

# The Hao Jin Cataclysm

## Stat Blocks Subtier 10-11

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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## A. The Sundered City

### UNRAVELING CURSED KING

CR 10

CE Medium undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +12

**Aura** demanding aura (30 ft., DC 20, 1d4 rounds)

#### DEFENSE

**AC** 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

**hp** 119 (14d8+56)

**Fort** +9, **Ref** +8, **Will** +13

**DR** 10/—; **Immune** undead traits

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 30 ft., traverse tapestry

**Melee** bite +20 (1d8+10/19-20), 2 slams +20 (1d6+10)

**w/ Power Attack** bite +17 (1d8+16/19-20), 2 slams +17 (1d6+16)

**Special Attacks** berserk, bestial curs

#### STATISTICS

**Str** 30, **Dex** 19, **Con** —, **Int** 3, **Wis** 19, **Cha** 16

**Base Atk** +10; **CMB** +20; **CMD** 34

**Feats** Combat Reflexes, Following Step, Great Fortitude, Improved Critical (bite), Power Attack, Step Up, **Step Up and Strike**, Toughness

**Skills** Perception +12, Stealth +16

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

#### SPECIAL ABILITIES

**Berserk (Ex)** When a cursed king enters combat, there is a cumulative 1% chance each round that its tortured spirit breaks free and the creature goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk cursed king attacks the nearest living creature (or smashes some object smaller than itself if no creature is within reach). The undead's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the creature with a successful DC 20 Charisma check.

**Bestial Curse (Su)** When a cursed king is destroyed, it unleashes a final curse on all creatures within a 30-foot radius. This curse slowly robs the targets of their minds and bodies, eventually transforming them into animals of the same type as the animal head sewn to the cursed king's body. All creatures in the area must succeed at a DC 21 Will save or take 1d6 points of Wisdom damage and 1d6 points of Charisma damage. The Accursed creature doesn't benefit from effects that remove ability damage. Once cursed, the target must succeed at a Will save every 24 hours or take ability damage again. Once the target's Charisma or Wisdom score is reduced to 0, the victim is transformed into a mundane animal as per baleful *polymorph*, and is automatically treated as if it failed the second Will save to retain its mind. At this point, the creature receives the typical Wisdom and Charisma of that animal and stops taking ability damage. This is a curse effect. The save DC is Charisma-based.

**Demanding Aura (Su)** All creatures within a 30-foot radius that can see a cursed king must succeed at a DC 20 Will save or be terrified into subservience. A creature that fails its saving throw gains the cowering condition for 1d4 rounds. A creature that successfully saves is not subject to the same cursed king's demanding aura for 24 hours. This is a mind-affecting fear effect, and the save DC is Charisma-based.

**Traverse Tapestry (Ex)** This creature can pass through any material of the tapestry demiplane (from earth and stone to water and lava) as easily as a fish swims through water. If the creature ends its turn while passing through the tapestry (except through air), it has a 50% chance to be reabsorbed into the demiplane and destroyed. This does not grant creatures the ability to fly if they cannot already do so.

**UNRAVELING MOHRG (2)****CR 8**

CE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**hp** 91 (14d8+28)**Fort** +6, **Ref** +10, **Will** +9**Immune** undead traits**OFFENSE****Speed** 30 ft., traverse tapestry**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)**Special Attacks** ~~create spawn~~, paralysis (1d4 minutes, DC 21)**STATISTICS****Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack**Skills** Climb +22, Perception +23, Stealth +21, Swim +19**SPECIAL ABILITIES****Create Spawn (Su)** This creature loses this ability as part of being an unraveling creature.**Traverse Tapestry (Ex)** This creature can pass through any material of the tapestry demiplane (from earth and stone to water and lava) as easily as a fish swims through water. If the creature ends its turn while passing through the tapestry (except through air), it has a 50% chance to be reabsorbed into the demiplane and destroyed. This does not grant creatures the ability to fly if they cannot already do so.

## B. Round Mountain Crossing

### ROPER

CR 12

CE Large aberration

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

### DEFENSE

**AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

**hp** 162 (12d8+108)

**Fort** +13, **Ref** +5, **Will** +13

**Immune** electricity; **Resist** cold 10; **SR** 27

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 10 ft.

**Melee** bite +20 (4d8+18/19–20)

**Ranged** 6 strands +10 touch (1d6 Strength)

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

**Special Attacks** pull (strand, 5 feet), strands

### STATISTICS

**Str** 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12

**Base Atk** +9; **CMB** +22; **CMD** 33 (can't be tripped)

**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)

**Skills** Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); **Racial Modifiers** +8 Stealth in stony or icy areas

**Languages** Aklo, Undercommon

### SPECIAL ABILITIES

**Strands (Ex)** A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must succeed at a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

## C7. Garden of Demons

### VROCK (3)

CR 9

CE Large outsider (chaotic, demon, evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; Perception +23

#### DEFENSE

**AC** 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

**hp** 112 (9d10+63)

**Fort** +13, **Ref** +10, **Will** +6

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

**Melee** 2 claws +10 (2d6+11), bite +10 (1d8+11), 2 talons +10 (1d6+11)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** dance of ruin, spores, stunning screech

**Spell-Like Abilities** (CL 12<sup>th</sup>; concentration +15)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

#### STATISTICS

**Str** 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

**Base Atk** +9; **CMB** +15; **CMD** 27

**Feats** Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

**Skills** Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Common; telepathy 100 ft.

#### SPECIAL ABILITIES

**Dance of Ruin (Su)** A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vlocks are dancing (the DC continues to increase with additional vlocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vlocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

**Spores (Ex)** A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

**Stunning Screech (Su)** Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

## D. Cave of Lost Souls

### DUERGAR CAPTAIN (3)

CR 8

Duergar fighter 9

LE Medium humanoid (dwarf)

**Init** +0; **Senses** darkvision 120 ft.; Perception +2

#### DEFENSE

**AC** 22, touch 10, flat-footed 20 (+10 armor, +1 deflection, +1 natural)

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

**Fort** +10, **Ref** +4, **Will** +6 (+2 vs. fear); +2 vs. spells

**Defensive Abilities** bravery +2, **Immune** paralysis, phantasms, poison

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 20 ft.

**Melee** +2 *dwarven waraxe* +19/+14 (2d8+12/19–20/×3)

**w/ Power Attack** +2 *dwarven waraxe* +16/+11 (2d8+21/19–20/×3)

**Ranged** mwk heavy crossbow +11 (2d8+1/19–20)

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

**Spell-Like Abilities** (CL 9th; concentration +6)

1/day—*enlarge person* (self only), *invisibility* (self only)

Editor's Note: The numbers have been adjusted from the original stat blocks to fix some inaccuracies. There are also problematic feats, but they have not been fixed.

#### STATISTICS

**Str** 19, **Dex** 10, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

**Base Atk** +9; **CMB** +13 (+15 overrun, +15 sunder); **CMD** 25 (29 vs. bull rush or trip)

**Feats** Cleave, Great Cleave, Greater Overrun, Greater Sunder, Greater Weapon Focus (dwarven waraxe), Mounted Combat, Power Attack, Vital Strike, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

**Skills** Climb +6, Handle Animal +3, Perception +2, Ride +8, Survival +8

**Languages** Common, Dwarven, Undercommon

**SQ** armor training 2, slow and steady, stability

**Combat Gear** *potions of cure serious wounds* (2), thunderstones (3); **Other Gear** +1 full plate, +2 *dwarven waraxe*, mwk heavy crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 129 gp

#### SPECIAL ABILITIES

**Greater Overrun** You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

**Greater Sunder** You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

#### W/ ENLARGE PERSON

LE Large humanoid (dwarf); **AC** 20, touch 8, flat-footed 19; **Ref** +3; **Size** 10 ft, **Reach** 10 ft.; **Melee** +2 *dwarven waraxe* +19/+14 (3d8+13/19–20/×3); **w/ Power Attack** +2 *dwarven waraxe* +16/+11 (3d8+22/19–20/×3); **Ranged** mwk heavy crossbow +9 (2d8+1/19–20); **Str** 21, **Dex** 8; **CMB** +15 (+17 overrun, +17 sunder), **CMD** 26 (30 vs. bull rush or trip); Climb +7

**Sunder w/ weapon** – +21 (+18 w/ PA); **Sunder w/ weapon while enlarged** – +23 (+20 w/ PA)

CE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +23

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**DEFENSE**

**AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

**hp** 91 (14d8+28)

**Fort** +6, **Ref** +10, **Will** +9

**Immune** undead traits

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**OFFENSE**

**Speed** 30 ft., traverse tapestry

**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

**Special Attacks** ~~create spawn~~, paralysis (1d4 minutes, DC 21)

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**STATISTICS**

**Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30

**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

**Skills** Climb +22, Perception +23, Stealth +21, Swim +19

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**SPECIAL ABILITIES**

**Create Spawn (Su)** This creature loses this ability as part of being an unraveling creature.

**Traverse Tapestry (Ex)** This creature can pass through any material of the tapestry demiplane (from earth and stone to water and lava) as easily as a fish swims through water. If the creature ends its turn while passing through the tapestry (except through air), it has a 50% chance to be reabsorbed into the demiplane and destroyed. This does not grant creatures the ability to fly if they cannot already do so.



## E. Desert Encampment

### BUGBEAR FLESH GLUTTON (2)

CR 8

Giant bugbear barbarian 5

CE Large humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft., scent; Perception +14

#### DEFENSE

**AC** 23, touch 10, flat-footed 19 (+7 armor, +3 Dex, +6 natural, –2 rage, –1 size)

**hp** 99 (8 HD; 3d8+5d12+48)

**Fort** +12, **Ref** +8, **Will** +5

**Defensive Abilities** improved uncanny dodge, trap sense +1

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *falchion* +15/+10 (2d6+13/18–20), bite +10 (1d4+4)

**w/ Power Attack** +1 *falchion* +13/+8 (2d6+19/18–20), bite +8 (1d4+6)

**Ranged** mwk javelin +10 (1d8+8)

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

**Special Attacks** rage (16 rounds/day), rage powers (animal fury, powerful blow)

#### TACTICS

**Before Combat** The bugbear rages and charges.

**Base Statistics** When not raging, the barbarian's statistics are **AC** 24, touch 12, flat-footed 21; **hp** 83; **Fort** +10, **Will** +3; **Melee** +1 *falchion* +13/+8 (2d6+10/18–20), **Ranged** mwk javelin +10 (1d8+6); **Str** 22, **Con** 18; **CMB** +14; **Skills** Intimidate +21.

#### STATISTICS

**Str** 26, **Dex** 17, **Con** 22, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +7; **CMB** +16; **CMD** 27

**Feats** Hurtful<sup>MC</sup>, Intimidating Prowess, Pile On<sup>MC</sup>, Power Attack

**Skills** Intimidate +23, Perception +14, Stealth +10, Survival +10

**SQ** fast movement, stalker

**Gear** +1 *breastplate*, +1 *falchion*, mwk javelins (2), *cloak of fangs*<sup>UE</sup>, 373 gp

#### SPECIAL ABILITIES

**Animal Fury (Ex)** While raging, the barbarian gains a bite attack. If used as part of a full attack action, the bite attack is made at the barbarian's full base attack bonus –5. If the bite hits, it deals 1d4 points of damage (assuming the barbarian is Medium; 1d3 points of damage if Small) plus half the barbarian's Strength modifier. A barbarian can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the barbarian against the target this round are at a +2 bonus.

**Cloak of Fangs** The wearer can force its teeth to grow rapidly up to five times per day as a swift action. If the wearer already has a bite attack, the damage of that bite attack increases by one step.

**Hurtful** When you successfully demoralize an opponent within your melee reach with an Intimidate check, you can make a single melee attack against that creature as a swift action. If your attack fails to damage the target, its shaken condition from being demoralized immediately ends.

**Pile On** Once per round when you damage a creature that is shaken, frightened, or panicked, you can choose to deal half your normal damage in order to extend the duration of its fear condition by 1 round.

**Powerful Blow (Ex)** The barbarian gains a +2 bonus on a single damage roll. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

**BUGBEAR LURKER (2)****CR 8**

Bugbear rogue 7

CE Medium humanoid (goblinoid)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +13**DEFENSE****AC** 20; touch 15; flat-footed 18 (+4 armor, +4 Dex, +1 deflection, +2 natural)**hp** 81 (10d8+37)**Fort** +6, **Ref** +12, **Will** +3**Defensive Abilities** evasion, trap sense +2, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** +1 *short sword* +12/+7 (1d6+3/19–20)**Ranged** javelin +12 (1d6+2)**Special Attacks** sneak attack +4d6 plus bleed**STATISTICS****Str** 14, **Dex** 18, **Con** 16, **Int** 13, **Wis** 10, **Cha** 10**Base Atk** +7; **CMB** +9; **CMD** 23**Feats** Combat Expertise, Improved Feint, Improved Initiative, Skill Focus (Stealth), Weapon Finesse**Skills** Acrobatics +16, Bluff +13, Climb +14, Disable Device +16, Intimidate +17, Perception +13, Stealth +31**Languages** Common, Goblin, Orc**SQ** rogue talents (bleeding attack +4, fast stealth, surprise attack), stalker, trapfinding +3**Combat Gear** alchemist's fire (4); **Other Gear** mwk chain shirt, +1 *short sword*, javelins (4), *cloak of elvenkind*, *ring of protection* +1, 656 gp**SPECIAL ABILITIES****Improved Feint** You can make a Bluff check to feint in combat as a move action.**Surprise Attack (Ex)** During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.**Uncanny Dodge (Ex)** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

## F. Eternal Lake Temple

### AOITSUN

CR 12

Juvenile sovereign dragon

N Large dragon

**Init** +5; **Senses** dragon senses; Perception +21

**Aura** frightful presence (120 ft., DC 21)

### DEFENSE

**AC** 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, –1 size)

**hp** 161 (14d12+70)

**Fort** +14, **Ref** +12, **Will** +15

**Immune** paralysis, sleep

### OFFENSE

**Speed** 50 ft., fly 200 ft. (poor)

**Melee** bite +22 (2d6+12), 2 claws +21 (1d8+8), gore +21 (1d8+12), tail slap +19 (1d8+12)

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

**Special Attacks** breath weapon (40-ft cone, 8d6 sonic, Reflex DC 22 half), violent retort

**Spell-Like Abilities** (CL 14th; concentration +18)

At will—*calm emotions* (DC 16), *detect evil*, *detect good*

**Sorcerer Spells Known** (CL 3rd; concentration +7)

1st (6/day)—*charm person* (DC 15), *chill touch* (DC 15), *color spray* (DC 15)

0 (at will)—*detect magic*, *detect poison*, *disrupt undead*, *flare* (DC 14), *ghost sound* (DC 14)

### STATISTICS

**Str** 27, **Dex** 12, **Con** 21, **Int** 18, **Wis** 19, **Cha** 18

**Base Atk** +14; **CMB** +23; **CMD** 34 (38 vs. trip)

**Feats** Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Persuasive, Weapon Focus (bite)

**Skills** Acrobatics +1 (+9 to jump), Appraise +21, Bluff +21, Diplomacy +25, Fly –5, Heal +21, Intimidate +25, Knowledge (arcana) +21, Knowledge (history) +21, Perception +21, Sense Motive +21, Spellcraft +21

**Languages** Auran, Celestial, Common, Draconic, Infernal

**SQ** change shape (any humanoid; polymorph), dogmatic discordance

### SPECIAL ABILITIES

**Change Shape (any humanoid; polymorph, 3/day) (Su)** Aoitsun has the ability to assume the appearance of a specific humanoid, but retains most of her own physical qualities. Aoitsun cannot change shape to a form more than one size category smaller or larger than her original form unless noted otherwise. This ability functions as a *polymorph* spell, but Aoitsun does not adjust her ability scores.

**Dogmatic Discordance (Su)** Good or evil creatures take a –2 penalty when making saving throws against a sovereign dragon's spells, spell-like abilities, breath weapon, and aura.

**Frightful Presence (Ex)** Aoitsun's very presence is unsettling to her foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action must succeed at a saving throw or become panicked or shaken for 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than Aoitsun has. On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds at the saving throw is immune to Aoitsun's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**Violent Retort (Ex)** When Aoitsun takes damage from a melee attack critical hit, she can, as an immediate action, make a claw or tail slap attack against the creature that made the critical hit.

## Optional Encounter 1: Shredded Souls

### UNRAVELING MOHRG (4)

CR 8

CE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +23

#### DEFENSE

**AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

**hp** 91 (14d8+28)

**Fort** +6, **Ref** +10, **Will** +9

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft., traverse tapestry

**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

**Special Attacks** ~~create spawn~~, paralysis (1d4 minutes, DC 21)

#### STATISTICS

**Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30

**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

**Skills** Climb +22, Perception +23, Stealth +21, Swim +19

#### SPECIAL ABILITIES

**Create Spawn (Su)** This creature loses this ability as part of being an unraveling creature.

**Traverse Tapestry (Ex)** This creature can pass through any material of the tapestry demiplane (from earth and stone to water and lava) as easily as a fish swims through water. If the creature ends its turn while passing through the tapestry (except through air), it has a 50% chance to be reabsorbed into the demiplane and destroyed. This does not grant creatures the ability to fly if they cannot already do so.

## Optional Encounter 2: Desperate Swamp-Dwellers

### BOGGARD CHAMPION (5)

CR 7

Boggard fighter 5

CE Medium humanoid (boggard)

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

#### DEFENSE

**AC** 22, touch 11, flat-footed 21 (+6 armor, +1 Dex, +3 natural, +2 shield)

**hp** 72 (8 HD; 3d8+5d10+32)

**Fort** +10, **Ref** +5, **Will** +3 (+1 vs. fear)

**Defensive Abilities** bravery +1

#### OFFENSE

**Speed** 20 ft., swim 30 ft.

**Melee** +1 *terbutje* +15/+10 (1d8+9), tongue +7 touch (sticky tongue)

**w/ Power Attack** +1 *terbutje* +13/+8 (1d8+15), tongue +5 touch (sticky tongue)

**Ranged** mwk javelin +9 (1d6+5)

**Special Attacks** terrifying croak (DC 12), weapon training (heavy blades +1)

#### STATISTICS

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

**Base Atk** +7; **CMB** +12; **CMD** 23

**Feats** Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (*terbutje*), Weapon Specialization (*terbutje*)

**Skills** Acrobatics +2 (+18 when jumping), Climb +6, Intimidate +6, Perception +5, Stealth +0 (+8 in swamps), Survival +8, Swim +10

**Languages** Boggard

**SQ** armor training 1, hold breath, swamp stride

**Combat Gear** *potion of bull's strength*, *potion of cure serious wounds*; **Other Gear** +1 black dragonhide scale mail, mwk heavy wooden shield, +1 *terbutje*<sup>UE</sup>, mwk javelins (2), 282 gp

#### SPECIAL ABILITIES

**Hold Breath (Ex)** A boggard can hold its breath for a number of rounds equal to four times its Constitution score.

**Sticky Tongue (Ex)** A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

**Swamp Stride (Ex)** A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

**Terrifying Croak (Su)** Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must succeed at a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

**BOGGARD PRIEST-KING****CR 11**

Boggard cleric 10

CE Medium humanoid (boggard)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +9**DEFENSE****AC** 20, touch 9, flat-footed 20 (+6 armor, −1 Dex, +4 natural, +1 shield)**hp** 120 (13d8+62)**Fort** +14, **Ref** +6, **Will** +14**Resist** cold 10**OFFENSE****Speed** 15 ft., swim 30 ft.**Melee** +1 morningstar +15/+10 (1d8+5), tongue +8 touch (sticky tongue)**Special Attacks** channel negative energy 5/day (DC 17, 5d6), scythe of evil (5 rounds, 1/day), terrifying croak (DC 15)**Spell-Like Abilities** (CL 13th; concentration +15)1/day—*fog cloud*, *jump*, *summon swarm***Domain Spell-Like Abilities** (CL 10th; concentration +15)8/day—*icicle* (1d6+5 cold), *touch of evil* (5 rounds)**Cleric Spells Prepared** (CL 10th; concentration +15)5th—*dispel good*<sup>D</sup> (DC 20), *insect plague*, *righteous might*, *slay living* (DC 20)4th—*control water*<sup>D</sup>, *cure critical wounds*, *divine power*, *freedom of movement*, *unholy blight* (DC 19)3rd—*bestow curse* (DC 18), *dispel magic*, *invisibility purge*, *magic circle against good*<sup>D</sup>, *magic vestment*2nd—*bear's endurance*, *death knell* (DC 17), *enthrall* (DC 17), *fog cloud*<sup>D</sup>, *resist energy*, *sound burst* (DC 17)1st—*bane* (DC 16), *bles*, *cure light wounds*, *divine favor*, *protection from good*<sup>D</sup>, *sanctuary* (DC 16), *shield of faith*0 (at will)—*create water*, *detect poison*, *guidance*, *purify food and water***D** domain spell; **Domains** Evil, Water**STATISTICS****Str** 18, **Dex** 9, **Con** 16, **Int** 10, **Wis** 20, **Cha** 14**Base Atk** +9; **CMB** +13; **CMD** 22**Feats** Brew Potion, Combat Casting, Craft Wand, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (morningstar)**Skills** Acrobatics +0 (+16 when jumping), Diplomacy +8, Knowledge (planes) +8, Knowledge (religion) +8, Perception +9, Sense Motive +13, Spellcraft +8, Stealth +0 (+8 in swamps), Swim +10**Languages** Boggard**SQ** hold breath, priest-king<sup>MC</sup>, swamp stride**Combat Gear** *wand of cure light wounds* (35 charges), *wand of owl's wisdom* (25 charges), *wand of prayer* (13 charges); **Other Gear** +2 *hide armor*, mwk light wooden shield, +1 *morningstar*, *amulet of natural armor* +1, *cloak of resistance* +1, spell component pouch, 24 gp**SPECIAL ABILITIES****Hold Breath (Ex)** A boggard can hold its breath for a number of rounds equal to four times its Constitution score.**Sticky Tongue (Ex)** A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a −2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the

target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

**Swamp Stride (Ex)** A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

**Terrifying Croak (Su)** Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must succeed at a DC 16 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

### Boggard King Cheat Sheet

#### 5<sup>th</sup> level spells

**Dispel Good** (abjuration[good], VSDF, touch, 1rd/lvl) – +4 deflection vs. good creatures, can end the spell when making a melee touch to dismiss an evil creature from another plane (WILL negates, SRyes) or end the spell to dispel an enchantment spell from a good creature.

**Insect Plague** (conjuration(summoning), VSDF, 1round, long, one swarm/3lvls, 1 min/lvl) – Summon stationary wasp swarms adjacent to each other.

**Righteous Might** (transmutation, VSDF, personal, 1rd/lvl) – enlarge, +4 STR, +4 CON, -2 DEX, +2 enhance nat armor, DR 5/good, -1 AC, Att, weapon dmg goes up 1 size

**Slay Living** (necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

#### 4<sup>th</sup> level spells

**Control Water** – Basically irrelevant

**Cure Critical Wounds** (conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing (max +20)

**Divine Power** (evocation, VSDF, personal, 1rd/lvl) - +1/3lvls on att, weapon dmg, STR checks, STR skills. 1 temp/lvl. Haste attack.

**Freedom of Movement** (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

**Unholy Blight** (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls (max 5d8). Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

#### 3<sup>rd</sup> level spells

**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

**Dispel Magic** (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

**Invisibility Purge** (evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere

**Magic Circle Against Good** (Abjuration [evil], VSMDF, touch, 10ft radius from touched creature, 10 min/lvl) – Grants Pro: Good in 10ft. radius from around touched creature.

**Magic Vestment** (transmutation, VSDF, armor or shield touched, 1hr/lvl, SRyes (h)) - +1/4 lvls enhancement bonus to armor or shield

#### 2<sup>nd</sup> level spells

**Bear's Endurance** (transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 CON enhancement

**Death Knell** (necromancy [death, evil], VS, dying creature touched, SRyes) – WILL or creature dies, gain 1d8 temps, +2 enhancement to STR, +1 effective CL. Lasts for 10min/HD of target.

**Enthrall** – not relevant for combat

**Fog Cloud** (conjuration (creation), VS, medium, 20ft radius, 10min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds remove it.

**Resist Energy** (abjuration, VSDF, 10min/lvl) – Resist 20 (acid, cold, electric, fire or sonic)

**Sound Burst** (evocation[sonic], VSFDF, close, 10ft. radius, SRYes) – Creatures in area take 1d8 sonic and FORT or be stunned for 1 round.

#### 1<sup>st</sup> level spells

**Bane** (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

**Bless** (enchantment(compulsion)[mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) - +1 morale to att, +1 to saves vs. fear.

**Cure Light Wounds** (conjuration (healing), VS) – creature touched heals 1d8+lvl (max +5)

**Divine Favor** (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.

**Protection from Good** (abjuration[evil], VSMDF, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

**Sanctuary** (abjuration, VSDF, 1rd/lvl) – If you attack me, WILL or lose the action and you can't attack me anymore. Attacking breaks the spell.

**Shield of Faith** (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

#### Spell-Like Abilities

**Fog Cloud** (conjuration (creation), VS, medium, 20ft radius, 10min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds remove it.

**Icicle** – Ranged touch within 30 ft to deal 1d6+5 cold damage.

**Jump** (transmutation, VSM, creature touched, 1min/lvl, SRYes) – +30 to jump checks.

**Summon Swarm** (conjuration(summoning), 1 round, VSMDF, close, concentration + 2rds) – Summon a swarm of bats, rats, or spiders. The caster has no control over the swarm.

**Touch of Evil** – Melee touch to make creature sickened for 5 rounds. Sickened people count as good for the purpose of evil spells.

#### Other Abilities

**Scythe of Evil** – Touched weapon gains the *unholy* property for 5 rounds.



**WASP SWARM (for *Insect Plague*)** **CR 3**

N Diminutive vermin (swarm)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 15, touch 15, flat-footed 14; (+1 Dex, +4 size)**hp** 31 (7d8)**Fort** +5, **Ref** +3, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 13), poison**STATISTICS****Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9**Base Atk** +5; **CMB** —; **CMD** —**Skills** Fly +11, Perception +9; **Racial Modifiers** +8 Perception**SQ** swarm traits, vermin traits**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.**BAT SWARM (for *Summon Swarm*)** **CR 2**

N Diminutive animal (swarm)

**Init** +2; **Senses** blindsense 20 ft., low-light vision; Perception +15**DEFENSE****AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)**hp** 13 (3d8)**Fort** +3, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (1d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11), wounding**STATISTICS****Str** 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4**Base Atk** +2; **CMB** —; **CMD** —**Feats** Lightning Reflexes, Skill Focus (Perception)**Skills** Fly +12, Perception +15; **Racial Modifiers** +4

Perception when using blindsense

**SQ** swarm traits**SPECIAL FEATURES****Wounding (Ex)** Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.**RAT SWARM (for *Summon Swarm*)** **CR 2**

N Tiny animal (swarm)

**Init** +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**hp** 16 (3d8+3)**Fort** +4, **Ref** +5, **Will** +2**Defensive Abilities** swarm traits**OFFENSE****Speed** 15 ft., climb 15 ft., swim 15 ft.**Melee** swarm (1d6 plus disease)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** disease, distraction (DC 12)**STATISTICS****Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2**Base Atk** +2; **CMB** —; **CMD** —**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim**SPECIAL ABILITIES****Disease (Ex)** *Filth fever*: Swarm—injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.**SPIDER SWARM (for *Summon Swarm*)** **CR 1**

N Diminutive vermin (swarm)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4**DEFENSE****AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)**hp** 9 (2d8)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** swarm (1d6 plus poison and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11)**STATISTICS****Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +1; **CMB** —; **CMD** —**Skills** Climb +11, Perception +4; **Racial Modifiers** +4

Perception; uses Dexterity for Climb checks

**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

## Optional Encounter 3: Wayward Beasts

### BEHEMOTH HIPPOPOTAMUS (3)

CR 10

N Huge animal

**Init** +3; **Senses** low-light vision; Perception +12

#### DEFENSE

**AC** 23, touch 7, flat-footed 23 (–1 Dex, +16 natural, –2 size)

**hp** 133 (14d8+70)

**Fort** +14 (+16 vs. nonmagical disease), **Ref** +8, **Will** +7

**Defensive Abilities** sweat

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +17 (4d8+13/19–20 plus grab)

**w/ Power Attack** bite +14 (4d8+22/19–20 plus grab)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** capsize, trample (2d6+13, DC 26)

#### STATISTICS

**Str** 29, **Dex** 8, **Con** 20, **Int** 2, **Wis** 13, **Cha** 5

**Base Atk** +10; **CMB** +21 (+25 grapple); **CMD** 30 (34 vs. trip)

**Feats** Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Perception +12, Stealth +2 (+12 underwater), Swim +13; **Racial Modifiers** +10 Stealth underwater

**SQ** hold breath

#### SPECIAL ABILITIES

**Capsize (Ex)** A hippopotamus can overturn a boat of its size or smaller by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

**Diehard** When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

**Sweat (Ex)** A hippo's reddish sweat protects it from nonlethal damage from hot environments, and grants it a +2 racial bonus on saving throws against nonmagical disease.

## G. Astral Giant Invasion

### ASH GIANT

CR 11

CN Large humanoid (giant)

**Init** +2; **Senses** low-light vision; **Perception** +8

#### DEFENSE

**AC** 25, **touch** 11, **flat-footed** 23 (+4 armor, +2 Dex, +10 natural, –1 size)

**hp** 147 (14d8+84)

**Fort** +15, **Ref** +6, **Will** +5

**Defensive Abilities** rock catching; **Immune** disease, poison

#### OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** Huge club +20/+15 (2d6+11 plus disease), **slam** +15 (1d8+5 plus disease) or

2 **slams** +20 (1d8+11 plus disease)

**w/ Power Attack** Huge club +17/+12 (2d6+20 plus disease), **slam** +12 (1d8+8 plus disease) or

2 **slams** +17 (1d8+20 plus disease)

**Ranged** rock +12 (1d8+16 plus disease)

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

**Special Attacks** disease, rock throwing (120 ft.)

#### STATISTICS

**Str** 33, **Dex** 14, **Con** 23, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +22; **CMD** 34

**Feats** Catch Off-Guard, Cleave, Great Cleave, Point-Blank Shot, Power Attack, Precise Shot, Self-Sufficient

**Skills** Climb +14, Heal +7, Intimidate +6, Perception +8, Survival +9

**Languages** Common, Giant

**SQ** oversized weapon, vermin empathy +14

**Gear** hide armor, Huge club

#### SPECIAL ABILITIES

**Disease (Su)** While ash giants are immune to disease, they carry a contagious form of leprosy. Any creature struck by an ash giant's attacks is exposed to this virulent sickness.

*Ash Leprosy:* Injury; *save* Fort 23; *onset* 1 minute; *frequency* 1/ day; *effect* 1d2 Con damage, 1d2 Cha drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Oversized Weapon (Ex)** An ash giant can wield Huge weapons without penalty.

**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy ability, save that it works only on vermin. An ash giant uses its Hit Dice (14 for most ash giants) as its effective druid level. Vermin are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing the ash giant to train vermin and use them as guardians.

**GIANT MOSQUITO (2)****CR 6**

N Medium vermin

**Init** +7; **Senses** darkvision 60 ft., scent; Perception +9**DEFENSE****AC** 19, touch 17, flat-footed 12 (+7 Dex, +2 natural)**hp** 60 (8d8+24)**Fort** +9, **Ref** +9, **Will** +3**Immune** mind-affecting effects**OFFENSE****Speed** 20 ft., fly 60 ft. (good)**Melee** bite +10 (1d8+6 plus bleed, disease, and grab)**Special Attacks** bleed (2d4), blood drain (1d2 Constitution)**STATISTICS****Str** 18, **Dex** 25, **Con** 17, **Int** —, **Wis** 13, **Cha** 6**Base Atk** +6; **CMB** +10 (+14 grapple); **CMD** 27 (35 vs. trip)**Skills** Fly +11, Perception +9; **Racial Modifiers** Perception +8**SPECIAL ABILITIES****Disease (Ex)** *Malaria*: Bite—injury; *save* Fortitude DC 17; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Con damage and 1d3 Wis Damage; *cure* 2 consecutive saves. The save DC is Constitution-based.**HILL GIANT (2)****CR 7**

CE Large humanoid (giant)

**Init** –1; **Senses** low-light vision; Perception +6**DEFENSE****AC** 21, touch 8, flat-footed 21 (+4 armor, –1 Dex, +9 natural, –1 size)**hp** 85 (10d8+40)**Fort** +11, **Ref** +2, **Will** +3**Defensive Abilities** rock catching**OFFENSE****Speed** 40 ft. (30 ft. in armor)**Melee** greatclub +14/+9 (2d8+10) or  
2 slams +13 (1d8+7)**w/ Power Attack** greatclub +12/+7 (2d8+16) or  
2 slams +11 (1d8+11)**Ranged** rock +6 (1d8+10)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.)**STATISTICS****Str** 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7**Base Atk** +7; **CMB** +15; **CMD** 24**Feats** Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)**Skills** Climb +10, Intimidate +12, Perception +6**Languages** Giant**Gear** hide armor, greatclub

## H. Astral Pirates Attack!

### AZURE BOLT SORCERER

CR 12

Human sorcerer 13

LE Medium humanoid (human)

**Init** +6; **Senses** see invisibility; Perception +11

#### DEFENSE

**AC** 22, touch 15, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural)

**hp** 126 plus 15 temps (13d6+93)

**Fort** +10, **Ref** +10, **Will** +9

**Resist** electricity 10

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** 2 claws +7 (1d6+1 plus 1d6 electricity) or

mwk morningstar +8/+3 (1d8+1)

**Ranged** mwk javelin +9 (1d6+1)

**Special Attacks** claws (2, 1d4+1 plus 1d6 electricity, treated as magic weapons, 8 rounds/day), breath weapon (60-foot line, 13d6 electricity, DC 21, 1/day)

**Sorcerer Spells Known** (CL 13th; concentration +18)

6th (4/day)—*acid fog*, *chain lightning* (DC 23), *form of the dragon I*

5th (7/day)—*cone of cold* (DC 22), *feeblemind* (DC 20), *overland flight*, *spell resistance*

4th (7/day)—*black tentacles*, *charm monster* (DC 19), *dimension door*, *fear* (DC 19), *ice storm*

3rd (7/day)—*fireball* (DC 20), *fly*, *haste*, *lightning bolt* (DC 20), *slow* (DC 18)

2nd (7/day)—*bear's endurance*, *false life*, *gust of wind* (DC 19), *resist energy*, *scorching ray*, see *invisibility*

1st (8/day)—*grease*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *light*, *mage hand*, *mending*, *ray of frost*, *read magic*

**Bloodline** draconic (blue)

#### TACTICS

**Before Combat** The sorcerer casts *bear's endurance*, *false life*, *fly*, *mage armor*, and *see invisibility*.

**Base Statistics** Without *bear's endurance*, *false life*, *fly*, and *mage armor*, the sorcerer's statistics are **AC** 18, touch 15, flat-footed 15; **hp** 126; **Fort** +8; **Speed** 30 ft.

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 21

**Base Atk** +6; **CMB** +7; **CMD** 22

**Feats** Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, Maximize Spell, Mobility, Quick Draw, Spell Focus (evocation), Toughness

**Skills** Bluff +12, Fly +10, Intimidate +20, Knowledge (arcana) +7, Linguistics +1, Perception +11, Spellcraft +7

**Languages** Common, Draconic

**SQ** bloodline arcana (electricity spells deal +1 damage per die)

**Combat Gear** *potions of cure serious wounds* (2), *wand of vampiric touch* (10 charges); **Other Gear** masterwork javelins (2), masterwork morningstar, *amulet of natural armor* +1, *bag of holding* (type I), *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +2, 1,839 gp

## Azure Bolt Cheat Sheet

### 6<sup>th</sup> level spells

**Acid Fog** (conjunction(creation)[acid], VSM, medium, 20ft. radius of fog, 1rd/lvl) – fog cloud causes people inside to move half speed, -2 to melee att/dmg, prevent ranged weapons, and deals 2d6 acid every turn on your turn.

**Chain Lightning** (evocation[electricity], VSF, long, one primary + one secondary/lvl w/in 30 ft of primary, SRyes) – Each target takes 1d6 electricity/lvl, REF half (secondary DC is 2 lower)

**Form of the Dragon I** (transmutation(polymorph), VSM, personal, 1min/lvl) – Become a Medium blue dragon. +4 size Str, +2 size Con, +4 nat armor, fly 60 ft. (poor), darkvision 60 ft., breath weapon (6d8 electric, 60 ft. line, Ref 23 for half, 1/spell), resist electricity 20, burrow 20 feet, one bite (1d8), two claws (1d6), two wings (1d4).

### 5<sup>th</sup> level spells

**Cone of Cold** (evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg (max 15d6). REF for half

**Feeblemind** (enchantment (compulsion) [mind-affecting], VSM, medium, one creature, SRyes) – WILL or INT and CHA become 1. Unable to use INT/CHA skills, cast spells, understand language, or communicate coherently. Arcane casters take a -4 penalty to this save.

**Overland Flight** (transmutation, VS, personal, 1hr/lvl) - You gain fly speed of 40ft, +1/2 lvl to Fly checks.

**Spell Resistance** (abjuration, VSDF, creature touched, 1min/lvl, SRyes) – Target gains SR 12+lvl

### 4<sup>th</sup> level spells

**Black Tentacles** (conjunction(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for lvl+5. 1d6+4dmg to grappled creatures. Area is difficult terrain.

**Charm Person** (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 1hr/lvl, SRyes) – WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

**Dimension Door** (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Fear** (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.

**Ice Storm** (evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

### 3<sup>rd</sup> level spells

**Fireball** (evocation [fire], VSM, long, 20ft. radius, SRyes) – 1d6/lvl fire (max 10d6), REF half.

**Fly** (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

**Haste** (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

**Slow** (transmutation, VSM, close, 1 creature/lvl, all w/in 30ft. of each other, 1rd/lvl, SRyes) – WILL or staggered, -1 AC, attacks, REF, half movement.

### 2<sup>nd</sup> level spells

**Bear's Endurance** (transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 CON enhancement

**False Life** (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

**Gust of Wind** (evocation[air], VS, 60ft. line of severe wind, 1rd) – FORT or tiny creatures are knocked prone, roll 1d4\*10ft, take 1 nonlethal for every 10 ft. rolled, small creatures are knocked prone, medium creatures can't move forward except for DC15 Strength check. -4 penalty to ranged attacks no matter the size.

**Resist Energy** (abjuration, VSDF, 10min/lvl) – Resist 30 (acid, cold, electric, fire or sonic)

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

**See Invisibility** (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

### 1<sup>st</sup> level spells

**Grease** (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

**Mage Armor** (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

**Magic Missile** (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

**Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**Shocking Grasp** (evocation[electricity], VS, creature touched, SRyes) – 1d6/lvl (max 5d6) electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

### Other Abilities

**Bloodline Arcana** – Whenever the sorcerer casts a spell with the electricity descriptor, add +1 damage per die rolled. (Spells this applies to are in [blue](#).)

**Breath Weapon** – Once per day, deal 13d6 electricity damage in a line, Reflex for half.

**Claws** – Grow claws a free action for 8 rounds/day.

**GRIFFON RIDER****CR 9**

Elf fighter 10

LN Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +15**DEFENSE****AC** 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 shield)**hp** 94 (10d10+35)**Fort** +11, **Ref** +7, **Will** +6; +2 vs. enchantments, +3 vs. fear**Defensive Abilities** bravery +3; Immune sleep**OFFENSE****Speed** 30 ft.**Melee** mwk lance +18/+13 (1d8+4/x3) or

flail +14/+9 (1d8+2)

**w/ Power Attack** mwk lance +15/+10 (1d8+10/x3) or

flail +11/+6 (1d8+8)

**Ranged** mwk composite longbow +16/+11 (1d8+3/x3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with lance)**Special Attacks** weapon training (spears +2, bows +1)**TACTICS****Before Combat** Well in advance of battle, the fighter activates her bronze griffon and saddles and armors it. Before the fighting starts, she mounts her griffon, takes to the air, and quaffs her *potion of heroism*.**Base Statistics** Without *heroism*, the fighter's statistics are **Senses** Perception +13; **Fort** +9, **Ref** +5, **Will** +4;**Melee** mwk lance +16/+11 (1d8+4/x3) or flail +12/+7 (1d8+2); **Ranged** mwk composite longbow +14/+9 (1d8+3/x3); **CMB** +12; **Skills** Handle Animal +8, Perception +13, Ride +17.**STATISTICS****Str** 15, **Dex** 14, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10**Base Atk** +10; **CMB** +14; **CMD** 24**Feats** Combat Reflexes, Improved Bull Rush, Mounted Combat, Power Attack, Ride-By Attack, Shield Focus, Skill Focus (Ride), Spirited Charge, Toughness, Unseat, Weapon Focus (lance)**Skills** Handle Animal +10, Perception +15, Ride +19**Languages** Common, Elven**SQ** armor training 2, elven magic, weapon familiarity**Combat Gear** *potions of cure light wounds* (2), *potion of heroism*, alchemist's fire (5); **Other Gear**masterwork banded mail, masterwork heavy steel shield, masterwork lance, masterwork composite longbow (Str +2) with 20 arrows, *figurine of wondrous power* (bronze griffon), bit and bridle, exotic military saddle, masterwork studded leather barding, 47 gp**SPECIAL ABILITIES****Unseat** When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.

|                         | Lance                | Flail               |
|-------------------------|----------------------|---------------------|
| Mounted                 | +18/+13 (1d8+4/x3)   | +14/+9 (1d8+2)      |
| Mounted & Power Attack  | +15/+10 (1d8+10/x3)  | +11/+6 (1d8+8)      |
| Charging                | +20 (3d8+12/+2d8+8)  | +16 (2d8+4/+1d8+2)  |
| Charging & Power Attack | +17 (3d8+30/+2d8+20) | +16 (2d8+16/+1d8+8) |

**Highlighted** = damage added from a crit (because of the weirdness in stacking multipliers in PF)



**GRIFFON FIGURINE****CR 4**

N Large magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12**DEFENSE****AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)**hp** 42 (5d10+15)**Fort** +7, **Ref** +6, **Will** +4**OFFENSE****Speed** 30 ft., fly 80 ft. (average)**Melee** bite +8 (1d6+3), 2 talons +7 (1d6+3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +7, 1d4+3)**STATISTICS****Str** 16, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +9; **CMD** 21 (25 vs. trip)**Feats** Iron Will, Skill Focus (Perception), Weapon Focus (bite)**Skills** Acrobatics +10, Fly +6, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception**Languages** Common (cannot speak)**SPECIAL ABILITIES****Pounce (Ex)** When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).**Rake (Ex)** A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

# I. Aslynn's Astral Allies

## DROW DEMONIC CHAMPION (3)

CR 9

Drow antipaladin 10

CE Medium humanoid (elf)

**Init** +5; **Senses** darkvision 120 ft.; Perception +11

**Aura** cowardice (10 ft.), despair (10 ft.)

### DEFENSE

**AC** 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)

**hp** 79 (10d10+20)

**Fort** +11, **Ref** +7, **Will** +9; +2 vs. enchantments

**Immune** sleep, disease; **SR** 16

**Weaknesses** light blindness

### OFFENSE

**Speed** 20 ft.

**Melee** +1 *scimitar* +16/+11 (1d6+5/15–20)

**Ranged** heavy crossbow +12 (1d10/19–20)

**Special Attacks** channel negative energy (DC 18, 5d6), smite good 4/day (+3 attack and AC, +10 damage)

**Spell-Like Abilities** (CL 10th; concentration +3)

1/day—*dancing lights, darkness, faerie fire*

**Antipaladin Spell-Like Abilities** (CL 10th; concentration +13)

At will—*detect good*

**Antipaladin Spells Prepared** (CL 7th; concentration +10)

3rd—*vampiric touch*

2nd—*invisibility, silence* (DC 15)

1st—*command* (DC 14), *death knell, protection from good*

### STATISTICS

**Str** 18, **Dex** 12, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +10; **CMB** +14; **CMD** 25

**Feats** Channel Smite, Improved Critical (*scimitar*), Improved Initiative, Shield Focus, Weapon Focus (*scimitar*)

**Skills** Acrobatics +0, Climb +3, Intimidate +11, Perception +11, Stealth +8

**Languages** Elven, Undercommon

**SQ** cruelties (dazed, nauseated, sickened, staggered), fiendish boon (weapon +2, 2/day), poison use, touch of corruption 8/day (5d6)

**Combat Gear** *potion of cure serious wounds, potion of delay poison, potion of haste, scroll of defile armor, scroll of invisibility, acid* (2), *alchemist's fire* (2), *antitoxin*; **Other Gear** +1 *full plate, +1 heavy steel shield, +1 scimitar, heavy crossbow with 10 mwk bolts, belt of giant strength* +2, 69 gp

### SPECIAL ABILITIES

**Aura of Cowardice (Su):** At 3rd level, an antipaladin radiates a palpably daunting aura that causes all enemies within 10 feet to take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of an antipaladin with this ability. This ability functions only while the antipaladin remains conscious, not if he is unconscious or dead.

**Aura of Despair (Su):** At 8th level, enemies within 10 feet of an antipaladin take a –2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice.

**Cruelty (Su):** At 3rd level, and every three levels thereafter, an antipaladin can select one cruelty. Each cruelty adds an effect to the antipaladin's touch of corruption ability. Whenever the antipaladin uses touch of corruption to deal damage to one target, the target also receives the additional effect from one

of the cruelties possessed by the antipaladin. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is equal to 10 + 1/2 the antipaladin's level + the antipaladin's Charisma modifier.

- *Dazed*: The target is dazed for 1 round.
- *Nauseated*: The target is nauseated for 1 round per three levels of the antipaladin.
- *Sickened*: The target is sickened for 1 round per level of the antipaladin.
- *Staggered*: The target is staggered for 1 round per two levels of the antipaladin.

**Fiendish Boon (Sp)** Upon reaching 5th level, an antipaladin receives a boon from his dark patrons. This boon allows the antipaladin to enhance his weapon as a standard action by calling upon the aid of a fiendish spirit for 1 minute per antipaladin level. When called, the spirit causes the weapon to shed unholy light as a torch. This spirit grants the weapon a +2 enhancement bonus. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *anarchic*, *flaming*, *flaming burst*, *keen*, *speed*, *unholy*, *vicious*, *vorpal*, and *wounding*. Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The fiendish spirit imparts no bonuses if the weapon is held by anyone other than the antipaladin but resumes giving bonuses if returned to the antipaladin.

**Poison Use (Ex)** Drow never risk accidentally poisoning themselves when applying poison to their weapons.

#### Drow Demonic Champion Cheat Sheet

##### 3<sup>rd</sup> level spells

**Vampiric Touch** (necromancy, VS, living creature touched, SRyes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

##### 2<sup>nd</sup> level spells

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**Silence** (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

##### 1<sup>st</sup> level spells

**Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

**Death Knell** (necromancy [death, evil], VS, dying creature touched, SRyes) – WILL or creature dies, gain 1d8 temps, +2 enhancement to STR, +1 effective CL. Lasts for 10min/HD of target.

**Protection from Good** (abjuration[evil], VSMDF, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

**FIENDISH GIANT TARANTULA****CR 9**

N Gargantuan vermin

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4**DEFENSE****AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, –4 size)**hp** 115 (10d8+70)**Fort** +14, **Ref** +4, **Will** +3**Defensive Abilities** barbed hairs; **Immune** mind-affecting effects; **Resist** cold 10, fire 10; **SR** 14**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +15 (3d6+18 plus poison)**Ranged** barbed hairs +4 touch (nausea)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** smite good 1/day (+0 hit, +10 damage)**STATISTICS****Str** 35, **Dex** 13, **Con** 24, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +7; **CMB** +23; **CMD** 34 (46 vs. trip)**Skills** Climb +28, **Perception** +4, **Stealth** –7 (–3 in webs); **Racial Modifiers** +8 Climb+4 **Perception**+4 **Stealth** (+8 in webs)**SPECIAL ABILITIES**

**Barbed Hairs (Ex)** A tarantula can throw barbed hairs from its back at a creature as a ranged touch attack (range increment 20 feet). A creature struck by these hairs must succeed at a DC 22 Fort save or be nauseated for 1d6 rounds. A creature that attacks a giant tarantula with a non-reach melee weapon must succeed at a DC 22 Reflex save to avoid being struck by these hairs. The save DC is Con-based.

**Poison (Ex)** Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves. Save DC is Con-based with a +2 racial bonus.

**Smite Good** Once per day as a swift action, a fiendish tarantula can choose one target within sight to smite. If the target is good, the tarantula adds a +10 bonus to its damage rolls against the target until the tarantula rests.

## J. Surge of Hungry Souls

### UNRAVELING BAYKOK (2)

CR 9

NE Medium undead

**Init** +10; **Senses** darkvision 60 ft.; Perception +18

#### DEFENSE

**AC** 24, touch 17, flat-footed 17 (+6 Dex, +1 dodge, +7 natural)

**hp** 97 (15d8+30)

**Fort** +7, **Ref** +11, **Will** +9

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (good), traverse tapestry

**Melee** 2 claws +14 (1d6+3)

**Ranged** +1 *composite longbow* +19/+14/+9 (1d8+4/19–20/x3 plus 1d6 negative energy and paralysis)

**w/ Rapid Shot** +1 *composite longbow* +17/+17/+12/+7 (1d8+4/19–20/x3 plus 1d6 negative energy and paralysis)

**Special Attacks** devour soul, dread howl, infused arrows

#### STATISTICS

**Str** 17, **Dex** 22, **Con** —, **Int** 11, **Wis** 10, **Cha** 15

**Base Atk** +11; **CMB** +14; **CMD** 31

**Feats** Dodge, Improved Critical (composite longbow), Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

**Skills** Fly +28, Intimidate +20, Perception +18, Stealth +24

**Languages** Common

#### SPECIAL ABILITIES

**Devour Soul (Su)** A baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a DC 19 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via *raise dead* (*resurrection* and more powerful effects work normally). When a baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hasted for 4 rounds (as if affected by *haste*). This is a death effect. The save DC is Charisma-based.

**Dread Howl (Su)** Once per day, a baykok can unleash a blood-curdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a DC 19 Will save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect. The DC is Charisma-based.

**Infused Arrows (Su)** A baykok creates arrows of bone as it fires its bow—it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of negative energy on a hit. Further, the first creature struck in a round by a baykok's arrow must succeed at a DC 19 Fortitude save to avoid being paralyzed for 1d3 rounds. A baykok can fire normal arrows from its bow if it wishes—such arrows, however, do not gain the special negative energy damage or paralysis effects. The DC is Charisma-based.

**Traverse Tapestry (Ex)** This creature can pass through any material of the tapestry demiplane (from earth and stone to water and lava) as easily as a fish swims through water. If the creature ends its turn while passing through the tapestry (except through air), it has a 50% chance to be reabsorbed into the demiplane and destroyed. This does not grant creatures the ability to fly if they cannot already do so.

**UNRAVELING DEVOURER****CR 11**

NE Large undead (extraplanar)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +20**DEFENSE****AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, –1 size)**hp** 133 (14d8+70)**Fort** +9, **Ref** +7, **Will** +12**Defensive Abilities** spell deflection, undead traits; **SR** 22**OFFENSE****Speed** 30 ft., fly 20 ft. (perfect), traverse tapestry**Melee** 2 claws +18 (1d8+9 plus energy drain)**w/ Power Attack** 2 claws +15 (1d8+15 plus energy drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** devour soul, energy drain (1 level, DC 20)**Spell-Like Abilities** (CL 18<sup>th</sup>, concentration +23, +27 defensively)At will—*animate dead*<sup>4th</sup>, *bestow curse*<sup>4th</sup> (DC 19), *confusion*<sup>4th</sup> (DC 19), *control undead*<sup>7th</sup> (DC 22), *death knell*<sup>2nd</sup> (DC 17), *ghoul touch*<sup>2nd</sup> (DC 17), *inflict serious wounds*<sup>3rd</sup> (DC 18), *lesser planar ally*<sup>4th</sup>, *ray of enfeeblement*<sup>1st</sup>, *spectral hand*<sup>2nd</sup>, *suggestion*<sup>3rd</sup> (DC 18), *true seeing*<sup>6th</sup>, *vampiric touch*<sup>3rd</sup> (DC 18)**STATISTICS****Str** 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21**Base Atk** +10; **CMB** +20; **CMD** 33**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack**Skills** Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6**Languages** Abyssal, Celestial, Common, Infernal; telepathy 100 ft.**SPECIAL ABILITIES**

**Devour Soul (Su)** By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a *slay living* spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

**Spell Deflection (Su)** If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

**Traversing Tapestry** see Unraveling Baykok

### Devourer Spell Like Abilities

**Animate Dead** (necromancy[evil], VSM, touch) – Up to 2\*CL HD of undead, either skeletons or zombies.

**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRYes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

**Confusion** (enchantment(compulsion)[mind-affecting], VSMDF, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRYes) – WILL or confused for duration.

**Control Undead** (necromancy, VSM, close, up to 2HD/lvl all w/in 30ft. of each other, 1min.lvl, SRYes) – WILL or undead fall under your command for duration.

**Death Knell** (necromancy [death, evil], VS, dying creature touched, SRYes) – WILL or creature dies, gain 1d8 temps, +2 enhancement to STR, +1 effective CL. Lasts for 10min/HD of target.

**Ghoul Touch** (necromancy, VSM, living humanoid touched, 1d6+2rds, SRYes) – FORT or paralyzed.

Target has stench aura for 10ft (FORT negates). The aura is a poison effect.

**Inflict Serious Wounds** (necromancy, VS, creature touched, SRYes) – Deals 3d8+lvl (max +15) negative energy damage, WILL ½.

**Lesser Planar Ally** – Not relevant in combat

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRYes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

**Spectral Hand** (necromancy, VS, medium, 1min/lvl) – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

**Suggestion** (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRYes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

**True Seeing** (divination, VSM, creature touched, 1min/lvl, SRYes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

**Vampiric Touch** (necromancy, VS, living creature touched, SRYes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

## J. Additional Encounter

### UNRAVELING BODAK (2)

CR 8

CE Medium undead (extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +14

#### DEFENSE

**AC** 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

**hp** 85 (10d8+40)

**Fort** +6, **Ref** +5, **Will** +8

**DR** 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

**Weaknesses** vulnerability to sunlight

#### OFFENSE

**Speed** 20 ft., traverse tapestry

**Melee** 2 slams +9 (1d8+1)

**Special Attacks** death gaze

#### STATISTICS

**Str** 13, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 16

**Base Atk** +7; **CMB** +8; **CMD** 21

**Feats** Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

**Skills** Intimidate +11, Perception +14, Stealth +10

**Languages** Common

#### SPECIAL ABILITIES

**Death Gaze (Su)** 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

**Traverse Tapestry (Ex)** This creature can pass through any material of the tapestry demiplane (from earth and stone to water and lava) as easily as a fish swims through water. If the creature ends its turn while passing through the tapestry (except through air), it has a 50% chance to be reabsorbed into the demiplane and destroyed. This does not grant creatures the ability to fly if they cannot already do so.

**Vulnerability to Sunlight (Ex)** Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.



**UNRAVELING MOHRG (2)****CR 8**

CE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**hp** 91 (14d8+28)**Fort** +6, **Ref** +10, **Will** +9**Immune** undead traits**OFFENSE****Speed** 30 ft., traverse tapestry**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)**Special Attacks** ~~create spawn~~, paralysis (1d4 minutes, DC 21)**STATISTICS****Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack**Skills** Climb +22, Perception +23, Stealth +21, Swim +19**SPECIAL ABILITIES****Create Spawn (Su)** This creature loses this ability as part of being an unraveling creature.**Traverse Tapestry (Ex)** This creature can pass through any material of the tapestry demiplane (from earth and stone to water and lava) as easily as a fish swims through water. If the creature ends its turn while passing through the tapestry (except through air), it has a 50% chance to be reabsorbed into the demiplane and destroyed. This does not grant creatures the ability to fly if they cannot already do so.

## K. Fury of the Ruby Phoenix

### ELDER RUBY PHOENIX GUARDIAN

CR 14

Variant phoenix

LN Gargantuan magical beast (fire)

**Init** +11; **Senses** darkvision 60 ft., *detect chaos*, low-light vision, *see invisibility*; Perception +26

**Aura** shroud of flame (4d6 fire, 20 ft., DC 24)

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#### DEFENSE

**AC** 27, touch 14, flat-footed 19 (+7 Dex, +1 dodge, +13 natural, –4 size)

**hp** 199 (19d10+95); regeneration 5 (cold or chaotic)

**Fort** +16, **Ref** +18, **Will** +12

**DR** 15/chaotic; **Immune** fire; **SR** 25

**Weaknesses** vulnerable to cold

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#### OFFENSE

**Speed** 30 ft., fly 90 ft. (good)

**Melee** bite +22 (2d8+7 plus 1d6 fire), 2 talons +22 (2d6+7/19–20 plus 1d6 fire)

**Space** 20 ft.; **Reach** 20 ft.

**Spell-Like Abilities** (CL 15th; concentration +20)

Constant—*detect chaos*, *see invisibility*

At will—*continual flame*, *cure critical wounds*, *greater dispel magic*, *remove curse*, *wall of fire*

3/day—*greater restoration*, *mass cure critical wounds*, *quicken wall of fire*

1/day—*fire storm* (DC 22)

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#### STATISTICS

**Str** 25, **Dex** 25, **Con** 20, **Int** 23, **Wis** 18, **Cha** 20

**Base Atk** +19; **CMB** +31; **CMD** 49

**Feats** Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talon), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (*wall of fire*)

**Skills** Acrobatics +29, Diplomacy +25, Fly +27, Intimidate +25, Knowledge (nature) +25, Knowledge (planes) +25, Perception +26, Sense Motive +23

**Languages** Auran, Celestial, Common, Ignan, Tien

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#### SPECIAL ABILITIES

**Banishing Strike (Su)** Once per round, when the Ruby Phoenix Guardian hits a target with its slam attack, it can attempt to eject that target from the Hao Jin Tapestry. This functions as *banishment* (DC 23 Will negates). A creature who succeeds at a saving throw against this ability is immune for 24 hours. (See note about banished PCs on page 38.)

**Shroud of Flame (Su)** The Ruby Phoenix Guardian can cause its feathers to burst into flame as a free action. As long as its feathers are burning, it deals an additional 1d6 points of fire damage with each natural attack, and any creature within the Guardian's reach at the beginning of the creature's turn must succeed at a DC 24 Reflex save each round or take 4d6 points of fire damage. A creature that attacks the Guardian with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each hit. The save DC is Constitution-based.

## Ruby Phoenix's Cheat Sheet

### Feats

**Blinding Critical** – On crit, FORT29 or permanently blind. Pass FORT and dazzled for 1d4 rds. Undo by heal, regeneration, remove blindness or similar effects.

**Fly-By Attack** – While flying, take a move and a standard anywhere during the move.

### Spell-Like Abilities

**Continual Flame** (evocation[light], VSM, object touched, permanent) – heatless flame like a torch

**Cure Critical Wounds** (conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing

**Fire Storm** (evocation[fire], VS, medium, two 10ft cubes/lvl, SRyes) – 1d6/lvl fire, REF half. Fail REF and catch on fire for 4d6 fire. Extinguish by full round REF 20.

**Greater Dispel Magic** (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

**Greater Restoration** (conjuration[healing], 3 rounds, VSM, creature touched, SRyes) – dispel all permanent and temp neg lvls, ability penalties, ability dmg, ability drained, fatigue, exhaustion, insanity, confusion, and similar mental effects.

**Mass Cure Critical Wounds** (conjuration[healing], VS, close, one creature/lvl, all within no more than 30ft.) – 4d8+lvl healing

**Remove Curse** (abjuration, VS, creature touched, SRyes) – CL check vs. the DC of every curse on the target.

**Wall of Fire** (evocation[fire], VSM, medium, concentration + 1rd/lvl, SRyes) – Form a 20ft.long sheet/lvl or ring with radius 5ft/2lvls. On your turn, 2d4 fire [0,10], 1d4 fire to (10,20]. If you pass through, deals 2d6+lvl fire damage.

## K. Undaunted by Flames

### TRUE RUBY PHOENIX GUARDIAN

CR 16

Variant phoenix

NG Gargantuan magical beast (fire)

**Init** +11; **Senses** darkvision 60 ft., *detect chaos*, low-light vision, *true seeing*; **Perception** +29

**Aura** shroud of flame (5d6 fire, 20 ft., DC 25)

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#### DEFENSE

**AC** 28, touch 14, flat-footed 20 (+7 Dex, +1 dodge, +14 natural, –4 size)

**hp** 210 (20d10+100); regeneration 10 (cold or chaotic)

**Fort** +17, **Ref** +19, **Will** +14

**DR** 15/chaotic; **Immune** fire; **SR** 27

**Weaknesses** vulnerable to cold

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#### OFFENSE

**Speed** 30 ft., fly 90 ft. (good)

**Melee** bite +24 (2d8+8 plus 1d6 fire), 2 talons +24 (2d6+8/19– 20 plus 1d6 fire)

**Space** 20 ft.; Reach 20 ft.

**Spell-Like Abilities** (CL 18th; concentration +25)

Constant—*detect chaos*, *true seeing*

At will—*continual flame*, *cure critical wounds*, *greater dispel magic*, *remove curse*, *wall of fire*

3/day—*fire storm* (DC 24), *greater restoration*, *heal*, *mass cure critical wounds*, *quicken wall of fire*

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#### STATISTICS

**Str** 27, **Dex** 25, **Con** 20, **Int** 23, **Wis** 22, **Cha** 24

**Base Atk** +20; **CMB** +32; **CMD** 50

**Feats** Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talon), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (wall of fire)

**Skills** Acrobatics +30, Diplomacy +27, Fly +28, Intimidate +27, Knowledge (nature) +26, Knowledge (planes) +26, Perception +29, Sense Motive +26

**Languages** Auran, Celestial, Common, Ignan, Tien

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#### SPECIAL ABILITIES

**Banishing Strike (Su)** Once per round, when the Ruby Phoenix Guardian hits a target with a slam attack, it can attempt to eject that target from the Hao Jin Tapestry. This functions as *banishment* (DC 26 Will negates). A creature who succeeds at a saving throw against this ability is immune for 24 hours. (See note about banished PCs on page 38.)

**Hao Jin's Flames (Su)** The Ruby Phoenix Guardian's strikes tap into Hao Jin's mythic abilities. Its fire damage ignores all resistances and immunities of non-lawful targets.

**Shroud of Flame (Su)** The Ruby Phoenix Guardian can cause its feathers to burst into flame as a free action. As long as its feathers are burning, it deals an additional 1d6 points of fire damage with each natural attack, and any creature within the Guardian's reach at the beginning of the creature's turn must succeed at a DC 25 Reflex save each round or take 5d6 points of fire damage. A creature that attacks the Guardian with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

## Ruby Phoenix's Cheat Sheet

### Feats

**Blinding Critical** – On crit, FORT30 or permanently blind. Pass FORT and dazzled for 1d4 rds. Undo by heal, regeneration, remove blindness or similar effects.

**Fly-By Attack** – While flying, take a move and a standard anywhere during the move.

### Spell-Like Abilities

**Continual Flame** (evocation[light], VSM, object touched, permanent) – heatless flame like a torch

**Cure Critical Wounds** (conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing

**Fire Storm** (evocation[fire], VS, medium, two 10ft cubes/lvl, SRyes) – 1d6/lvl fire, REF half. Fail REF and catch on fire for 4d6 fire. Extinguish by full round REF 20.

**Greater Dispel Magic** (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

**Greater Restoration** (conjuration[healing], 3 rounds, VSM, creature touched, SRyes) – dispel all permanent and temp neg lvls, ability penalties, ability dmg, ability drained, fatigue, exhaustion, insanity, confusion, and similar mental effects.

**Heal** (conjuration[healing], VS, creature touched, SRyes) – Heal 150hp, cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, stunned

**Mass Cure Critical Wounds** (conjuration[healing], VS, close, one creature/lvl, all within no more than 30ft.) – 4d8+lvl healing

**Remove Curse** (abjuration, VS, creature touched, SRyes) – CL check vs. the DC of every curse on the target.

**Wall of Fire** (evocation[fire], VSM, medium, concentration + 1rd/lvl, SRyes) – Form a 20ft.long sheet/lvl or ring with radius 5ft/2lvls. On your turn, 2d4 fire [0,10], 1d4 fire to (10,20]. If you pass through, deals 2d6+lvl fire damage.