

The Hao Jin Cataclysm

Stat Blocks Subtier 3-4

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A. The Sundered City

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.

UNRAVELING WIGHT**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

CHOKER (3)

CR 2

CE Small aberration

Init +6; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 16 (3d8+3)

Fort +2, **Ref** +3, **Will** +4

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 tentacles +6 (1d4+3 plus grab)

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

Special Attacks constrict (1d4+3), strangle, grab (Large)

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 4, **Wis** 13, **Cha** 7

Base Atk +2; **CMB** +4 (+8 grappling); **CMD** 16

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +16, Stealth +13

Language Undercommon

SQ quickness

SPECIAL ABILITIES

Strangle (Ex) Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

C7. Garden of Demons

DRETCH (3)

CR 2

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

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

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

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

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon* (level 1, 1 dretch 35%)

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

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

D. Cave of Lost Souls

DUERGAR ANVIL (2)

CR 1

Duergar monk 2

LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +7

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 Wis)

hp 18 (2d8+6)

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

Defensive Abilities evasion; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee unarmed strike +3 (1d6+2) or
unarmed strike flurry of blows +2/+2 (1d6+2)

Ranged shuriken +3 (1d2+2) or
shuriken flurry of blows +2/+2 (1d2+2)

Special Attacks flurry of blows, stunning fist (2/day, DC 13)

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

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

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +1; **CMB** +3; **CMD** 18 (22 vs. bull rush or trip)

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Innate Flexibility^{MC}, Stunning Fist

Skills Acrobatics +7, Escape Artist +7, Perception +7, Stealth +7

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

Combat Gear *potion of cure light wounds*, *potions of invisibility* (2), thunderstones (4); **Other Gear**
shuriken (10), 7 gp

SPECIAL ABILITIES

Innate Flexibility You can cast your spell-like abilities twice more per day in any combination.

Ironskin Cast this spell to give yourself a +4 enhancement bonus to natural armor for 1 minute per level.

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 BOMBARDIER**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.

GHOUL**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 (2)

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.

ADVANCED GOBLIN (2)

CR 1/3

Goblin warrior 1

NE Small humanoid (goblinoid)

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

DEFENSE

AC 20, touch 15, flat-footed 16 (+2 armor, +4 Dex, +2 natural, +1 shield, +1 size)

hp 8 (1d10+3)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d4+2/19–20)

Ranged composite short bow +6 (1d4+2/×3)

STATISTICS

Str 15, **Dex** 19, **Con** 16, **Int** 14, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 16

Feats Improved Initiative

Skills Climb +6, Intimidate +4, Ride +12, Stealth +12, Swim +6; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Abyssal, Common, Goblin

F. Eternal Lake Temple

AOITSUN

CR 5

Variant sovereign dragon

N Small dragon

Init +6; **Senses** dragon senses; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)

hp 51 (6d12+12)

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

Immune paralysis, sleep

OFFENSE

Speed 60 ft., fly 150 ft. (average)

Melee bite +9 (1d6+3), 2 claws +9 (1d4+2)

Special Attacks breath weapon (15-ft cone, 2d6 sonic, Reflex DC 15 half)

Spell-Like Abilities (CL 6th; concentration +7)

At will—*detect evil*, *detect good*

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Alertness, Hover, Improved Initiative

Skills Acrobatics +2 (+14 to jump), Bluff +10, Diplomacy +10, Fly +13, Heal +10, Linguistics +10, Perception +12, Sense Motive +12

Languages Celestial, Common, Draconic

SPECIAL ABILITIES

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

Optional Encounter 1: Shredded Souls

UNRAVELING GHOUL (4)

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

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.

Optional Encounter 3: Wayward Beasts

DIRE HYENA (HYAENODON) (3)

CR 3

N Large animal

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

DEFENSE

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

hp 26 (4d8+8)

Fort +6, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +6 (2d6+6 plus trip)

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

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass

G. Astral Giant Invasion

OGRE (3)**CR 3**

CE Large humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +5**DEFENSE****AC** 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)**hp** 30 (4d8+12)**Fort** +6, **Ref** +0, **Will** +3**OFFENSE****Speed** 30 ft. (40 ft. base)**Melee** greatclub +7 (2d8+7)**Ranged** javelin +1 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7**Base Atk** +3; **CMB** +9; **CMD** 18**Feats** Iron Will, Toughness**Skills** Climb +7, Perception +5**Languages** Giant**Gear** hide armor, greatclub, javelins (4)

H. Astral Pirates Attack!

BRAMBLE SORCERER

CR 4

Half-elf sorcerer 5

LE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 30 (5d6+10)

Fort +3, **Ref** +6, **Will** +4; +2 vs. enchantments

Resist acid 5, fire 10

OFFENSE

Speed 30 ft.

Melee mwk light mace +3 (1d6) or

2 claws +2 (1d4)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks claws (2, 1d4, treated as magic, 7 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *mirror image*, *resist energy*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *message*, *read magic*

Bloodline draconic (green)

TACTICS

Before Combat The sorcerer casts *mage armor* and *resist energy* (fire).

Base Statistics Without *mage armor* and *resist energy*, the sorcerer's statistics are **AC** 14, touch 13, flat-footed 11; **Resist** acid 5.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 18

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

Feats Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Skill Focus (Use Magic Device)

Skills Intimidate +10, Knowledge (arcana) +7, Perception +7, Spellcraft +7, Use Magic Device +13

Languages Common, Draconic, Elven

SQ bloodline arcana (acid spells deal +1 damage per die), elf blood

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scrolls of levitate* (2), *scroll of ray of exhaustion*, *scroll of silent image*, *wand of entangle* (20 charges), smokestick; **Other Gear** masterwork light crossbow with 10 bolts, masterwork light mace, *cloak of resistance* +1, 190 gp

Bramble Sorcerer Cheat Sheet

2nd level spells

Acid Arrow (conjunction(creation)[acid], VSM, long, 1rd+1rd/3lvls) – Ranged touch deals 2d4 acid/rd.

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.

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

1st level spells

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

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

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

Magic Missile (evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

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

Items

Cure Moderate Wounds (conjunction (healing), VS) – creature touched heals 2d8+3

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

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

Ray of Exhaustion (necromancy, VSM, close, ray, 1min/lvl, SRyes) – Black ray causes target to FORT14 or become exhausted. Successful save means target is fatigued.

Silent Image (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration) – Visual illusion with no sound WILL11 to disbelieve.

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.

SAVAGE MERCENARY (2)**CR 1/2**

Human barbarian 1

CN Medium humanoid (human)

Init +1; **Senses** Perception +5**DEFENSE****AC** 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, –2 rage)**hp** 17 (1d12+5)**Fort** +6, **Ref** +1, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** greatsword +6 (2d6+7/19–20) or

heavy flail +6 (1d10+7/19–20)

w/ Power Attack greatsword +5 (2d6+10/19–20) or

heavy flail +5 (1d10+10/19–20)

Special Attacks rage (6 rounds/day)**TACTICS****Base Statistics** When not raging, the barbarian's statistics are **AC** 17, touch 11, flat-footed 16; **hp** 15; **Fort** +4, **Will** +1; **Melee** greatsword +4 (2d6+4/19–20) or heavy flail +4 (1d10+4/19–20); **Ranged** sling +2 (1d4+3); **Str** 17, **Con** 14; **CMB** +4; **Skills** Climb +3, Swim +3.**STATISTICS****Str** 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +1; **CMB** +6; **CMD** 15**Feats** Cleave, Power Attack**Skills** Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5**Languages** Common**SQ** fast movement**Combat Gear** *potion of cure light wounds*, *potion of remove fear*, alchemist's fire; **Other Gear** breastplate, greatsword, heavy flail, sling with 10 bullets, 5 gp

I. Aslynn's Astral Allies

DROW HOUSE GUARD (4)	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— <i>dancing lights, darkness, faerie fire</i>	
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 <i>frost bolt, potion of cure light wounds</i> , 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.	

J. Surge of Hungry Souls

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.

J. Additional Encounter

UNRAVELING GHOUL (4)

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.

K. Fury of the Ruby Phoenix

HUGE RUBY PHOENIX GUARDIAN

CR 6

Variant huge fire elemental

LN Huge outsider (elemental, fire, native)

Init +10; **Senses** darkvision 60 ft., *detect chaos*; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 13 (+6 Dex, +1 dodge, +5 natural, –2 size)

hp 71 (8d10+16)

Fort +8, **Ref** +12, **Will** +4

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

Weaknesses vulnerable to cold

OFFENSE

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

Melee 2 slams +12 (2d6+4 plus burn)

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

Special Attacks banishing strike, burn (2d6 fire, DC 16)

Spell-Like Abilities (CL 6th)

Constant—*detect chaos*

STATISTICS

Str 18, **Dex** 23, **Con** 14, **Int** 14, **Wis** 11, **Cha** 13

Base Atk +8; **CMB** +14; **CMD** 31

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B

Skills Acrobatics +17, Escape Artist +17, Fly +17, Intimidate +12, Knowledge (nature) +13, Knowledge (planes) +13, Perception +11, Sense Motive +11

Languages Common, Ignan, Tien

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 14 Will negates). The save DC is Wisdom-based. (See the note about banished PCs on Page 38.)

K. Undaunted by Flames

HUGE RUBY PHOENIX GUARDIAN

CR 6

Variant huge fire elemental

LN Huge outsider (elemental, fire, native)

Init +10; **Senses** darkvision 60 ft., *detect chaos*; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 13 (+6 Dex, +1 dodge, +5 natural, –2 size)

hp 71 (8d10+16)

Fort +8, **Ref** +12, **Will** +4

DR 5/chaotic; **Immune** elemental traits, fire; **SR** 17

Weaknesses vulnerable to cold

OFFENSE

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

Melee 2 slams +12 (2d6+4 plus burn)

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

Special Attacks banishing strike, burn (2d6 fire, DC 16)

Spell-Like Abilities (CL 6th)

Constant—*detect chaos*, *fireball* (DC 14)

STATISTICS

Str 18, **Dex** 23, **Con** 14, **Int** 14, **Wis** 11, **Cha** 13

Base Atk +8; **CMB** +14; **CMD** 31

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B

Skills Acrobatics +17, Escape Artist +17, Fly +17, Intimidate +12, Knowledge (nature) +13, Knowledge (planes) +13, Perception +11, Sense Motive +11

Languages Common, Ignan, Tien

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 14 Will negates). The save DC is Wisdom-based. (See the note about banished PCs on Page 38.)