

# The Hao Jin Cataclysm

## Stat Blocks Subtier 1-2

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## A. The Sundered City

### UNRAVELING SKELETON (3)

CR 1/3

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

#### OFFENSE

**Speed** 30 ft., traverse tapestry

**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or  
2 claws +2 (1d4+2)

#### STATISTICS

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved Initiative<sup>B</sup>

**Gear** broken chain shirt, broken scimitar

### UNRAVELING HUMAN FAST ZOMBIE (2)

CR 1/2

NE Medium undead

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

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft., traverse tapestry

**Melee** slam +4 (1d6+4)

**Special Attacks** quick strikes

#### STATISTICS

**Str** 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

#### SPECIAL ABILITIES

**Quick Strikes (Ex)** Whenever a fast zombie takes a full attack action, it can make one additional slam attack.

**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

### DARKMANTLE (2)

CR 1

N Small magical beast

**Init** +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

#### DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

**hp** 15 (2d10+4)

**Fort** +5, **Ref** +3, **Will** +0

#### OFFENSE

**Speed** 20 ft., fly 30 ft. (poor)

**Melee** slam +3 (1d4 plus grab)

**Special Attacks** constrict (1d4+4), grab (any size)

**Spell-Like Abilities** (CL 5th)

1/day—*darkness*

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)

**Feats** Improved Initiative

**Skills** Fly +5, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

## C7. Garden of Demons

### ADVANCED DRETCH CR 3

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

**Init** +0; **Senses** darkvision 60 ft.; Perception +7

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#### DEFENSE

**AC** 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

**hp** 22 (2d10+11)

**Fort** +7, **Ref** +2, **Will** +5

**DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

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#### OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +6 (1d4+3), bite +6 (1d4+3)

**Spell-Like Abilities** (CL 2nd)

1/day—*cause fear* (DC 13), *stinking cloud* (DC 15), *summon* (level 1, 1 dretch 35%)

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#### STATISTICS

**Str** 16, **Dex** 14, **Con** 18, **Int** 9, **Wis** 15, **Cha** 15

**Base Atk** +2; **CMB** +4; **CMD** 14

**Feats** Toughness

**Skills** Escape Artist +7, Perception +7, Stealth +11

**Languages** Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

## D. Cave of Lost Souls

### DUERGAR SLAVER

CR 1/2

Duergar rogue 1

LE Medium humanoid (dwarf)

**Init** +6; **Senses** darkvision 120 ft.; Perception +7

#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 10 (1d8+2)

**Fort** +1, **Ref** +4, **Will** +3; +2 vs. spells

**Immune** paralysis, phantasms, poison

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 20 ft.

**Melee** short sword +1 (1d6+1/19–20) or  
sap +1 (1d6+1 nonlethal)

**Ranged** mwk light crossbow +3 (1d8/19–20)

**Special Attacks** sneak attack +1d6

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

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

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 12, **Int** 12, **Wis** 16, **Cha** 4

**Base Atk** +0; **CMB** +1; **CMD** 13 (17 vs. bull rush or trip)

**Feats** Improved Initiative

**Skills** Acrobatics +5, Climb +4, Disable Device +5, Escape Artist +5, Knowledge (dungeoneering) +5,  
Perception +7, Sense Motive +7, Stealth +5, Survival +4

**Languages** Common, Dwarven, Undercommon

**SQ** slow and steady, stability, trapfinding +1

**Gear** studded leather, mwk light crossbow with 20 bolts, sap, short sword, 18 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.

#### W/ ENLARGE PERSON

LE Large humanoid (dwarf); **AC** 13, touch 10, flat-footed 12; **Ref** +3; **Melee** short sword +1 (1d8+1/19–20) or sap +1 (1d8+1 nonlethal); **Ranged** mwk light crossbow +1 (1d8/19–20); **Str** 15, **Dex** 13; **CMB** +3; **CMD** 14 (18 vs. bull rush or trip); **Skills** Acrobatics +4, Climb +5, Disable Device +4, Escape Artist +4, Stealth +4

**DUERGAR WARRIOR (2)****CR 1/3**

Duergar warrior 1

LE Medium humanoid (dwarf)

**Init** -1; **Senses** darkvision 120 ft; Perception +1**DEFENSE****AC** 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield)**hp** 8 (1d10+3)**Fort** +4, **Ref** -1, **Will** +1; +2 vs. spells**Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** warhammer +3 (1d8+1/x3)**Ranged** light crossbow +0 (1d8/19-20)**Spell-Like Abilities** (CL 3rd)1/day—*enlarge person* (self only), *invisibility* (self only)**STATISTICS****Str** 12, **Dex** 9, **Con** 15, **Int** 10, **Wis** 13, **Cha** 4**Base Atk** +1; **CMB** +2; **CMD** 11**Feats** Weapon Focus (warhammer)**Skills** Intimidate +1, Stealth -3; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** slow and steady, stability**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.**W/ ENLARGE PERSON**LE Large humanoid (dwarf); **AC** 15, touch 7, flat-footed 16; **Ref** -2; **Melee** warhammer +3 (2d6+1/x3),**Ranged** light crossbow -2 (1d8/19-20); **Str** 14, **Dex** 7; **CMB** +4; **CMD** 12, **Skills** Stealth -4**HUMAN ZOMBIE****CR 1/2**

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 12, touch 10, flat-footed 12 (+2 natural)**hp** 12 (2d8+3)**Fort** +0, **Ref** +0, **Will** +3**DR** 5/slashing; **Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** slam +4 (1d6+4)**STATISTICS****Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness**Special Qualities** staggered**SPECIAL ABILITIES****Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

## E. Desert Encampment

BUGBEAR	CR 2
CE Medium humanoid (goblinoid)	
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft., scent; Perception +8	
<b>DEFENSE</b>	
<b>AC</b> 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)	
<b>hp</b> 16 (3d8+3)	
<b>Fort</b> +2, <b>Ref</b> +4, <b>Will</b> +1	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> morningstar +5 (1d8+3)	
<b>Ranged</b> javelin +3 (1d6+3)	
<b>STATISTICS</b>	
<b>Str</b> 16, <b>Dex</b> 13, <b>Con</b> 13, <b>Int</b> 10, <b>Wis</b> 10, <b>Cha</b> 9	
<b>Base Atk</b> +2; <b>CMB</b> +5; <b>CMD</b> 16	
<b>Feats</b> Intimidating Prowess, Skill Focus (Perception)	
<b>Skills</b> Intimidate +7, Perception +8, Stealth +10; <b>Racial Modifiers</b> +4 Intimidate, +4 Stealth	
<b>SQ</b> stalker	
<b>Languages</b> Common, Goblin	
<b>Gear</b> leather armor, light wooden shield, morningstar, javelins (3)	
<b>SPECIAL ABILITIES</b>	
<b>Stalker (Ex)</b> Perception and Stealth are class skills for bugbears.	

GOBLIN (3)	CR 1/3
Goblin warrior 1	
NE Small humanoid (goblinoid)	
<b>Init</b> +6; <b>Senses</b> darkvision 60 ft.; Perception –1	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)	
<b>hp</b> 6 (1d10+1)	
<b>Fort</b> +3, <b>Ref</b> +2, <b>Will</b> –1	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> short sword +2 (1d4/19–20)	
<b>Ranged</b> short bow +4 (1d4/x3)	
<b>STATISTICS</b>	
<b>Str</b> 11, <b>Dex</b> 15, <b>Con</b> 12, <b>Int</b> 10, <b>Wis</b> 9, <b>Cha</b> 6	
<b>Base Atk</b> +1; <b>CMB</b> +0; <b>CMD</b> 12	
<b>Feats</b> Improved Initiative	
<b>Skills</b> Ride +10, Stealth +10, Swim +4; <b>Racial Modifiers</b> +4 Ride, +4 Stealth	
<b>Languages</b> Goblin	
<b>Gear</b> leather armor, light wooden shield, short sword, short bow (20 arrows)	



## F. Eternal Lake Temple

### AOITSUN

CR 3

Variant sovereign dragon

N Tiny dragon

**Init** +7; **Senses** darkvision 120 ft., dragon senses; Perception +9

#### DEFENSE

**AC** 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

**hp** 30 (4d12+4)

**Fort** +5, **Ref** +7, **Will** +4

**Immune** paralysis, sleep

#### OFFENSE

**Speed** 60 ft., fly 100 ft. (average)

**Melee** bite +6 (1d4), 2 claws +6 (1d3)

**Space** 2½ ft.; **Reach** 0 ft. (5 ft. with bite)

**Special Attacks** breath weapon (15-ft. cone, 1d6 sonic, Reflex DC 13 half)

#### STATISTICS

**Str** 11, **Dex** 16, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +4; **CMB** +5; **CMD** 15 (19 vs. trip)

**Feats** Alertness, Improved Initiative

**Skills** Acrobatics +3 (+15 to jump), Bluff +7, Diplomacy +7, Fly +14, Linguistics +7, Perception +9, Sense Motive +9

**Languages** Celestial, Common, Draconic

#### SPECIAL ABILITIES

**Dogmatic Dissonance (Su)** Good or evil creatures take a –2 penalty when making saving throws against Aiotsun's breath weapon and spell-like abilities.

## Optional Encounter 1: Shredded Souls

### UNRAVELING 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. This creature cannot produce ghouls from ghoul fever because of the unraveling template.

**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

### BOGWIGGLE (2)

CR 1

CE Small aberration (aquatic)

**Init** +5; **Senses** darkvision 60 ft.; Perception +1

#### DEFENSE

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

**hp** 16 (3d8+3)

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

#### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** bite +4 (1d4+1), tongue –1 touch (sticky tongue)

**w/ Power Attack** bite +3 (1d4+3), tongue –2 touch (sticky tongue)

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

#### STATISTICS

**Str** 13, **Dex** 12, **Con** 13, **Int** 3, **Wis** 12, **Cha** 6

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

**Feats** Improved Initiative, Power Attack

**Skills** Acrobatics +5, Perception +1 (+5 in swamps), Stealth +9 (+17 in swamps), Swim +13; **Racial Modifiers** +4 Perception in swamps, +8 Stealth in swamps

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

**SQ** amphibious, swamp stride

#### SPECIAL ABILITIES

**Sticky Tongue (Ex)** A creature hit by a bogwiggle's tongue attack can't move more than 10 feet away from the bogwiggle 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 doesn't deplete the bogwiggle's actual hit points). The bogwiggle can't move more than 10 feet away from the target while attached. It can release its tongue's grip as a free action. Like a boggard, a bogwiggle can't pull targets toward it with its tongue.

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

## Optional Encounter 3: Wayward Beasts

### WOLF (2)

CR 1

N Medium animal

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

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 13 (2d8+4)

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

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +2 (1d6+1 plus trip)

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +2; **CMD** 14 (18 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

## G. Astral Giant Invasion

### MOSS TROLL

CR 3

CE Large humanoid (giant, shapechanger)

**Init** +4 (+8 when climbing trees); **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

#### DEFENSE

**AC** 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, –1 size)

**hp** 30 (4d8+12); regeneration 5 (fire)

**Fort** +7, **Ref** +5, **Will** +4

**Weaknesses** fear of fire, vulnerable to fire

#### OFFENSE

**Speed** 30 ft., climb 10 ft.

**Melee** bite +5 (1d4+3), 2 claws +5 (1d4+3)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with claws)

#### STATISTICS

**Str** 16, **Dex** 19, **Con** 16, **Int** 9, **Wis** 12, **Cha** 7

**Base Atk** +3; **CMB** +7; **CMD** 21

**Feats** Intimidating Prowess, Iron Will

**Skills** Acrobatics +7, Climb +11, Intimidate +5, Perception +5, Stealth +5 (+9 in vegetation); **Racial**

**Modifiers** +2 Acrobatics, +4 Stealth (+8 in vegetation)

**Languages** Giant

**SQ** change shape (mossy tree; *tree shape*), tree climber

#### SPECIAL ABILITIES

**Fear of Fire (Ex)** A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame that is at least torch size.

**Tree Climber (Ex)** When climbing trees, a moss troll's climb speed increases to 30 feet and it gains a +4 racial bonus on initiative checks. If a moss troll falls while climbing in trees, it ignores the first 30 feet when calculating falling damage.

## H. Astral Pirates Attack!

### GEM SORCERER

CR 1

Dwarf sorcerer 2

LE Medium humanoid (dwarf)

**Init** +0; **Senses** darkvision 60 ft.; Perception +2

#### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 armor)

**hp** 18 (2d6+9)

**Fort** +2, **Ref** +0, **Will** +3; +2 vs. poison, spells, and spell-like abilities

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

#### OFFENSE

**Speed** 20 ft.

**Melee** spiked gauntlet +3 (1d4+2) or  
heavy mace +3 (1d8+2)

**Ranged** mwk heavy crossbow +2 (1d10/19–20)

**Special Attacks** +1 on attack rolls vs. goblinoid and orc humanoids

**Bloodline Spell-Like Abilities** (CL 2nd; concentration +3)

4/day—elemental ray (1d6+1 fire)

**Sorcerer Spells Known** (CL 2nd; concentration +3; arcane spell failure 10%)

1st (5/day)—*burning hands* (DC 12), *shocking grasp* (fire)

0 (at will)—*acid splash* (fire), *dancing lights*, *mending*, *read magic*, *touch of fatigue* (DC 11)

**Bloodline** elemental (fire)

#### STATISTICS

**Str** 14, **Dex** 10, **Con** 15, **Int** 12, **Wis** 10, **Cha** 13

**Base Atk** +1; **CMB** +3; **CMD** 13 (17 vs. bull rush or trip)

**Feats** Eschew Materials, Toughness

**Skills** Appraise +5 (+7 to assess metals or gemstones), Craft (jewelry) +5, Perception +2 (+4 to notice unusual stonework), Spellcraft +5, Use Magic Device +5

**Languages** Common, Dwarven, Giant

**SQ** bloodline arcana (change energy damage spells to fire)

**Combat Gear** *potion of cure light wounds*, *scroll of flaming sphere*, acid (2), alchemist's fire (3); **Other Gear** leather armor, heavy mace, masterwork heavy crossbow with 20 bolts, spiked gauntlet, uncut gems (worth 100 gp), 23 gp

#### Gem Sorcerer Cheat Sheet

##### 1<sup>st</sup> Level Spells

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

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

##### Spell-Like Abilities

**Elemental Ray** – 30 ft. ranged touch attack that deals 1d6+1 fire damage on a hit

##### Items

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

**Flaming Sphere** (evocation[fire], VSMD, medium, 1rd/lvl, SRyes) – Create a burning globe of fire you can move 30ft. with a move action. If it hits someone, REF13 or 3d6 fire dmg.

**INITIATE OF FLAME (2)****CR 1/2**

Dwarf druid 1

LN Medium humanoid (dwarf)

**Init** +0; **Senses** Perception +6**DEFENSE****AC** 14, touch 10, flat-footed 14 (+4 armor)**hp** 15 (1d8+7)**Fort** +5, **Ref** +0, **Will** +4; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants)**OFFENSE****Speed** 20 ft.**Melee** spear +2 (1d8+3/×3)**Ranged** sling +0 (1d4+2)**Special Attacks** +1 on attack rolls vs. goblinoid and orc humanoids**Domain Spell-Like Abilities** (CL 1st; concentration +3)

5/day—fire bolt

**Druid Spells Prepared** (CL 1st; concentration +3)1st—*burning hands*<sup>D</sup> (DC 13), *endure elements*, *faerie fire*0 (at will)—*detect poison*, *flare* (DC 12), *stabilize***D** Domain spell; **Domain** Fire**STATISTICS****Str** 15, **Dex** 10, **Con** 16, **Int** 12, **Wis** 15, **Cha** 6**Base Atk** +0; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)**Feats** Toughness**Skills** Climb +4, Handle Animal +2, Knowledge (geography) +5, Knowledge (nature) +3, Perception +6 (+8 to notice unusual stonework), Survival +8**Languages** Common, Druidic, Dwarven, Giant**SQ** nature bond (Fire domain), nature sense, wild empathy –1**Combat Gear** alchemist's fire (2), smokesticks (2); **Other Gear** mwk hide armor, sling with 20 bullets, spear, climber's kit, healer's kit, holly and mistletoe, spell component pouch, 8 gpInitiate of Flame Cheat Sheet1<sup>st</sup> level spells**Burning Hands** (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) fire, REF half**Endure Elements** (abjuration, VS, creature touched, 24 hrs, SRyes) – Protected from environment between -50 and 140°F**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..Spell-Like Abilities**Fire Bolt** – 30 ft. ranged touch attack that deals 1d6+1 fire damage on a hit





# I. Aslynn's Astral Allies

## DROW SCOUT

CR 1

Drow rogue 2

CE Medium humanoid (elf)

**Init** +3; **Senses** darkvision 120 ft.; Perception +8

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 16 (2d8+4)

**Fort** +1, **Ref** +6, **Will** +1; +2 vs. enchantment

**Defensive Abilities** evasion; **Immune** sleep; **SR** 8

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d6+1/19–20)

**Ranged** mwk shortbow +6 (1d6/x3 plus poison)

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 2nd, concentration +2)

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

### STATISTICS

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

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Weapon Focus (shortbow)

**Skills** Acrobatics +8, Climb +6, Disable Device +7, Knowledge (dungeoneering) +5, Knowledge (local) +4, Perception +8, Sense Motive +5, Stealth +8, Survival +3, Swim +5

**Languages** Elven, Undercommon

**SQ** poison use, trapfinding +1

**Combat Gear** *potion of cure light wounds*, drow poison (2), tanglefoot bag; **Other Gear** mwk studded leather, mwk shortbow and 20 arrows, short sword, 14 gp

### SPECIAL ABILITIES

**Poison Use (Ex)** Drow never risk accidentally poisoning themselves. They favor an insidious toxin that causes its victims to lapse into unconsciousness.

*Drow Poison*—injury; *save* Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

**DROW WARRIOR (3)****CR 1/3**

Drow warrior 1

CE Medium humanoid (elf)

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

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**DEFENSE****AC** 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)**hp** 5 (1d10)**Fort** +2, **Ref** +2, **Will** –1; +2 vs. enchantment**Immune** sleep; **SR** 7**Weaknesses** light blindness

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**OFFENSE****Speed** 30 ft.**Melee** rapier +2 (1d6/18–20)**Ranged** hand crossbow +3 (1d4/19–20 plus poison)**Spell-Like Abilities** (CL 1st)1/day—*dancing lights, darkness, faerie fire*

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**STATISTICS****Str** 11, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10**Base Atk** +1; **CMB** +1; **CMD** 13**Feats** Weapon Finesse**Skills** Perception +2, Stealth +2; **Racial Modifiers** +2 Perception**Languages** Elven, Undercommon**SQ** poison use

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**SPECIAL ABILITIES****Poison Use (Ex)** Drow never risk accidentally poisoning themselves. They favor an insidious toxin that causes its victims to lapse into unconsciousness.*Drow Poison*—injury; *save* Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

## J. Surge of Hungry Souls

### UNRAVELING 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. This creature cannot produce ghouls from ghoul fever because of the unraveling template.

**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 HUMAN ZOMBIE (4)

CR 1/2

NE Medium undead

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

#### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

**DR** 5/slashing; **Immune** undead traits

#### OFFENSE

**Speed** 30 ft., traverse tapestry

**Melee** slam +4 (1d6+4)

#### STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**Special Qualities** staggered

#### SPECIAL ABILITIES

**Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

**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

### MEDIUM RUBY PHOENIX GUARDIAN

CR 3

Variant medium fire elemental

LN Medium outsider (elemental, fire, native)

**Init** +7; **Senses** darkvision 60 ft., *detect chaos*; Perception +7

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#### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +1

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

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#### OFFENSE

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

**Melee** 2 slams +7 (1d4+1 plus burn)

**Special Attacks** burn (1d4, DC 14)

**Spell-Like Abilities** (CL 3rd)

Constant—*detect chaos*

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#### STATISTICS

**Str** 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 11, **Cha** 13

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Dodge, Improved Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +10, Escape Artist +10, Fly +14, Intimidate +8, Knowledge (nature) +8, Knowledge (planes) +8, Perception +7, Sense Motive +7

**Languages** Common, Ignan, Tien

## K. Undaunted by Flames

### MEDIUM RUBY PHOENIX GUARDIAN

CR 3

Variant medium fire elemental

LN Medium outsider (elemental, fire, native)

**Init** +7; **Senses** darkvision 60 ft., *detect chaos*; Perception +7

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#### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +1

**DR** 2/chaotic; **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

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#### OFFENSE

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

**Melee** 2 slams +7 (1d4+1 plus burn)

**Special Attacks** burn (1d4, DC 14)

**Spell-Like Abilities** (CL 3rd)

Constant—*detect chaos*

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#### STATISTICS

**Str** 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 11, **Cha** 13

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Dodge, Improved Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +10, Escape Artist +10, Fly +14, Intimidate +8, Knowledge (nature) +8, Knowledge (planes) +8, Perception +7, Sense Motive +7

**Languages** Common, Ignan, Tien

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#### SPECIAL ABILITIES

**Banishing Strike (Su)** Once per day when the Ruby Phoenix Guardian hits a target with a slam attack, it can attempt to eject that target from the Hao Jin Tapestry. This functions as *banishment* (DC 12 Will negates). The save DC is Wisdom-based. (See the note about banished PCs on Page 38.)