

The Hao Jin Cataclysm

Stat Blocks Subtier 5-6

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A. The Sundered City

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.

UNRAVELING WIGHT (2)**CR 3**

LE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +11**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 26 (4d8+8)**Fort** +3, **Ref** +2, **Will** +5**Defensive Abilities** undead traits**Weaknesses** resurrection vulnerability**OFFENSE****Speed** 30 ft., traverse tapestry**Melee** slam +4 (1d4+1 plus energy drain)**Special Attacks** ~~create spawn~~, energy drain (1 level, DC 14)**STATISTICS****Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15**Base Atk** +3; **CMB** +4; **CMD** 15**Feats** Blind-Fight, Skill Focus (Perception)**Skills** Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth**Languages** Common**SQ** ~~create spawn~~**SPECIAL ABILITIES****Create Spawn (Su)** This creature doesn't have this ability because of the unraveling creature template.**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a wight destroys it (Will negates).

Using the spell in this way does not require a material component.

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

CLOAKER (2)

CR 5

CN Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 51 (6d8+24)

Fort +6, **Ref** +5, **Will** +7

Defensive Abilities shadow shift

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +8 (1d6+5), tail slap +3 (1d8+2)

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

Special Attacks engulf, moan

STATISTICS

Str 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +4; **CMB** +10; **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

Languages Undercommon

SPECIAL ABILITIES

Engulf (Ex) A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. DCs are Charisma-based.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th, save DC is Charisma-based).

C7. Garden of Demons

SUCCUBUS

CR 7

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

Init +3; **Senses** darkvision 60 ft., detect good; Perception +21,

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 84 (8d10+40)

Fort +7, **Ref** +9, **Will** +10

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

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

Melee 2 claws +11 (1d6+1)

Special Attacks energy drain, profane gift

Spell-Like Abilities (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

TACTICS

During Combat Ephierone lets her shadow demon minion do the brunt of the heavy fighting while she uses her various charm and dominate abilities to either turn the PCs against one another or send them running back up the stairs in area **BH1**. If forced into melee, she attempts to summon a babau using her summon ability and then fights as best as she can with her claws.

Morale If reduced to less than 20 hit points, Ephierone uses *ethereal jaunt* to escape. If she manages to escape, she returns when the PCs encounter Graz'ith Ur Maurgith in **BH6**, though she will not have regained any of her hit points by that encounter unless it takes place more than 24 hours later (in which case she recovers 8 hit points per day).

STATISTICS

Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

Base Atk +8; **CMB** +11; **CMD** 22

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception

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

SQ change shape (*alter self*, Small or Medium humanoid)

SPECIAL ABILITIES

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any

distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Charm Monster (enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

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.

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.

Dominate Person (enchantment (compulsion) [mind-affecting], 1 round, VS, close, one humanoid, 1 day/level, SRyes) – WILL or follow commands of caster. Forced to take actions against its nature = save w/ a +2 bonus. Command as a move action.

D. Cave of Lost Souls

DUERGAR BOMBARDIER (2)

CR 1

Duergar alchemist 2

LE Medium humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

AC 22, touch 14, flat-footed 18 (+2 armor, +4 Dex, +6 natural)

hp 18 (2d8+6)

Fort +5, **Ref** +7, **Will** +0; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee light mace +2 (1d6+1)

Ranged bomb +6 (1d6+2 acid or fire) or
light crossbow +3 (1d8/19–20)

Special Attacks bomb 6/day (1d6+2 acid or fire, DC 13)

Spell-Like Abilities (CL 2nd; concentration –1)

1/day—*invisibility* (self only), *ironskin*^{MC}

Alchemist Extracts Prepared (CL 2nd)

1st—*bomber's eye*^{APG}, *shield*, *true strike*

TACTICS

Before Combat She uses a Dexterity mutagen and casts *ironskin*.

Base Statistics When she's not under the effect of her mutagen and *ironskin*, the bombardier's statistics are **Init** +2; **AC** 14, touch 12, flat-footed 12; **Ref** +5, **Will** +1; **Ranged** bomb +4 (1d6+2 fire) or light crossbow +3 (1d8/19–20); **Dex** 14, **Wis** 12; **CMD** 14 (18 vs. bull rush, 18 vs. trip); **Skills** Heal +6, Disable Device +7, Perception +6, Survival +6.

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 15, **Wis** 10, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 16 (20 vs. bull rush or trip)

Feats Brew Potion, Extra Bombs^{APG}, Throw Anything

Skills Craft (alchemy) +7, Disable Device +8, Heal +4, Knowledge (arcana) +7, Perception +6, Survival +4

Languages Aklo, Common, Draconic, Dwarven, Undercommon

SQ alchemy (alchemy crafting +2, identify potions), discovery (acid bomb), ironskinned^{MC}, mutagen (+4/–2, +2 natural, 20 minutes), poison use, slow and steady, stability

Combat Gear *potions of cure light wounds* (2), *potions of detect secret doors* (2), *potions of expeditious retreat* (2), *potions of negate aroma* (2), acid (6), alchemist's fire (6), smokesticks (6), tanglefoot bags (6), thunderstones (6); **Other Gear** leather armor, light crossbow with 10 bolts, light mace, *dust of tracelessness*, tindertwigs (6), formula book, 2 gp

SPECIAL ABILITIES

Acid Bomb When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

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.

DUERGAR LIEUTENANT**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*^{APG}, *ironskin*^{MC}**Ranger Spells Prepared** (CL 3rd; concentration +5)1st—*lead blades*^{APG}, *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^{MC}, slow and steady, stability, track +3, twilight touched^{MC}, 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 2nd lvl or lower, FORT or be fatigued.

GHOUL (2)**CR 1**

CE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +7**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +2, **Ref** +2, **Will** +5**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft.**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)**STATISTICS****Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3**Languages** Common**SPECIAL ABILITIES**

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 13; onset 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight, retaining none of the abilities it possessed in life. It is not under the control of any other ghouls, but it behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

E. Desert Encampment

BUGBEAR (3)

CR 2

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; **Perception** +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)

hp 16 (3d8+3)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee morningstar +5 (1d8+3)

Ranged javelin +3 (1d6+3)

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** 16

Feats Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +7, Perception +8, Stealth +10; **Racial Modifiers** +4 Intimidate, +4 Stealth

SQ stalker

Languages Common, Goblin

Gear leather armor, light wooden shield, morningstar, javelins (3)

SPECIAL ABILITIES

Stalker (Ex) Perception and Stealth are class skills for bugbears.

BUGBEAR STALKER

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 7

Sovereign dragon wyrmling

N Small dragon

Init +6; **Senses** dragon senses; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

hp 68 (8d12+16)

Fort +8, **Ref** +10, **Will** +10

Immune paralysis, sleep

OFFENSE

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

Melee bite +13 (1d6+4), 2 claws +12 (1d4+3)

Special Attacks breath weapon (20-ft cone, 2d6 sonic, Reflex DC 16 half)

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +8; **CMB** +10; **CMD** 22 (26 vs. trip)

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

Skills Acrobatics +2 (+10 to jump), Appraise +13, Bluff +13, Diplomacy +13, Fly +4, Intimidate +13, Knowledge (arcana) +13, Knowledge (history) +13, Perception +13, Sense Motive +13

Languages Celestial, Common, Draconic

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 WIGHT (4)

CR 3

LE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft., traverse tapestry

Melee slam +4 (1d4+1 plus energy drain)

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

STATISTICS

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ ~~create spawn~~

SPECIAL ABILITIES

Create Spawn (Su) This creature doesn't have this ability because of the unraveling creature template.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates).

Using the spell in this way does not require a material component.

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 (3)

CR 2

CE Medium humanoid (boggard)

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE

AC 14, touch 9, flat-footed 14 (+2 armor, –1 Dex, +3 natural)

hp 22 (3d8+9)

Fort +5, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +5 (1d8+3), tongue –1 touch (sticky tongue)

Special Attacks terrifying croak

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 13

Feats Toughness, Weapon Focus (morningstar)

Skills Acrobatics +2 (+14 jumping), Stealth –1 (+7 in swamps), Swim +10; **Racial Modifiers** +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps

Languages Boggard

SQ hold breath, swamp stride

Gear leather armor, morningstar

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 making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (**AC** 11, damage dealt to the tongue does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from a target that is stuck to its tongue, 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 PROPHET (2)**CR 5**

Boggard sorcerer 4

CE Medium humanoid (boggard)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +3**DEFENSE****AC** 13, touch 10, flat-footed 13 (+1 deflection, –1 Dex, +3 natural)**hp** 59 (7 HD; 3d8+4d6+32)**Fort** +8, **Ref** +2, **Will** +5; +2 vs. poison**Resist** electricity 5**OFFENSE****Speed** 20 ft., swim 30 ft.**Melee** 2 claws +10 (1d4+5), tongue +4 (plus sticky tongue)**Ranged** sling +3 (1d4+5)**Special Attacks** claws (1d6+5, 5 rounds/day), terrifying croak (DC 15)**Sorcerer Spells Known** (CL 4th; concentration +6)2nd (4/day)—*summon monster II*1st (7/day)—*burning hands* (DC 13), *cause fear* (DC 13), *mage armor*, *summon monster I*0 (at will)—*acid splash*, *detect magic*, *detect poison*, *ghost sound* (DC 12), *message*, *resistance***Bloodline** abyssal**STATISTICS****Str** 20, **Dex** 9, **Con** 16, **Int** 10, **Wis** 9, **Cha** 14**Base Atk** +4; **CMB** +9; **CMD** 19**Feats** Combat Casting, Eschew Materials, Improved Initiative, Toughness, Weapon Focus (claw)**Skills** Acrobatics +2 (+18 when jumping), Intimidate +6, Knowledge (planes) +5, Perception +3, Spellcraft +7, Stealth +0 (+8 in swamps), Swim +13, Use Magic Device +9**Languages** Boggard**SQ** bloodline arcana (summoned creatures gain DR 2/good), hold breath, swamp stride**Combat Gear** *potion of invisibility*, *scrolls of blindness/deafness* (2), *scroll of enlarge person*; **Other Gear** sling with 10 bullets, *cloak of resistance +1*, *elixir of vision*, *ring of protection +1*, 75 gp**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 making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (**AC** 11, damage dealt to the tongue does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from a target that is stuck to its tongue, 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 Prophet Cheat Sheet

2nd level spells

Summon Monster II (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM I

1st level spells

Burning Hands (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) fire, REF half

Cause Fear (necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

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

Summon Monster II (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature

SMALL EARTH ELEMENTAL (for Summon Monster II)

CR 1

N Small outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** –1, **Will** +3

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+4)

w/ Power Attack slam +5 (1d6+7)

Special Attacks earth mastery

STATISTICS

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 13

Feats Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Optional Encounter 3: Wayward Beasts

MANTICORE (3)

CR 5

LE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)

Ranged 4 spikes +8 (1d6+5)

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

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly –3, Perception +9, Survival +4 (+8 tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking

Languages Common

SPECIAL ABILITIES

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

G. Astral Giant Invasion

TROLL (2)

CR 5

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

H. Astral Pirates Attack!

BLOODFIRE SORCERER

CR 6

Half-orc sorcerer 7

NE Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 natural)

hp 60 (7d6+33)

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

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+4/18–20)

Ranged mwk heavy crossbow +5 (1d10/19–20)

Bloodline Spell-Like Abilities (CL 7th; concentration +10)

6/day—elemental ray (1d6+3 fire)

Sorcerer Spells Known (CL 7th; concentration +10)

3rd (5/day)—*fireball* (DC 17), *haste*, *protection from energy*

2nd (7/day)—*blur*, *false life*, *glitterdust* (DC 15), *scorching ray*

1st (7/day)—*burning hands* (DC 15), *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement* (DC 14), *shield*

0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *flare* (DC 14), *light*, *ray of frost* (fire), *read magic*

Bloodline elemental (fire)

TACTICS

Before Combat The sorcerer cast *false life* and *mage armor* earlier in the day.

Base Statistics Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 13, touch 11, flat-footed 12; **hp** 48.

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +6; **CMD** 18

Feats Combat Casting, Eschew Materials, Iron Will, Power Attack, Spell Focus (evocation), Toughness

Skills Intimidate +11, Knowledge (arcana) +3, Linguistics +0, Perception +7, Spellcraft +4

Languages Common, Ignan, Orc

SQ bloodline arcana (change energy damage spells to fire), orc blood, weapon familiarity

Combat Gear *potion of cure moderate wounds*, *scroll of fly* (2); **Other Gear** masterwork falchion, masterwork heavy crossbow with 10 bolts, *amulet of natural armor* +1, *ring of protection* +1, 225 gp

Bloodfire Sorcerer Cheat Sheet

3rd level spells

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

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.

Protection from Energy (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage

2nd level spells

Blur (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

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

Glitterdust (conjuration, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. WILL or be blinded; new save every round.

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

1st level spells

Burning Hands (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) fire, REF half

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

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

Magic Weapon (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gets a +1 enhancement bonus.

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

Other Abilities

Elemental Ray – Ranged touch attack w/in 30 ft., Hit deals 1d6+3 fire.

CAUTIOUS ARCHER (2)**CR 4**

Elf fighter 5

CN Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +6

DEFENSE**AC** 20, touch 14, flat-footed 16 (+6 armor, +4 Dex)**hp** 47 (5d10+15)**Fort** +7, **Ref** +6, **Will** +1; +2 vs. enchantments, +1 vs. fear**Defensive Abilities** bravery +1; Immune sleep

OFFENSE**Speed** 30 ft.**Melee** mwk elven curve blade +8 (1d10+3/18–20)**Ranged** mwk composite longbow +10/+10 (1d8+5/×3)**w/ Deadly Aim** mwk composite longbow +8/+8 (1d8+9/×3)**Special Attacks** weapon training (bows +1)

TACTICS**Before Combat** The cautious archer drinks his *potion of bear's endurance* before attacking.**Base Statistics** Without *bear's endurance*, the fighter's statistics are **hp** 37; **Fort** +5; **Con** +10.

STATISTICS**Str** 14, **Dex** 18, **Con** 14, **Int** 15, **Wis** 8, **Cha** 10**Base Atk** +5; **CMB** +7; **CMD** 21**Feats** Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow),
Weapon Specialization (composite longbow)**Skills** Climb +5, Craft (bows) +8, Handle Animal +8, Perception +6, Stealth +6, Survival +3, Swim +5**Languages** Common, Elven, Gnome, Orc**SQ** armor training 1, elven magic, weapon familiarity**Combat Gear** +1 arrows (5), *potion of bear's endurance*, *potion of cure moderate wounds*, alchemical silver arrows (5), cold iron arrows (5); **Other Gear** masterwork breastplate, masterwork composite longbow (+2 Str) with 35 arrows, masterwork elven curve blade, *cloak of resistance* +1, masterwork artisan's tools, riding dog, 67 gp

I. Aslynn's Astral Allies

DROW HOUSE GUARD (3)

CR 2

Drow fighter 3

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 24 (3d10+3)

Fort +3, **Ref** +4, **Will** +2 (+1 vs. fear); +2 vs. enchantment

Defensive Abilities bravery +1; **Immune** sleep; **SR** 9

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+2/19–20 plus poison)

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

w/ Deadly Aim repeating heavy crossbow +6 (1d10+2/19–20 plus poison)

Spell-Like Abilities (CL 3rd; concentration +3)

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

STATISTICS

Str 14, **Dex** 17, **Con** 11, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 18

Feats Deadly Aim, Exotic Weapon Proficiency (heavy repeating crossbow), Point-Blank Shot, Weapon Focus (longsword)

Skills Climb +6, Perception +6, Stealth +5

Languages Elven, Undercommon

SQ armor training 1, poison use

Combat Gear +1 frost bolt, *potion of cure light wounds*, drow poison (2), smokesticks (2), tanglefoot bag, thunderstones (2); **Other Gear** mwk chain shirt, mwk longsword, repeating heavy crossbow with 20 mwk bolts, 47 gp

SPECIAL ABILITIES

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

DROW PRIEST (2)**CR 5**

Drow noble cleric 5

CE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Perception +11**DEFENSE****AC** 24, touch 13, flat-footed 23 (+9 armor, +2 deflection, +1 Dex, +2 shield)**hp** 31 (5d8+5)**Fort** +5, **Ref** +2, **Will** +8; +2 vs. enchantment**Immune** sleep; **SR** 16**Weaknesses** light blindness**OFFENSE****Speed** 20 ft.**Melee** mwk flail +4 (1d8)**Special Attacks** channel negative energy 7/day (DC 14, 3d6), hand of the acolyte (7/day)**Spell-Like Abilities** (CL 5th)Constant—*detect magic*At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*1/day—*dispel magic*, *divine favor*, *suggestion* (DC 15)**Domain Spell-Like Abilities** (CL 5th; concentration +9)

7/day—touch of evil (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +9)3rd—*bestow curse* (DC 17), *dispel magic*^D, *protection from energy*2nd—*align weapon*^D (evil only), *hold person* (DC 16), *resist energy*, *spiritual weapon*1st—*cure light wounds*, *entropic shield*, *command* (DC 15), *protection from good*, *shield of faith*0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *read magic***D** domain spell; **Domains** Evil, Magic**TACTICS****Before Combat** The priest casts *shield of faith* on herself.**Base Statistics** Without *shield of faith*, the drow's statistics are **AC** 22, touch 11, flat-footed 21.**STATISTICS****Str** 10, **Dex** 12, **Con** 12, **Int** 14, **Wis** 18, **Cha** 15**Base Atk** +3; **CMB** +3; **CMD** 14**Feats** Combat Casting, Extra Channel, Improved Initiative**Skills** Bluff +3, Diplomacy +6, Intimidate +7, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (nobility) +6, Knowledge (religion) +10, Perception +11, Sense Motive +12**Languages** Abyssal, Common, Elven, Undercommon**SQ** poison use**Combat Gear** *potion of invisibility*, *potion of owl's wisdom*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*, *scroll of magic weapon*; **Other Gear** mwk full plate, heavy steel shield, mwk flail, spell component pouch, 167 gp**SPECIAL ABILITIES****Poison Use (Ex)** Drow never risk accidentally poisoning themselves when applying poison to their weapons.

Drow Priest Cheat Sheet

3rd 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.

Protection from Energy (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage

2nd level spells

Align Weapon (evil only) (transmutation, VSDF, weapon touched or 50 projectiles touched, 1min/lvl, SRyes) – weapon becomes aligned towards evil.

Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

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

Spiritual Weapon (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+BAB) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

1st level spells

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

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

Entropic Shield (abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)

Protection from Good (abjuration[evil], VSDF, 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

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

Spell-Like Abilities

Deeper Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 60ft. radius. Light level drops two steps, nonmagical sources of light are shut off, supernatural darkness is possible.

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.

Divine Favor (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on att and weapon dmg

Faerie Fire (evocation [light], VSDF, long, creatures&objects w/in 5ft radius, 1 min/lvl, SRyes) – creatures and objects are outlined and shed light as candles, -20 to stealth, don't benefit from concealment from darkness, *blur*, *displacement*, *invisibility*, etc..

Feather Fall (transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.

Levitate (transmutation, VSF, personal or close, 1min/lvl) – Move yourself, another person, or another object up and down. Move action to move up/down 20ft. Increasing -1 penalty per attack, up to a -5.

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.

Touch of Evil – Melee touch causes target to become sickened for 2 rounds, count as good for evil spells.

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.

J. Additional Encounter

UNRAVELING MUMMY (2)

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.

K. Fury of the Ruby Phoenix

GREATER RUBY PHOENIX GUARDIAN

CR 8

Variant greater fire elemental

LN Huge outsider (elemental, fire, native)

Init +11; **Senses** darkvision 60 ft., *detect chaos*, *see invisibility*; **Perception** +14

DEFENSE

AC 22, touch 16, flat-footed 14 (+7 Dex, +1 dodge, +6 natural, –2 size)

hp 93 (11d10+22)

Fort +9, **Ref** +14, **Will** +5

DR 5/chaotic; **Immune** elemental traits, fire; **SR** 19

Weaknesses vulnerable to cold

OFFENSE

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

Melee 2 slams +16 (2d8+6 plus burn)

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

Special Attacks banishing strike, burn (2d8 fire, DC 17)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*detect chaos*, *see invisibility*

1/day—*fireball* (DC 15), *cure serious wounds*

STATISTICS

Str 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 15

Base Atk +13; **CMB** +22; **CMD** 41

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +20, Escape Artist +15, Fly +20, Intimidate +15, Knowledge (planes) +10, Linguistics +0, Perception +14

Languages Common, Ignan, Tien

SPECIAL ABILITIES

Banishing Strike (Su) Three times per day, 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 15 Will negates). A creature who succeeds at a saving throw against this ability is immune for 24 hours. The save DC is Wisdom-based. (See the note about banished PCs on Page 38.)

K. Undaunted by Flames

GREATER RUBY PHOENIX GUARDIAN

CR 8

Variant greater fire elemental

LN Huge outsider (elemental, fire, native)

Init +11; **Senses** darkvision 60 ft., *detect chaos*, *see invisibility*; Perception +14

Aura fire (15 ft., 2d6, DC 19)

DEFENSE

AC 22, touch 16, flat-footed 14 (+7 Dex, +1 dodge, +6 natural, –2 size)

hp 93 (11d10+22)

Fort +9, **Ref** +14, **Will** +5

DR 10/chaotic; **Immune** elemental traits, fire; **SR** 19

Weaknesses vulnerable to cold

OFFENSE

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

Melee 2 slams +16 (2d8+6 plus 1d6 fire plus burn)

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

Special Attacks banishing strike, burn (2d8 fire, DC 17)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*detect chaos*, *see invisibility*

1/day—*fireball* (DC 15), *cure serious wounds*

STATISTICS

Str 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 15

Base Atk +13; **CMB** +22; **CMD** 41

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +20, Escape Artist +15, Fly +20, Intimidate +15, Knowledge (planes) +10, Linguistics +0, Perception +14

Languages Common, Ignan, Tien

SPECIAL ABILITIES

Aura of Fire At the beginning of the Guardian's turn, any creature within 15 feet must succeed at a DC 19 Reflex save or take 2d6 points of damage.

Banishing Strike (Su) Three times per day, 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 15 Will negates). A creature who succeeds at a saving throw against this ability is immune for 24 hours. The save DC is Wisdom-based. (See the note about banished PCs on Page 38.)