

# The Hao Jin Cataclysm

## Stat Blocks Subtier 7-8

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 MOHRG

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.

**UNRAVELING MUMMY****CR 5**

LE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +16**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)**DEFENSE****AC** 20, touch 10, flat-footed 20 (+10 natural)**hp** 60 (8d8+24)**Fort** +4, **Ref** +2, **Will** +8**DR** 5/—; **Immune** undead traits**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft., traverse tapestry**Melee** slam +14 (1d8+10 plus mummy rot)**w/ Power Attack** slam +12 (1d8+16 plus mummy rot)**STATISTICS****Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15**Base Atk** +6; **CMB** +13; **CMD** 23**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)**Skills** Perception +16, Stealth +11**Languages** Common**SPECIAL ABILITIES**

**Despair (Su)** All creatures within a 30-foot radius that see a mummy must succeed at a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Mummy Rot (Su)** Curse and disease—slam; *save* Fort DC 16; onset 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure*—Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. 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.

## B. Round Mountain Crossing

### CHUUL (2)

CR 7

CE Large aberration (aquatic)

**Init** +7; **Senses** darkvision 60 ft.; Perception +19

#### DEFENSE

**AC** 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

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

**Fort** +7, **Ref** +6, **Will** +9

**Immune** poison

#### OFFENSE

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

**Melee** 2 claws +14 (2d6+7 plus grab)

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

**Special Attacks** constrict (2d6+7), paralytic tentacles

#### STATISTICS

**Str** 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

**Skills** Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28

**Languages** Common

**SQ** amphibious

#### SPECIAL ABILITIES

**Paralytic Tentacles (Ex)** A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

## C7. Garden of Demons

### VROCK

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 *bleed* 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

### BRUTE WIGHT

CR 5

LE Large undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +13

#### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+2 Dex, +9 natural, –1 size)

**hp** 34 (4d8+16)

**Fort** +5, **Ref** +3, **Will** +7

**Defensive Abilities** undead traits

**Weaknesses** resurrection vulnerability

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +7 (1d6+7 plus energy drain)

**Special Attacks** create spawn, energy drain (1 level, DC 14)

#### STATISTICS

**Str** 20, **Dex** 14, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Blind-Fight, Skill Focus (Perception)

**Skills** Climb +12, Intimidate +11, Knowledge (religion) +7, Perception +13, Sense Motive +10, Stealth +17;

**Racial Modifier** +8 Stealth

**Languages** Common

#### SPECIAL ABILITIES

**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a brute wight destroys it (Will negates). Using the spell in this way does not require a material component.

**DUERGAR LIEUTENANT (3)****CR 5**

Duergar ranger 6

LE Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 120 ft.; Perception +11**DEFENSE****AC** 20, touch 11, flat-footed 19 (+5 armor, +1 Dex, +4 natural)**hp** 61 (6d10+24)**Fort** +8, **Ref** +6, **Will** +4; +2 vs. spells**Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** +1 warhammer +11/+6 (2d6+4/×3)**w/ Power Attack** +1 warhammer +9/+4 (2d6+8/×3)**Ranged** mwk light crossbow +8 (1d8/19–20)**Special Attacks** favored enemy (dwarves +4, elves +2)**Spell-Like Abilities** (CL 6th; concentration +3)1/day—*dust of twilight*<sup>APG</sup>, *ironskin*<sup>MC</sup>**Ranger Spells Prepared** (CL 3rd; concentration +5)1st—*lead blades*<sup>APG</sup>, *longstrider***TACTICS****Before Combat** The lieutenant casts *ironskin* and *lead blades*.**Base Statistics** When not under the effects of *ironskin* and *lead blades*, the lieutenant's statistics are **AC** 16, touch 11, flat-footed 15; **Melee** +1 warhammer +11/+6 (1d8+4/×3).**STATISTICS****Str** 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4**Base Atk** +6; **CMB** +9; **CMD** 20 (24 vs. bull rush or trip)**Feats** Cleave, Endurance, Mounted Combat, Power Attack, Weapon Focus (warhammer)**Skills** Climb +11, Handle Animal +6, Knowledge (dungeoneering) +9, Perception +11, Ride +9, Survival +11**Languages** Common, Dwarven, Undercommon**SQ** favored terrain (underground +2), hunter's bond (companions), ironskinned<sup>MC</sup>, slow and steady, stability, track +3, twilight touched<sup>MC</sup>, wild empathy +3**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (2), thunderstones (2);**Other Gear** +1 chain shirt, +1 warhammer, mwk light crossbow with 20 bolts, 51 gp**SPECIAL ABILITIES****Slow and Steady** Duergar have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.**Stability** Duergar receive a +4 racial bonus to their CMD against bull rush and trip attempts while on solid ground.**Dust of Twilight** (conjunction[darkness], VSM, medium, creatures/objects in a 10ft. spread) – Extinguish mundane light sources, dispel light spells of 2<sup>nd</sup> lvl or lower, FORT or be fatigued.

## E. Desert Encampment

### BUGBEAR FLESH GLUTTON

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 STALKER (2)****CR 5**

Bugbear ranger 3

CE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft., scent; Perception +11**DEFENSE****AC** 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)**hp** 41 (6 HD; 3d8+3d10+12)**Fort** +6, **Ref** +9, **Will** +4**OFFENSE****Speed** 30 ft.**Melee** mwk scimitar +9 (1d6+3/18–20)**Ranged** +1 *composite longbow* +10 (1d8+4/×3)**w/ Deadly Aim** +1 *composite longbow* +8 (1d8+8/×3)**Special Attacks** favored enemy (humans +2)**STATISTICS****Str** 16, **Dex** 17, **Con** 15, **Int** 12, **Wis** 14, **Cha** 6**Base Atk** +5; **CMB** +8; **CMD** 21**Feats** Deadly Aim, Endurance, Far Shot, Point-Blank Shot, Weapon Focus (longbow)**Skills** Intimidate +11, Perception +11, Stealth +13, Survival +11**Languages** Common, Goblin, Sylvan**SQ** favored terrain (forest +2), stalker, track +1, wild empathy +1**Combat Gear** *potions of cure light wounds* (4); **Other Gear** chain shirt, +1 *composite longbow* (+3 Str) with 20 arrows, mwk scimitar, 284 gp

## F. Eternal Lake Temple

### AOITSUN

CR 9

Very young sovereign dragon

N Medium dragon

**Init** +5; **Senses** dragon senses; Perception +16

### DEFENSE

**AC** 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

**hp** 95 (10d12+30)

**Fort** +10, **Ref** +10, **Will** +12

**Immune** paralysis, sleep

### OFFENSE

**Speed** 50 ft., fly 150 ft. (average)

**Melee** bite +16 (1d8+7), 2 claws +15 (1d6+5), gore +15 (1d6+7)

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

**Special Attacks** breath weapon (30-ft cone, 4d6 sonic, Reflex DC 18 half)

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

At will—*detect evil*, *detect good*

### STATISTICS

**Str** 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16

**Base Atk** +10; **CMB** +15; **CMD** 26 (30 vs. trip)

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

**Skills** Acrobatics +1 (+9 to jump), Appraise +16, Bluff +16, Diplomacy +16, Intimidate +16, Knowledge (arcana) +16, Knowledge (history) +16, Perception +16, Sense Motive +16, Spellcraft +16

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

**SQ** dogmatic discordance

### SPECIAL ABILITIES

**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.

## Optional Encounter 1: Shredded Souls

### UNRAVELING MUMMY (4)

CR 5

LE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +16

**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

#### DEFENSE

**AC** 20, touch 10, flat-footed 20 (+10 natural)

**hp** 60 (8d8+24)

**Fort** +4, **Ref** +2, **Will** +8

**DR** 5/—; **Immune** undead traits

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 20 ft., traverse tapestry

**Melee** slam +14 (1d8+10 plus mummy rot)

**w/ Power Attack** slam +12 (1d8+16 plus mummy rot)

#### STATISTICS

**Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

**Base Atk** +6; **CMB** +13; **CMD** 23

**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Perception +16, Stealth +11

**Languages** Common

#### SPECIAL ABILITIES

**Despair (Su)** All creatures within a 30-foot radius that see a mummy must succeed at a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Mummy Rot (Su)** Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure*—Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. 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.

## Optional Encounter 2: Desperate Swamp-Dwellers

### BOGGARD CHAMPION

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 HUNTER (4)****CR 5**

Boggard ranger 3

CE Medium humanoid (boggard)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

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**DEFENSE****AC** 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)**hp** 53 (6 HD; 3d8+3d10+24)**Fort** +10, **Ref** +6, **Will** +4

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**OFFENSE****Speed** 20 ft., swim 30 ft.**Melee** morningstar +9 (1d8+4), tongue +4 touch (sticky tongue)**Ranged** mwk composite longbow +8 (1d8+4/x3)**Special Attacks** combat style (archery), favored enemy (reptilian humanoids +2), terrifying croak (DC 12)

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**STATISTICS****Str** 19, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +9; **CMD** 20**Feats** Endurance, Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow)**Skills** Acrobatics +5 (+21 when jumping), Knowledge (nature) +5, Perception +14, Stealth +8 (+16 in swamps), Survival +8, Swim +12**Languages** Boggard**SQ** favored terrain (swamp +2), hold breath, swamp stride, track +1, wild empathy +2**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 studded leather, morningstar, mwk composite longbow (+4 Str), *cloak of resistance +1*, 267 gp

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**SPECIAL ABILITIES****Hold Breath (Ex)** A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.**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 succeeding at 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.

## Optional Encounter 3: Wayward Beasts

### CHIMERA (3)

CR 7

CE Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

#### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

**hp** 85 (9d10+36)

**Fort** +9, **Ref** +7, **Will** +6

#### OFFENSE

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

**Melee** bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

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

**Special Attacks** breath weapon (usable every 1d4 rounds)

#### STATISTICS

**Str** 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

**Base Atk** +9; **CMB** +14; **CMD** 25 (29 vs. trip)

**Feats** Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

**Skills** Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush

**Languages** Draconic

#### SPECIAL ABILITIES

**Breath Weapon (Su)** This chimera's breath weapon deals 6d8 points of acid damage in a 40-ft line. A chimera's breath weapon is usable once every 1d4 rounds and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

## G. Astral Giant Invasion

### MARSH GIANT (2)

CR 8

CE Large humanoid (giant)

**Init** +3; **Senses** low-light vision; Perception +11

#### DEFENSE

**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)

**hp** 102 (12d8+48)

**Fort** +12, **Ref** +7, **Will** +8

**Defensive Abilities** rock catching

#### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** gaff +16/+11 (2d6+12) or

2 slams +16 (1d6+8)

**w/ Power Attack** gaff +13/+8 (2d6+21) or

2 slams +13 (1d6+14)

**Ranged** rock +12 (2d6+9)

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

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

**Spell-Like Abilities** (CL 12th; concentration +13)

3/day—*augury*, *bestow curse* (DC 15), *fog cloud*

#### STATISTICS

**Str** 27, **Dex** 17, **Con** 19, **Int** 8, **Wis** 15, **Cha** 12

**Base Atk** +9; **CMB** +18; **CMD** 31

**Feats** Combat Reflexes, Improved Iron Will, Improved Sunder, Iron Will, Power Attack, Vital Strike

**Skills** Perception +11, Stealth +5 (+13 in swamps), Swim +16; **Racial Modifiers** +8 Stealth in swamps

**Languages** Boggard, Giant

**Gear** gaff (as flail, but deals piercing damage)

**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

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

## H. Astral Pirates Attack!

### MOUNTAINEER (3)

CR 6

Dwarf ranger 7

LE Medium humanoid (dwarf)

**Init** +2; **Senses** Perception +12

#### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 shield)

**hp** 59 (7d10+16)

**Fort** +8, **Ref** +8, **Will** +5; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants); Resist fire 10

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *warhammer* +9/+4 (1d8+6/×3), mwk heavy shield +9/+4 (1d4+5 plus bull rush)

**w/ Power Attack** +1 *warhammer* +7/+2 (1d8+10/×3), mwk heavy shield +7/+2 (1d4+9 plus bull rush)

**Ranged** mwk heavy crossbow +10 (1d10/19–20)

**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids, favored enemy (giants +2, humans +4)

**Ranger Spells Prepared** (CL 4th; concentration +6)

2nd—*spike growth*

1st—*longstrider*, *resist energy*

#### TACTICS

**Before Combat** The ranger casts *longstrider* and *resist energy* (fire), then drinks his *potion of bull's strength*.

**Base Statistics** Without *bull's strength*, *longstrider*, and *resist energy*, the ranger's statistics are **Resist** none; **Speed** 20 ft.; **Melee** +1 *warhammer* +7/+2 (1d8+4/×3), mwk heavy shield +7/+2 (1d4+3 plus bull rush); **Str** 16; **CMB** +10; **CMD** 22 (26 vs. bull rush or trip); **Skills** Climb +9, Swim +7.

#### STATISTICS

**Str** 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 15, **Cha** 6

**Base Atk** +7; **CMB** +12; **CMD** 24 (28 vs. bull rush or trip)

**Feats** Double Slice, Endurance, Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Shield Slam, Two-Weapon Fighting

**Skills** Climb +11, Knowledge (dungeoneering, geography, nature) +8, Perception +12 (+14 to notice unusual stonework), Profession (miner) +8, Stealth +6, Survival +10, Swim +9

**Languages** Common, Dwarven

**SQ** favored terrain (mountain +2), hunter's bond (companions), track +3, wild empathy +5, woodland stride

**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** +1 *breastplate*, masterwork heavy wooden shield, +1 *warhammer*, masterwork heavy crossbow with 20 bolts, *cloak of resistance* +1, 229 gp

**Spike Growth** (transmutation, VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d4 dmg for each 5ft., REF or movement is reduced by half until wounds are treated by a Heal check (DC=DC of spell)

**TRICKSTER MAGE****CR 7**

Gnome sorcerer 8

CE Small humanoid (gnome)

**Init** +2; **Senses** low-light vision; **Perception** +10

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**DEFENSE****AC** 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)**hp** 46 (8d6+16)**Fort** +3, **Ref** +4, **Will** +10; +2 vs. illusions**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants)

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**OFFENSE****Speed** 20 ft.**Melee** sickle +3 (1d4–2)**Ranged** mwk light crossbow +8 (1d6/19–20)**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids**Gnome Spell-Like Abilities** (CL 8th; concentration +12)1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals***Bloodline Spell-Like Abilities** (CL 8th; concentration +12)

7/day—laughing touch

**Sorcerer Spells Known** (CL 8th; concentration +12)4th (4/day)—*phantasmal killer* (DC 21)3rd (6/day)—*deep slumber* (DC 19), *major image* (DC 20), *suggestion* (DC 19)2nd (7/day)—*hideous laughter* (DC 18), *hypnotic pattern* (DC 19), *mirror image*, *scorching ray*1st (7/day)—*charm person* (DC 15), *color spray* (DC 18), *entangle* (DC 15), *magic missile*, *shield*, *ventriloquism* (DC 18)0 (at will)—*daze* (DC 16), *detect magic*, *flare* (DC 14), *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)**Bloodline** fey

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**STATISTICS****Str** 6, **Dex** 14, **Con** 12, **Int** 12, **Wis** 14, **Cha** 18**Base Atk** +4; **CMB** +1; **CMD** 14**Feats** Dodge, Eschew Materials, Greater Spell Focus (illusion), Iron Will, Mobility, Spell Focus (illusion)**Skills** Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5, Perception +10, Spellcraft +8, Use Magic Device +11**Languages** Common, Elven, Gnome, Sylvan**SQ** bloodline arcana (+2 DC for compulsion spells), gnome magic, woodland stride**Combat Gear** *potion of cure moderate wounds*, *screaming bolts* (3), *wand of grease* (20 charges), *wand of invisibility* (21 charges); **Other Gear** masterwork light crossbow with 10 bolts, sickle, *bracers of armor* +2, book of pressed fairy wings, 168 gp

## Trickster Mage Cheat Sheet

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

**Phantasmal Killer** (illusion(phantasm)[fear, mind-affecting], VS, medium, 1 living creature, SRyes) – WILL to disbelieve. Fail and FORT?3d6:dead.

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

**Deep Slumber** (enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.

**Major Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

**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.

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

**Hideous Laughter** (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

**Hypnotic Pattern** (illusion(pattern)[mind-affecting], SM, medium, color lights in 10ft radius, concentration + 2rds, SRyes) – WILL or fascinated. Effect up to 2d4+8HD of creatures.

**Mirror Image** (illusion(figment), VS, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

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

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

**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

**Color Spray** (illusion(pattern)[mind-affecting], VSM, 15ft cone, SRyes) – WILL. If fail <=2HD are unconscious, blind and stunned for 2d4rds, <=4HD are blind and stunned for 1d4rd, everyone are stunned for 1rd.

**Entangle** (transmutation, VSDF, long, 40ft. radius, 1min/lvl) – REF or entangled. Must REF immediately upon entering. Break free as a move with a STR or Escape Artist check. DC=DC of the spell. Entire area is difficult terrain.

**Magic Missile** (evocation[force], VS, medium, SRyes) – 4 1d4+1 missiles of force

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

**Ventriloquism** (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory)

### Other Abilities

**Laughing Touch** – Melee touch to cause target to start laughing. They only take a move action on their next turn. Once affected, a creature is immune for 24 hours.

## I. Aslynn's Astral Allies

### DROW HOUSE CAPTAIN (2)

CR 6

Drow fighter 7

CE Medium humanoid (elf)

**Init** +4; **Senses** darkvision 120 ft.; Perception +8

#### DEFENSE

**AC** 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

**hp** 55 (7d10+12)

**Fort** +5, **Ref** +6, **Will** +3 (+2 vs. fear); +2 vs. enchantment

**Defensive Abilities** bravery +2; **Immune** sleep; **SR** 13

**Weaknesses** light blindness

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *longsword* +12/+7 (1d8+6/19–20 plus poison)

**Ranged** mwk repeating heavy crossbow +12/+7 (1d10/19–20 plus poison)

w/ **Deadly Aim** mwk repeating heavy crossbow +10/+5 (1d10+4/19–20 plus poison)

**Special Attacks** weapon training (heavy blades +1)

**Spell-Like Abilities** (CL 7th; concentration +7)

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

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 11, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +7; **CMB** +9; **CMD** 23

**Feats** Deadly Aim, Exotic Weapon Proficiency (heavy repeating crossbow), Point-Blank Shot, Quick Draw, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Climb +5, Perception +8, Sense Motive +3, Stealth +12

**Languages** Elven, Undercommon

**SQ** armor training 2, poison use

**Combat Gear** +1 *frost bolts* (6), *potion of cure moderate wounds*, acid (2), drow poison (4); **Other Gear** +1 *chainmail*, +1 *longsword*, mwk repeating heavy crossbow with 20 bolts, 66 gp

#### SPECIAL ABILITIES

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

**GIANT TARANTULA****CR 8**

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**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.**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.

## J. Surge of Hungry Souls

### UNRAVELING BODAK

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****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.

## 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.

## K. Fury of the Ruby Phoenix

### MASTER RUBY PHOENIX GUARDIAN

CR 10

Variant phoenix

LN Huge magical beast (fire)

**Init** +9; **Senses** darkvision 60 ft., *detect chaos*, low-light vision, *see invisibility*; Perception +19

**Aura** shroud of flame (2d6 fire, 15 ft., DC 19)

#### DEFENSE

**AC** 25, touch 14, flat-footed 19 (+5 Dex, +1 dodge, +11 natural, –2 size)

**hp** 116 (13d10+39)

**Fort** +11, **Ref** +13, **Will** +9

**DR** 10/chaotic; **Immune** fire; **SR** 21

**Weaknesses** vulnerable to cold

#### OFFENSE

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

**Melee** bite +17 (2d6+6 plus 1d6 fire), 2 talons +17 (1d8+6/19–20 plus 1d6 fire)

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

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*detect chaos*, *see invisibility*

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

3/day—*fireball* (DC 18), *restoration*

#### STATISTICS

**Str** 22, **Dex** 21, **Con** 16, **Int** 23, **Wis** 16, **Cha** 20

**Base Atk** +13; **CMB** +21; **CMD** 37

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Mobility

**Skills** Acrobatics +21, Diplomacy +18, Fly +21, Intimidate +18, Knowledge (nature) +19, Knowledge (planes) +19, Perception +19, Sense Motive +16

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

#### SPECIAL ABILITIES

**Banishing Strike (Su)** Three times per day, when the Ruby Phoenix Guardian hits with its slam attack, it can attempt to eject that target from the Hao Jin Tapestry. This functions as *banishment* (DC 18 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 19 Reflex save each round or take 2d6 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

**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 Serious Wounds** (conjuration[healing], VS, creature touched, SRyes) – 3d8+lvl healing

**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.

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

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

**Restoration** (conjuration(healing), 3 rounds, VSM (diamond dust worth 100gp or 1000gp), creature touched, SRyes) – *Lesser restoration*, but also dispel all temp negative levels or one permanent negative level.

**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

### MASTER RUBY PHOENIX GUARDIAN

CR 10

Variant phoenix

LN Huge magical beast (fire)

**Init** +9; **Senses** darkvision 60 ft., *detect chaos*, low-light vision, *see invisibility*; Perception +19

**Aura** shroud of flame (4d6 fire, 15 ft., DC 19)

#### DEFENSE

**AC** 25, touch 14, flat-footed 19 (+5 Dex, +1 dodge, +11 natural, –2 size)

**hp** 116 (13d10+39)

**Fort** +11, **Ref** +13, **Will** +9

**DR** 10/chaotic; **Immune** fire; **SR** 21

**Weaknesses** vulnerable to cold

#### OFFENSE

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

**Melee** bite +17 (2d6+6 plus 1d6 fire), 2 talons +17 (1d8+6/19–20 plus 1d6 fire)

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

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*detect chaos*, *see invisibility*

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

3/day—*fireball* (DC 18), *restoration*

#### STATISTICS

**Str** 22, **Dex** 21, **Con** 16, **Int** 23, **Wis** 16, **Cha** 20

**Base Atk** +13; **CMB** +21; **CMD** 37

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Critical (talon), Improved Initiative, Iron Will, Mobility

**Skills** Acrobatics +21, Diplomacy +18, Fly +21, Intimidate +18, Knowledge (nature) +19, Knowledge (planes) +19, Perception +19, Sense Motive +16

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

#### SPECIAL ABILITIES

**Banishing Strike (Su)** Once per round, when the Ruby Phoenix Guardian hits with its slam attack, it can attempt to eject that target from the Hao Jin Tapestry. This functions as *banishment* (DC 18 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 19 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 successful hit. The save DC is Constitution-based.

## Ruby Phoenix's Cheat Sheet

### Feats

**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 Serious Wounds** (conjuration[healing], VS, creature touched, SRyes) – 3d8+lvl healing

**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.

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

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

**Restoration** (conjuration(healing), 3 rounds, VSM (diamond dust worth 100gp or 1000gp), creature touched, SRyes) – *Lesser restoration*, but also dispel all temp negative levels or one permanent negative level.

**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.