be crafted from peach wood.

Hp/inch 10; Hardness 5; Cost +1,000 gp
Weapons crafted from peach wood ignore 5 points of the alignment-based damage reduction of outsiders at any of the four “extreme” alignments (Chaotic Dishonorable, Lawful Dishonorable, Chaotic Honorable, Lawful Honorable) and undead. Weapons crafted from peach wood weigh 1/2 what they normally do.

Jade

While any weapon may be made from jade, normal craftsmen can only use jade to create lamellar armour, splint mail, and other armors that can be made from stone. More complex armors require the use of powerful magic such as *fabricate*.

Hp/inch 15; Hardness 10 Cost: double normal
Cost: Weapons and armor made of jade cost twice as much to make as their normal counterparts and weigh 25% less. A jade weapon counts as honorably (good) aligned for the purposes of overcoming damage reduction. A double weapon with one jade half costs 50% more than normal. Armor made from jade grants a +2 circumstance bonus on saves against poison and disease.

NEW MAGIC ITEMS Cloud Kicker Boots

AURA faint transmutation; **CL** 1st; **SLOT** feet; **PRICE** 6,800 gp; **WEIGHT** 1 lb.

DESCRIPTION: While worn, these black cloth shoes reduce the DC of Acrobatics skill checks made to jump by 1/2. However, the wearer still cannot move farther than his speed allows. In addition, the wearer may spend 1 *ki* point as a swift action to cast *jump*, using his *ki* level as his caster level.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *jump*, Creator must have a *ki* pool; **COST** 3,400 gp

Curse-Shield Knot

AURA moderate abjuration; **CL** 11th; **PRICE** 500 gp (minor), 1,500 gp (major), 2,500 gp (greater); **WEIGHT** —

DESCRIPTION: When the bearer of this knot of silk rope is subject to a spell that the caster does not have line of effect for (*nightmare*, *screaming*, *locate person*, etc.), there is a chance that the spell will be wasted with no effect. Minor curse shield knots confer a 25% chance for the spell to fail; major and greater confer 50% and 75% chances respectively. Upon successfully blocking the spell, the knot bursts into flames, leaving behind only non-magical ashes. A creature can only benefit from one curse shield knot on any given effect.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *dispel magic*, *contingency*, **COST** 250 gp (minor), 750 gp (major), 1,250 gp (greater)

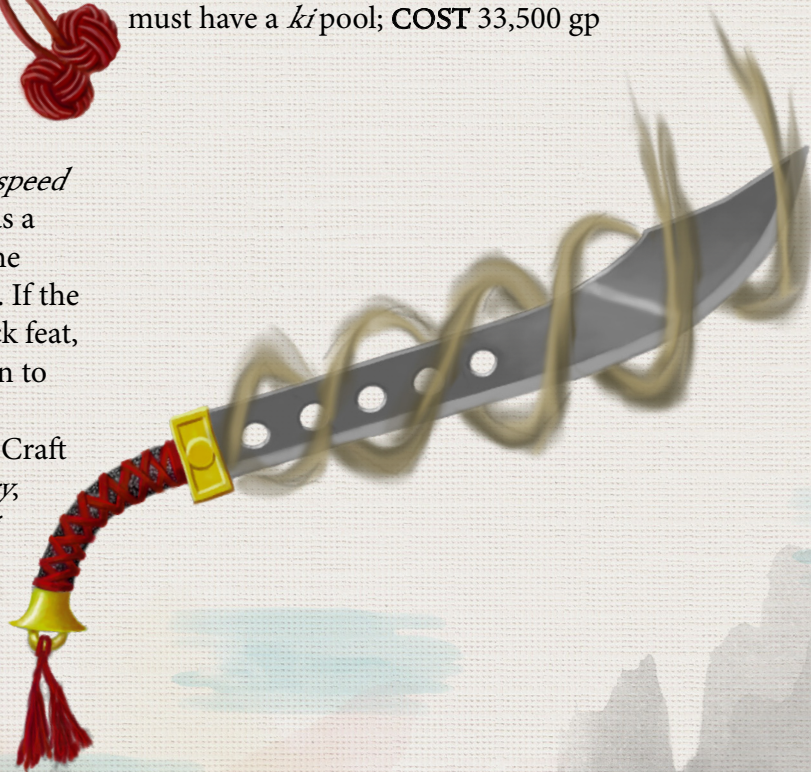


Cyclone Broadsword

AURA moderate enchantment; **CL** 9th; **PRICE** 52,313 gp; **WEIGHT** 4 lb.

DESCRIPTION: The wielder of this +2 *speed* willow-leaf saber can spend 2 *ki* points as a full round action to use the benefits of the Whirlwind Attack feat with this weapon. If the wielder already has the Whirlwind Attack feat, he may spend 2 *ki* points as a swift action to use the feat a second time in a round.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *modify memory*, whirlwind attack, creator must have a *ki* pool; **COST** 26,313 gp



Diamond-thunderbolt rod

AURA strong evocation; **CL** 17th; **PRICE** 67,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: This brass rod has four talon-like protrusions on either side. The wielder may spend 2 *ki* points as a standard action to cause a diamond thunderbolt rod to produce an immaterial glowing blade. This benefit lasts for one minute. The blade takes the form of any light or one-handed bladed weapon with which the wielder is proficient. The blade acts as a +1 *honorable axiomatic* weapon. If the wielder has a *ki* pool, he may spend 1 *ki* point to increase the damage from the honorable or *axiomatic* properties by 2d6 for one attack. Attacks with the blade are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two *ki* levels (maximum 10) before enhancement bonuses. Since the blade is immaterial, a character's Strength modifier does not apply to the damage. When attacking creatures that are not dishonorable or chaotic, the blade deals half damage.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, Craft Rod, creator must have a *ki* pool; **COST** 33,500 gp



Diamond-Thunderbolt Rods

Dualistic Staff

AURA strong evocation; **CL** 17th; **PRICE** 50,602 gp; **WEIGHT** 4 lbs.

DESCRIPTION: This +1 *axiomatic* /+1 *anarchic* bo staff deals nonlethal damage at no penalty and has increased power in the hands of a tao^[HTE1]. A tao may use this staff in place of his unarmed strike for the purposes of his internal arts class feature. He may spend 1 *ki* point as a swift action to use his unarmed strike damage in place of this staff's damage until the start of his next turn. If the tao has at least 2 yang counters, the damage from the *anarchic* property increases to 4d6. If he has at least 2 yin counters, the damage from the *axiomatic* property increases to 4d6.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, chaos hammer, orders wrath, creator must be a tao; **COST** 25,600 gp

Eight Medicines Gourd

AURA Moderate conjuration (healing); **CL** 5th; **PRICE** 15,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: If the wielder places this ivory gourd to the lips of a diseased or poisoned creature and either the wielder or the target spends 2 *ki* points, the target is affected by a *neutralize poison* or *remove disease* spell, using the *ki* level of the person who spent the *ki* points as the caster level. If the poison or disease removal is successful, the gourd turns jet black and fills with a putrid sludge. The sludge within the gourd acts as a dose of the poison or an exposure to a disease that the gourd cured, and it can be used to infect another creature. If the sludge is removed from the gourd, it returns to its natural coloration.

CONSTRUCTION REQUIREMENTS:

Craft Wondrous item, *purify food and drink*, *remove disease*, *remove poison*, creator must have a *ki* pool; **COST** 15,000 gp



Exorcists' Blade

AURA moderate conjuration; **CL** 9th; **PRICE** 40,000 gp; **WEIGHT**

DESCRIPTION: This +3 *peach wood ghost touch* training jian strikes a creature possessed by a *magic jar* spell or similar effect and forces the creature to make a Will save (DC 20) or be exorcised from the body. If the wielder has a *ki* pool, he may spend 1 *ki* point as a swift action to increase the DC of the saving throw to (10 + 1/2 his *ki* level + his *ki* modifier) for one minute.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, protection from evil, creator must have a *ki* pool; **COST** 20,000 gp

Figurine of Wondrous Power, Wooden Ox

AURA faint conjuration; **CL** 3rd; **SLOT** —; **PRICE** 9,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: This thumb sized wooden figure is sculpted in the shape of a kneeling ox. Once per week, a character may place this figurine on the ground and speak a command word, using the figure to animate as an ox for up to 72 hours (use the statistics of a bison). This ox is under the effects of a permanent *ant haul* spell, giving it a light load of up to 2,076 pounds, a medium load of up to 4,159 pounds, and a heavy load of up to 6,140 pounds. The ox's speed is never modified by encumbrance. The ox obeys the commands of the creature who activated it to the best of its animal intelligence.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *animate objects*, *ant haul*, **COST** 4,500 gp

Five Elements Cloak

AURA moderate abjuration; **CL** 10th; **SLOT** shoulders; **PRICE** 80,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: This cloak grants the wielder temporary immunity to one type of energy, chosen at the beginning of the day. When the cloak absorbs 120 points of damage, the cloak becomes useless for the remainder of the 24 hour period. If the cloak absorbs 20 points of damage from one effect, it creates an aura of energy. Any creature striking the wielder with a natural attack, unarmed strike, or non-reach melee weapon takes 1d6 points of damage of the energy type the cloak grants immunity to. This damage is increased by +1 for every additional 10 points of damage the cloak prevented from a single effect. This effect lasts for one round per 10 points of damage prevented. When first worn, or after each time this cloak is taken off, it must worn for 24 consecutive hours in order for its magic to take effect again. If the wielder has a *ki* pool, he may spend 2 *ki* points as an immediate action to change the type of energy it grants immunity to. This does not renew the amount of protection it grants or change the damage type of an aura the cloak is projecting. **CONSTRUCTION REQUIREMENTS:** Craft Wondrous Item, *protection from energy*, *fire shield*, **COST** 40,000 gp



Flamegout Gourd

AURA moderate evocation (fire); **CL** 10th;

PRICE 45,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: Any ordinary liquid poured into this beige gourd can be turned into the finest wine the wielder has ever tasted.

Additionally, the user can, as a standard action, spend 1 *ki* point and drink from the gourd to spew forth a 15 foot cone of fire that deals 1d6 fire damage per *ki* level (maximum 10d6) to targets within the cone (DC 13 + *ki* modifier, Reflex half). If the user chooses, he can expend 3 *ki* points to shape the area as per the spell *fire snake*. Doing so increases the save to 15 + user's *ki* modifier and deals 1d6 fire damage per *ki* level (maximum 15d6).

CONSTRUCTION REQUIREMENTS:

Craft Wondrous item, *purify food and drink*, *prestidigitation*, *burning hands*, *fire snake*, creator must have a *ki* pool; **COST** 22,500 gp

Gale-Heart Fan

AURA faint evocation; **CL** 3th; **PRICE** 9,505 gp; **WEIGHT** —

DESCRIPTION: Decorated with images of cherry blossoms fluttering in a breeze, this +1 fighting fan, as a standard action, can be used to create an effect equivalent to a *gust of wind* spell, using the wielder's *ki* level as his caster level. This fan has a save DC of 12 + the wielders' *ki* modifier. Using this ability costs 1 *ki* point.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *gust of wind*, *river of wind*, creator must have a *ki* pool; **COST:** 4,905 gp



Ignorance-Dispelling Mirror

AURA strong abjuration; **CL** 20th; **PRICE**

25,000 gp; **WEIGHT** 20 lbs.

DESCRIPTION: This jade and gold framed mirror cannot be concealed by illusions with a lower caster level than its own. If a creature currently affected by a mind-affecting effect or an illusion sees his reflection in this mirror, he immediately receives a Will save at the DC of the effect he is suffering to negate the effect. Creatures who fail this save cannot use an ignorance-dispelling mirror to attempt to negate a mind-affecting effect or illusion again for one minute.

CONSTRUCTION REQUIREMENTS: Craft Wondrous item, *break enchantment*, *true seeing*, **COST** 12,500 gp

Jade Mask, Black

AURA strong enchantment (compulsion) [emotion, mind-affecting]; **CL** 12th; **SLOT** head; **PRICE** 10,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: The wearer of a black jade mask cannot benefit from morale bonuses or penalties. If the wearer would be affected by a compulsion or charm effect and has *ki* pool, he may spend a number of *ki* points equal to 1/2 the effective spell level as an immediate action to negate it. If the effect is caused by a supernatural ability, this number of *ki* points is instead equal the source creature's Charisma modifier.

CONSTRUCTION REQUIREMENTS:

Craft Wondrous Item, *calm emotions*, *break enchantment*, creator must have a *ki* pool; **COST** 5,000 gp

Jade Mask, Blue

AURA strong enchantment; **CL** 12th; **SLOT** head; **PRICE** 20,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: The wearer of a blue jade mask can overpower adversity by sheer force of will. The wearer may choose to take 2 points of Wisdom damage in order to suppress any mind-affecting effect affecting him, as well as the fatigued and exhausted conditions and any negative levels. If the wearer has a *ki* pool, he may choose to spend 4 *ki* points in lieu of taking Wisdom damage.

CONSTRUCTION REQUIREMENTS: Craft Wondrous item, *restoration*, creator must have a *ki* pool; **COST** 10,000 gp

Jade Mask, Green

AURA strong transmutation and enchantment (compulsion) [emotion, mind-affecting]; **CL** 12th; **SLOT** head; **PRICE** 16,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: On a successful critical hit, the wearer of a green jade mask deals a number of points of bleed damage equal to his weapon's critical multiplier. If the wearer has a *ki* pool, as long as he has 1 *ki* point, he adds his *ki* modifier to the DC of Heal checks made to staunch bleeding that he causes. Additionally, he may spend 2 *ki* points after a confirmed critical hit to deal a number of points of Constitution bleed equal to the weapon's critical multiplier instead. This bleed damage does not stack with itself.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *bleed*, creator must have a *ki* pool; **COST** 8,000 gp

Jade Mask, Purple

AURA strong evocation; **CL** 12th; **SLOT** head; **PRICE** 12,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: A honorably aligned character wearing a purple jade mask gains constant effects of the *detect dishonor* spell. If the wearer has a *ki* pool, he uses his *ki* level as his caster level for this effect, and he may spend 1 *ki* point as a swift action to discern the strength of a target's aura as though he had studied the target for 3 rounds. If the target is dishonorable, the wearer's attacks deal an additional 1d6 damage to it for one minute. This mask bestows one permanent negative level on any dishonorable creature attempting to wear it. This negative level cannot be overcome in any way (including by *restoration* spells) while the mask is worn. The negative level remains as long as the mask is worn and disappears when the mask is removed.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *detect dishonor*, *holy smite*, creator must have a *ki* pool, honorable alignment; **COST** 6,000 gp



Jade Mask, Red

AURA strong enchantment (compulsion) [emotion, mind-affecting]; **CL** 12th; **SLOT** head; **PRICE** 10,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: The wearer of a red jade mask gains a +2 morale bonus on Will saves against fear effects, and the DC to Intimidate him increases by 4. If the wearer has a *ki*pool, he may spend 1 *ki*point as an immediate action to suppress the shaken condition for a number of rounds equal to his *ki*modifier. For conditions more severe than shaken, he may spend an additional *ki*point to suppress those conditions.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *remove fear*, creator must have a *ki*pool; **COST** 5,000 gp



Jade Mask, White

AURA strong Illusion; **CL** 12th; **SLOT** head; **PRICE** 28,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: The white jade mask shields the wearer's morals from scrutiny. When donned, the wearer selects one alignment. Any creature using a supernatural ability, magic item, or casting a spell that affects a creature based on its alignment (*detect dishonor*, *holy word*, *smite dishonor*, etc.) must make a Will save (DC 22).

If the saving throw fails, the spell or ability the creature used to detect alignment functions as though the wearer's chosen mask alignment is his true alignment.

If the saving throw is made, the creature becomes immune to the mask's ability for one day and can perceive the mask wearer's true alignment.

If the wearer has a *ki*pool, the saving throw is 10 + his *ki*level, and he may spend 1 *ki*point as an immediate action to change the mask's alignment.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *misdirection*, creator must have a *ki*pool; **COST** 14,000 gp

Jade Mask, Yellow

AURA strong divination and illusion; **CL** 12th; **SLOT** head; **PRICE** 26,000 gp; **WEIGHT** 1 lb.

DESCRIPTION: When flanking an opponent, the wearer of a yellow jade mask increases the bonus on his attack rolls by 2. If the wearer has a *ki*pool and the sneak attack class feature, he may spend 1 *ki*point while flanking in melee to gain a +2 circumstance bonus on each sneak attack damage die for one round. If the wearer does not have the sneak attack class feature, he may spend 1 *ki*point to deal an additional 1d6+2 precision damage with all of his melee attacks while flanking his target for one round.

CONSTRUCTION REQUIREMENTS: Craft Wondrous item, *phantasmal killer*, *true strike*, creator must have a *ki*pool; **COST** 13,000 gp



Monkey's Tail

AURA faint transmutation; **CL** 5th; **SLOT** waist; **PRICE** 1,500 gp; **WEIGHT** 1 lb.

DESCRIPTION: This sash mimics the natural tendencies of a monkey's tail by allowing the wearer to manipulate objects using the sash. It has an effective Strength score of 10. If the wearer has a *ki*pool, he uses the ability score that determines the size of his *ki*pool as his Strength score. While worn, the wearer can use it to retrieve stowed objects carried on his person as a swift action. The wearer may alternatively wield this sash in his hand to manipulate objects at a range of 15 feet. This sash lacks the manual dexterity to wield weapons.

CONSTRUCTION REQUIREMENTS: Craft Wondrous item, mage hand, creator must have a *ki*pool; **COST** 750 gp

Nine Knots Staff

AURA moderate evocation and divination; **CL** 8 th; **PRICE** 55,000 gp; **WEIGHT** 4 lbs.

DESCRIPTION: In addition to acting as a +1 spell storing / +1 spell storing quarterstaff, this bamboo staff allows the wielder to make the touch attack allowed by touch spells through the staff. The staff grants use of the following spells:

- *Force punch* (1 charge)
- *True strike* (1 charge)
- *Jump* (1 charge)
- *Feather fall* (1 charge)

In addition, if the wielder has a *ki*pool, spells may be cast through this staff using any metamagic feats known by the wielder without increasing the spell's level. This benefit costs 3 *ki*points per spell level increased by the metamagic feat. If a wielder with the arcane bond class feature selects the staff as his bonded object, he may use this staff's ability once per day without paying *ki*points and may spend 3 *ki*points to restore one charge to this staff in lieu of expending spells.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, Craft Staff, *force punch*, *true strike*, *jump*, *feather fall*, creator must have a *ki*pool; **COST** 27,500 gp

Serpent's Mask

AURA faint enchantment (compulsion) [mind-affecting]; **CL** 1st; **SLOT** head; **PRICE** 5,360 gp; **WEIGHT** 1 lb.

DESCRIPTION: The wearer of this serpent shaped mask gains a +4 competence bonus on Bluff and Diplomacy checks. If the wearer has a *ki*pool, he may spend 1 *ki*point as a swift action to cast *lock gaze* on a single foe within 25 feet. A Will save (DC 11 + *ki*modifier) negates this effect.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *lock gaze*, creator must have a *ki*pool; **COST** 2680 gp

Strategist's Fan

AURA moderate divination; **CL** 6th; **SLOT** none; **PRICE** 12,020 gp; **WEIGHT** 1 lb.

DESCRIPTION: This courtier's fan is filled with common tactical adages that change to fit the situation. While held, it grants the wielder a +1 competence bonus on Initiative checks. If the wielder has a *ki*pool, he may spend 2 *ki*points to cast *tactical acumen*, using his *ki*level as his caster level.

CONSTRUCTION REQUIREMENTS: Craft Wondrous Item, *tactical acumen*, creator must have a *ki*pool; **COST** 6,010 gp

Sword of Perfected Lightning Mastery

AURA strong evocation; **CL** 15th; **PRICE** 78,325 gp; **WEIGHT** 2 lb.

DESCRIPTION: When touched, the steel of this +2 *arcing*^[SAS] jian^[HTE3] sends tingles through the hand. When wielded, it grants its wielder electricity resistance 10. If the wielder has a *ki* pool, he may spend 2 *ki* points to use *call lightning* as a standard action, and he may direct a bolt place of a melee attack by spending another *ki* point as part of the attack, if the wilder makes a full attack action he only needs to spend a single *ki* point to deal. The save DC is equal to 13 + the wielder's *ki* modifier. The caster level for the call lighting effect is equal the wielder's *ki* level.

CONSTRUCTION REQUIREMENTS:

Craft Magic Arms and Armor, *call lightning*, *resistance energy*, creator must have a *ki* pool; **COST** 53,025 gp

Tetsubo of Overwhelming Force

AURA Moderate evocation; **CL** 10th; **PRICE** 40,200 gp; **WEIGHT** 30 lbs.

DESCRIPTION: On a critical hit, this wrought iron +1 impact tetsubo increases its weapon dice size by one. The wielder may spend 2 *ki* points as a standard action to cast *force punch* with a save DC equal to 13 + the wielder's *ki* modifier. Additionally, on a critical hit when using the *force punch* ability, he may spend an additional *ki* point to change the *force punch*'s damage die to d6s and change the save DC to 10 + 1/2 the wielder's *ki* level + his *ki* modifier

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *force punch*, *lead blades*, creator must have a *ki* pool; cost 20,100 gp

SIDEBAR: KI ITEMS

Many items in Dragon Tiger Ox require the expenditure of *ki* points to function; these items work similarly to staves inasmuch as they use their wielder's *ki* level as their caster level for variable effects based on caster level. If they duplicate a spell effect, the save DC is equal to 10 + the spell level + the wielder's *ki* modifier. Unlike staves, however, *ki* items always use the above values even if the item has a higher caster level. In order to use a *ki* item that duplicates a spell, the wielder must have a *ki* level of at least twice the spell's level. If not, *ki* points spent trying to activate the item are wasted with no effect.

Tunic, Iron Silk

AURA moderate transmutation; **CL** 7th **SLOT** body; **PRICE** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); **WEIGHT** 5 lb.

DESCRIPTION: So long as the wearer of an iron silk tunic has 1 *ki* point in his *ki* pool, the tunic grants him an enhancement bonus to his armor class from +1 to +5, depending on the strength of the tunic. This bonus is not cumulative with the bonuses provided by magic armor. Alternatively, an iron silk tunic can be enchanted with armor special abilities. Special abilities count as additional bonuses for determining the market value of an item but does not improve AC. An iron silk tunic cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +5.



An iron silk tunic does not need to have a +1 enhancement bonus to grant armor special abilities. If a creature receives a larger armor bonus from another source, the iron silk tunic ceases to function and does not grant its armor bonus or armor special abilities.

If the tunic grants a larger armor bonus, the other source of armor ceases to function. The wearer may also strike with the sleeves of this tunic. This uses the weapon profile of the wearer's unarmed strike, except that the attack deals slashing damage. Furthermore, each sleeve of the tunic can be magically enhanced like a slashing melee weapon, adding the cost of the melee weapon property to the cloak's cost.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, Craft Wondrous Item, *magic vestment*, *silk to steel*, creator's caster level must be at least two times that of the bonus placed in the tunic, plus any requirements of the armor special abilities, creator must have a *ki* pool; **COST** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5)

Tunic, Steel Silk

AURA strong transmutation and abjuration; **CL** 13th **SLOT** body; **PRICE** 10,000 gp
WEIGHT 5 lb.

DESCRIPTION: This functions as a +2 iron silk tunic; however, the wearer may spend 1 *ki* point as an immediate action to gain an amount of DR/magic equal to the tunic's enhancement bonus until the start of the wearer's next turn. If the tunic grants an enhancement bonus of at least +4, this improves to DR/magic and adamantine.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, Craft Wondrous Item, *magic vestment*, *silk to steel*, *stoneskin*, creator must have a *ki* pool; **COST** 5,000 gp

Tunic, Frost-Fire Silk

AURA strong transmutation, abjuration, and evocation [fire and cold]; **CL** 13th **SLOT** body; **PRICE** 62,000 gp; **WEIGHT** 5 lb.

DESCRIPTION: This functions as a +3 *energy resistance* (cold and fire) iron silk tunic; however, the wearer may spend 2 *ki* points as a standard action to cast a *fire shield* on himself, using his *ki* level as his caster level.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, Craft Wondrous Item, *fire shield*, *magic vestment*, *resistance energy*, *silk to steel*, creator must have a *ki* pool; **COST** 31,500 gp

Tunic, Poison-Silk

AURA strong transmutation and necromancy [poison]; **CL** 13th **SLOT** body; **PRICE** 13,450 gp; **WEIGHT** 5 lb.

DESCRIPTION: This functions as a +2 *poison resistant* iron silk tunic. Additionally, if the wearer makes an amount of successful Fortitude saves against a poison sufficient enough to cure the poison, one of his sleeves is treated as though it had a dose of the poison that he successfully saved against applied to it as an injury poison. The wearer may alternatively spend 2 *ki* points as a standard action to coat one sleeve in poison, as per the *poison* spell, using his *ki* level as his caster level.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, Craft Wondrous Item, *magic vestment*, *neutralize poison*, *poison*, *silk to steel*, creator must have a *ki* pool; **COST** 6,725 gp



Weights of Leadening

AURA strong transmutation; **CL** 12th; **PRICE** 11,880 gp; **WEIGHT** 40 LBS.

DESCRIPTION: The original weights of leadening were created to hold down a titan. As a physically powerful creature, the weights had to be heavy enough to be completely unliftable. While no enchanters have been able to replicate the lost procedure used to create the originals, similar special weights were created to be placed on prisoners and to grow heavier with each escape attempt. However, they can also be made as weapons for specialists.

These +1 adamantine impact leg irons are made of a dark wrought iron woven with adamantine. These leg irons are heavy enough as is, but as they are used, they have the special ability of making themselves or things around them temporarily heavier. Each time the weights of leadening make an attack, they generate 1 weight token. A successful attack places 1 weight token on an enemy; while a missed attack places 1 weight token on the wielder. The increased weight leads to more difficulty as a target accrues weight tokens. A weight token lasts for 3 rounds and then dissipates completely.

- 1 weight token: +20 lbs of base weight, -5 feet of movement speed.
- 2 weight tokens: +40 lbs of base weight, -5 feet of movement speed, and a -1 penalty on attack rolls and Reflex saves.
- 3 weight tokens: +80 lbs of base weight, -10 feet of movement speed, and a -2 penalty on attack rolls and Reflex saves.

The wielder of this weapon may choose to consume all weight tokens on himself and his target after making a successful attack to deal +2 damage per weight token consumed. (If this attack is a critical threat, he must choose to do this before rolling his critical confirmation.)
CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *ant haul*, *lead blades*; **COST** 6,105 gp

Wind-Favor Ring

AURA moderate transmutation [air] **CL** 10th
PRICE 9,000 gp; **WEIGHT** —

DESCRIPTION: This jade ring fits over the thumb and protects the wielder's hand when firing a bow. If the wearer has 1 *ki* point in his *ki* pool, this ring grants a 10 foot bonus to the range increment of ranged weapons he fires as though under the effects of a continual *longshot* spell. If the wearer spends 1 *ki* point as part of an attack, he may ignore any magical wind-based effects on shots he fires (such as those from a wind wall spell).

CONSTRUCTION REQUIREMENTS: Forge Ring, *control winds*, *longshot*, creator must have a *ki* pool; **COST** 4,500 gp

Wine Smoke Gourd

AURA faint conjuration (creation) [poison]; **CL** 1st; **SLOT** —; **PRICE** 3,600 gp **WEIGHT** 1 lb.

DESCRIPTION: This gourd is perpetually full of cheap but strong wine. The user may spend 1 *ki* point as a full round action to create an area of mist as per the *obscuring mist* spell. Creatures who start their turn in the area of the mist must make a Fortitude save (DC 11 + user's *ki* modifier) or become sickened until they leave the area of the mist.

CONSTRUCTION REQUIREMENTS: Craft wondrous item, *obscuring mist*, *ray of sickening*, creator must have a *ki* pool; **COST** 1,800 gp



Yoke-Breaker Axe

AURA strong abjuration **CL** 12th **PRICE** 34,000 gp; **WEIGHT** 4.5 lbs.

DESCRIPTION: The wielder of this *+2 merciful* jade battle axe gains a +5 insight bonus on Sense Motive checks made to determine whether or not a creature is under the effects of an enchantment spell. In addition, the wielder may spend 2 *ki* points as part of an attack against a creature affected by an enchantment effect. If the attack is successful, the effect is dispelled.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *break enchantment*, *sense enchantment*, creator must have a *ki* pool; **COST** 16,000 gp

NEW MAGIC WEAPON AND ARMOR PROPERTIES

Mage Turning

PRICE +2 bonus

AURA moderate abjuration; **CL** 10th;

WEIGHT —

DESCRIPTION: This ability may only be placed on melee weapons constructed at least partly out of metal. Weapons with this ability may be used with the Deflect Arrows feat and may make rays and ranged touch attacks valid targets for that ability. If the wielder has the Snatch Arrows feat, he may even redirect his attacks. A weapon with this enhancement can only parry spells with a spell level equal to or less than 4 + the weapon's enhancement bonus.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *dazzling blade*, *spell turning*, **COST** +2 bonus

Nimble

PRICE +3 bonus **AURA** moderate transmutation; **CL** 9th; **WEIGHT** —

DESCRIPTION: By spending 1 *ki* point as a swift action, the wearer of a set of nimble armor can negate the armor's armor check and movement speed penalties, and he adds his *ki* modifier to the armor's maximum Dexterity bonus. This lasts for a number of rounds equal to the wearer's *ki* level. If applied to a suit of medium or heavy armor, this special ability costs 2 *ki* points to activate and lasts for half the listed duration.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *Effortless Armor*, creator must have a *ki* pool; **COST** +3 bonus

Parrying

PRICE +2 bonus

AURA moderate divination; **CL** 6th; **WEIGHT** —

DESCRIPTION: This property can only be placed on a finessable melee weapon. A weapon with this property can be used to parry as per the duelist class feature of the same name. If the wielder has the parry class feature, he takes no penalty for attempting to parry the attacks of larger creatures. By spending 1 *ki* point, the wielder may attempt to parry as an immediate action.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *tactical acumen*, creator must have a *ki* pool; Parry class feature; **COST** +2 bonus



Righteous

PRICE +2 bonus

AURA moderate enchantment; **CL** 9th;

WEIGHT —

DESCRIPTION: The wielder of a righteous weapon can choose to double a morale bonus to attack or damage rolls made with this weapon as a free action by spending a number of *ki* points equal to the morale bonus he wishes to double. This increase is for one roll (attack or damage). In addition, when wielded by the commander of an army, he adds the weapons' enhancement bonus on morale checks.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *tactical acumen*, *moment of greatness*, 5 ranks in profession (soldier); **COST** +2 bonus

Spirit Cutting

PRICE +4 bonus

AURA strong necromancy; **CL** 15th; **WEIGHT** —

DESCRIPTION: A *spirit cutting* weapon strikes the soul as well as the body. In addition to counting as a ghost touch weapon for the purposes of damaging incorporeal creatures, it deals an extra 2d6 points of damage against creatures with *ki* points in their *ki* pools. It bestows one permanent negative level on any creature with *ki* points attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.

This negative level cannot be overcome in any way (including by *restoration* spells) while the weapon is wielded. On a critical hit, this weapon bestows a negative level on the target of the critical hit. If the target has *ki* points in his *ki* pool, instead of gaining a negative level, he loses a number of *ki* points equal to the weapon's critical multiplier each round for a number of rounds equal to the weapon's enhancement bonus. One day after being struck, subjects must succeed at a DC 16 Fortitude save for each negative level gained or any such levels become permanent. A weapon with the *spirit cutting* property cannot have the spiritual receptacle or spirit fang properties.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *enervation*, *ki leech*; **COST** +4 bonus

Spirit Fang

PRICE +2 bonus

AURA strong transmutation; **CL** 12th;

WEIGHT —

DESCRIPTION: The wielder of a spirit fang weapon may spend 1 *ki* point as a swift action. Doing so doubles the weapon's enhancement bonus to damage rolls and doubles the bonus hardness granted by the weapon's enhancement bonus for 1 round. A weapon with the spirit fang property cannot have the *spirit cutting* property.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *ki leech*, creator must have a *ki* pool; **COST** +3 bonus



Spirit Vessel (armor)

PRICE +2 bonus

AURA moderate transmutation; **CL** 9th;

WEIGHT —

DESCRIPTION: The wearer of spirit vessel armor may store a number of *ki* points up to its enhancement bonus as a swift action. The wearer may spend these *ki* points as though they are his own. If the wearer is hit with an ability that requires the expenditure of *ki* points, the armor gains the number of *ki* points spent on that ability, up to the maximum amount allowed by the armor. If an armor with the spirit vessel property gains an enhancement bonus or special ability from the World-Spirit Unity feat, it takes one less multiple of the wearer's *ki* level in damage every round.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *calm emotions*, *owl's wisdom*, creator must have a *ki* pool; **COST** +2 bonus

Spirit Vessel (weapon)

PRICE +2 bonus

AURA moderate transmutation; **CL** 9th ;

WEIGHT —

DESCRIPTION: The wielder of a spirit vessel weapon may store a number of *ki* points up to its enhancement bonus as a swift action. The wielder may spend these *ki* points as though they were his own. If the wielder confirms a critical hit against a creature with a *ki* pool or reduces a creature with a *ki* pool to 0 or fewer hit points, the weapon gains 1 *ki* point. This ability does not stack with similar abilities (such as the steal *ki* ability of the hungry ghost monk). A weapon with the spirit vessel property cannot have the *spirit cutting* property.

If a weapon with the spirit vessel property gains an enhancement bonus or special ability from the world-spirit unity feat it takes one less multiple of the wielders *ki* level in damage every round.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *calm emotions*, *owl's wisdom*, creator must have a *ki* pool; **COST** +2 bonus

Swift

PRICE +2 bonus **AURA** moderate divination; **CL** 9th; **WEIGHT** —

DESCRIPTION: The wielder of a swift weapon may spend 1 *ki* point as part of an Initiative check to gain a +4 enhancement bonus on that check. A swift weapon deals an extra 1d6 damage to targets that act after its wielder in the Initiative order; this damage increases to 2d6 when attacking an opponent in the surprise round.

CONSTRUCTION REQUIREMENTS: Craft Magic Arms and Armor, *anticipate peril*, creator must have a *ki* pool; **COST** +3 bonus



Pricing Items Based on Ki Points

Most of the items in Dragon Tiger Ox require *ki* points to activate them. The guidelines for creating magic items in Chapter 15 of the Pathfinder Core Rulebook states that items requiring a class feature to use are eligible for a thirty percent reduction in price. Because *ki* points are more common in Dragon Tiger Ox than in standard Pathfinder, GMs should reduce the cost of items that require *ki* points by twenty percent in place of thirty.

The exception to this are items that generate spell effects; as these items grow in power as their wielders' *ki* level increases, pricing the items using the rules in Chapter 15 of the Pathfinder Core Rulebook becomes impossible. The table below contains guides for estimating the gold piece value of such items. These rules are an alternative to more traditional methods of fueling magic items (charges, uses per day), and they should not be used in conjunction with those rules to reduce an item's price. As always, the GM is free to modify an item's price based on its actual worth.



Example:

Scott wants to make a magical lucky coin: something that will grant him good fortune in battle and allow him to add his *ki* level to his AC, an attack roll, a saving throw, a skill check, or an ability check. As a coin, he feels it should not take up an equipment slot. His GM, Jeremiah, realizes this is a tremendously powerful ability at least on par with an 8th level spell (*moment of prescience*). Scott agrees that that spell is a good base to work from, but asks that the bonus provided be a luck bonus, not an insight bonus; it is after all, a good luck

the item should cost. He takes the spell level (8) and multiplies it by its spell level, +3 because it gets an extra 1 for being higher than a 3rd, 5th, and 7th level spell, (eleven). He then takes the product of those two numbers (eighty-eight) and multiplies it by 1,800 for a total of 158,400 gp, and because the item does not take up an equipment slot, the price is doubled for a grand total of 316,800 gp. Jeremiah is debating whether or not to fiddle with the numbers and add an additional 20% to the cost because the type of bonus is changed. This could, after all, hypothetically stack with the spell its based on. Scott chimes in that this item has well exceeded

TABLE 7-6: ITEMS BASED ON KI POINTS

SPELL EFFECT	BASE PRICE	KI POINT COST	EXAMPLE
Command word	Spell level x spell level ¹ x 1,800 gp	1/2 spell level	Galeheart Fan
Use activated/ continuous	Spell level x spell level ¹ x 2,000 gp	1/2 spell level	Wind-Favor Ring
SPECIAL	BASE PRICE	KI POINT COST	EXAMPLE
Faster action time	+20% ²	Same as base item	Serpent's Mask
Slower activation time	-10% ³	Same as base item	Wine Smoke Gourd
Item requires more <i>ki</i> to activate	-20% ⁴	+1 <i>ki</i> point	Strategist's Fan

¹ Third level spells have an additional +1 added to this multiplier. At 5th level and every 2 levels thereafter, this multiplier is increased by an additional +1. Cantrips count as 1/2 of a spell level for this purpose.

² Makes activation time one step faster (full round action becomes standard, standard to swift or immediate, and swift/immediate to free or non-action). Items that duplicate spells that have a casting time of more than one full round action cannot decrease their activation time in this manner.

³ As above, but in reverse: each additional step slower reduces the item's cost by an additional 10%. You cannot increase the activation time of items beyond one full round action.

⁴ If an item costs more ki points to activate, the first additional ki point reduces cost by 20%. Each additional point above the minimum activation cost after the first only reduces the cost by an additional 10%. This cannot reduce an item's cost by more than 50% and cannot raise the item's ki cost above the effective spell level of the effect it produces.

charm. First, Jeremiah calculates how many *ki* points the item would take to activate. It is an 8th level spell, so it would cost 4 *ki* points to activate. Then, Jeremiah calculates how much

his price range, and he does not want to spend nearly a year of in-game time crafting this one item.



So, Scott and Jeremiah go back to the drawing board. Scott figures that the item did too much last time and wants to focus on giving the item primarily defensive abilities. A luck bonus to Reflex saves is a good start. Jeremiah suggests that the item can also grant the wielder the ability to spend *ki* points to use evasion, as the rogue ability of the same name. Jeremiah takes an item with a similar ability (ring of evasion) and takes 20% off of the price (reducing the price to 20,000 gp) for requiring a *ki* pool to fuel the item. At the moment, the item provides evasion as long as the user has a *ki* point in their *ki* pool. However, that is not quite right because the idea was to spend *ki* to gain evasion. Therefore, he makes the item cost a *ki* point to activate, reducing the cost by an additional 20% (the evasion ability now costs 16,000 gp). Now the item grants evasion for the cost of 1 *ki* point, but it takes a standard action to activate. That is not super useful for Reflex saves, so he increases the price by an additional 40% to change the activation time so that the *ki* points may be spent as part of a reflex save (the evasion ability now costs 22,400 gp). Now that Jeremiah has pinned down the how much evasion ought to cost, he needs to add the luck bonus to Reflex saves. He chats with Scott, and they decide on a +2 luck bonus to Reflex saves. Jeremiah takes the luck bonus (two) and squares it (four); then multiplies it by 1,600 (for a cost of 6,400 gp). He also makes a judgment call and cuts 40% off the cost of the save bonus, 20% for each save missing (the ability now costs 3,840 gp). It is not 66% because Jeremiah feels increasing all of a character's saves should be a better deal overall than just increasing one. He takes the cost of the evasion ability (22,400 gp) and the cost of the luck bonus to Reflex saves (3,840 gp) and he adds them together (26,240 gp); then doubles the price for not taking up a slot (52,480 gp). Jeremiah thinks that a bonus to Reflex saves and the ability to take less damage on a successful Reflex save are similar enough to fall under the "multiple similar abilities" clause in Chapter 15 of the Core

Rulebook and knocks 25% off of the price (the item now costs 39,360 gp). Finally, he rounds to the nearest thousand, for a final price of 40,000 gp. With the hard part behind them, Scott and Jeremiah figure out the rest of the details of the item like aura strength, aura school, caster level, and prerequisites (faint evocation and transmutation, 7th, *divine favor*, *jump*, and a *ki* pool respectively).

Chapter 8: The Immortal Clans



Hou Yi and the Moon

“Legend has it that when the world was young, five immortal siblings invented martial arts as the result of a contest with each other. The siblings were Qinglong the dragon tamer, Zhuque the lord of birds, Baihu the king of tigers, Xuanwu the tortoise herder, and Hou Yi

the guardian of children. Each brother loved the moon and had declared his intent to marry her. When they learned that their siblings were all intending to do the same thing, they decided that the moon would only marry the sun. The sun, they reasoned, could best the Enlightened Emperor. So it was with this in mind that each challenged the Enlightened Emperor in his own



way.

Qinglong, being the eldest, challenged the Enlightened Emperor to a contest of destruction. Qinglong was large and could level a mountain with his fists. When he had done so, the Enlightened Emperor whispered into the dreams of a king that his brother had been sleeping with his mistress and brought about a great war. In this way, Qinglong lost.

Zhuque, being the proudest, was next. He challenged the Enlightened Emperor to a contest of beauty. Zhuque adorned himself with lavish attire provided to him by the birds and was praised for this beauty. In turn, the Enlightened Emperor put on a shabby robe and let the beauty and simplicity of the human form speak volumes where the materialism of Zhuque was lacking. Again, the Enlightened Emperor won.

Because he was the wisest, Baihu came next and challenged the Enlightened Emperor to a contests of wits. He asked the Enlightened Emperor what came before but next after, first and last. The Enlightened Emperor knew of many things and told him it was history. The Enlightened Emperor asked Baihu the tiger king what a man should strive for, and Baihu could not answer because he knew only of tigers.

Xuanwu was slow arriving and came after Baihu had finished. He asked the Enlightened Emperor to play music and challenged him to see who could play longer. Xuanwu played his jade guqin for thirty days and thirty nights until he was exhausted and stopped. When it was the Enlightened Emperor's turn, he began to stomp his foot. With this simple rhythm, he showed Xuanwu that one need not live lavishly to be successful by stomping his foot for a year and a day.

Finally, little Hou Yi came. He told the

Enlightened Emperor he did not like to challenge others and preferred to work with them, but he needed to issue a challenge in order to marry the moon. Hou Yi challenged the Enlightened Emperor to a challenge of humility, and the Enlightened Emperor could not win this as he was at the center of the universe.

So it was that Hou Yi bested the Enlightened Emperor and earned the right to marry the moon. However, because Hou Yi was so humble, he could not accept his prize, and he now runs away at the sight of his bride to be. When he is up in the sky, his protection embraces humanity, but when he is hiding from the moon, he can no longer protect them.

Because Hou Yi has not accepted his marriage, his brothers still try to best the Enlightened Emperor each year. Their never ending struggle to best that which cannot be bested without humility forms the basis for martial arts. Too proud to ever admit defeat and too stubborn to ever join, the remaining brothers scattered so they might keep secret their skills. Qinglong headed to the east, Zhuque to the south, Baihu to the west, and Xuanwu in the rivers of the north.

We all struggle with challenges against things we cannot win against, but we must see that it is not the challenge but the reward of trying that elevates us."



The Four Clans of the Immortals

The four clans and schools of the immortals are held in high regard. These schools are rare because they are taught directly by immortals from heaven. The selection process for entry into the schools is exhausting, and only a handful of students are allowed entry at a time. Each year, after a great martial arts tournament, these schools accept only one student each. The winner is not the one who wins the tournament but the one who is most deserving of the power of heaven. Serving their clan's immortal with loyalty and honor, students of these schools are called "Students of the Immortals." Each Student of the Immortals dons a bright outfit with the character meaning "immortal" embroidered on the back. The color and style of the regalia differs from clan to clan: blue for the east, red for the south, pure white for the west, and dark black for the north. Those who can master an immortal styles take great pride in their achievements and, as such, have a tattoo of the "immortal" character (the same that adorns their clothes) somewhere on their bodies.

Azure Dragon Clan

CODE: "Balance yourself with nature."

STYLE: Eastern Azure Dragon Style

RACE: Any

DESCRIPTION: Far to the east of the Emperor's city lies the Temple of the Azure Dragon. It sits atop an impossibly tall mountain, named "The Mountain Atop Many Mountains," and the base of the temple starts far above the clouds. To even reach the first entrance steps of the temple, a three month journey up the side of the mountain is required and another week is necessary to walk the steps themselves.

The grand temple's philosophy is to encourage that its students seek a pure harmonious connection with the natural world. With the goal of becoming one with the universe and striking balance between humanity and the natural world, the temple is home to many plants and animals. The temple itself is actually made of tamed and guided trees that form its walls. As part of the students' training, they must tend to the trees and animals, farm the land, help during the harvest, forsake eating living organisms (eating only uncooked rice), and gruelingly train in the martial arts. Love is one of the central themes found at the Azure Dragon, and the students regard each other as family. Unity is the glue that binds them together and a personal achievement is viewed as an achievement for all.

The Azure Dragon's art is called the "Eastern Azure Dragon Style" and is a powerful mystic style that dooms the user to become a tree. It is believed that many of the trees in the groves of temple are previous students of the martial art who have succumbed to this curse. The master of the temple is an immortal tree with the face of an old dragon named Qinglong. Residing at the center of the temple, most of the temple was built as part of him and his branches extend from all the windows and openings. He is old, wise, and kind to those who show respect and seek to promote peace in the world. He is harsh on those who seek to harm others and on unruly students. He has a fierce calmness in his eyes that seems to stifle any thoughts of violence.

Requirement: Accepted into the school after fighting in the grand tournament.



EASTERN AZURE DRAGON STYLE

The Eastern Azure Dragon Style draws its power from a wide stance. It has slow, ever-moving limbs and a swaying torso movement that mimics a tree bending in the wind. The style requires extreme dexterity, and the slowly moving arms hide a complex defensive pattern. The idea that a circle breaks a line is central to the movements, and it is nearly impossible to maintain a hold on users of this style. However, the real draw of this style is its adherence to a unique nature oriented philosophy. It opens the mind and soul to the nature of all things and creates a oneness with nature. This results in an increased understanding of the natural forces that manifest themselves in unique mystical powers. However, this style dooms anyone who walks its path. Slowly the oneness takes over, and he begins to grow moss and bark on his body. His body slowly becomes a tree, and after a few years, he is what he sought to understand. Weapon: Unarmed Strikes

Eastern Azure Dragon Style (Style, Forbidden)

“Enough shovels of earth will make a mountain. Enough pails of water will make a river.”

PREREQUISITES: Dexterity 17, Wisdom 16, Knowledge (religion) 5 ranks

BENEFIT: While in this style, you can commune with the nature of all things and channel some of that into you. You mimic the sway of a tree and the hardness of its wood. This grants you a +4 bonus to your CMD and +2 natural armor.

DRAWBACK: Using this style slowly causes the body to petrify. Every year after you take this feat, your body becomes more and more like wood. After the first year, you gain a wooden texture to your skin and a -2 penalty to your Dexterity.

If this penalty drops you below 17 Dexterity, you still retain the use of this feat. Two years after you take this feat, you gain fire vulnerability, and through normal means you cannot disguise your affliction (taking a -8 on Disguise checks to cover it up). By the third year, you have small bark growths producing branches and other aspects. Four years after taking this feat, you will awake one night to find yourself petrified with your feet rooted into the ground. If this should happen, you will forever become a tree.

However, you may eat a special kind of grass called “Yao Grass” found on the peaks of any mountain whose base is above the clouds. A meal of this grass causes the drawback to revert by two years. Only a single patch is said to grow at each peak, and it takes one year to grow enough for a single person. It is the favorite meal of goats and mystical creatures, so it is rare and hard to find. It cannot be tended by hand (it must grow naturally), nor can it be transplanted from the peak of a mountain that has its base above the clouds. When removed from the peak, it only remains potent for one week. The Temple of the Azure Dragon has a large patch that is sufficient for a dozen students each year.

FORBIDDEN ARTS MASTERY: After taking the forbidden arts mastery feat, your symptoms do not progress (except by using the Azure Harmony feat) as long as you return to the Temple of the Azure Dragon once per year for 1 week.



Azure Harmony (Forbidden)

“Everything has its beauty, but not everyone sees it.”

PREREQUISITES: Knowledge (religion) 10 ranks, Eastern Azure Dragon Style

BENEFIT: You have learned the secret of harmonizing yourself with the world around you. You have achieved a degree of oneness with nature. As a swift action, you can grant yourself all of the following effects as a spell-like ability:

- Barkskin
- Endure Elements
- Featherfall

The duration of this added ability is 24 hours, and you can suppress one or all of the effects as a swift action (while suppressed they still count against the duration of the spell). Use your character level as your caster level for the purpose of these spells.

DRAWBACK: Using this ability advances the symptoms of your Eastern Azure Dragon Style by one month per use.

Dragon's Blood (Forbidden)

“You can only go halfway into the darkest forest; then you are coming out the other side.”

PREREQUISITES: Knowledge (religion) 15 ranks, Azure Harmony

BENEFIT: You may use *form of the dragon* as a spell-like ability to assume the form of a forest dragon.

DRAWBACK: Each time you take the form of a forest dragon, you take a -2 to your Dexterity score as the wood that is petrifying your body spreads a bit more. You may take one minute to chip off the newly accumulated bark and wood in order to remove this penalty to dexterity.

PHOENIX CLAN

CODE: “For your Emperor, for yourself, for the people.”

STYLE: Southern Vermilion Bird Style

RACE: Any

DESCRIPTION: The Phoenix clan is a militant clan of students from all walks of life. The immortal master of the temple is a great five plumed bird, named Zhuque, that has the face of an old woman and a fiery temperament. She and other masters accept students who show pure hearts and earnest intentions. With a focus on military action, the temple not only teaches physical betterment but cultural etiquette and a command of politics as well. Students of the Phoenix Clan likely become highly sought after tacticians and diplomats. Many of the clan take their loyalty very seriously and enact crusades against those who would attempt to unseat the Emperor. The clan's education and strict moral code emphasizes the moral right leaders have to rule, poise, dignity in the face of barbarism, and the value of civilized ways. All those who study shed all family ties and take on the last name “Songbird.” Most simply go by the epithet when not in the company of other members of the Phoenix Clan.

Nestled in Phoenix Cove, a small beach between two great spires of rock that serve as the entrance to a forest of razor sharp spiked rocks, rests the Phoenix temple. Overlooking the ocean, the temple is an ornate tower that hangs suspended between the great spires of Phoenix Cove. 126 torches decorate the exterior of the temple and burn constantly. Students must scale the side each day and light any torches that have gone out. Legend states that the school would crumble into the sea if all the torches were to die out.



The Southern Vermilion Bird Style of the Phoenix clan puts an enormous strain on the body of the user and will quickly cripple those who do not take precautions against the strain. Many once proud warriors are now bedridden in the school's infirmary. Those that are unable to recover are expelled.

Requirement: Accepted into the school after fighting in the grand tournament, honorable alignment.

Southern Vermilion Bird Style

The Southern Vermilion Bird Style focuses on complex movements designed to never be touched by an opponent. It has shifting stances, spins, and wide lopping limb motions. The feet of a master of this style dance inches above the ground, and users can dodge attacks before they are even made - teasing just beyond the range of an opponent.

WEAPONS: Unarmed Strikes, Fan

Southern Vermilion Bird Dance (Style, Forbidden)

"There is no instance of a nation benefitting from prolonged warfare."

PREREQUISITES: Knowledge (religion) 5 ranks

BENEFIT: When an opponent misses you with a melee attack, you may take a 5 foot step as an immediate action. In addition, you gain a +20 foot enhancement bonus to your movement speed while you use this style.

DRAWBACK: Every round you are in this style you reduce your movement speed by 1 foot. If your movement speed is reduced to 0 by this feat or another feat in this style, you are instantly reduced to 0 hp.

Your movement speed is restored after 30 minutes of meditation or 8 hours of rest.

However, the penalties remain until addressed. 30 minutes of stretching will remove one 5 foot movement speed penalty.

In addition, by taking this style, you become mesmerized by flames and have an unnatural compulsion to set things on fire. As part of this clan and style, your loyalty remains to the Emperor. As such, you may never attempt to harm anything with a legitimate symbol of the Emperor on it nor harm a direct servant of the Emperor.

FORBIDDEN ARTS MASTERY: Reduce the amount of speed you lose per round from Southern Vermilion Bird Dance and all derived feats by 50%.

Phoenix Foot (Forbidden)

"The quality of decision is like the well-timed swoop of a falcon, which enables it to strike and destroy its victim."

PREREQUISITES: Knowledge (Religion) 10 Ranks, Southern Vermilion Bird Dance

BENEFIT: Using a mystic technique, you can travel without actually touching the ground. You must still run above (always around 4 inches above) a roughly horizontal surface. This means that you can cross non-solid or unstable surfaces, such as water, but cannot run in the air, such as across giant crevasses or between surfaces. Additionally, you can move without leaving tracks. Finally, any attack you deliver a kick (using the alternate rules for unarmed strikes in Chapter 1) you can choose to deal fire damage in place of bludgeoning damage and no longer gain the off-balance condition by kicking. Visually, a student of this style with the Phoenix Foot feat can cause their feet to catch ablaze during combat. The flames do not injure the student however.

DRAWBACK: Every round you are in this style you reduce your movement speed by 3 feet (rather than the 1 foot drawback from the Southern Vermilion Bird Dance).



In addition, your pyromania increases, and you must make a Will save (DC 10 + Character level + Charisma modifier) or make a serious attempt to light something on fire each day.

Heart of Fire (Forbidden)

“The general who advances without coveting fame and retreats without fearing disgrace, whose only thought is to protect his country and do good service for his sovereign, is the jewel of the kingdom.”

PREREQUISITES: Knowledge (Religion) 15 Ranks, Phoenix Foot

BENEFIT: While in the stance of the Southern Vermilion Bird Style, you are treated as if you were constantly under the effects of a *freedom of movement* spell and gain a fly speed equal to your movement speed. If you already have a fly speed, you gain a +4 bonus on Fly checks. A student with this gains a shimmering aura of heat that allows him to fly but has no other effects.

DRAWBACK: Every round you are in this style you reduce your movement speed by 5 feet (rather than the 1 foot drawback from the Southern Vermilion Bird Dance).

In addition, your pyromania increases, and you must make a Will save (DC 20 + Character level + Charisma modifier) or make a serious attempt to light something on fire each day.

WHITE TIGER CLAN

CODE: “Only the vitreous shall rule.”

STYLE: Western White Tiger Sword

RACE: Any

DESCRIPTION: Hidden within the wilderness to the west, the White Tiger clan believes that no man should rule another. As such, members of the clan are known to be rebel against those who they view as immoral leaders. They often use their resources to test the virtue of the Emperor and his armies.

Should they find anyone lacking, they will take up arms and attempt to destroy the offender.

In times of war, the White Tiger clan has stood with virtuous Emperors and defended them to their last men. While their immortal teacher Baihu, a white tiger with three eyes and the hands of a man, has a heavenly mandate to act in this manner it is seen as disrespectful to the Emperor in the eyes of the common man. Because of this, white tigers are immensely feared but the curses are whispered behind their backs.

They are taught in a simplistic, spartan, shallow cave system that overlooks a well worn training field. The caves, called the Tiger’s Den, are numerous and carved by hand. They offer little in the way of real protection from the elements and when a student dies they are walled up in their room as a sign of respect.

A myth abounds that a tiger’s tail turns white after 500 years; this myth gives the clan the nickname the “500 Year Clan” among commoners. Students of the White Tiger temple are instructed in the ways of the White Tiger Sword Style and are taught to uphold moral virtues over power and status. Many students garb themselves in the pelt, big or small, of a white tiger and wear tiger claw/tooth necklaces. Because of the rigorous training necessary to overcome powerful enemies if the need arises, many students proudly sport scars from their training and wear them as a badges of honor.

Requirement: Accepted into the school after fighting in the grand tournament, Chaotic alignment



Western White Tiger Sword Style

The Western White Tiger Sword Style is also called "Kingslayer's Sword" due to an incident where a wayward student of this style killed a number of innocent lords. Students of this style train with bladed weapons and are unmatched in their ferocity. They wield massive weapons, preferring to power through an opponent's guard rather than employ finesse. This style can only be utilized by a creature who truly seeks freedom and rebels against those who would seek to rule him. As such, the style only functions for chaotically aligned creatures. This is all achieved by employing a demonic art known as the "heart of violence." Students literally welcome chaos and violence into their soul in order to achieve a mastery of this style. This training is seductive and creates unnatural compulsions. They become rash, impulsive, and risk their life at every change they get. Legends of white tigers standing before entire enemy armies date back to the early years of the temple and are not exaggerated. Students must tame the raging fire in their hearts and direct it towards virtuous ends. They train by hunting tigers and other large predatory animals with weapons that weigh three times as much as normal in order to build up their response time.

WEAPONS: Any two handed bladed weapon

Western White Tiger Sword (Style, Forbidden)

"If fighting is sure to result in victory, you must fight even if the ruler forbids it; if fighting will not result in victory, you must not fight even at the ruler's bidding."

PREREQUISITES: Strength 20, Charisma 16, Knowledge (religion) 5 ranks, Power Attack

BENEFIT: While in this style, you ignore up to 1/2 your Strength modifier in DR against targets you attack.

DRAWBACK: While using this style, you leave yourself open, taking a -2 penalty to your AC. In addition, you become a thrillseeker and believe nothing can harm you. You take rash, daring actions with no concern for your life. This might manifest itself by you challenging stronger opponents, giving yourself a handicap when fighting an opponent of equal skill, etc. This is not a roleplaying suggestion but instead a deep seated compulsion that dawns upon you when employing this style. You are not driven to do this during days that you have not employed this style. If you are unable to attempt this, you become restless and self-destructive until you can attempt it.

FORBIDDEN ARTS MASTERY: You are immune to the urges to do life threatening things if you pass a Will save (DC 10 + character level) during a morning claiming ritual involving a rare tea that costs 3 gp per dose. This tea must be consumed in order to gain this Will save.



Crushing Tiger Claws (Forbidden)

"The acme of strength is understanding where your strength comes from."

PREREQUISITES: Strength 22, Knowledge (religion) 10 ranks, Furious Focus

BENEFIT: While in this style, you may wield two-handed weapons in one hand. This does not allow you to wield weapons sized for a creature larger than you. Wielding a two-handed weapon in this fashion still counts as if you were wielding a two-handed weapon for the purposes of feats and qualifying for this style.

DRAWBACK: The penalty to your AC from your base style increases to a -4 penalty to AC. In addition, your recklessness is pushed to new heights. Once per day, you must attempt an action that has a decent chance of getting you killed or at least seriously injured (25% or more).

Mountain Slaying Sword (Forbidden)

"Slay a mountain in anger, and you will still be a man. Slay a man in anger, and you will become nothing but that anger."

PREREQUISITES: Strength 24, Knowledge (religion) 15 ranks, Mountain Slaying Sword

BENEFIT: While in this style, you can wield weapons as if you were a creature one size category larger than you actually are. When wielding weapons in this fashion, you must use the Power Attack feat.

DRAWBACK: The penalty to your AC from your base style increases to a -6 penalty to AC. In addition, you must take crazy risks with your life on a regular basis (50% chance of death or more). Few survive more than a year in this fashion. You will risk yourself for petty things against odds that only a fool would take.

BLACK TORTOISE SOCIETY

CODE: "Think first, then ask, then do."

STYLE: Northern Black Tortoise Shield

RACE: Any

DESCRIPTION: The monastery of the Black Tortoise clan boasts a proud history of educating some of the brightest strategic minds ever known. The dark wood castle-like temple rises out of the sands of a boggy delta on the edge of the sea. Students sleep and train on floating rafts that reach several miles out into the sea. The briny air and blistering sun makes life and training hard on the constantly moving surfaces students are forced to survive on.

The society is lead by a island sized immortal turtle with the head of an oni named Xuanwu. As payment for the revealing of great secrets, the oni turtle slowly consumes body parts of his students. The immortal master is lethargic, glutinous, cruel, and shrewd with little patience for disruptions. He has no interest in leadership or mentoring of his students - only in his gluttony and self-preservation. Despite this, the society has a tendency towards neutral alignments and sees Xuanwu as an asset rather than a leader. Because of this, a council of masters was created to manage the school's and temple's affairs. An immortal in the form of a cobra with the face of a child serves as Xuanwu's envoy and proxy in all matters.

The society's martial art, Northern Black Tortoise Shield, is less about the actual form but about the mindset it creates. Strategy and planning take precedence over martial prowess. The mystic knowledge infused in the mind of the students is devious and makes them wiser in all aspects of life.



Those who have mastered the Northern Black Tortoise Shield Style are allowed to build a small domicile amongst the forest on the back of the immortal turtle master. However, this living is dangerous. The oni turtle can disappear under the water at any given moment, leaving only the tops of the trees touching air. Therefore, most masters live atop these tree tips in crude dwellings.

Requirement: Accepted into the school after fighting in the grand tournament. Must be missing a limb or willing to lose one.

Northern Black Tortoise Shield

The Northern Black Tortoise Style is a style dependent on patience and values long term victory over short term gains. It creates a mindset where all things are possible. Give and take, gain and loss are the common dichotomies expressed by this martial art. Students of this style are required to sacrifice limbs to the great oni turtle who is the immortal teacher of this style. This is a ritual removal of the limb and burial in cemetery dirt. Either way, the limb ends up in the stomach of Xuanwu. This loss of a limb creates an imbalance that the student must overcome. A character who has lost a limb prior to taking this style may ritually spill an alcoholic drink as a sign of offering to their lost limb which will feed Xuanwu their limb's spirit from the afterlife.

Weapon: Any

Northern Black Tortoise Shield (Style, Forbidden)

"It is only through imbalance that we find balance."

PREREQUISITES: Constitution 16, Intelligence 17, Knowledge (religion) 5 ranks, Combat Expertise

BENEFIT: You may gain one of the benefits described below against an attack. This is not an action. The use of this ability must be declared after the attack is declared but before any dice are rolled. All bonuses are insight bonuses.

- +4 to AC.
- +4 to a single Save.

DRAWBACK: You take a penalty equal to half of what you gained until the end of your next turn (+4 AC = -2 AC, +4 to a save = -2 to that save).

In addition, in order to gain this style you must sacrifice a limb to the immortal oni turtle. This lost limb creates a phantom pain that stays with you for the rest of your life and gives you vivid nightmares. If regained, the style feat no longer functions.

FORBIDDEN ARTS MASTERY: Reduce all penalties from this style by 2 to a minimum of 0. If you have the Rushing Water Calm Rivers feat this improves to 3 and if you have the Grand Tortoise Shell Technique you do not become off guard after using it.



Rushing Water Calm Rivers (Forbidden)

“Know thyself, know thy enemy. A thousand battles, a thousand victories.”

PREREQUISITES: Northern Black Tortoise Shield, Knowledge (religion) 10 ranks

BENEFIT: As a swift action, you may gain one of the following benefits for a single attack roll as an insight bonus:

- +4 on attack roll
- +2 on damage rolls
- +4 to Intelligence, Charisma, or Wisdom score for purposes associated with the attack roll (determining damage, bonus to hit, etc).

DRAWBACK: You take a penalty equal to 1/2 of what you gained until the end of your next turn.

Grand Tortoise Shell Technique (Forbidden)

“Supreme excellence consists in breaking the enemy’s resistance without fighting.”

PREREQUISITES: Rushing Water Calm Rivers, Knowledge (religion) 15 ranks

BENEFIT: You may create a special guard as an immediate action to reduce all incoming damage by 50% (round up) until the start of your next turn. After using this, you may not use it on the following turn.

DRAWBACK: Doing so causes you to gain the off balance condition and take 25% more damage from all sources until the end of your next turn.

SIDEBAR: IMMORTALITY

Many tales in Chinese mythology tell of achieving immortality. An immortal creature has the following qualities:

- Immune to death effects.
- No longer ages.
- When reduced to 0 hp, the spirit returns to the Celestial Bureaucracy and forms a new body in 1d6 weeks.
- Any equipment is left with the dead body.
- When resurrected, the immortal takes 3 negative permanent levels that heal at a rate of 1 per week.

Other Feats

Immortality

PREREQUISITES: Master in one of the four immortal styles, Knowledge (religion) 19 ranks

BENEFIT: You become immortal (see sidebar), and your type changed to outsider (native).

Cleanses Body

PREREQUISITES: Journeyman in one of the four immortal styles

BENEFIT: You gain immunity to all non-magical diseases. In addition, you gain a +4 sacred bonus on saves against magical diseases.

Cleanses Mind

PREREQUISITES: Journeyman in one of the four immortal styles

BENEFIT: You gain immunity to all non-magical fear effects. In addition, you gain a +4 sacred bonus on saves against other sorts of fear effect.



Chapter 9: Mythic Dragon Tiger Ox

Running a Mythic Game in Dragon Tiger Ox

Mythic characters distort fate. The method of distortion varies, but it always forces a mythic character to engage new and greater challenges. This effect grows more pronounced the further they advance through mythic tiers. Lower tier mythic characters who set off to wander the countryside can reasonably expect to come across a local governor oppressing his subjects, an ancient evil sealed within a bronze bell (which will of course break free at that particular moment), and another wandering Wushan all before their journeys end! Higher tier mythic characters shape the course of nations with even the most miniscule encounters. For instance, the leader of a bandit troop left alive by a tier 10 mythic character may well go on to unite all of the bandits in the country and lead a rebellion against the emperor. While mythic characters can attempt to lead lives of seclusion, that choice has a tendency to backfire tremendously.

Mythic Themes

DAWN OF THE FIFTH AGE

The emperor has lost the mandate of heaven. He may engage in such dishonorable conduct as orgies or eating his political opponents; or worse, he may have been reduced to a mere figurehead by scheming bureaucrats. Regardless, the Enlightened Emperor has decreed that a new dynasty be founded and has blessed several candidates with mythic power to help them overthrow the old guard.

SCOPE: The PCs are among a select group of people who have been chosen because the Enlightened Emperor knows that they have the potential to rule the empire. In addition, remember that the old emperor is either a tyrant or a figurehead; tales of the emperor's flaws should be common knowledge (although, voicing them probably warrants a death sentence); banditry ought be common throughout the countryside; and natural disasters run rampant as the Celestial Bureaucracy no longer exercises its control over the spirits of the world.

ASCENSION: PCs gain their mythic power when the Enlightened Emperor appears before them and tells them of their candidacy for emperor. Alternatively, the PCs could be empowered by some other patron using the changing of the guard for their own, likely nefarious, ends.

STORY: Adventures in this theme ought to relate back to the main goal of overthrowing the emperor. These quests should revolve around building and strengthening an army.

CHALLENGES: Early quests involve forming the army in the first place; this likely involves traveling throughout the provinces and finding sympathetic governors and/or overthrowing corrupt ones. Later adventures may involve questing for powerful magic items and skilled martial artists to supplement the army and eventually fielding that army in battles with the emperor's (or other candidates) forces to take control of provinces.

ENDING: The most obvious end to stories using this theme is when the PCs take control



of the nation; however, it is possible to extend games using this theme. The PCs may have to deal with managing a nation or the Enlightened Emperor may have had a new dynasty started to ensure the country is able to fight some horrible oncoming tragedy.

Wheel of Reincarnation

Individuals with mythic power are reincarnations of legendary heroes.

ASCENSION: When characters ascend, they remember details of the life that they lived before. This ascension is brought on by contact with some element of their former lives. It could be a place of importance, a favorite weapon wielded by their former selves, a reincarnation of another individual who was important in their former life, or an event similar to an emotionally charged event in the past life of that character.

STORY: Adventures using this theme ought to, in some manner, relate back to the times in which the PCs former lives were active. A bandit horde terrorizing the countryside may be being lead by the reincarnation of a warlord that terrorised the countryside in the past. More so than in other themes, individuals who have mythic power are important here. The PCs should have, at the very least, heard of the former lives of individuals with mythic power and are also likely to have interacted with intelligent creatures who had mythic ranks.

CHALLENGES: Mythic encounters involving the PCs ought be related to things they did in their past lives, and challenges need not be entirely external. A jade warrior may have to cope with being the reincarnation of a corrupt official or a terrible warlord.

ENDING: How the campaign ends will depend largely on why the reincarnations of legendary heroes are suddenly appearing. Did the Enlightened Emperor bring them back for some unknowable reason? Has a monastery

of asuras discerned some means of thwarting the Celestial Bureaucracy? The possibilities for creative stories abound in this theme.

Mythic Path Abilities

Archmage

1ST TIER PATH ABILITIES Discerning the Arcane (Su):

As a free action, you can expend one use of mythic power to regain 2 points in your *ki* pool (up to your maximum). For the rest of your turn, magical auras within 10 feet per tier of you become visible, and creatures may make Spellcraft checks to identify magic items or spells in that area as though they had studied it with detect magic for 3 rounds.

Immortality Incantation (Su):

By reciting certain words of power, you activate the properties of latent spell components within yourself to restore your mortal form. You may heal yourself for 10 hit points per mythic tier once per day, cast *restoration* on yourself once per day, and cast either *neutralize poison* or *remove disease* once per day.

Activating any of these abilities is a standard action. Add your mythic tier to the caster level check for *neutralize poison* and *remove disease*. Your *restoration* ability also removes any effects of magical aging.

Mythic Research (Ex):

You can spend 10 minutes and one use of mythic power to treat one spell on your class' spell list of a level equal to your mythic tier or lower as though you knew it for the next hour.



Paper Tiger (Su):

You can cause a figment to become real and attack; its strikes leave actual wounds. By spending one use of mythic power as part of the action of casting a figment, you may grant it the shadow subschool and have it lash out at any creatures you choose in or adjacent to its area. This deals 1d6 points of bludgeoning, piercing, or slashing damage per two caster levels to each affected creature. By spending an additional use of mythic power, you may have the figment deal cold, fire, or electricity damage. Using this ability gives the affected creatures a chance to disbelieve the illusion as though having interacted with it. If they fail, it continues to damage any creatures you choose in or adjacent to the area at the start of your turn.

Student of the Elements (Su):

You gain +1 affinity for an element (air, earth, fire or water). This counts as the elemental affinity class feature if you have it. The DC of any effect you create with the associated element increases by 1. Air counts air and electricity effects as associated, earth counts earth and acid effects as associated, fire counts only fire as associated, and water counts water and cold as associated. This path ability can be selected an additional time at 3rd and 6th tier. You must be an elemental^[FOE] to select this path ability.

Ties of the World (Su):

By spending one use of mythic power, you may create a mystical bond between yourself and one other willing creature you can perceive. You can tell each other's emotional state, general direction (within about 90 degrees), and approximate health: dying, healthy (at full hp), unconscious, wounded, or affected by a curse, disease, or poison. The last state is not specific as to which. You know this regardless of distance, and the link is permanent until

willingly ended by either party. If a bound creature is on a different plane from yours, you sense they are not in any direction. You may maintain a number of these bonds equal to your mythic tier, and in order to create a new one beyond your limit, you break an older one.

3RD TIER PATH ABILITIES

Bloodline Flexibility (Su):

You can spend one use of mythic power to lower the cost of any metamagic feat or feats on one of your bloodline spells by 1/2 your mythic tier. Any spell cast in this way is cast at its normal casting time instead of a full-round action if the spell's casting time is less than that. You must be a sorcerer to select this path ability.

Disrupt Magic (Su):

Magic is strong, yet frail; omnipresent, yet insignificant. By placing a bit of power in the wrong places, you eliminate the delicate balance needed to maintain magical power. By spending one use of mythic power when you cast a spell or spell-like ability within another spell or spell-like ability's area, you may make a check to dispel that effect as though using *dispel magic*.

Elemental Flexibility (Su):

You are treated as having access to and having on your class spell list any spell on the elemental^[FOE] spell list up to 1/2 your tier, even if you are not an elemental. If you are an elemental, you may place meridians as a swift action after casting an elemental spell, using the spell's point of origin or target as though you had hit it with an elemental blast.

School Flexibility (Su):

You can spend one use of mythic power when casting a spell from your focused school to change the spell being cast to another spell



from your school. The spell's effect changes to the new effect, but the spell slot for the spell originally being cast is expended. Any attempts to dispel the spell are rolled again, and counterspells are reattempted.

Scroll Empowerment (Su):

When casting a spell from a scroll, you may spend one use of mythic power to cast that spell at your caster level. If you have the spell prepared or know the spell and have an available spell slot of the appropriate level, you may expend both that spell slot and one use of mythic power to apply one metamagic feat you know that adjusts the spell's level by 1/2 your mythic tier or lower to the spell cast from the scroll.

6TH TIER PATH ABILITIES

Fall Away (Su):

By unleashing a surge of arcane might, you slip away from an otherwise deadly situation. You may expend one use of mythic power and up to three spell slots as an immediate action to do one of the following:

- Reroll a saving throw against an effect you failed the save against with a bonus equal to half the total spell level among spells expended.
- Gain DR/- or resistance to acid, cold, electricity, fire, and sonic until the start of your next turn equal to total spell level among spells expended.
- Move a number of feet as though teleporting equal to 5 x the total spell level among spells expended. You may choose to instead move normally without provoking attacks of opportunity the same distance using whatever modes of movement are available to you.

Side Effects (Su):

By sacrificing a lower level spell, you merge its effects with those of a spell you cast. When

casting a spell, you may spend one use of mythic power to additionally cause the effects of a spell of 1/2 its level or lower to be resolved as though they were part of the initial spell's effect. The spell you combined it with is also spent. All saving throws are made as though they were part of the higher level spell.

Champion

1ST TIER PATH ABILITIES

Harmonious Strike (Su):

You may spend one use of mythic power as a swift action to add your surge die to all damage rolls against a chaotic outsider, a chaotic-aligned dragon, or a creature of the oni subtype for one round. You may select this ability up to 3 times. The second time you select this ability, the bonus to damage from your natural order class feature is doubled on each attack for one round instead of the just the first. The third time you select this ability, your critical multiplier increases by one against targets you deal extra damage to from your natural order class feature (maximum x 5). You must have the natural order^[HOE3] class feature to select this path ability.

Perfected Trigrams (Ex):

You may merge an additional trigram (maximum of 3) and gain the benefits of all. You must have the trigram^[HTB1] class feature to select this path ability.

River of Blades (Ex):

You may spend one use of mythic power while making a charge. Doing so allows you to make an attack at your highest base attack bonus against a number of targets up to your mythic tier that are adjacent to you at any point during the charge. You may not attack the same target



more than once during this charge. Each attack is resolved before attacks of opportunity from that opponent. If you successfully damage an opponent with one of these attacks, they take a penalty on attacks of opportunity equal to 2 x your mythic tier for one round.

Strike of Extremism (Ex):

When you use your centering strike, you may spend one use of mythic power. If you do, you gain 3d6 additional damage per yin or yang token you possess, instead of the usual 1d6 damage. You must have the centering strike ^[HOE1] class feature to select this path ability.

3RD TIER PATH ABILITIES Canny Reflexes (Ex):

You may spend one use of mythic power as an immediate action to add your bonus to AC from your canny defense class feature to a Reflex save. You must have the canny defense class feature in order to take this path ability.

Heroic Strike (Ex):

You may spend one use of mythic power when using your weapon of the hero ^[HOE3] class feature. Doing so allows you to do one of the following: improve the extra damage dice to d8s, add 1/2 your mythic tier to damage rolls, or gain a bonus to the reroll granted by your weapon of the hero class feature equal to 1/2 your mythic tier. You must have the weapon of the hero path class feature to select this path ability.

Point of Disharmony (Su):

You may spend one use of mythic power as a free action to gain a number of yin or yang tokens equal to 1/2 your mythic tier. If you have yin tokens, one yang token will first remove one yin token. You must be a tao ^[HOE1] to select this path ability.

Skillful Dodge (Ex):

While you have one use of mythic power, you may add your tier to your Intelligence score for the purposes of calculating your total bonus from to AC from canny defense. You must have the canny defense class feature in order to take this path ability.

6TH TIER PATH ABILITIES

Elegant Swordplay (Ex):

You may add 1/2 your tier to the bonus damage granted by decorum of the duel. If you threaten a critical hit against a target that you would deal damage to from this ability, you may spend one use of mythic power to automatically confirm the critical hit. You must have the decorum of the duel class feature ^[HOE4] to select this ability.

Flying General (Su):

You may spend one use of mythic power as an immediate action when one of your allies scores a critical hit against a creature in order to immediately declare that creature as the target of your challenge and teleport to a space adjacent to your target and make a single attack against that creature. This consumes one use of the challenge class feature as normal. You must have the challenge class feature to select this class ability.



Run to Ground (Ex, Su):

You gain a 10 foot bonus to move speed per mythic tier when moving towards a creature who is the target of your challenge, smite honorable, dishonorable, law, or chaos class feature. If the target is subject to a spell of the teleportation sub-school, you may spend one use of mythic power to determine the approximate distance and direction of the creature (if on the same plane) or the name of the plane the creature was transported to (if otherwise). A mythic creature receives a Will save (DC 10 + your tier + your Charisma modifier) to negate this effect. You must have the challenge, smite honorable, dishonorable, law, or chaos class feature to select this path ability.

Guardian

1ST TIER PATH ABILITIES

Canny Reflexes (Ex):

You may spend one use of mythic power as an immediate action to add your bonus to AC from your canny defense class feature to a Reflex save. You must have the canny defense class feature in order to take this path ability.

Desperate Maneuver (Ex):

You may use your evasion and improved evasion abilities in any sort of armor. In addition, you may spend one use of mythic power to use evasion while helpless. You must succeed at an Escape Artist check against whatever is restraining you (this may be the save DC of a spell, your opponents CMD, or the Escape Artist DC of a set of bonds), and you may not use this ability while sleeping or unconscious. Successfully making the check also frees you from your restraints. You must have the evasion ability to select this path ability.

Peerless Acumen (Ex):

You may add your mythic tier level to your effective rogue level for the purposes of determining who can bypass your improved uncanny dodge class feature. You may spend one use of mythic power as a free action in response to a creature attempting to feint you in order to increase the DC to successfully do so by your tier. Against non-mythic foes, this increases the DC by 2 x your tier. You must have the improved uncanny dodge ability to select this path ability.

Soulbound Bulwark (Su):

As a free action, you can expend one use of mythic power to regain 2 points in your *ki* pool (up to your maximum). For the rest of your turn, you gain an amount of DR/law, honorable, chaos, or dishonorable equal to $\frac{1}{2}$ your mythic tier. You must have an alignment opposite to the type of DR that you gain from this ability.

3RD TIER PATH ABILITIES

Harmonious Defense (Su):

You may spend one use of mythic power as an immediate action to add your tier as a sacred bonus to your AC against an attack made by a chaotic outsider, oni, or chaotically-aligned dragon. You may select this ability up to three times. The second time you select this ability, you gain this bonus against all attacks made by one qualifying creature for one round. The third time you select this, this bonus applies against all attacks made by qualifying creatures for one round. You must have the natural order ^[HOE3] class feature to select this path ability.

Resolute Tenacity (Ex):

You may spend one use of mythic power to use your resolve ability without spending one use of your resolve ability. Alternatively, you may choose to use one use of your resolve along with one use of mythic power; doing so gains an additional effect based on what you used



your resolve for:

- **DETERMINED:** Add confused and fascinated to the list of conditions you may remove. You may also remove the cowering, dazed, paralyzed, and stunned conditions if they originated from a non-mythic source.
- **RESOLUTE:** Gain a bonus on the re-roll provided by this ability equal to half your tier (minimum 1).
- **UNSTOPPABLE:** You are not staggered when you use this ability, and you gain a number of temporary hit points equal to 2 x your mythic tier. These temporary hit points last for a number of rounds equal to your tier.

You must have the resolve class feature in order to select this path ability.

Skillful Dodge (Ex):

While you have one use of mythic power, you may add your tier to your Intelligence score for the purposes of calculating your total bonus to AC from canny defense. You must have the canny defense class feature in order to take this path ability.

Unyielding Resolve (Ex):

You may use the stalwart class feature in any sort of armor, and you may spend one use of mythic power to use stalwart when helpless. You must have the stalwart class feature to select this path ability.

6TH TIER PATH ABILITIES

Heroic Bulwark (Su):

While you have one use of mythic power, you take only half the damage assigned to you by your shield other ability, and you may spend one use of mythic power to negate all damage assigned to you by your shield other ability against one attack. You may take this ability a second time, which allows you to spend one use of mythic power in order to ignore all damage assigned to you by your shield other ability. You must have the heroic trance ability to select this path ability.

Rolling with the Blows (Ex):

When the target of your challenge class feature re-rolls a critical confirmation roll, he takes a penalty on the roll equal to your mythic tier. You may spend one use of mythic power to lower the attack's critical multiplier by 1 (minimum 2). You must have the dance of the duel class^[HOE3] feature to select this ability.

Solipsistic Rejection (Su):

You may spend one use of mythic power as an immediate action when targeted by a spell, spell-like ability, or supernatural ability from a non-mythic target that does not allow for a saving throw. You may make a Will save against this effect in order to be unaffected by it (treat the DC of supernatural abilities as $10 + 1/2$ creature's HD + creature's Charisma modifier). You may select this ability a second time, which activates this ability as a free action and, if your save is successful, negates the entire effect.



Hierophant

1ST TIER PATH ABILITIES

Resolute Soul (Su):

As a free action, you may expend one use of mythic power to regain 2 points in your *ki* pool (up to your maximum). For the rest of your turn, spells that have an alignment descriptor that matches your alignment function at +2 caster level.

Return to Balance (Su):

You may spend one use of mythic power to cast a spell that brings you closer to center without having to spend additional *ki* points to cast it. You may spend an additional use of mythic power to move up to 2 steps closer to balanced after casting. This will never bring you past balanced. You must be a tao ^[HOE1] to select this path ability.

3RD TIER PATH ABILITIES

Cresting Waves (Su):

You may spend one use of mythic power when casting a spell to gain a bonus on the Save DC of the spell equal to the bonus to caster level granted by your position on the tao scale. You must be a tao ^[HOE1] to select this path ability.

Point of Disharmony (Su):

You may spend one use of mythic power as a free action to gain a number of yin or yang tokens equal to 1/2 your mythic tier. If you have yin tokens, one yang token will first remove one yin token. You must be a tao ^[HOE1] to select this path ability.

6TH TIER PATH ABILITIES

Energy Conversion (Su):

If you spend one use of mythic power when you successfully make a saving throw against an effect that deals negative energy damage, you gain a touch attack that you may make as a standard action that heals 1/2 as much as that effect would have dealt to you on a failed save. This lasts until the next time you make a successful touch attack. You may also spend one use of mythic power when you successfully make a saving throw against a positive energy effect to gain a touch attack that deals 1/2 as much negative energy damage as the effect that healed you.

Spell Without Intent (Su):

You may spend one use of mythic power as a free action while casting a spell to not gain yin or yang tokens from his casting of it. You must be a tao ^[HOE1] to select this path ability.



Marshal

1ST TIER PATH ABILITIES Inspiring Spirit (Su):

As a free action, you can expend one use of mythic power to regain 2 points in your *ki* pool (up to your maximum). For the rest of your turn, morale bonuses you grant to others are increased by 2.

Frightening Prowess (Ex):

If you successfully use the Intimidate skill to demoralize a creature, the penalty granted by that condition increases by 1/2 your mythic tier.

Kami Inspiration (Ex):

As a swift action, you can expend one use of mythic power to grant your kami companion a sacred bonus to attack rolls equal to your mythic tier. You must have the kami companion ^[HOE3] class feature to select this path ability.

Shout Into Shape (Ex):

You may spend one use of mythic power when any of your allies who can hear you makes a saving throw against fear. You may roll an Intimidate check once for each affected ally, and that ally may choose to use the result in place of his saving throw.

3RD TIER PATH ABILITIES

Snap Out of It (Su):

You may spend one use of mythic power on an ally who has been identified to be acting under the effects of an enchantment effect. You may make an unarmed strike for non-lethal damage. If your attack roll is higher than the save DC of the effect, you dispel the effect.

Stand Strong (Ex):

If you have evasion, stalwart, or improved evasion you may spend two uses of mythic power as an immediate action to grant all allies that ability against one effect.

Targeted Assault (Ex):

If the target was attacked by your kami companion, you gain a bonus equal to your mythic tier on caster level checks made to overcome that target's spell resistance (1/2 your mythic tier against mythic targets). The kami companion gains a bonus on damage rolls equal to 1/2 your mythic tier against targets that were affected by a spell cast by the shinshoku. In order to affect the target, the spell must overcome spell resistance, deal damage, or not have its effect negated. You must have a kami companion ^[HOE3] in order to select this path ability.

Words of Fury (Ex):

As a standard action, you can expend one use of mythic power to cause allies or foes to fly into a rage. You may choose to affect any number of targets within 30 feet. Unwilling creatures receive a Will save (DC 10 + mythic tier + Charisma modifier) to negate the effect. Any who are affected are treated as being under the effect of a *rage* spell for one minute.



6TH TIER PATH ABILITIES

Flying General (Su):

You may spend one use of mythic power as an immediate action when one of your allies scores a critical hit against a creature to immediately declare that creature as the target of your challenge and teleport to a space adjacent to the target and make a single attack against that creature. This consumes one use of the challenge class feature as normal. You must have the challenge class feature to select this class ability.

Kami's Wrath (Su):

When your kami companion declares a smite dishonorable, you may spend one use of mythic power as a swift action. This adds 1/2 your mythic tier to the sacred bonus to attack rolls and AC against the target of his smite, and adds his surge die to all damage rolls against the target of the smite. You gain a sacred bonus to AC against the target of your kami's smite equal to the sacred bonus gained by the kami. You must have the kami companion ^[HOE3] class feature to select this path ability.

Unlock Potential (Ex):

You may spend one use of mythic power as a swift action. For the next minute, you and all of your allies gain any teamwork feats that any other ally possesses. This ends prematurely if you are knocked unconscious.

Trickster

1ST TIER PATH ABILITIES

Canny Reflexes (Ex):

You may spend one use of mythic power as an immediate action to add your bonus to AC from your canny defense class feature to a Reflex save. You must have the canny defense class feature in order to take this path ability.

Desperate Maneuver (Ex):

You may use your evasion and improved evasion abilities in any sort of armor. In addition, you may spend one use of mythic power to use evasion while helpless. You must succeed at an Escape Artist check against whatever is restraining you (this may be the save DC of a spell, your opponent's CMD, or the Escape Artist DC of a set of bonds). You may not use this ability while sleeping or unconscious. Successfully making the check also frees you from your restraints. You must have the evasion ability to select this path ability.

Skillful Dodge (Ex):

While you have one use of mythic power, you may add your tier to your Intelligence score for the purposes of calculating your total bonus from to AC from canny defense. You must have the canny defense class feature in order to take this path ability.

Trickster's Grace (Su):

As a free action, you can expend one use of mythic power to regain 2 points to your *ki* pool (up to your maximum). For the rest of your turn, you gain a +2 bonus on attack rolls against flat-footed targets.



3RD TIER PATH ABILITIES

Charlatan's Gift (Ex):

You may spend one use of mythic power when making a ranged attack to instead deliver one item you could hold in one hand to the target. The attack deals no damage with the object, but the target catches it in an available hand. If they have no available hands, it falls to the ground in a space they occupy of your choice.

Component Theft (Ex):

By spending one use of mythic power as an immediate action, you may attempt a steal maneuver against a target casting a spell that you identified that requires material components. Your steal maneuver targets the required material components, and if you succeed, his casting fails. The target does not lose the spell as he did not have the material components necessary to cast the spell.

Go to Sleep (Ex):

If you would knock a creature unconscious through non-lethal damage, it is not in danger of dying from an excess of non-lethal damage. He must make a Fortitude save in order wake up. This Fortitude save occurs after the non-lethal damage is recovered, and if he fails, he is asleep and receives a Fortitude save every hour thereafter in order to wake up. This Fortitude save is equal to 10 + mythic tier + Wisdom modifier. Taking lethal damage awakens the creature.

Split Decision (Su):

You may spend one use of mythic power and 2 *kz* points as part of a move action. You direct two distinct move actions, and you appear to take both paths. You decide which path you actually take and any attacks of opportunity spent on the second path automatically miss. Both versions' endpoints provide flanking until the end of your next turn, after which the illusory version disappears. This path ability requires a *kz* pool.

6TH TIER PATH ABILITIES

Deadly Tornado (Ex):

When you hit with a melee or ranged attack, you may spend one use of mythic power to make a ranged attack at the same attack bonus against another target within 30 feet. This attack has no range increment and uses the same weapon. If you flank one target or treat them as flat-footed, you are treated as flanking the new target and treat them as flat-footed, disregarding defensive abilities that would prevent this on non-mythic targets. The weapon automatically returns to your hand at the attack's resolution. You may alternately continue to spend uses of mythic power to make additional attacks. You may not target the same creature you resolve your attack against with this power or attack the same creature with this ability in the same round.



Hostile Distraction (Ex):

When an enemy casts a spell that you can identify, you may spend up to 3 uses of mythic power as an immediate action to make a Bluff check opposed by a Concentration check from the target. You gain a +5 bonus on this Bluff check for each use of mythic power beyond the first. If you win the opposed check, the enemy's spell is wasted as you interrupt his concentration to cast. If you beat his check by 5 or more, you may have the spell effect continue but change the intended target or area of the spell.

Surprise Evisceration (Ex):

If you would perform a melee sneak attack, you may instead spend 3 uses of mythic power to kill your target in a shower of gore. Mythic targets receive a Fortitude save equal to 10 + your mythic tier + your Dexterity modifier in order to avoid death and instead take sneak attack damage as normal.

Universal

1st Tier Path Abilities Application of Intent (Ex):

If an opponent attempts to feint you, you may attempt to make an opposed Sense Motive check against their Bluff check. If successful, the target fails to feint you. You may spend one use of mythic power as part of this check to gain a bonus on this roll equal to your tier.

Bottomless Life Force (Su):

You are always treated as having one point in your *ki* pool. You may expend one use of mythic power as a free action to regain *ki* points equal to 1/2 your mythic tier (minimum 1). If you do not already have a *ki* pool, you gain one with a number of *ki* points equal to your mythic tier.

Consorting Realization (Ex):

You may spend one use of mythic power to reroll a failed Knowledge check with a bonus equal to 2 x your mythic tier. Another mythic character who you can hear may spend the use of mythic power in your place to fuel this ability.

Style Scholar (Ex):

You may add your tier as bonus to Knowledge (local) checks to identify styles and gain a bonus equal to 1/2 your tier on checks to disrupt that style.

Undiscovered Talent (Ex):

By spending one use of mythic power, you may treat one skill you have no ranks in as though you had a number of ranks equal to your mythic tier in it for the next 24 hours.

3RD TIER PATH ABILITIES

Mythic Do-Over (Ex): You may spend one use of mythic power as a free action to reroll any 1 non-d20 roll. This can be damage, miss chance, the result on a percentile table (including from a spell effect like *confusion*), or an offensive use like from *prismatic spray*.

Mythic Grace (Ex):

You may spend one use of mythic power as a swift action to move up to your base speed without provoking attacks of opportunity.

Psych Up (Ex):

You may spend one use of mythic power and make a Will save with a bonus equal to your mythic tier. For a number of hours equal to your tier, you use the result of the Will save as the DC of any Intimidate checks made to

demoralize you, and you may choose to use it as the result of any Will saves versus fear or emotion effects.

Transcendent Being (Ex):

You may choose one creature type (and subtype, when applicable) other than your own. Once you choose which creature type you count as, the choice cannot be changed. You may treat yourself as being of that creature type or your own type each round at the start of your turn. You may switch which creature type you are treated as by spending a use of mythic power as a non-action, even during another creature's turn. You do not gain any abilities tied to the creature type or subtype you chose other than immunities to specific effects dependant on creature type (such as a construct's immunity to effects that affect living creatures).

6TH TIER PATH ABILITIES

Beyond Path (Ex): You may take a





path ability of 1st or 3rd tier from a path that you do not have access to.

Beyond Style (Ex):

You may fuse any number of styles and incorporate them into your favored style.

Mythic Fisticuffs (Ex):

You add your tier to your effective monk level for determining the damage of your unarmed strikes. If this would bring your monk level above 20, it instead provides +2 damage per level above 20.

Pure Motion (Ex):

You are immune to all movement speed reductions by non-mythic sources. This applies to spell effects, terrain effects, and grapple attempts from non-mythic creatures.

Mythic Feats

Conqueror's Will (Mythic)

Your mythic nature makes foes tremble.

PREREQUISITES: Conqueror's Will

BENEFIT: You may spend one use of mythic power while using this feat's prerequisite to force a foe to roll twice and take the lower result. Non-mythic foes are not immune to this feat's ability for 24 hours if they make a successful saving throw against this ability.

Dragon-Tiger Palm (Mythic)

You strike with the wisdom of a dragon and the ferocity of a tiger.

PREREQUISITES: Improved Unarmed Strike (mythic), Power Attack (mythic)

BENEFIT: While attacking with unarmed strikes, you may treat your base attack bonus as though it were 4 higher for the purposes of determining your bonus to damage rolls and penalty to attack rolls from Power Attack. In addition, if you miss with an attack, you

may spend one use of mythic power to gain a bonus on the attack roll of the next attack of opportunity you make equal to half your tier. This bonus dissipates at the start of your next turn

Effortless Power (Mythic)

Your mythic nature allows you to apply all of your strength through even the smallest muscle.

PREREQUISITES: Str 25, Display of Strength Universal Path ability, mythic tier 3rd

BENEFIT: While you have one use of mythic power, you are never encumbered by weight unless that weight is above your maximum load, and you may perform such feats of strength with even the smallest parts of your body. If you spend one use of mythic power, all attacks you make for a number of rounds equal to your tier are treated as though you were attacking with two hands.

Flaming Nerve Strike (Mythic)

Your strikes turn your opponent's every move into agony.

PREREQUISITES: Stunning Fist (mythic)

BENEFIT: You may expend one use of mythic power or one use of your Stunning Fist when making an unarmed attack. If the attack successfully deals damage to your opponent, he may take an amount of nonlethal damage equal to your tier at the start of each of his turns for a number of rounds equal to your tier. Each round that the target takes this damage, he must succeed on a Fortitude save (with a DC equal to your Stunning Fist's save DC) or be staggered for one round. This ability only works against living targets with discernible anatomies and is a pain effect.

Forbidden Power (Mythic)

Your muscles bulge under your mythic power

PREREQUISITES: Forbidden Power



BENEFIT: You may add your tier to the number of rounds you may maintain the bonus granted by this feat's prerequisite and increase the bonus granted by that feat by 2. If you have the Transcendent Body feat, those bonuses increase by 2 as well.

Heavenly Dragon's Palm (Mythic)

Your blows bring foes to their knees.

PREREQUISITES: Heavenly Dragon's Palm

BENEFIT: Down becomes a legitimate vector when using Heavenly Dragon's Palm. A successful attack knocks the target prone and deals 1d6 points of falling damage per 10 feet that they would have traveled (maximum 20d6). Mythic targets receive a Fortitude save (DC 10 + base attack bonus + 1/2 mythic tier) to avoid becoming prone and to halve the falling damage.

Improved Style Disruption (Mythic)

You have a knack for cramping other peoples' styles.

PREREQUISITES: Improved Style Disruption

BENEFIT: You gain a bonus equal to half your tier on checks to disrupt an opponent's style and to your CMD when an opponent tries to disrupt your style. These bonuses stack with those granted by Improved Style Disruption. Furthermore, you can make an attack of opportunity against any creature that attempts to disrupt your style, unless it also has this feat.

Intercepting Attack (Mythic)

In an instant, you strike when a foe is least expecting it.

PREREQUISITES: Intercepting Attack^[HTE2]

BENEFIT: Add half your tier to the penalty granted by this feat's prerequisite. You may spend one use of mythic power as an immediate action to make an intercepting attack without readying one on your turn. If you have the Savage Deflection feat, you may add half your tier to the damage granted by that feat.

Ki Blast (Mythic)

Your fists brings forth rivers of light.

PREREQUISITES: Ki Blast^[HTE2], 3rd mythic tier

BENEFIT: The damage die for your Ki Blast improves from d6s to d8s. You may spend one use of mythic power as part of activating a Ki Blast while making a single attack as a standard action. Doing so changes your Ki Blast from a ranged touch attack to a line with a range of up to 10 feet per tier. Creatures in the area of this line may make a Reflex save (DC 10 + base attack bonus + 1/2 mythic tier) to halve this damage.

Ki Cannon (Mythic)

You send foes flying with a single strike.

PREREQUISITES: Ki Cannon^[HTE2]

BENEFIT: You may knock foes back 10 feet per attack made with this feat's prerequisite. Alternatively, you may spend one use of mythic power and 1 Ki point as a swift action and make an unarmed strike as a standard action. If the attack hits, you may knock that a foe back up to 10 feet per tier.

SPECIAL: If you have the blowback path ability, you may activate it as part of using this feat. Doing so adds the distance from the blowback ability to the distance you may knock a foe back using this feat, effectively doubling the distance you may force a target back.



Ki Sensing (Mythic)

You feel the reverberations of spiritual power from miles away.

PREREQUISITES: *Ki* Sensing

BENEFIT: You may spend one use of mythic power to know the approximate number of individuals with *Ki* pools within one mile per tier. If you have the Perfect Awareness feat, you may determine the approximate distance and direction to the creature with the highest *Ki* level in the range of this ability. Each additional mythic tier lets you discern the creature with the next lowest *Ki* level in the area.

Ki Talons (Mythic)

Your fists liberate foes from their blood.

PREREQUISITES: *Ki* Talons^[HTE2]

BENEFIT: When dealing bleed damage with this feat's prerequisite, you may increase the amount of bleed damage by your tier and increase the DC required to staunch bleed damage caused by you by your tier. Should you score a critical hit while using this ability, the bleed damage you deal is multiplied by your weapon's critical multiplier.

Light Body Technique (Mythic)

The weight of your body allows you to shuck gravity.

PREREQUISITES: Light Body Technique^[HTE2]

BENEFIT: While Light Body Technique is active, you may reduce the DC of Acrobatic checks made to jump to 1/4th what they normally are. The benefit from Light Body Technique now applies to equipment you wear as well. You no longer suffer from armor check penalties, and armor you wear never slows your speed.

Siege Breaker (Mythic)

Your fists knock most anything aside.

PREREQUISITES: Deflect Arrows (mythic)

BENEFIT: While you have one use of mythic power remaining, you may use your Deflect Arrows ability to negate the attacks of siege weapons.

Spell Shattering Strike (Mythic)

Your blows may shatter any spell.

PREREQUISITES: Spell Shattering Strike, ability to cast mythic *dispel magic*

BENEFIT: You may spend one use of mythic power to target spells not normally susceptible to *dispel magic* (such as a prismatic wall) with this feat's prerequisite. In addition, if you use this feat's prerequisite on a spell effect created no longer than 1 round per mythic tier ago, the original caster takes 2 points per spell level plus your mythic tier points of damage. If the spell dealt damage, this is the same type of damage that spell would have dealt; otherwise, it is force damage.

SIDEBAR: MYTHIC QINGONG FEATS

Characters who wish to take mythic versions of spells granted by qinggong feats can do so by taking the Mythic Spell Lore feat or by taking the mythic spellcasting universal path ability. Specifically, a qinggong feat satisfies the "ability to cast spells" prerequisite that the mythic spell lore feat requires.



Style Dedication (Mythic)

You know even the most obscure nuances of your style.

Prerequisite: Style Dedication

BENEFIT: Double the bonuses and penalties you gain from the Style Dedication feat. You can expend one use of mythic power as a swift action to gain a bonus on attack and damage rolls while in your selected style equal to half your tier until the end of your turn.

SPECIAL: If you have taken non-mythic Style Dedication multiple times, you must choose which of those feats this enhances. You can take this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different non-mythic Style Dedication feat you have.

Swordlessness (Mythic)

You are no longer hampered by the absence of a weapon.

PREREQUISITES: Iron Palm Technique or monk unarmed damage, proficient in at least five sword-like weapons

BENEFIT: You may elect to use the weapon profile of any bladed weapon with which you are proficient. Although, you may elect to use your unarmed damage die if it is higher. Your fists count as any sword that you may use the profile swords for the purposes of feats and class features.

Tendon Severing Strike (Mythic)

Your fists rip your foes' muscles asunder.

PREREQUISITES: *Ki* Talons (mythic), Stunning Fist (mythic)

BENEFIT: You may expend one use of mythic power or one use of your Stunning Fist ability when making an unarmed attack that deals slashing or piercing damage. If the attack successfully deals damage to your opponent, you may choose to deal half your tier as Strength or Dexterity damage in addition to your attack's normal damage. Mythic foes receive a Fortitude save (with a DC equal to your Stunning Fist's save DC) to negate this ability score damage. This ability only works against living targets with discernible anatomies.

Transcendent Prowess (Mythic)

Your prowess defies mortal limits.

PREREQUISITES: Trained By a Master or Grandmaster's Prowess class feature

BENEFIT: The amount of prowess points you generate each round increases by half your tier. You may spend one use of mythic power to add half your tier to the amount of prowess points you may spend on any sifu class feature For a number of rounds equal to twice your mythic tier.

World-Spirit Union (Mythic)

Your weapons resound with mythic power.

PREREQUISITES: World-Spirit Union

BENEFIT: You can add *Potent* and *Harvesting* to the list of special abilities you may add to your weapon and *Denying* and *Resonating* to the list of abilities you may add to your armor or shields. Each special ability requires the expenditure of one use of mythic power. In addition, you may add your tier the duration of this feat's prerequisite. If the item is a legendary



item that you are bonded to, it takes no damage from this feat's prerequisite.

Mythic Styles

Ancient beyond reckoning and often lost to time, mythic styles exist beyond the ken of normal martial artists and transcend normal limits. A mythic champion could learn Tiger or Crane Style, but he is already more ferocious than any tiger and more graceful than any crane. Mythic styles instead seek to emulate the raw ideas of the universe.

CELESTIAL FIREBIRD STYLE

Conceived by the Enlightened Emperor himself as a wedding gift for Hou-yi, Celestial Firebird Style channels the power of the practitioner's righteous heart into flames that no one can ignore.

Celestial Firebird Style (Forbidden, Mythic, Style)

Your fists burn with righteous passion.

PREREQUISITES: Cha 15, Improved Unarmed Strike, honorable alignment

BENEFIT: So long as you have at least one use of mythic power, any fire damage you deal ignores 5 points of fire resistance. This bonus is doubled against non-mythic foes. While in Celestial Firebird Style, you may spend one use of mythic power to have your unarmed strikes and natural attacks deal an additional 1d6 fire damage for every two mythic tiers you possess (minimum 1), and you may choose to have your unarmed strikes and natural attacks deal all of their damage as fire damage. This bonus damage does not stack with fire damage from weapon enhancements such as flaming or feats such as elemental fist.

DRAWBACK: You may only use this style safely for a number of rounds per day equal to 1/2 your Constitution score. After every additional round beyond your 1/2 Constitution score you maintain this style, it deals 3 points of fire damage per d6 you gain from this feat. This fire damage counts as fire damage you deal for the purpose of ignoring fire resistance.

FORBIDDEN ARTS MASTERY: The number of rounds you can safely maintain this style doubles, and it only deals 3 points of damage per d6, regardless of the number of feats in the style.

Celestial Firebird Inferno (Mythic)

Foes wilt before your flames.

PREREQUISITES: Cha 17, Celestial Fire Bird Style, Improved Unarmed Strike, honorable alignment, mythic tier 3rd

BENEFIT: The amount of fire resistance you ignore improves to 10 points. While in Celestial Firebird Style, as a full round action, you may spend two uses of mythic power in order to make a touch attack. This touch attack deals up to 2d6 points of fire damage per mythic tier and causes the target to gain vulnerability to fire until the end of your next turn. Mythic targets may make a Will save (DC 10 + base attack bonus + mythic tier) which halves this damage and negates the vulnerability to fire.

DRAWBACK: The amount of fire damage you take from maintaining this style past your daily limit increases to 4 points per d6. In addition, using this feat shortens the amount of time you may safely maintain this feat by one round per 2d6 rolled; if this puts you over the amount of rounds you can safely maintain the style, you immediately take 4 points of fire damage per 2d6 that you rolled.



Celestial Firebird Prominence (Mythic)

You may transcend your mortal form for one that sets the sky aflame.

PREREQUISITES: Cha 19, Celestial Fire Bird Style, Celestial Firebird Prominence, Improved Unarmed Strike, honorable alignment, mythic tier 6th

BENEFIT: You may ignore fire resistance and immunity. While in Celestial Firebird Style, you may spend 3 uses of mythic power as a swift action to assume the form of a huge firebird. This grants you the following benefits: +6 size bonus to Strength, -2 Dexterity, +2 size bonus to Constitution, a +6 natural armor bonus, a bite attack, two wing attacks, two talon attacks, and a fly speed of 120 feet (perfect). In addition, you gain 20 fire resistance, and you may use the Celestial Firebird Inferno feat as a breath weapon in a 30 foot cone. You may also choose to have a constant *fire shield* effect that functions as the warm shield version. This is a polymorph effect.

DRAWBACK: The amount of fire damage you take from maintaining this style past your daily limit increases to 5 points per d6. Each round you maintain this form counts as 3 rounds for the purposes of determining your daily limit. If you chose to manifest a *fire shield*, each time your *fire shield* deals damage you lose one round from your daily limit.

CELESTIAL DRAGON STYLE

Created by the progenitor of the dragons, Celestial Dragon Style allows the practitioner to strike the soul of his opponent and bog them down under the weight of their own spiritual pressure. Practitioners often inadvertently exert this pressure inward, causing fractures in their own soul.

Celestial Dragon Style (Forbidden, Mythic, Style)

Your strikes bypass the flesh to strike the soul.

PREREQUISITES: Wis 15, Improved Unarmed Strike, lawful alignment

BENEFIT: While in Celestial Dragon Style, you may spend one use of mythic power as a swift action to have all of your successful attacks deal 1 negative level in place of dealing damage for one round. These negative levels disappear after one minute and have no chance of becoming permanent.

DRAWBACK: You may only use this style safely for a number of rounds per day equal to 1/2 your Wisdom score. For every round thereafter you maintain this style, you take 1 permanent negative level per round. Characters immune to negative levels cannot maintain this style.

FORBIDDEN ARTS MASTERY: Double the number of rounds you can maintain the style safely and the negative levels granted by this style dissipate after one day.



Celestial Dragon Mire (Mythic)

You can drown a soul under the weight of its own spiritual pressure.

PREREQUISITES: Wis 17, Celestial Dragon Style, Improved Unarmed Strike, lawful alignment, mythic tier 3rd

BENEFIT: While in Celestial Dragon Style, you may spend 2 uses of mythic power as part of a successful unarmed attack in order to place an opponent under an effect equivalent to a *slow* spell. Mythic targets may make a Will save (DC 10 + your tier + your Wisdom modifier) to negate this effect. At 4th tier and every even tier thereafter, the penalty to attack rolls, AC, and Reflex saves increases by 1, and the target's move speed is reduced by an additional 5 feet (but this may not lower the opponent's move speed to less than 5 feet).

DRAWBACK: Using this ability counts as two rounds for the purposes of your daily maximum.

SPECIAL: The amount of mythic power required to use this feat is reduced by one if used in conjunction with the benefit granted by

Celestial Dragon Eminence (Mythic)

You may transcend your mortal form for one that can fracture souls with a word.

PREREQUISITES: Wis 19, Celestial Dragon Mire, Celestial Dragon Style, Improved Unarmed Strike, lawful alignment, mythic tier 6th

BENEFIT: While in Celestial Dragon Style, you may spend 3 uses of mythic power as a swift action to assume the form of a huge sovereign dragon (as per *form of the dragon* III), using your Wisdom to determine the save DC. You may spend one use of mythic power as part of making a breath weapon attack in order to cause creatures in the area of your breath weapon to take 1 negative level.

Creatures who fail the save against your breath weapon take 2 negative levels.

DRAWBACK: Each round you maintain this form counts as 3 rounds for the purposes of determining your daily limit. Using mythic power with your breath weapon consumes 1 additional round from your daily limit.

COSMIC ANATHEMA STYLE

Cosmic Anathema Style was created in the early days of the world, after the Enlightened Emperor formed the world from primordial chaos, by an asura who had rejected his own name. Practitioners of Cosmic Anathema style exploit subtle errors in the tapestry of existence and, in doing so, walk a fine line against a descent into madness.

Cosmic Anathema Style (Forbidden, Mythic, Style)

Your strikes subtly displace targets from existence proper, causing them to lose the protection of heaven.

PREREQUISITES: Int 15, Improved Unarmed Strike

BENEFIT: While in this style, each time you successfully damage a target with an unarmed strike, he gains a misfortune token. These tokens dissipate after a number rounds equal to your tier. A creature may only hold a number of tokens equal to your Intelligence modifier. While a creature has a misfortune token, it cannot benefit from luck bonuses. You may spend one use of mythic power as an immediate action to expend all of creature's misfortune tokens. For each misfortune token expended, you may inflict any of the following penalties on the target:



- A -1 penalty on saving throws, attack rolls, AC, or skill checks. This penalty lasts for 1 round and stacks with itself a number of times up to your mythic tier.
- Negate all sacred or profane bonuses the target is benefiting from for 1 round per misfortune token expended.
- Force the target to spend an additional use of mythic power on his next use of a mythic ability. Each additional token consumed for this penalty adds an additional use of mythic power to the amount the target must spend to activate the ability.
- Force a target to roll twice on any 1 roll and take the lower result. Additional tokens do not increase the number of times a foe must reroll the same roll; instead, they cause a foe to reroll more rolls.
- Confuse a target as per the spell *confusion*. This lasts for one round per token consumed. Creatures can make a Will save at the start of their turns (DC 10 + base attack bonus + 1/2 your mythic tier) to suppress this effect for one round.

DRAWBACK: You may only use this style safely for a number of rounds per day equal to 1/2 your Charisma score. If you maintain this style beyond that number, you go insane as per the *insanity* spell. You may ignore this condition by attempting to find a way to undo reality or by shifting your alignment one step towards dishonorable or chaotic.

FORBIDDEN ARTS MASTERY: The number of rounds you can safely maintain this style doubles, and you may make a Will save (DC 10 + your mythic tier + your Intelligence modifier) to avoid becoming insane.

Bestow Madness (Mythic)

With a push, you make targets realise the errors of the world.

PREREQUISITES: Int 17, Cosmic Anathema Style, Improved Unarmed Strike, mythic tier 3rd

BENEFIT: Scrying spells that you would appear in have a 10% chance per tier to not display your image. While in Cosmic Anathema Style, expending misfortune tokens no longer takes an action, and you may consume misfortune tokens to inflict the following penalties on your foe:

Error Made Manifest (Mythic)

Your very movements defy fate.

PREREQUISITES: Int 19, Bestow Madness, Cosmic Anathema Style, Improved Unarmed Strike, mythic tier 6th

BENEFIT: Foes cannot apply insight bonuses to attack rolls, saving throws, or AC against you or your attacks. If an insight bonus comes with a secondary effect (such as True Strike's ability to ignore concealment) that also fails. Misfortune tokens now dissipate after one day per tier, and you may spend one use of mythic power to increase this to one week per tier. Additionally, you know the approximate distance and location to any creature with at least one of your misfortune tokens or the name of the plane they reside on. While in Cosmic Anathema Style, you may consume misfortune tokens to inflict the following penalties on your foe:

- Deal 1d6 Wisdom, Intelligence, or Charisma drain. You may consume one misfortune token in this manner.
- Turn an insight bonus into a penalty to what the insight bonus applied to. This lasts for 1 round or until the effect that granted the insight would expire, whichever comes first.
- Cause the target to take a -8 penalty to an ability score for one round.



SIXTEEN SWORDS OF THE RIGHTEOUS HERO STYLE

Created by a wandering swordsman said to be without equal under heaven, Sixteen Swords of the Righteous Hero Style allows the practitioner render a foe's weapons useless against him.

Sixteen Swords of the Righteous Hero Style (Mythic, Style)

To know a weapon is to know its weakness.

PREREQUISITES: Improved Unarmed Strike

BENEFIT: When you enter this style, select a single fighter weapon group. by doing so, you gain an insight bonus to AC equal to half your tier against attacks from that weapon group.

You may spend one use of mythic power to double this bonus against all targets who you have struck with an unarmed strike or a sword with which you are proficient for one round.

Critical Disruption (Mythic)

Lucky shots find no purchase on you.

PREREQUISITES: Improved Unarmed Strike, Sixteen Swords of the Righteous Hero Style, mythic tier 3rd

BENEFIT: While in Sixteen Swords of the Righteous Hero Style you may switch weapon groups as an immediate action. If you successfully hit a foe who is welding a weapon from the weapon group you selected with an unarmed strike or a sword with which you are proficient, you may reduce the critical threat range of that weapon by 2 (maximum 20) or the critical multiplier of that weapon by one (minimum 1) for one round. You may spend one use of mythic power to double this penalty.

Flawless Parry (Mythic)

With a flick of the wrist, you may turn any blow aside.

PREREQUISITES: Critical Disruption, Improved Unarmed Strike, Sixteen Swords of the Righteous Hero Style, mythic tier 6th

BENEFIT: When being attacked by a foe using a weapon from your selected group, you may spend one use of mythic power to deflect that attack. An attack so deflected counts as a missed attack and deals no damage. You may only deflect a number of attacks per round with this ability equal to half your tier. If you spend an additional use of mythic power, you may make an attack of opportunity against a target whose attack you have deflected.

The Tournament of the Immortals

A Pathfinder Encounter for 10-12th level

Characters By Jeremiah Zerby

"Welcome friends, enemies, and lovers of good combat from all corners of our great nation!" shouts the announcer enthusiastically into his enchanted megaphone as cheers echo around him. "Welcome to, as always, the Tournament of the Immortals!"

The Tournament of the Immortals has always been a mainstay of the empire. A gathering of great martial artists from all areas lineup and hope to defeat the reigning champion, Quen Wang, who is only seen once a year at this great tournament. He is ever shrouded in mystery, and even while fighting, covers his face with an ornate mask.

HOOKS: This tournament will be widely publicized with flyers and posters adorning taverns and bulletin boards in cities across the nation. A chance to test their own skill against an equivalent challenge should be motivation enough for wuxia, but the thought of fabulous magical prizes may pique their interest as well. Alternatively, the party members may wish to, or be sent to, discover the identity of the mysterious Quen Wang, the reigning champion of the tournament.



Chapter 10: Encounters

SETUP: There may be one or more members of the party who are enrolled in the fights for the Tournament of the Immortals. Each participant must go through 2 fights, either separately or as a group. Feel free to add additional units to each combat. Party members who do not participate may instead bet on the outcomes of the fights and/or observe the matches to learn about the mysterious champion, Quen Wang. The second fight includes Quen Wang. There are 2 statblocks, the dwarf monk and the vanara ninja, included in this encounter for some example fighters. Either of them can be Quen Wang if your party is of the appropriate level for this to be a strong encounter, if not feel free to use the provided names.

This is a great opportunity to have your players generate ideas and roll up additional characters that they might be interested in. They can use them against other characters (although, this setup has been known to cause a bit of infighting or rules lawyering). This combat should feel over the top, allowing each participant to put names to various moves, even if they do not use specific techniques.

A good description can make all the difference in a test of combat skill, especially against the vanara ninja who tries to spend most of the fight invisible. When up against the dwarf, it is advised to make the announcer drill in the point that this man is a stranger to these wuxia shores.

- **MATCH 1:** Kliment Robi (Dwarf Monk 11): The mysterious foreigner; the man with the beard that crushes mountains; the robed hammer and serene anvil
- **MATCH 2:** Bujian Shou (Southern Vanara Ninja 11): The hand that's faster than the eye; the fastest punches in the south

NPCs

KLIMENT ROBI

CR 10

Dwarf Monk 11

Neutral Honorable Medium humanoid (dwarf)

Init +0; Senses Perception +18, Dark Vision 60 ft

Defense

AC 21, touch 16, flat-footed 21 (+3 Armor, +2 monk, +4 Wis, +0

Dex, +1 deflection, +1 dodge); (+4 vs giants)

hp 97 (11d8 +44)

Fort +10, Ref +7, Will +11

Defensive Abilities AC Bonus (+4 Wisdom +2 monk), Defensive Training, Hardy, Stability, Wholeness of Body (+11 hp), Slow Fall 50 ft., Still Mind (+2 on saves vs enchantment), Evasion, Improved Evasion

Immune disease, poison

Offense

Speed 50 ft

Melee Flurry of Blows +18/+18/+13/+13/+8 (1d10+14 +1d6) (17-20 x3)

One-Two Combo (anytime he can use a single attack, such as charge, or standard attack) +17/+12 (1d10+14 +1d6)

Unarmed Strike +17 (1d10+14 +1d6)

Special

Attacks Flurry of Blows, Stunning Fist (9/day DC 18), *Ki* pool (magic, silver, cold iron, lawful)

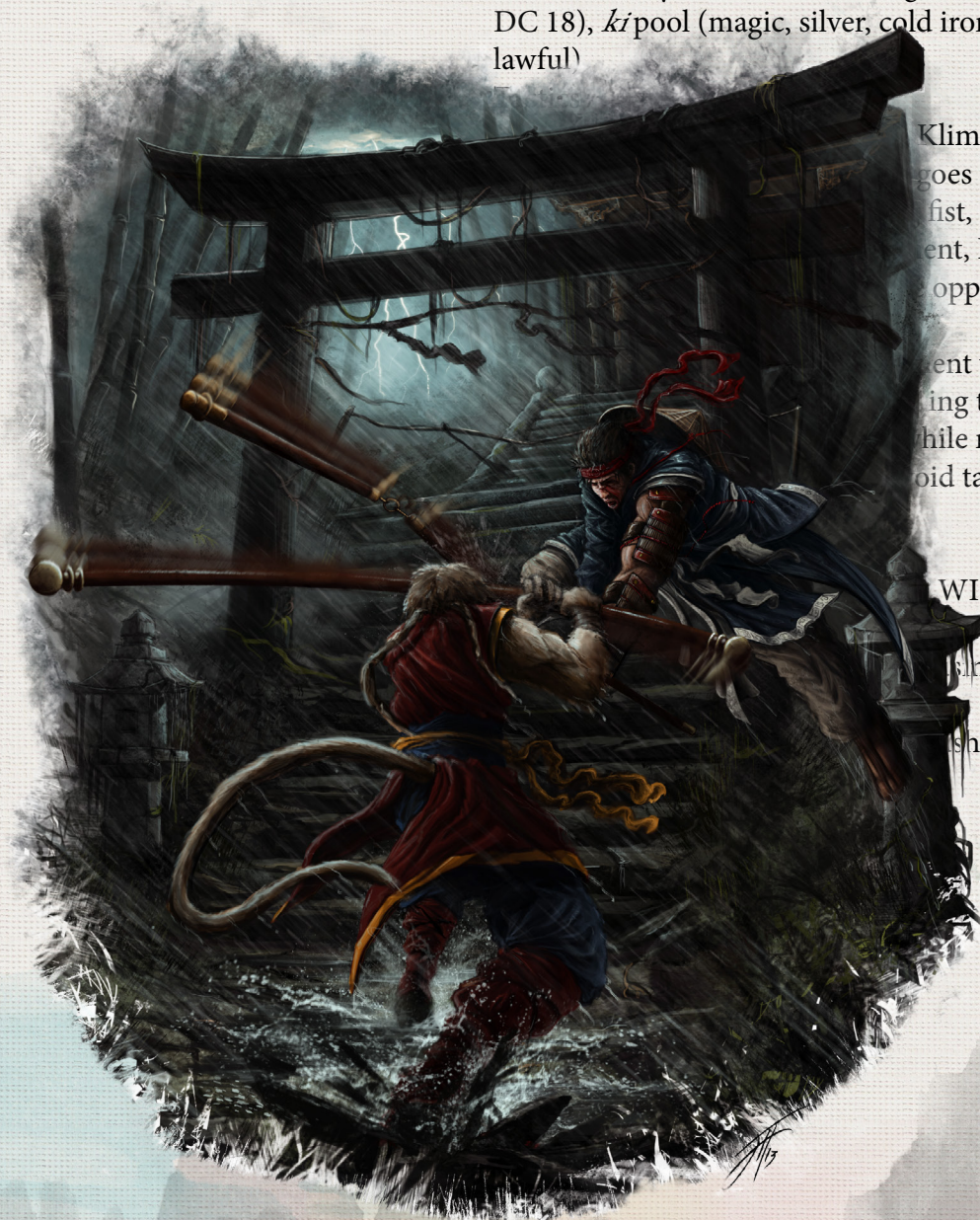
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Feats: Improved Unarmed Strike, Power Attack (-3 to hit +6 to damage), Dodge, Deflect Arrows, Boxing, Style Dedication (boxing), Improved Trip, One-Two Combo, Improved Style Disruption, Improved Critical (Unarmed Strikes), K.O.
Skills Acrobatics +14 (+25 for jumping), Climb +20, Sense Motive +15, Swim +20;
Languages Common, Dwarven
SQ *ki* pool 9/day
Combat
Gear +1 amulet of mighty fists shocking. Belt of Giant's Strength +4, Bracers of Armor +5, Ring of Deflection +1

BUJIAN SHOU

CR 10
Southern Vanara Ninja 11
Chaotic Neutral Small Humanoid (vanara)
Init: +5; Senses Perception +15, Low Light Vision
Defense
AC 24 (+7 Dexterity, +5 armor, +1 deflection, +1 size)
HP 86 (11d8 + 33)
Fort +6, Ref +12, Will +4
Offense
Speed 30 ft
Melee Unarmed Strike: +16 (1d2 +10 nonlethal), while invisible +18 (1d2 + 22 nonlethal +12d6 nonlethal)
Chain Punches: +17/+17/+12/+12/+7 (1d2+10 nonlethal)
Ranged
Special Attacks: Sneak Attack +6d6, *ki* block, vanishing trick

Tactics

During Combat: Bujian will enter wing chun, strike an opponent, and step into their square, gaining a +2 shield bonus on his attacks from Center-Line Defense. If he ever starts his turn in an enemy's square, he will use Invisible Blade to have the effect of *greater invisibility* and then perform a series of chain punches to string together a large number of dice of sneak attack damage. He uses nonlethal damage to gain the benefit of sap adept (+2 damage on weapon damage for each dice of sneak attack) and sap master (+an additional amount of sneak attack dice = to current sneak attack dice). When applicable, he will use *ki* block to prevent special techniques from the opponent.
Morale: He will not give in.

Statistics

STR 8, DEX 24, CON 16, INT 10, WIS 12, CHA 16
Base Atk +8; CMB +6; CMD 21
Feats Improved Unarmed Strike, Sap Adept, Wing Chun, Chain Punching, Center Line Defense, Weapon Finesse, Sap Master, Style Dedication (Wing Chun)
Talents Vanishing Trick, Style Master, *Ki* Block, Combat Trick, Invisible Blade
Skills Acrobatics +21, Climb +13, Perception +15, Sense Motive +15, Sleight of Hand +21, Stealth +21, Survival +25, Use Magic Device +17
Languages
SQ *ki* pool 10/day
Combat Gear: Amulet of Mighty Fists +1 Agile, +5 bracers of armor, +4 Belt of Great Dexterity, Ring of Deflection +1



RESOLUTION: The tournament's end is met with celebration as it is every year. It should also mark the resolution of whatever sent the party off to this tournament in the first place. They may know the identity of Quan Wang or simply be interested in the prize money of the tournament. Any players who do not participate in the tournament can meet some wonderful contacts through their betting partners, potential quest givers and villains alike. The entire thing should be a nexus of information and a conglomeration of important people.

TREASURE: The purse of the tournament is 10,000 gp, a sum worth quite a bit. A major magic item or a weapon worth almost as much would be a similarly good prize. Quan Wang might leave a prize of his own, something to befit his status as champion. An amulet of mighty fists +3 would be a treasure at this level. A purse of about 5,000 gp would be the second place prize (provided there were no accidental deaths in the final), and a tidy sum of 1,000 gp would be held for the two quarterfinalists.

Corruption Within

A Pathfinder Encounter for 13th-15th level
Characters By Caleb Aylsworth

A village on the borderlands, Fu Bai is no stranger to conflict. Conflict arises in the village as a new governor seizes power; however, it has caused villagers to begin packing up and fleeing. Those that stay are the desperate and the foolhardy; the former being miserable and the latter winding up as examples to the rest of Fu Bai of the power the government wields. Huo Shan, the new governor, had but cleaned his sword of the previous steward's blood when he issued strict edicts forbidding any from being outside after nightfall, trading without a permit, or entering the palace grounds. Many claim to have seen spirits or oni moving in and out from the palace, and one such witness had snuck into the palace to confirm it for the townsfolk. Now the witness hangs from the palace roof as the governor speaks from atop the wall condemning the interloper and reinforcing his rule.

HOOKS: Villagers leaving the city complain of the new governor, his cruel guards, and his harsh edicts. The guards allow anyone into the city but demand a fee for leaving. The governor, Huo Shan, stands atop the palace walls giving a speech on the common folk learning not to meddle in royal affairs while a peasant dangles from the palace roof.



SET-UP: This encounter can be used as one the PCs stumble into, or they can be sent specifically to deal with Huo Shan. The emperor of the realm would not want to cause a stir by sending his own army in to deal with the threat. Likewise, a ruler of another land would perhaps be forced to act due to a lack of trading but knows sending a large force could provoke war.

This fight can take place out in the streets or in front of the palace. Huo Shan is already confident in his ability to instill fear in the citizens, so he has only a few guards with him (2-6). The guards are ogre mages disguised as humans. The ogre mages doubt trouble will occur, but each is readying an action to change form into a troll or other manner of ferocious giant that can preserve their regeneration. The townsfolk are convinced that Huo Shan has a powerful magician under his command, as the ogre mages have done this before. All of the ogre mages' equipment is masterwork and decorated with a phoenix, the symbol Huo Shan has chosen to represent his rule.

Huo Shan is atop the palace wall, which is around 20 feet high. The battlements grant him cover in human form but are too low to provide any benefit in his true form. While under *alter self*, Huo Shan has a bonus to his Strength score and wields a katana in one hand, using it to enhance his gestures as he points out the rat he caught snooping in the palace grounds.

He is absorbed in his speech, but at the sign of any trouble, he is quick to order the guilty party to be executed on the spot. He will quickly move from sight, claiming to be calling his enforcer, but burst from the gates one round later as his true form, a fire yai oni.

TACTICS: The ogre mages use their ability to fly to move quickly over the crowd and attack the party from overhead, gaining a +1 bonus to hit. They concentrate on those not wearing armor or those staying towards the back, pulling the party from the gates. If the fight is out in the streets, the ogre mages interpose themselves between the party and Huo Shan. After they do so, Huo Shan steps out of sight to transform, and while out of sight, he also casts *fire shield* on himself. If Huo Shan is attacked directly, he does not bother to step out of sight. He rushes, flying from the battlements while transforming to place the attacker within his reach, and launches a fire bolt from his third eye once within reach of the attacker. With Combat Reflexes, he can cut down many archers handily, and his *incendiary cloud* spell can be used to block line of sight to him and damage creatures within it simultaneously.

The transformed ogre mages have a total of +18/+13 for their greatsword attacks and deal 3d6+15 damage. They gain 16 hp and +2 on Fortitude saves from their increased Constitution, but their AC drops by 2 (-1 from Dexterity, -1 from natural armor) and their Reflex saves decrease by -1. Their longbows still have a +10/+5 bonus to hit (Masterwork, but -2 Dexterity) and deal damage as listed. In ogre mage form, their longbow attacks are at +11/+6.



On the start of the second round and ever two rounds thereafter, more ogre mages (2-4) arrive in their true forms. If allowed to act, many will use their *cone of cold* ability to damage multiple party members. Those who stay close to Huo Shan should not be targets of these attacks, but an ogre mage may move to flank the party, providing a flanking bonus to the fire yai. Other ogre mages may move to prevent other combatants from engaging Huo Shan or harry ranged combatants by moving adjacent or casting *darkness* over the area (which the ogre mages and Huo Shan can see through without penalty).

If he is reduced below 20% of his hp (45 or less), Huo Shan attempts to escape by turning invisible and flying through the streets. His large form upsets the hanging cloths and rubbish in the alleyways, giving the players a hint as to his direction. Catching him may be difficult, however, and he regenerates each round he is not dealt acid or cold damage, meaning he may mount a surprise attack in the same day if he successfully escapes.

Another possibility for ending the encounter is if the players trick the ogre mages into killing Huo Shan, likely using their *cone of cold* abilities or preying on him when he is weakened, with the weight of their numbers. In this case, the players may now either force them to leave or have to deal with a more united front of ogre mages.

ADJUSTING ENCOUNTER CR: The ogre mages, though low level for a 13th level party, can act as the swing for the CR of this encounter. They ensure that players place on buffs before the fight at their own risk and can dish out some serious damage and clog up the battlefield, each being large sized. If the party does seem to be able to handle Huo Shan handily, add a fire giant (CR 10) to give him another monster with decent health to cover his flank (or for him to use as shield against

arrows). Fire yai can make decent ranged harriers, but against a party with plenty of spellcasters or warriors good at ranged combat, it is probably best to have him stick to melee. Huo Shan can also use magic items quite well. For a powerful party it may be best to have him cast a spell like *stoneskin* or *haste* on himself from a scroll before entering combat.

RESOLUTION: Once Huo Shan is defeated, the people of Fu Bai regain their determination and drive out any remaining ogre mages. They give the party the honor of leading a raid on the palace, expecting more resistance, but they find only an empty palace that looks ransacked. One honorable ogre mage stays behind, claiming she swore fealty to the palace, not to those who owned it. She scared off some of the other ogre mages before they made off with all the treasure upon hearing of Huo Shan's death and offers it to the toppers of the tyrant. Unlocking an iron vault with a key in the hilt of her sword, she reveals a massive treasure horde fit for an emperor.

TREASURE: Huo Shan's treasure horde includes treasure as appropriate for defeating a CR 15 based on the group's progression. This is a great place to include a magic weapon or armor for someone in the party who has been waiting for one. Each ogre mage is a CR 8, so include treasure accounting for those, keeping in mind two combined is a CR 10 and climbs from there. If you use many of them, it might be good to include around 1,000-2,000 more gold for each one beyond the eighth instead of increasing their effective CR beyond 13. Below is a suggested list of magic items and their costs to include in the treasure horde. If the characters are the sort who scavenge everything from their victims (read: enemies), the phoenix regalia armor and weapons will not be able to be sold in Fu Bai but could be valued elsewhere at 300 gp higher per piece of equipment for the fine decoration.



Magic Items

- **ARMOR:** *poison silk tunic**, +3 mithral chain shirt, +2 titanic o-yoroi
- **POTIONS:** *potion of cold resistance, potion of eagle's splendor, potion of nondetection*
- **RODS:** *immovable rod, rod of cancellation*
- **SCROLLS:** *alter self, divine favor (9th level), giant form II, tongues, stoneskin*
- **WANDS:** *charm monster, gaseous form, protection from energy, sleet storm*
- **WEAPONS:** *cyclone broadsword**, yoke-breaker axe*, +2 righteous goose-quill saber*
- **WONDROUS ITEMS:** *red jade mask, wooden ox figurine of wondrous power*

*See Chapter 7

Fine Wine and Banditry

A Pathfinder Encounter for 8th-10th level
Characters By Ian Sisson

HOOKS: Merchants have been arriving late or not at all. Those that do arrive tell of a madman who has claimed a bridge as his own and is demanding a most unusual toll; he demands that anyone trying to cross face him in combat. Few merchants are willing to face him and worry that he will damage trade along the route. The merchants are looking for someone to handle the madman and drive him away.

SET-UP: As you approach a long footbridge spanning the river, a man can be clearly seen sitting square in the middle of the bridge. As you approach, the man looks up with a smile. "Hello friends," he calls out, raising a cup in a welcoming gesture. "Come to cross my bridge, have you?" Downing the drink in the cup with a single gulp, his grin widens. "Well, you'll have to fight me first."

If pressed further, the man introduces himself

as Sam Jok O and tells the party they are free to seek passage across the river elsewhere or attempt to swim across (but the depth and the rapids make swimming dangerous); he will not attempt to stop them until they try to cross his bridge. (If they attempt to swim across where he can see the party, he does not hesitate to mock the party.) He explains that he does not want to kill them; the toll for the bridge is one fight. If the party accepts his informal challenge, he gives them as much time to prepare as they need. When combat starts, he takes a swig of wine before leaping into the fray with an enthusiastic roar.

NPCs

SAM JOK O

CR 10

Human Drunken Brute 11

Honorable Chaotic Medium Humanoid

Init +3; Senses Perception +0

Defense

AC 19, touch 12, flat-footed 15 (+10 armor, +3

Dex, -2 rage, + Dodge, +1 deflection)

hp 155 (11d12 +55)

Fort +12, Ref +6, Will +6

Defensive Abilities improved uncanny dodge, trap sense +3; DR 2 /-;

Immune nauseated, sickened

Offense

Speed 20 feet

Melee unarmed strikes +17/+12/+7(1d10+14)

Special Attacks rage (27 rounds/day), rage powers (staggering drunk, fueled by rage, internal fortitude, surprise accuracy, powerful blow)



Tactics

During Combat: Sam Jok O has no interest in actually killing anybody and will stop attacking opponents that surrender or are knocked unconscious. Beyond that, he targets visibly powerful foes first. The only way to truly draw his ire is to be openly dishonorable, which draws reprimand and fury in the form of his powerful blow rage power. Against party members with high AC, he uses one of his elixirs of fire breath. Alternatively, he uses an elixir if the party bunches together, laughing about how the chance was 'too good to pass up'.
Morale: Sam Jok O stops fighting if reduced to less than 12 hit points. He immediately sits back down, congratulating the party on their fighting skills, and invites them to have a drink with him.

Base Statistics

When not raging, Sam Jok O's stats are AC 21, touch 14, flat-footed 17;
hp 122; Fort +9, Will +3; Immune --;
Melee unarmed strikes+14/+9/+4 (1d8 +11);
STR 18, CON 14; CMB +15

Statistics

STR 24, DEX 16, CON 20, INT 10, WIS 10, CHA 10

Base Atk +11; CMB +18; CMD 21

Feats Improved Unarmed Strike, Dodge, Power Attack, Solid Footing*, Toughness, Weapon Focus (Unarmed Strike), Iron Palm*
(Feats marked with a * are new to Dragon Tiger Ox)

Skills Profession (brewer) +13, Acrobatics +12, Survival +8, Intimidate +8, Heal +6

Languages Common

SQ raging drunk

Combat Gear elixir of fire breath x2, potion of cure serious wounds x2

Other Gear belt of giant strength, amulet of mighty fist +1,

+1 mountain pattern armor, ring of protection +1, fine wine x 10

Gp: 550 gp

If the party beats Sam Jok O, he applauds their skill and invites them to have a drink with him. If they accept, he shares his wine with the party, happily talking with anyone who cares to listen about the art of making wine. Anyone who was able to deal a total of at least half his hit points earns his admiration, as well as a bottle of fine wine. He knows the lay of the land in the area and can help the party find anything they are looking for by providing directions.

If the party is knocked out or surrenders to Sam Jok O, he insists that the party sit and drink with him, dragging those who refuse back to have a seat. He talks at far greater length, enjoying the captive audience as he extols the wonders of his interests.

In either case, Sam Jok O eventually asks the party for a favor; he recently was ambushed by a trio of samebito bandits, and they stole a magic gourd from him. This gourd can produce fine wine in endless amounts, and he cannot stand the thought of the samebito abusing the magic of the gourd. He asks the party to defeat the samebito, saying that they can keep the gourd as payment (he is happy to make his own wine). He points the party down the river, stating the bandits jumped into the river after stealing the magic gourd. If the party brings up the plight of the merchants, he ponders for a time before stating he cannot think about it right now; he is simply too distraught over the samebito wasting good wine. He tells the party to come back with the gourd as proof, and then he will consider the matter.



Following the banks of the river for about half a day, the party eventually comes across the camp of the three samebito bandits. They are making no attempt to hide their position, instead getting drunk off the magic properties of the *Flamegout Gourd* they stole from Sam Jok O. Should one of the samebito spot the party, he shouts to the other two and prepares to attack the group. Unlike Sam Jok O, the samebito have little interest in talking and aim to rob and kill the party.

SAMEBITO BANDIT

CR 7

Samebito Rogue 8

Dishonorable Medium humanoid (aquatic, samebito)

Init +3; Senses Perception +10

Defense

AC 18, touch 14, flat-footed 14 (+4 lamellar leather armor, +3 Dex, +1 Dodge)

hp 74 (8d8 +32)

Fort +4, Ref +9, Will +1

Defensive Abilities improved uncanny dodge, trap sense +2, evasion

Offense

Speed 20 ft, swim 40 ft

Melee +1 shortspear +10/+5 (1d6+4), Bite +4 (1d4 +3)

Ranged light crossbow +9 (1d8)

Special Attacks Sneak Attack +4d6

Tactics

During Combat: Two samebito try to flank the visibly weakest party member, while the third tries to bait someone into the river by firing his crossbow. If two samebito manage to flank someone, they use their powerful sneak rogue talent to try and maximize their damage. The samebito in the river will try to catch people off guard so he can use bleeding attack. All three samebito use their positioning attack rogue talent to flee if they fear they are being surrounded.

Morale: Any samebito that is reduced below 10 hit points tries to escape by jumping into the river and swimming away. If it finds the path blocked or is otherwise prevented from reaching the river, it begs for mercy. If a samebito is reduced below 0 hit points, it uses its resiliency rogue power to avoid death and continue fighting.

Statistics

STR 16, DEX 16, CON 17, INT 9, WIS 8, CHA 11

Base Atk +6; CMB +9; CMD 22

Feats Dodge, Toughness, Intimidating Prowess, Bloodseeker*

Skills Stealth +12, Swim +20, Perception +10, Intimidate +11, Sleight of Hand +12, Acrobatics +12, Escape Artist +12

Languages Aquan, Common

SQ rogue talents (bleeding attack, powerful sneak, resiliency, positioning attack)

Combat Gear 30 bolts

Other Gear +1 shortspear, +1 lamellar leather, 1 samebito has a *Flamegout Gourd**

*see Chapter 7

RESOLUTION AND TREASURE: When the last samebito has fled or surrendered, the party is able to retrieve the *Flamegout Gourd* from the campsite. Testing the gourd (or asking any samebito that remains about the gourd) reveals that any liquid put into the gourd becomes fabulous wine. If any samebito have been captured, the party can choose to release them, take them to the proper authorities, or take them back to Sam Jok O.

When the party returns to Sam Jok O, he welcomes them and invites them to drink. He is happy to hear that the magic gourd has been recovered. He gleefully asks the party to tell him about the fight with the samebito, applauding those he believes fought well.



At this point, the party can once again bring up the plight of the merchants. Sam Jok O is reluctant to leave the bridge, as he finds the constant source of fresh sparring partners to be amusing. The party can attempt to convince him in several ways.

1. **CONVINCE HIM THE MERCHANTS ARE NOT WORTH FIGHTING:** Sam Jok O concedes the point, stating that the average merchant is not going to be much of a challenge. This requires a Diplomacy check (DC 25)
2. **CONVINCE HIM TO SELL HIS WINE:** Anyone that has tried Sam Jok O's wine can try to convince him to become a wine merchant. Sam Jok O ponders this for a moment, eventually saying he had not thought about it before. This requires a Diplomacy check (DC 25)
3. **FIGHT HIM:** Sam Jok O agrees to leave the bridge if the party beats him in a fight. If the party wins, he congratulates them on the good fight before packing his things. As he leaves, he tells the party he hopes they cross paths again.
4. **BRING BACK ONE OF THE SAMEBITO BANDITS:** If the party brings back any of the samebito bandits, Sam Jok O immediately takes it upon himself to teach (or beat) an appreciation of wine into the samebito. He states he will not have time to challenge anyone who wants to use the bridge, and as the party leaves, he begins the samebito's instruction on wine appreciation.

No matter the outcome, Sam Jok O tells the party to keep the *Flamegout Gourd*, saying they earned it. When the party returns to the merchants with the good news, they are overjoyed. Local merchants agree to give the party a 15% discount on items they might need, as well as allowing the party to travel with any merchant caravans. Finally, the local town magistrate awards each player 1200 gp for reopening the trade routes.

The 36 Chambers

A Pathfinder Encounter for 4th-12th level
Characters By Mike Myler

High on the wooded steppes of Jiějué Mountain sits a monastery of monks that devote their lives to mastering the 36 Chambers of Gòngxiàn. The entirety of the landmass is devoted to these trials, including the monastery that wraps around the entire mountain peak. The mountain splits the monastery and surrounding areas into five (north, south, east, west, and center) distinctive sections. Each side of the mountain is devoted to an element, and through the trials of each element and duels with masters, true understanding of both the body and the spirit can be achieved.

The wisest and most venerable masters show great esteem to this order, many having attended to their trials themselves. The Gòngxiàn are so revered that other temples maintain an accord that declares the monastery's grounds as a place of neutrality where school rivalries and feuds between orders are temporarily sustained. Sifu throughout the realm command their students to complete the 36 Chambers of Gòngxiàn as part of their training.



SIDEBAR: UNRELENTING RIVALS

Just because the masters of a school have declared this area to be a neutral zone does not mean that all of their charges choose to respect this edict (or even that they are truly expected to). Unscrupulous students sometimes attempt to sabotage their competitors, being as coy as using a whistle or blowgun to distract the PCs (incurring a penalty to their check or requiring them to reroll their result) while more aggressive rivals might even go so far as to indemnify, frame, or injure the party.

GÒNGXIÀN MONASTERY

Isolated and in high demand, the temple of the 36 Chambers is ideally suited for its task. The peak of the mountain is entirely encircled by the monastery. The monastery mostly consists of training rooms, but it also consists of modest barracks, a single eating area, and two large bathing chambers. The simple food provided to the monks comes from enchanted boxes in the cafeteria, each of which provides the user with a simple bowl of noodles in beef broth. Fountains of marble, each fitted with sculptures of leaping koi fish and scattered throughout the monastery, spit pristine drinking water into the air throughout the day and late into the night.

MASTERING THE 36 CHAMBERS

In order to be declared a master of the 36 Chambers, one must successfully complete each of the trials all in the same day. While the actual amount of time that each trial takes is ultimately up to the DM, it is assumed that completing one trial requires a minimum of 10 minutes (unless stated otherwise) as the PCs wait for other students to make their own attempts, travel between training grounds, and mind to honor the Gòngxiàn instructors. While particularly dire circumstances might merit a longer length of available time to attempt the 36 Chambers, the typical window in any given day that one can attempt them is 16 hours (meaning that in total, any PC that succeeds these tests without making more than—on average—60 additional attempts in a single day can master the 36 Chambers of Gòngxiàn).

Some of these challenges require ability or skill check DCs that are normally unattainable for characters that do not have a bonus modifier for the attribute or skill in question. In these instances, for each two times a PC has failed a trial, he receives a cumulative +1 insight bonus to his subsequent attempts to succeed at the same task. (The PC retains this bonus until he has mastered the 36 Chambers.)

Any character with access to a *kí* pool may spend a single point of *kí* on a single test during a trial of the 36 Chambers to gain a +4 circumstance bonus to his roll.

The DCs listed below are for 4th level PCs. For characters of higher levels, raise the DC of the check by 2 for every two levels above 4th (to a maximum of DC +8 for 12th level characters).

SIDEBAR: TRAINING MONTAGE!

Your players probably are not interested in a d20 rolling contest—instead, feel free to provide other contests of similar theme and use NPCs as your obstacles. Unless otherwise noted, any NPCs mentioned within the 36 Chambers of Gòngxiàn are equivalent to monks of CR equal to the challenger's character level -2 (use the Pathfinder Roleplaying Game: NPC Codex for their statistics). Each entry also includes a second suggested check type or resolution to the test, sometimes with an associated (higher) DC.

A BIT ABOUT THE TRIALS THEMSELVES:

Each of the trials of the 36 Chambers has a core principle and an accompanying task, but the trail has more than one way to succeed at the task. Every entry has a name, Skill or Attribute check, and an alternative method to perform the listed task. It is recommended that only one of the listed tests be required, but GMs are encouraged to switch the type of check on players making second attempts at a trial. These changes could be symbolic of the character's thought processes as they realize the simplistic act before them is actually far more complex than it seems, and it challenges their understanding of both martial arts and themselves. GMs should also encourage creative players to engineer innovative means to perform the trials and occasionally allow them to make checks that are not listed below (but using the listed DC as a guideline) in order to complete the 36 Chambers.

Stone

The southward facing side of Jiějué Mountain bears the 2,000 Steps of the Gòngxiàn, which lead to the front of the sacred monastery and the many other testing areas of the 36 Chambers. On one side of the steps, men and women quickly scamper down from the summit, racing against boulders that could easily crush them. On the other, supplicants slam their bodies and limbs against stone and wood. More of their counterparts collect pebbles from watered pools near the mountain's base. All the while, the orange robed Gòngxiàn minister to their attempts to master these martial tests.

The first six trials have checks of DC 16.

1. SPEAR OF STONE

The challenger must strike through a wooden board with a spear hand.

- **STRENGTH**
- **ATTACK ROLL** (AC 20)

2. ROLLING ROCK

The challenger must race a boulder down the Jiějué steppes and beat it.

- **DEXTERITY**
- **3 OPPOSED REFLEX SAVES**

3. LEG OF STONE

The challenger must destroy the bark of a strong tree with only his shins.

- **CONSTITUTION**
- **SUNDER CHECK** (CMD 20)

4. STONE ARTISAN

The challenger must collect six identical stones or mold them to be exact replicas using only his body.

- **INTELLIGENCE**
- **TWO CRAFT (GEMS)** checks (DC 20)



5. STEADY AS STONE

The challenger must meditate for no less than 1 hour while balancing the 6 stones from the previous trial atop his knees and head.

- **WISDOM**
- **RESISTANCE ANOTHER SUPPLICANT'S DISTRACTIONS** (3 opposed Will saves)

6. FRIEND OF THE EARTH

The challenger must befriend a burrowing creature from the earthwork of the Jiějué Mountains.

- **CHARISMA**
- **TWO HANDLE ANIMAL CHECKS** (DC 20)

Five

The western side of Jiějué Mountain is dotted by small holes that erupt with pockets of flame, which punctuate the whistling breeze and make the entire area unpleasantly warm. Monks attempt to start flames with one punching blow, bound across hot coal pits and through flaming arches, or exit wearily from withstanding the extreme heat within the tunnels carved throughout the ancient rock. Near the zenith, hot cauldrons are filled with boiling oil, which are heated by the flame bursts and heat from the mountain. A small crowd gathers as an entrant approaches one of these huge metal urns to complete a trial. He slams his forearms against the sides of the cauldron without any sign of pain or discomfort. Calmly, the monk lifts it from the ground and turns around to set the cauldron down on a popping gas pocket. As he steps away from his task, markings of a dragon can be seen branded into his left arm and a tiger branded on his right.

The next set of challenges have checks of DC 18.

7. FIST OF FLAMES

The challenger must punch a piece of flint against stone hard enough to start a fire.

- **STRENGTH**
- **SLEIGHT OF HAND** (DC 22)

8. STANCE OF THE SCORCHED

The challenger must leap atop hot coal pits to cross an obstacle course.

- **DEXTERITY**
- **ACROBATICS** (DC 22)

9. BLAZING HEART

The challenger must withstand a tunnel of metal heated to over 140 degrees Fahrenheit.

- **CONSTITUTION**
- **MEDITATE** within for 1 hour without exhaustion (3 Fortitude saves)

10. FIERY BELIEF

The challenger must engage in a fierce philosophical debate with the master philosopher of the Gòngxiàn and be regarded as having fared well.

- **INTELLIGENCE**
- **BLUFF** (DC 26)

11. ILLUMINATION

The challenger must flawlessly light a dozen candles (per character level) in one round.

- **WISDOM**
- **10 ATTACK ROLLS** (AC 15, +1 per attack, up to AC 24)



12. FRIEND OF THE FLAMES

The challenger must withstand a serious burn and heal naturally without experiencing any unwanted scarring; many applicants choose to brand themselves with symbols of import (a dragon on the left arm nearest the heart to represent spiritual power, mirrored by a tiger on the right arm to exemplify physical might).

- **CHARISMA**
- **1 FORTITUDE, 1 REFLEX AND 1 WILL SAVE**

SIDEBAR: SHAOLIN TATTOOS

There is a real-world precedent for these tattoos, and PCs that already know about these markings (or look them up of their own volition) should receive in-game rewards for their efforts! These could be as simple as a small bonus to Fortitude and Will saves or as intricate as an enchanted tattoo - the precise effects of the bonuses are at the GM's discretion, but any supernatural effects are treated as though their caster level equals the character's hit die.

Water

The eastern side of Jiějué Mountain is covered by cascading waterfalls that travel down through several glistening pools before reaching the grounds far below. Some monks meditate while floating in or on the still pools throughout the waterfalls, while others are interspersed among several staging areas that each have three differently sized urns (some of them smashed by angry supplicants). At the mountain's peak, near the temple of the Gòngxian, stands a structure reminiscent of a huge triangle, seemingly cut in half. In its center is a giant waterwheel contraption that towers several stories high.

Dozens of men and women struggle to carry buckets of water to its apex using the only access channel: a very narrow balance beam, one on each side, one for going up and one for going down. After dumping their buckets, they scurry down the other balance beam to quickly refill at the bottom of the waterwheel and repeat the cycle. However, the carrying of the buckets has an additional challenge. With straps tied around the biceps that holster blades pointing inward towards the armpits, supplicants must carry the buckets full of water above shoulder level or risk being punctured and injuring themselves. Many of them have wounds or scratches where their strength has waned, but each moves with a pace and resolve that keeps the wheel turning in a steady, dependable rhythm.

These six trials have checks of DC 20.

13-15. THE ENDLESS WATERFALL

With straps tied around the biceps that holster small blades pointing inward towards the armpits, the challenger must carry buckets full of water above shoulder level or risk being punctured and creating wounds. Simultaneously, he must walk up an inclined balance beam and dump the buckets along the top of the waterwheel, which carries the water back down to the bottom where it is once again collected so the cycle can repeat.

- **1 STRENGTH, 1 DEXTERITY AND 1 CONSTITUTION CHECK**
- **1 FORTITUDE SAVE (ENCUMBRANCE), 1 WILL SAVE (CONCENTRATION) AND 1 ACROBATICS CHECK (DC 24)**



16. LIQUID UNDERSTANDING

The challenger must use only a 3 gallon urn and 5 gallon urn to precisely fill a 4 gallon urn.

- **INTELLIGENCE**
- **BLUFF (DC 24) AND SLEIGHT OF HAND (DC 24)**

17. BUOYANT BELIEF

The challenger must meditate while floating unaided for no less than 1 hour.

- **WISDOM**
- **3 FORTITUDE SAVES (HOLDING YOUR BREATH)**

18. FRIEND OF WATER

The challenger must befriend an aquatic creature from the pools on Jiějué Mountain.

- **CHARISMA**
- **TWO HANDLE ANIMAL CHECKS (DC 24)**

Air

The northern face of Jiějué Mountain is covered by groves of tall trees and thatches of bamboo. Monks footrace around the forest's perimeter, and deeper within, supplicants attempt to cross obstacles courses by leaping from bamboo poles while two practitioners of Gòngxian attempt to knock them to the ground thirty feet below. At the very center of the obstacle course, entrants strike at the air just above a bowl of water, sending the entire contents of the bowl splashing down upon the grass. Others arrange countless blocks of wood into complex patterns that create shrieks resembling the caw of a striking avian predator. Long lines of supplicants awaiting their turns zig-zag their way through the trees and trial areas.

These trials require successful checks of DC 22.

19. OPEN PALM

The challenger must disperse the entirety of a bowl of water in one strike, without making contact with the liquid.

- **STRENGTH**
- **SUNDER CHECK (CMD 26)**

20. FLEET FOOTING

The challenger must succeed in crossing a field of poles by leaping atop them, while resisting attempts to be knocked off by two practitioners of Gòngxian.

- **DEXTERITY**
- **2 MONKS THAT MAKE 3 CMB CHECKS EACH OVER 6 ROUNDS**

21. EMPTY LUNGS

The challenger must hold his breath while sprinting laps around the Gòngxian monastery.

- **CONSTITUTION**
- **ESCAPE ARTIST (DC 26)**

22. MASTER OF THE BREEZE

The challenger must create a pitch of sound that offends the ears or shakes the bones by manipulation of nothing but simple wooden blocks.

- **INTELLIGENCE**
- **PERFORM (WIND INSTRUMENT)**

23. MASTER OF THE GUST

The challenger must snuff out an entire room full of candles in one swift motion without damaging them in any way.

- **WISDOM**
- **ATTACK ROLL (AC 25)**



24. FRIEND OF THE SKIES

The challenger must befriend a flying creature from the forest of the Jiějué Mountain.

- **CHARISMA**
- **2 HANDLE ANIMAL CHECKS (DC 26)**

Body

At the center of the massive monastery atop the mountain's peak lies a chasm filled with teetering pillars of stone and a larger lone tower located in the center of the chasm. Fewer martial artists are present in this area than in the other areas of the mountain. Brave supplicants leap from a starting, stable platform on the edge of the chasm to the tottering pillars that are their only accessway to the Gamemaster's solitary tower. Once they reach the base of the tower, they scamper unaided up the sheer sides, clambering to the entrance of the atrium that lumbers hundreds of feet in the sky, in order to complete the Gòngxiàn Gamemaster's trials.

These challenges requires successful skill checks of DC 28.

25. TIGER'S CHARGE

The challenger must bound across the top of a chasm filled with tottering pillars of stone.

- **ACROBATICS**
- **ALTERNATIVELY, THE PC CAN ATTEMPT THE ACTUAL MOVEMENT ON A COMBAT MAP.** Each pillar of stone offers a 5 foot space, no two of which are closer than 15 feet or farther apart than 25 feet. Roll d100 every time the PC lands on a stone pillar; 25% of the time he will cause it to begin falling in the direction he landed (negated by a featherfall effect), and any doubles causes the platform to fall in the direction opposite the PC's movement.

26. MONKEYS LEAP

The challenger must ascend the sheer side of Jiějué Mountain without the aid of equipment.

- **CLIMB**
- **PCS WITH LOW CLIMB BONUSES MAY INSTEAD STRIKE THE ROCK FACE TO MAKE THEIR OWN HANDHOLDS.** This process takes a considerable amount of time — 6 hours minus their Strength modifier (minimum 1) — and the PCs remains Fatigued for the same number of hours as their ascent took.

27. TONGUE OF THE SNAKE

The challenger must best the Gòngxiàn Gamemaster in a contest of deceit.

- **SENSE MOTIVE**
- **DIPLOMACY:** While quite clever and wise, every genius has his faults, and a canny PC may be able to catch this difficult opponent in a fallacy by succeeding on 5 opposed Diplomacy checks with the Gòngxiàn Gamemaster (who is a Rogue of CR equal to the PC's level -1).

28. EYES OF THE OX

The challenger must locate the Gòngxiàn Gamemaster after he has hidden in the inner atrium of the tower.

- **PERCEPTION**
- **ALLOW THE PC 1 MINUTE (TEN CHECKS) TO LOCATE THE OPPONENT WITHIN THE 30 FT. X 30 FT. CHAMBER.** The Gòngxiàn Gamemaster has drunk a *potion of invisibility*, and there is a 35% chance that his hiding place is on one of the trunks of the seven 50 ft. tall trees that grow within the atrium.



29. INSTINCTS OF THE RAT

The challenger must successfully hide from the Gòngxìàn Gamemaster within the tower's atrium.

- **STEALTH**
- **ALLOW THE PC ONE MINUTE TO HIDE HIMSELF AS WELL AS POSSIBLE.**
He may make one each of the following checks to gain a +2 circumstance bonus to his Stealth check (DC 10 + character level) so long as he has 1 rank in the associated skill: Acrobatics, Climb, Disguise, Escape Artist, Knowledge (nature), Perception, Sense Motive, and Survival.

30. SWIFTNESS OF THE HORSE

The challenger must beat the Gòngxìàn Gamemaster in a foot race from the tower at the center of the monastery to the base of Jiějué Mountain.

- **SURVIVAL**
- **EFFECTIVE ROUTE :** To work out the most effective route, the PC may make an Intelligence check (DC 20) to roll his Survival check twice and take the better result. With a successful opposed Wisdom check, he can cut off and take the lead away from the Gòngxìàn Gamemaster, allowing him to reroll his Survival check. (He must decide to do so before the results of the race are revealed.)

Spirit

The final six trials of the 36 Chambers of Gòngxìàn focus on the mind and spirit of applicants, requiring the supplicants to prove clarity of their minds and to prove physical prowess by successfully defeating three martial arts masters in one-on-one duels.

(For these NPCs, use entries with CR equivalent to the challenger's character level.)

31. DOGS THIRST

The challenger must survive an hour of constant intoxication at the Brass Monkey with the drunken masters that refuse to leave the Gòngxìàn monastery — without embarrassing himself, his school, or his family.

The Brass Monkey is almost as famous as the Gòngxìàn; it is the massive silent statue that has been in the monastery since time immemorial, and every attempt to ruin or damage it has met with abysmal failure. These unsuccessful efforts to remove the metallic sculpture are often followed by drinking some of the endless sake and wine it dispenses upon command. Those who have failed the 36 Chambers often enough to lose their resolve typically drink themselves silly here, but only the rowdy drunken masters (who apparently never leave the establishment) in the back of the reluctant tea house are allowed to remain for more than a few days.

- **FORTITUDE DC 25**
- Alternatively, the PC might attempt to hide his actual imbibement with two opposed Sleight of Hand checks against his monk drinking partners and one successful opposed Bluff check to feign the effects of drinking alcohol.



32. RABBITS RUN

The challenger must reach the end of the Téngtòng Tunnel beneath the Gòngxian Monastery.

In the depths of the Gòngxian temple rests a simple stone passageway that stretches two hundred feet down into the mountain at a slight decline. Torches ensconced along the walls flicker, illuminating dozens of small holes, slits, and dried splatters of blood from those that have fallen prey to the traps of Téngtòng Tunnel.

- **REFLEX (DC 25)**
- The tunnel is filled with the following traps, sequenced after one another in two series (their particular order determined by the GM) down the 200 ft. long 15 ft. x 15 ft. passage (their associated DCs are increased by a number equal to the challenger's level -3 and have their CRs increased by one for the purpose of rewarding experience): javelin trap, swinging axe trap, camouflaged pit trap, wall scythe trap, and falling block trap.

33. SHEEPS RESOLVE

The challenger must withstand the keening sub-vocal screams of the mirrored hall of Shagua's Remorse for 1 hour without losing the focus of his meditations.

Téngtòng Tunnel ends with a simple, modest doorway. The chamber across the unadorned threshold is another matter entirely. Hundreds of mirrored sculptures seem to be suspended in the air here, curving and twisting in patterns so varied that they defy description. Footsteps echo loudly, turning into snaps that make the hanging ornamentation spin and sway as the supplicant's breath becomes amplified into a low bellow that begins to ring in his ears. As the wooden portal shuts closed, a shriek of deafening proportions slams across the room and assaults the supplicant's senses as the candle in the chamber's center lights all on its own.

- Will DC 25
- **HEAR NO EVIL:** The PC might attempt to negate some of the negative effects of this area by successfully "not hearing" the resonating shriek. For every two ranks he has in the Perception skill, he may attempt to focus the attention of his senses elsewhere by succeeding on a Perception check (DC 15 + character level). This grants him a 10 minute reprieve from the maddening drone and provides a cumulative +2 circumstance bonus to his Will saving throw.

These last three challenges may not be attempted more than once in a day. Each is held in a raised pit near the monastery's premier (southern) entrance, and competitors are encouraged to witness these trials whenever they have the opportunity to do so.



In front of the grand monastery, a simple dirt ring rises above the ground, surrounded by huge marble stones worked into beautiful reliefs of monks attempting the 36 Chambers. Throughout the day, any student can take a moment to watch the applicants succeed or fail at the final three tests, wrestling down the Pig, Master Zhū, or disarming the Rooster, Master Chòu Pì. Attempts against the 36th Chamber, dueling Grand Master Màikèfēng, are uncommon and always draw a crowd of hundreds of supplicants eager to see for themselves what one can achieve by mastering the teachings of the Gòngxìàn.

34. THE PIG

The challenger must successfully pin or knock unconscious Gòngxìàn Master Zhū (Barbarian of PC's level -1).

35. THE ROOSTER

The challenger must successfully disarm or knock unconscious Gòngxìàn Master Chòu Pì (Fighter of PC's level -1).

36. THE DRAGON

The challenger must successfully defeat the Grand Master of the Gòngxìàn Monastery, Màikèfēng, in a bloodless (nonlethal damage only) combat (Monk of PCs level).

RESOLUTION: Any character that successfully completes the 36 Chambers of Gòngxìàn gains 1 monk level, regardless of their actual amount of experience. The minders of the Gòngxìàn Monastery scale the difficulty of the challenges to the level of physical and spiritual mastery attained by the individuals attempting them, often holding themselves back or assigning lesser students to officiate the tests in question. The entire mountainside is devoted to the 36 Chambers, and different areas contain different materials or slightly modified versions of each challenge to suit the varied abilities of the order's many practitioners.

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At any given time, there are over a thousand different martial artists attempting the 36 Chambers. The Gòngxìàn monastery is overfilled with sifus of numerous styles and students of the most esoteric disciplines. This is a fantastic resource for PCs looking to train in a new style or pick up a new combat feat as potential trainers are everywhere. GMs should make sure to include potential rivals, as well as plot seeds and foreshadowing elements through the diverse and robust student body of warriors found on the peak of Jiějué Mountain.



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Dragon
Tiger
Ox



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