

PATHFINDER SOCIETY

SEASON OF THE TEN



THE HAO JIN CATAclysm

By Mike Kimmel



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GM RESOURCES

The *Hao Jin Cataclysm* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Monster Codex* (MC), *Pathfinder RPG NPC Codex* (NPC), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the relevant creature entries from the Bestiary and Codex volumes are reprinted in the adventure's appendices for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #10-00: The Hao Jin Cataclysm is a Pathfinder Society Scenario designed for 1st- through 11th-level characters (Tier 1-11; Subtiers 1-2, 3-4, 5-6, 7-8, and 10-11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at pathfindersociety.club.



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THE HAO JIN CATAclysm

By Mike Kimmel



The legendary sorceress Hao Jin built her own personal demiplane, the *Hao Jin Tapestry*, by pulling in sites of historical interest from across Golarion. The residents of these places came along for the ride, creating a diverse, eclectic population within the tapestry. Hao Jin also created rivers, mountains, and climate systems, simulating the natural environments from which each site had originated. Since Hao Jin's mysterious disappearance three centuries ago, however, this power has waned, causing ecosystems within the tapestry to meld and water sources to dry up.

After Hao Jin's disappearance, priests of Abadar dutifully executed her will, holding a spectacular martial arts contest each decade and granting an item from Hao Jin's collection to the victors. Six years ago, the Pathfinder Society entered the tournament. Surprising onlookers, the Society ignored the more ostentatious and marvelous items from Hao Jin's collection, claiming as their prize an unassuming and worn tapestry. This frayed piece of cloth serves as a gateway to Hao Jin's fantastical demiplane.

Since then, the Society has launched numerous missions into the tapestry demiplane, cataloguing sites thought lost and meeting with some of the cultures that survive within. The Aspis Consortium also poured efforts into the tapestry demiplane, engineering a back door to steal treasures from under the Society's noses. The tapestry's connections to the Material Plane allowed both organizations to rip holes in it, using it as an extradimensional gateway for fast travel across Golarion.

Since his rescue from captivity inside a soul gem, former Master of Spells Aram Zey has mostly kept to himself, dedicating his time to studying the *Hao Jin Tapestry*. He discovered that the demiplane was degrading over time as it gradually expended the magic that Hao Jin had stored within it, and he sought ways to slow the process. But the slow erosion on the surface masked an impending catastrophe. Now, suffering natural degradation combined with the damage from Pathfinder and Aspis activities, the demiplane is about to collapse, destroying everyone and everything inside.

Where on Golarion?

The initial mustering phase of *The Hao Jin Cataclysm* takes place in Absalom. The adventure then progresses into the Hao Jin Tapestry, a demiplane created by the Tian sorceress Hao Jin to hold her largest and most dangerous treasures. Pathfinder agents must explore a variety of locations within the tapestry, some new and some from past adventures. For more information on these adventures, see the missions listed on **Handout #2**.

Isle of Kortos



SUMMARY

Having discovered the imminent collapse of the *Hao Jin Tapestry*, former Master of Spells Aram Zey sends out a desperate call for aid to all available Pathfinders. As the agents muster, they can gather or recall information about the Tapestry and help the Society prepare for its mission.

Once all of the agents have gathered, Aram Zey explains the situation. The Hao Jin Tapestry is unraveling, with portals to the Astral Plane ripping into its fabric. Zey informs the Pathfinders of six missions they must undertake to stabilize the tapestry by supporting the Society's allies and fending off dangerous creatures and events. Many of the missions involve revisiting areas and people from the Pathfinder Society's previous forays into the tapestry.

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With the tapestry stabilized, the Pathfinders return to the Grand Lodge to rest. Aram Zey informs them that the tapestry has been repairing itself with the souls of the dead and its own water supplies. He is eager to seek a more permanent solution. The reprieve is short-lived, however, as malevolent forces on the Astral Plane spring into action, seizing their opportunity to attack the weakened tapestry. The Pathfinders must fend off these Astral invaders, undead uprisings, and the Tapestry's own phoenix guardians. By gathering the feathers of these guardians, the Pathfinders can repair the tapestry, stop the attacks, and temporarily stabilize the demiplane. From there, the Society can begin to permanently restore the *Hao Jin Tapestry*.

RUNNING THE EVENT

The *Hao Jin Cataclysm* is meant to accommodate varying House sizes (from 4 tables up to 150+ tables). To facilitate a more cohesive process for seating players at larger events, the introduction and player mustering phases are built into the scenario during Part 1. There is no requirement to have everyone seated before players begin Part 1, and Table GMs should be ready to start as soon as four or more players have been seated at the table.

Because of the nature of mustering, players may need to be moved from one table to another to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to bring along any information they discovered at their initial table and share it with their new table.

PATHFINDER ADVENTURE CARD GUILD

The *Hao Jin Cataclysm* includes an optional Pathfinder Adventure Card Guild component, allowing these two organized play programs to participate together toward the same goals as part of one giant adventure. Roleplaying Guild and Adventure Card Guild successes both impact the House, and both types of tables are added together to calculate the successes needed to trigger special conditions and events.

The rules for the Adventure Card Guild portion of the adventure are included as part of *Pathfinder Adventure Card Guild Special: The Hao Jin Cataclysm*. These rules include ways in which Overseer GM announcements impact the Adventure Card Guild tables. The Adventure Card Guild's encounters are scored in slightly different ways than the Roleplaying Guild tables.

Part 1: The Adventure Card Guild tables spend this time setting up their game boxes and building the first scenario.

Part 2: The Adventure Card Guild tables complete three scenarios in any order. In one scenario, they fight serpentfolk ritualists who are contributing to the tapestry's decline and terrorizing the Pathfinder Society's lizardfolk allies. In the second scenario, they stop bands of duergar who are sailing the tapestry's rivers and enslaving the people who live along

their banks. In the third scenario, they track down and rescue Pathfinder messengers who were forced to run for cover in the face of an unnatural storm. The Adventure Card Guild tables simply report successes, not specific location successes. The Overseer GM can apply these successes to any combination of mission goals, helping to realize goals that are nearly done or shore up goals at underrepresented locations.

Part 3: The Adventure Card Guild tables spend most of this part combating the invaders from the Astral Plane, even venturing through a rift to pursue their foes. The Overseer GM can count their successes as Undead or Astral successes until those goals are completed. Once the Tapestry's Last Defense condition is in play, treat all Adventure Card Guild successes as Phoenix successes, which contribute to the final scene in the adventure.

GLOSSARY OF TERMS

The *Hao Jin Cataclysm* uses several terms unique to the Pathfinder Society Special format. Each participant's role in the event is outlined under the respective entry.

APL: The term indicates the Average Party Level for a participating table. In addition to its typical role in determining which subtier a group of PCs should play, APL modifies the threats that the PCs face at several points during the adventure.

House: All the PCs participating in the adventure across all subtiers.

HQ Staff: These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

Part: This event is broken into three separate segments. To a degree, each individual table can move through encounters at its own pace, but the entire House starts and ends each part simultaneously to ensure the stage of play remains synchronized across the entire House.

Overseer GM: This Game Master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes of the adventure. The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This may be a bell or other auditory signal that can cut through the din of a room full of excited players, or it could be a visual signal like a flashing light or waving flag. The signal indicates that everyone in the House should be silent and direct their attention to the Overseer GM. The Overseer GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

Table GM: Each of these Game Masters manages a single table of players. Tables are run exactly like one would run

a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of a part, that part is finished for all tables, and the Table GMs must follow the instructions for getting the PCs to the next part in the scenario. Likewise, if a Table GM has a group that finishes the part before the Overseer GM calls time, she must notify the Overseer GM.

Every Table GM should make a special note of her table's Average Party Level (APL) as calculated in the *Pathfinder Society Roleplaying Guild Guide*. In addition to the Table GM determining the appropriate subtier to use for each encounter, the adventure sometimes uses the table's APL to determine several important skill and saving throw DCs.

Runner: For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. These players are responsible for delivering notes from their Table GMs to the HQ Staff and vice versa.

Courier: For larger events, the HQ Staff needs to provide some Couriers, volunteers who wander among the tables and collect notes that report successes.

AID TOKENS

During the event, it is possible for characters at one table to assist those at another with Aid Tokens. Each represents the assistance of allied Pathfinder agents and other NPCs who assist the PCs. The House should begin with a number of Aid Tokens equal to one-third (1/3) the number of tables, and the Overseer GM should distribute these at random to tables before beginning. An Aid Token appears on page 85, which the Overseer GM can print for use. A player-friendly summary of the Aid Token rules appears on in the Aid Token reference handout on page 84.

Once per encounter, any character at a table can use an Aid Token to assist the group in one of the ways described below. At the end of the encounter, pass the Aid Token to another table that does not already have an Aid Token. A table can only benefit from one Aid Token per encounter. Treat the time spent resolving the effects of an encounter—such as healing, removing conditions, and identifying magic items—as part of the encounter itself. If the players use an Aid Token while resolving the effects of an encounter, immediately pass it to another table. Players who do not need an aid token should be encouraged to pass it along to another table who could make use of its benefits.

Before passing an aid token—whether a table has used the token or not—the players are encouraged to boost its potency by expending some of their own resources or attempting a skill check. A table cannot retry a skill check, nor can they boost an Aid Token more than once before passing it to another table. A table can boost an Aid Token even while in combat without taking any in-round actions; the scenario assumes the aid was granted before that encounter began. Players

Skills and Saves

The Difficulty Class of many of this adventure's skill checks and saving throws varies by subtier. Each such check is defined as Easy, Average, or Hard. The corresponding DC for each of these checks in a given subtier appears in the table below.

SKILL CHECK AND COMBAT MANEUVER CHECK DCs

Subtier	Easy	Average	Hard
1-2	12	15	18
3-4	14	17	20
5-6	16	20	24
7-8	18	23	28
10-11	21	27	33

SAVING THROW DCs

Subtier	Easy	Average	Hard
1-2	10	11	13
3-4	11	13	15
5-6	13	15	17
7-8	15	17	19
10-11	17	20	23

should be encouraged to write their PC's name down next to the boosted effect along with any other relevant information. Using a boosted effect consumes the boost; the player using that benefit should cross off the boost information from the Aid Token.

When a table completes one of the missions in Part 2, they unlock the ability to grant a special boost to one of the benefits of the Aid Token. A table may use each special boost that they have unlocked once during the adventure. For example, a table that completes Mission 5 and Mission 3 could perform the special boost to Allied Offensive once and the special boost to Burst of Healing once. The GM can use the Special Boost Tracker on page 83 for reference.

Some Aid Token benefits can be used only if another table boosts them first. An Aid Token's benefits vary based on the table's subtier, and these benefits can take one of the following forms.

Allied Offensive: An NPC ally strikes a creature at the same time as the PC, increasing the damage dealt on one attack by 1d8 points. In addition, after the attack, characters attacking the target are considered to be flanking it until the beginning of the attacker's next turn. In Subtiers 5-6 and 7-8, this additional damage increases to 2d8 points. In Subtier 10-11, this additional damage increases to 3d8 points.

To Boost: Succeed at an attack roll against an AC equal to an Average skill check.

Boosted Effect: Increase the damage dealt by 1d8. If you grant this boost, write Allied Offensive (+1d8) on the Aid Token.

Special Boost: Once during the adventure, a table that has completed Mission 5 (Allies on the Fringe) can automatically boost this Aid Token and grant +2d8 damage. If you grant this boost, write Allied Offensive (+2d8) on the Aid Token.

Burst of Healing: An NPC ally restores 1d6 hit points to each PC. In Subtiers 5–6 and 7–8, the amount restored increases to 3d6 hit points. In Subtier 10–11, the amount restored increases to 5d6 hit points.

To Boost: Expend one use of channel positive energy or cast one spell with the (healing) descriptor with a spell level greater than or equal to your table's APL/2, rounded up. A PC must cast this spell, not simply activate a magic item.

Boosted Effect: Increase the healing by 2d6. If you grant this boost, write Burst of Healing on the Aid Token.

Special Boost: Once during the adventure, a table that has completed Mission 3 (Terror at the Temple of Empyrean Enlightenment) can boost this Aid Token without expending any resources.

Coordinated Maneuvers: An NPC ally assists a PC in performing a combat maneuver. The PC must choose to use this Aid Token before rolling; they may roll twice and take the better result.

To Boost: Succeed at combat maneuver check against a CMD equal to an Average skill check.

Boosted Effect: The combat maneuver check gains a +2 bonus. If you grant this boost, write Coordinated Maneuvers (+2) on the Aid Token.

Special Boost: Once during the adventure, a table that has completed Mission 4 (Return to Slave Mountain) can automatically boost this Aid Token and increase the bonus to +4. If you grant this boost, write Coordinated Maneuvers (+4) on the Aid Token.

Provide Spellcasting (must be boosted): Gain the benefits of a beneficial spell cast by an ally as listed on the Aid Token.

To Boost: Cast one of the following spells: *lesser restoration*, *neutralize poison*, *remove curse*, or *remove disease*. Only these spells may be granted. Expending resources that produce the effects of these spells, such as a paladin's mercy class feature, can also grant these benefits. Write Provide Spellcasting on the Aid Token, along with the spell granted, the caster level, and the name of the casting PC.

Special Boost: Once during the adventure, a table that has completed Mission 1 (What Lurks Beneath the Muckmouth) can increase the spell's caster level by 4 when boosting this Aid Token.

Share Knowledge (must be boosted): Gain the benefit of a Knowledge check or a Spellcraft check to identify a magical item; the type and difficulty (Easy, Average, or Hard) depend on the table granting the benefit.

To Boost: Succeed at a Knowledge check of your choice. Write Share Knowledge on the Aid Token, noting the type of the check and the difficulty reached (Easy, Average, or Hard).

Special Boost: Once during the adventure, a table that

has completed Mission 2 (Rescue at Round Mountain) can automatically grant a Hard skill check result when boosting this token.

Timely Inspiration: An NPC ally provides the effects of a bard's inspire courage bardic performance for 3 rounds. In Subtiers 1–2 and 3–4, the competence bonus is +1. In Subtiers 5–6 and 7–8, the competence bonus increases to +2. In Subtier 10–11, the competence bonus increases to +3.

To Boost: Expend 3 rounds of bardic performance or a similar ability.

Boosted Effect: Increase the competence bonus by 1. If you grant this boost, write Timely Inspiration on the Aid Token.

Special Boost: Once during the adventure, a table that has completed Mission 6 (Eternal Lake) can extend the duration of the boost to 6 rounds. Write Timely Inspiration (6 rounds) on the Aid Token.

TIMELINE

The Hao Jin Cataclysm is designed to take less than 5 hours, including a modest amount of time for mustering and setup. Each section transitions automatically after a certain amount of time passes, though Part 1 is somewhat flexible based on mustering needs. The following is a measure of how long each part should last.

Part 1: 15 minutes (or longer, if mustering requires)

Part 2: 140 minutes

Intermission: 5 to 10 minutes

Part 3: 100–120 minutes

PEOPLE AND PERILS OF THE PATCHWORK PLANE

The Hao Jin Cataclysm presents a diverse range of encounters for every subtier, reflecting the patchwork nature of the demiplane. Some of the tapestry's residents were trapped on the demiplane hundreds of years ago, while many more are their descendants. Some, like the ratfolk of Round Mountain and the Muckmouth lizardfolk, are allies of the Pathfinder Society. Others, such as the duergar of Slave Mountain, are enemies or otherwise distrust the society. The missions in Part 2 include more information about these groups and their reaction to Pathfinders. Because they have resided on the tapestry demiplane for centuries or more, these locals have the native subtype and cannot be affected by *dismissal* and similar effects.

In addition to locals both friendly and hostile, the PCs face unique threats that arise from the tapestry's fractured state. The tapestry's malfunctioning repair mechanism spawns hordes of undead creatures that terrorize the inhabitants.

In Part 3, invaders pour in from the Astral Plane. These invaders are a mix of giants, humanoid pirates, and drow who wish to disrupt the tapestry, steal its treasures, or both. While in the tapestry, these creatures gain the extraplanar subtype, making them vulnerable to *dismissal* and similar effects.

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Finally, the adventure features the plots of the night hag Aslynn, a long-time enemy of Aram Zey. Though she does not appear directly, the PCs have a few opportunities to notice her machinations.

TRAVEL IN THE TAPESTRY

Any creature can select a location on the physical tapestry in the Grand Lodge and enter the demiplane instantaneously with the utterance of a command word.

Behind each arriving creature floats a 2-foot-diameter sphere of pulsing blue light known as an astral eddy, each visible only to the creature whose journey to the tapestry created it. A creature stepping into its own astral eddy is shifted back to the Material Plane precisely where it left, with any carried objects. If another creature occupies that space, the teleported creature appears in the nearest unoccupied square.

The six locations described in the mission briefing are connected by “tears” in the metaphysical fabric of the tapestry caused by degradation and extensive travel through these regions over time. After stabilizing a region, the PCs can use these tears to move to their next mission.

STARTING THE EVENT

As the event begins, players have approximately 15 minutes for mustering, during which they may acquaint themselves with their mission and their companions. The HQ Staff should ensure that everyone is properly seated as quickly and orderly as possible.

As mustering begins, the Overseer GM, speaking as former Master of Spells Aram Zey, should read the following.

“Pathfinders, an entire world is in danger! The Hao Jin Tapestry is on the brink of collapse. If we do not act now, all its wonders and its people will be lost to us forever. Find your assigned group, aid in our preparations to enter the demiplane however you can, and await further instructions.”

PART 1: TEARING AT THE SEAMS

The PCs may have participated in adventures in the *Hao Jin Tapestry* before, and these experiences can influence the missions during Part 2. As players arrive, Table GMs should ask them to fill out **Handout #1**, which tracks which PCs have played which adventures. Table GMs should read or paraphrase the following to orient the players.

Countless Pathfinders stand ready in a large stone room deep beneath the Grand Lodge. A ragged tapestry covered in clashing colors and abstract symbols rests on an inclined slab in the center of the room, surrounded by scaffolds and ladders. Scholars frantically rush along the scaffolds, studying a flurry of rips appearing on the tapestry.

A harried oread woman approaches. “I am Master of Spells Sorrina Westyr. I won’t mince words—the situation is dire. This cloth is the famous *Hao Jin Tapestry*, an ancient relic the Pathfinder Society acquired in the Ruby Phoenix Tournament six years ago. It contains a vast wealth of locations, treasures, and peoples torn from Golarion by the sorceress Hao Jin. We have explored many regions of the tapestry, struggled to keep the Aspis Consortium from turning its populace against us, and devised a means to use the tapestry for fast travel across all of Golarion. But now, it has begun to unravel. We must act quickly to repair the tapestry—and that means sending agents into the demiplane itself. Our former Master of Spells, Aram Zey, knows more about the tapestry than anyone here. He is preparing a formal briefing. In the meantime, familiarize yourself with your team, discuss any previous experience you may have with the Hao Jin Tapestry, and gather what information and resources you can.

One more thing, and this is important: you will be able to retreat safely from the tapestry to Absalom. However, we cannot risk damaging the tapestry further by sending groups back and forth. Be sure that you gather everything you need before entering the tapestry, because once you return to Absalom, you will no longer be a part of this mission.

During the rest of Part 1, players may introduce their PCs to the group, purchase gear, and participate in the minor tasks listed in the Preparations section below.

PREPARATIONS

The PCs may attempt the following tasks in any order while the House is mustering. The GM describes the task, engages the PCs in some brief roleplaying (1–2 minutes), and then prompts the PCs to each choose one of the listed skills to attempt. Each task has three levels of success corresponding to the Easy, Average, and Hard skill check DCs. The group receives the information and rewards that correspond to the check result and any easier levels (e.g. meeting the Average check DC earns information and rewards associated with both the Easy and Average checks). The PCs can attempt the checks individually or use the aid another action, provided that the PCs are using the same skill.

ASSESS THE DAMAGE

Relevant Skills: Appraise, Disable Device, Perception, or Use Magic Device

TASK DETAILS

The PCs inspect the tapestry itself to help discern what might be happening to it.

REWARD

Easy: The PCs notice that the largest holes appear around six of the regions that Pathfinder agents visited in the past few years.

Average: The PCs notice that the tapestry is radiating warmth.

Hard: The PCs notice that, despite the tapestry’s warmth, there are spots around the largest tears that are chill as a grave. Once

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during the adventure, when the group encounters one or more undead opponents, the group can activate this reward to grant the PCs a +4 bonus on their initiative checks for that encounter.

INTERROGATE THE SNAKES

Relevant Skills: Bluff or Intimidate

TASK DETAILS

The PCs interrogate a group of Aspis Consortium agents recently arrested in Absalom, attempting to discern if the Consortium is infiltrating the tapestry again. The agents insist that the Consortium is not involved.

REWARD

Easy: The PCs believe the Consortium agents. The agents reveal that the Aspis Consortium recently tried to re-infiltrate the tapestry, but it was too unstable and they could not gain entry.

Average: As above, but the PCs also gain information about the Consortium's past dealings with groups in the tapestry. Once during the adventure, one PC can gain a +2 bonus to a Charisma-based skill check made when interacting with a creature in the tapestry.

Hard: When using the reward above, the PC can roll twice and take the better result (in addition to gaining the +2 bonus).

KNOWLEDGE OF THE WEAVE

Relevant Skills: Diplomacy (gather information) or Knowledge (local or planes)

TASK DETAILS

The PCs recall or gather information about the *Hao Jin Tapestry*.

REWARD

Easy: The PCs recall or learn that many regions in the tapestry are pulled directly from Golarion. However, most of its denizens have lived in the tapestry for their entire lives, and some can trace back many generations to ancestors who lived on the tapestry as well. Once during the adventure, one PC can reroll a failed Knowledge check and use the new result.

Average: When using the reward above, the PC can instead reroll any one skill check.

Hard: When using the reward above, the PC can instead reroll any one d20 roll.

SOMETHING IS WATCHING

Relevant Skills: Knowledge (arcana or planes), Perception, Sense Motive, or Spellcraft

TASK DETAILS

The PCs get a strange feeling of being watched and investigate to determine what is going on.

REWARD

Easy: The PCs feel suddenly anxious, like they've just awoken from a nightmare, but the feeling is fleeting.

Average: The PCs feel suddenly anxious and sense a malicious supernatural presence trying to enter their minds, but they manage to resist. Once during the adventure before rolling a Will save, one PC may add a +2 bonus.

Hard: The PCs feel suddenly anxious and detect a malicious presence. Before fighting it off, they sense its intentions: to feed on the chaos and death in the tapestry. Once during this adventure before attempting a Will save, one PC can roll twice and choose the better result.

SUPPLY CHECK

Relevant Skills: Appraise, Craft (any relevant skill), Knowledge (arcana), or Profession (any relevant skill)

TASK DETAILS

The PCs assess the repair team's supplies, including climbing gear, traveling gear, food and drink, and supplies for magic rituals.

REWARD

Easy: The repair team, grateful for the PCs' aid, provides each PC with a *potion of cure serious wounds*.

Average: The repair team also provides each PC with an additional potion of the PC's choice that does not have an expensive material component. In Subtiers 1-2 and 3-4, this is a 1st-level potion. In Subtier 5-6, this is a 1st- or 2nd-level potion. In Subtier 7-8 and 10-11, this is a 1st-, 2nd-, or 3rd-level potion.

Hard: The repair team is supplied well enough to set up a rudimentary shop in the *Hao Jin Tapestry*. Between encounters, the PCs may purchase items from the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Ultimate Equipment* with a price of 1,500 gp or less.

TALES FROM THE TAPESTRY

Relevant Skills: Diplomacy, Knowledge (history), or Perform

TASK DETAILS

The PCs briefly swap tales of the Pathfinder Society's previous adventures in the tapestry.

REWARD

Easy: The PCs recall several stories of Pathfinder agents adventuring in the tapestry and dealing with all manner of different peoples and creatures, from ratfolk and lizardfolk to ancient mummies and manipulative demons. Each time the PCs attempt a Knowledge check to identify a creature in the tapestry, one PC can choose to gain a +2 bonus on the check.

Average: Once during the scenario, each PC can roll twice and take the better result instead of gaining a +2 bonus.

Hard: Instead of rolling the Knowledge check twice to identify the creature (see above), the PC can treat their result as they had rolled a 20. Alternatively, the PC may gain the benefits of the Average result while treating the Knowledge skill as trained.

TRAVEL TIPS

Relevant Skills: Knowledge (geography or nature), Profession (any relevant profession), or Survival

TASK DETAILS

The PCs share tips for navigating and surviving a variety of terrains.

REWARD

Easy: The PCs recall the various terrain types from the Pathfinder Society's previous adventures in the tapestry: buildings, caves

THE HAO JIN CATAclysm

and tunnels, ancient ruins, mountains, and deserts. Many more are known to exist within the tapestry as well.

Average: The PCs share advice for dealing with different terrains. Once during the adventure, one PC can choose to re-roll a failed skill check made as part of their movement (such as Acrobatics, Climb, or Fly).

Hard: The PCs share advice for rapidly adapting to new environments and situations. Each PC can use the benefit from the reward above.

THE COMMON THREAD

As Part 1 nears completion, the Overseer GM should read the following transition aloud.

Aram Zey cries out in alarm as a massive rip appears in the *Hao Jin Tapestry*. A silvery void dances within the breach. “The rifts are widening—we’re running out of time! Quickly, Pathfinders. Finish your preparations and gather around the tapestry.”

This text warns Table GMs and players that they should conclude Part 1’s preparation encounters and get settled for the briefing. After the room is quiet and ready, the Overseer GM reads the following aloud to transition to Part 2.

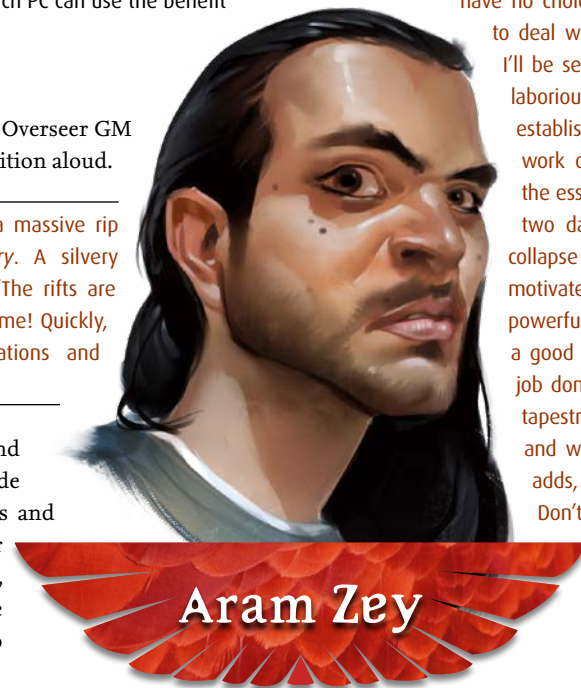
Aram Zey’s gaze remains fixed on the tapestry as he addresses the crowd around him. He is harried and pale, with dark bags under his bloodshot eyes. His hands tremble slightly as he sets a mug of coffee down on a table already littered with empty cups. “Pathfinders, the *Hao Jin Tapestry* is falling to pieces. Both the physical object you see before you and the mystical realm it contains have been unraveling for several months, possibly even longer. My only hope is that there is still time to save the tapestry and those who live inside.”

The former Master of Spells glares at the tapestry for a moment, and then a new rip catches his attention. He jabs a finger at the frayed fabric. “There! You see? The degradation is causing—or perhaps caused by—rifts to the Astral Plane that are appearing throughout the demiplane. Fixing these tears is not as simple as stitching fabric or performing a few rituals. We must enter the tapestry itself, find the rifts, and repair them as best we can. But the tapestry is in chaos—undead horrors are emerging throughout the demiplane, and we do not quite understand why. On top of that, the people and creatures of the tapestry are reacting to the chaos, and they are only making matters worse! That, Pathfinders, is where you come in.”

Aram Zey finally turns to face the crowd gathered around him. “The tapestry is a massive realm, and we have spent years

exploring it and using it for travel. I fear that our activities are at least partly responsible for the degradation. I don’t think it’s a coincidence many of the six most damaged areas of the tapestry are sites of previous Pathfinder missions.”

Zey’s face twists into a pained expression, “My efforts to repair the demiplane over the course of the last several days have met with nothing but failure. The decline continues to accelerate. I have no choice but to send you into the tapestry to deal with the chaos around these six sites. I’ll be sending in other teams to perform the laborious work of patching the rifts once you’ve established control of the situation. Then I can work on a permanent solution. Time is of the essence. By my estimates, in a little over two day’s time, the entire demiplane will collapse without your efforts. I don’t care what motivates you, whether you want to preserve powerful artifacts, save innocent lives, or be a good Pathfinder—get in there and get the job done.” Aram Zey returns his gaze to the tapestry, raising his hand to his forehead and wincing in pain. In a low grumble, he adds, “You all are this demiplane’s last hope. Don’t let them down.” Table GMs, Part 2 has begun.



In large events, some players may find their seats just before the overseer GM makes this announcement. If the PCs did

not yet have time to purchase equipment, Table GMs should allow the PCs to buy what they need from Absalom before beginning Part 2.

PART 2: TATTERS AND TROUBLES

Aram Zey recently realized that the erosion of the *Hao Jin Tapestry* masks an impending catastrophe. The tapestry’s denizens, however, have been battling the effects of this erosion for many months. The most apparent dangers are the appearance of undead throughout the tapestry—the result of the demiplane’s malfunctioning repair mechanism—and the drying up of many of its water sources. These threats, combined with general chaos throughout the tapestry caused by external influences over the past several years, have caused serious problems for many groups native to the demiplane. By addressing these problems and securing the various regions of the tapestry, the Pathfinder Society hopes to access and repair the widest tears in the tapestry’s planar fabric.

Once Part 2 has begun, read or paraphrase the following. The speaker of this text can be Venture-Captain Ambrus Valsin or any other reputable NPC of the GM’s choice. This person approaches the PCs to provide them with additional details relevant to the mission.

“As Aram Zey said, we have identified the six most damaged areas of the tapestry. Unfortunately, each of these areas is populated. In some of them, you’ll find allies who require aid, and in others long-time foes that would thwart our efforts. We must defeat these foes or win them over to our side. Choose your missions carefully! If you have visited the tapestry before, its people are likely to remember you, for good or ill.

“I do have one piece of good news—the tapestry’s attempts to repair itself have caused loose threads from these six locations to connect to each other. What that means for you is that traveling between those locations once you’re inside should be straightforward. Advance scouts tell us these connections look like bridges made of tattered fabric decorated to resemble the two locations in the tapestry that the bridge connects.

“As for getting back home, when you enter, you’ll leave a little blue portal behind you. It’s called an astral eddy, and it’s your personal connection to the Material Plane. Walk back into it, and you’ll reappear in Absalom. Once you’ve come home, though, we won’t be sending you back in.

“You have two days to complete as many missions as you can, but don’t be so hasty that you throw away your lives. Take the time to rest if you find a safe place.”

The PCs can choose from six missions to stabilize various locations within the tapestry and allow the NPC Pathfinder agents to conduct their repairs. Give the players **Handout #2** (see page 82), which helps the PCs choose and track these missions. More detailed instructions for each mission are available in the Table GM Instructions section below.

TABLE GM INSTRUCTIONS

During Part 2, each table can choose from six missions in different regions of the tapestry. Some of the missions revisit areas or groups from past scenarios. The PCs can attempt the missions in any order. Inform the players that it’s unlikely they have time to complete all six missions, so they should consider those associated with their past Chronicle sheets or those that best match their PCs’ abilities and interests. The group can undertake any of the missions, regardless of their past Chronicle sheets. For tracking spell durations, assume that each mission takes about 1 hour to complete and that it takes 10 minutes to travel between locations.

Over the course of Part 2, the Overseer GM will report when each location’s objectives are complete. When this happens, no other groups can begin the mission at that location. However, those groups currently performing that mission may finish it and report successes. The Overseer GM will count these successes toward other objectives.

Reporting Successes: During Part 2, it is important to report each successfully completed mission to HQ Staff.

Optional Encounters: After completing a mission, the PCs can choose to provide further help in that area by completing an optional additional encounter (see page 27)

instead of attempting another mission. Completing an additional encounter earns the PCs another success of the same type that the mission normally grants.

Maps: The encounters in Part 2 use *Pathfinder Flip-Mat Classics: Darklands Pathfinder Flip-Mat: Desert Ruins*, and *Pathfinder Flip-Mat: Lost City*, as well as a map from *Pathfinder Society Scenario #3-21: The Temple of Emphyreal Enlightenment*.

Rest Opportunity and Restroom Break: Table GMs should encourage their table to rest once during Part 2, likely after their 2nd or 3rd mission. The PCs can rest in a relatively safe area of the tapestry, such as any of the mission locations after successfully completing a mission there. During this time, the PCs receive the benefits of 8 hours of uninterrupted rest. GMs should also encourage players to take a 5 or 10-minute restroom break, if necessary, at this time. The HQ Staff expects each table will take such a break. Groups that do not rest before the Intermission receive one last opportunity to rest at that time if they have not already.

Spellcasting Services: There are enough Pathfinders in the tapestry to provide spellcasting services between encounters, as though the PCs were in a large city.

Spells, Special Abilities, and Creativity: This scenario cannot account for all players’ creative solutions. During Part 2, GMs should allow PCs to use spells, abilities, and creative solutions when appropriate, such as casting *telekinesis* to flip the table in the temple refectory during Mission 3. In general, these solutions should grant a +2 or +4 bonus to one check or allow PCs to use a skill other than the one listed in the scenario. Use this final option sparingly—the players should not rely solely on their best skills, or use common skills like Diplomacy or Perception in the place of niche skills like Craft.

ANNOUNCED CONDITIONS

There are six conditions the Overseer GM might announce, each tied to the House completing an objective in one of six mission locations. These conditions grant each table a single-use benefit that the players can choose to activate as a group. Activating a benefit takes no action, but a table can only benefit from up to two of these per encounter. These benefits can also affect companion creatures, such as familiars and animal companions. Benefits that replicate an Aid Token’s benefits can be used in the same encounter as an Aid Token.

Muckmouth Secured: When the Overseer GM announces that the Muckmouth objective is fulfilled, the lizardfolk lend their newfound magic to the Society. The group gains one free use of the Aid Token’s Burst of Healing benefit that the PCs can activate at their discretion.

Round Mountain Secured: When the Overseer GM announces that the Round Mountain objective is fulfilled, the spherical mountain stabilizes and the ratfolk emerge to aid the Society in navigating the tapestry. At the beginning of one encounter, the PCs can activate this benefit to increase their land speed by 10 feet for the duration of the encounter.

Temple Secured: When the Overseer GM announces that the Temple objective is fulfilled, the faithful of Korada disperse from the temple to provide healing to the Pathfinders. Once during the adventure, the PCs can activate this benefit to instantaneously cure every PC of the following conditions: fatigued, shaken, sickened, dazed, and staggered.

Slave Mountain Secured: When the Overseer GM announces that the Slave Mountain objective is fulfilled, the freed slaves join the Pathfinders in battling the malevolent forces in the tapestry. At the beginning of one encounter, the PCs can activate this benefit to gain a number of temporary hit points equal to $3 \times$ their APL (minimum 6 temporary hit points); these last until the end of the encounter.

Patchwork Allies Secured: When the Overseer GM announces that the Patchwork Allies objective is fulfilled, the Society's new allies join the fray. The group gains one free use of the Aid Token's Allied Offensive benefit that the PCs can activate at their discretion.

Eternal Lake Secured: When the Overseer GM announces that the Eternal Lake objective is fulfilled, the kappas of the lake profess eternal gratitude and heap praise upon the Pathfinders. The group gains one free use of the Aid Token's Timely Inspiration benefit that the PCs can activate at their discretion.

OVERSEER GM INSTRUCTIONS

During Part 2, the responsibilities of the Overseer GM are to tally the number and type of each success reported and, when the House has accumulated the requisite number of successes for a mission, to announce that the mission is completed. If displaying a map of the Tapestry or other visual aid, the Overseer GM should update it after the completion of each mission.

The House's goal is to complete as many of the missions as possible before time runs out. Once the House has reported enough successes, the mission is complete. Make the announcement that corresponds to that location, as listed below. The number of successes required depends upon the size of the House—if the House has between four and nine tables, they need a number of successes equal to half ($1/2$) the number of tables. If the house has 10 or more tables, they need a number of successes equal to three-fifths ($3/5$) the number of tables.

Because tables complete encounters at different rates, some tables will report successes for missions after the Overseer GM has already announced the success condition for those missions. The Overseer GM can apply these successes to any combination of location goals, helping realize goals that are nearly done or shore up goals in underrepresented locations.

For the Muckmouth announcement (Mission 1), read the following aloud.

The repair teams have patched the rift beneath the Muckmouth. They discovered that the tapestry itself is generating massive amounts of necromantic energy around the rifts. The Muckmouth is secured!

For the Round Mountain announcement (Mission 2), read the following aloud.

The repair teams have patched the rift at Round Mountain. Be on the lookout! Before closing the rift, the team glimpsed a mysterious sailing vessel lurking in the Astral Plane. Round Mountain is secured!

For the Temple announcement (Mission 3), read the following aloud.

The repair teams have patched the rift at the Temple of Emyreal Enlightenment. The nightmare is over, and Korada's faithful now lend us their aid! The Temple is secured!

For the Slave Mountain announcement (Mission 4), read the following aloud.

The repair teams have patched the rift at Slave Mountain. Many slaves are now free, and they have pledged their aid! Slave Mountain is secured!

For the Patchwork Allies announcement (Mission 5), read the following aloud.

Our new allies on the patchwork plane have granted the repair teams access to the rift, and it is repaired. These allies can help in the coming battles. The Patchwork Allies are secured!

For the Eternal Lake announcement (Mission 6), read the following aloud.

The waters of the Eternal Lake flow once more, and our repair teams have patched the nearby rift. The kappas make for strange companions, but they have pledged unending loyalty to the Society. The Eternal Lake is secured!

Adventure Card Guild: The Adventure Card Guild tables spend Part 2 fighting to secure the tapestry's waterways. An Adventure Card Guild table simply reports Secured the Waterways successes, not specific location successes. The Overseer GM can apply these successes to any combination of location goals, helping realize goals that are nearly done or shore up goals in underrepresented locations.

Concluding Part 2: This part should end after 140 minutes or after the House has completed all six objectives, whichever comes first. To finish Part 2, proceed to the Intermission on page 28.

MISSION 1: WHAT LURKS BENEATH THE MUCKMOUTH

The Muckmouth is the cavernous home of the Muckmouth lizardfolk. The caves and their inhabitants were accidentally transported into the tapestry when Hao Jin extracted her intended target—a network of serpentfolk ruins.

Chronicle Adjustments: If any of the PCs have completed *Pathfinder Society Scenario #3–12: Wonders in the Weave—Part I: The Dog Pharaoh's Tomb* or *Pathfinder Society Scenario #3–14: Wonders in the Weave—Part II: Snakes in the Fold*, Oosthic thanks them personally for helping the Muckmouth survive against all odds and saving their eggs. She tells the PCs that the children that hatched from the eggs they rescued enjoy listening to the tales of the heroic Pathfinders who saved them from the evil Aspis serpents. She also muses that the children will be heartened to hear that the same Pathfinders have returned to rescue them from evil serpents once again. She gives each of those PCs one of the following potions at the beginning of the mission: a *potion of bear's endurance*, a *potion of bull's strength*, a *potion of cat's grace*, or a *potion of lesser restoration*. If at least half of the PCs have completed one of these adventures, Oosthic also offers a single *scroll of restoration* capable of removing a permanent negative level.

When the PCs arrive at the Muckmouth caves, the guards usher them inside. Read or paraphrase the following.

The Muckmouth tribe's caves are dry but littered with the bones of cave-dwelling fish. In the central cavern, a small band of bedraggled lizardfolk watch as their ancient leader limps forward. Long strings of tiny bones dangle from her armbands, clacking on the stone floor. "Welcome, Pathfinder friends. I am Oosthic, and I remember my tribe's debt to you for rescuing our eggs and our home. We must call on your strength once more. Our water has vanished. Without water, the Muckmouth grow weak. Many have perished seeking water in the ancient ruins beneath our home. The ruins are crumbling, and the living dead slither from the walls. I fear the serpent empire seeks vengeance against the Muckmouth for disturbing its ruins, but we had no choice. Destroy the undead and secure the lost magic of the serpentfolk for our tribe. The Muckmouth must survive!"

When the PCs are ready, the Muckmouth sentries lead them through twisting passages to a ruined serpentfolk city cradled in a steep-walled mountain valley.

A. THE SUNDERED CITY

The PCs emerge from the tunnels into a valley filled with crumbling buildings and a massive ziggurat. The lizardfolk guides go no further until the PCs have eliminated any nearby dangers.

Creatures: The Tapestry's soul-stitching repair mechanism has created many undead horrors, especially in

places where corpses and evil magic abound. The undead immediately attack when they notice the PCs.

SUBTIER 1–2 (CR 3)

UNRAVELING SKELETONS (3) **CR 1/3**
hp 13 each (*Pathfinder RPG Bestiary* 250; see pages 45 and 44)

UNRAVELING FAST ZOMBIES (2) **CR 1/2**
hp 12 each (*Pathfinder RPG Bestiary* 288; see page 45)

SUBTIER 3–4 (CR 5)

UNRAVELING GHOULS (2) **CR 1**
hp 13 each (*Pathfinder RPG Bestiary* 146; see pages 51 and 49)

UNRAVELING WIGHT **CR 3**
hp 26 (*Pathfinder RPG Bestiary* 276; see page 51)

SUBTIER 5–6 (CR 7)

UNRAVELING MUMMY **CR 5**
hp 60 (*Pathfinder RPG Bestiary* 210; see pages 60 and 59)

UNRAVELING WIGHTS (2) **CR 3**
hp 26 each (*Pathfinder RPG Bestiary* 276; see page 60)

SUBTIER 7–8 (CR 9)

UNRAVELING MOHRG **CR 8**
hp 91 (*Pathfinder RPG Bestiary* 208; see pages 69 and 66)

UNRAVELING MUMMY **CR 5**
hp 60 (*Pathfinder RPG Bestiary* 210; see pages 69 and 67)

SUBTIER 10–11 (CR 12)

UNRAVELING CURSED KING **CR 10**
hp 119 (*Pathfinder RPG Bestiary* 5 63; see pages 80 and 73)

UNRAVELING MOHRGS (2) **CR 8**
hp 91 each (*Pathfinder RPG Bestiary* 208; see pages 80 and 78)

THE BROKEN ZIGGURAT

This structure was the site of countless bloody rituals. The southwest corner of the structure has collapsed, revealing an interior stone door covered in runes. Several lizardfolk bodies lie nearby. The lizardfolk guides cry out, proclaiming that Oosthic sent these lizardfolk to retrieve whatever lies beyond the door. Before the PCs can safely enter the chamber, they must disable its wards.

Three magical wards protect the ziggurat from intrusion. The runes on the door give clues as to the nature of

A. The Sundered City

PC Starting Area

Enemy Starting Area



1 square = 5 feet

Pathfinder Flip-Mat: Lost City

the wards. Any creature who can read Aklo, Draconic, or Undercommon, or who casts *read magic*, can read the runes. Unless all three wards are deactivated, any non-serpentfolk creature that touches the door or enters the chamber is subjected to a curse of poisoned blood that makes her sickened (a successful Hard Fortitude save negates; this is a poison effect). The curse is temporary. Its effect expires after the PCs complete one additional mission in Part 2—or after their first encounter in Part 3, if this is their last mission in Part 2. The PCs need not be aware of the wards to deactivate them; if they take the indicated action, a ward deactivates, regardless of their knowledge of it. When a ward deactivates, its runes fade, and it remains inactive for 1 hour.

The Blood Ward: These red runes read, “warm blood feeds the cold god.” Any PC succeeding at an Easy Knowledge (religion) or Hard Heal check knows that serpentfolk often sacrificed “lesser” creatures to their cruel gods. To deactivate this ward, a creature must touch blood taken from a warm-blooded creature to the ziggurat.

The Mind Ward: These white runes read, “pure minds speak in silence.” Any PC succeeding at an Average Knowledge (arcana or history) check recalls that serpentfolk are masters of telepathy and view creatures lacking telepathy as beings fit only for servitude. Silence is sacred to them, and they prefer magical forms of communication. To deactivate this ward, a creature must use telepathy, sign language, or a supernatural or spell-like form of communication (such as *message*) to successfully communicate with another creature.

The Scale Ward: These green runes read, “false skin emboldens the true.” Any PC succeeding at an Easy Knowledge (local or nature) or Hard Bluff check recalls that serpentfolk are masters of disguise, even using rituals to permanently alter their appearance. A creature must approach within 30 feet wearing a magical or non-magical disguise (including an altered form) and succeed at an Average Disguise check.

Development: Whether or not the PCs disable the wards, the lizardfolk send for Oosthic. If the PCs disabled all three wards, the door opens onto a chamber containing ancient tomes of magical knowledge. Oosthic shares some of these items with the Pathfinder Society, unlocking the special boost option for the Provide Spellcasting Aid Token. If the PCs disabled one or two wards, Oosthic sends in her toughest lizardfolk to force the door open. They suffer from the poison curse, but Oosthic promises that their suffering will bring prosperity to the Muckmouth, and she shares the items with the PCs. If the PCs disabled no wards, Oosthic asks that the PCs force the door open and retrieve the items. Every PC must help and attempt a saving throw against the curse to get the items out in time. In this circumstance, if even one PC does not participate, the PCs do not receive the special boost option for the Aid Token.

Reporting: If the PCs successfully defeat the undead and help the Muckmouth to access the ziggurat, report one Muckmouth success to HQ staff.

MISSION 2: RESCUE AT ROUND MOUNTAIN

Round Mountain is a sphere of stone over 10 miles in diameter that Hao Jin plucked from the Darklands. Over nearly five centuries, the ratfolk of Round Mountain built a great pagoda of stone at the sphere’s center; this building serves as their temple and warren. Six years ago, the Pathfinder Society freed the ratfolk from the rule of a rakshasa called Durriya. In so doing, they gained the allegiance of Krella, a ratfolk druid and the new leader of the ratfolk. These ratfolk are one of the most influential groups in the tapestry.

Chronicle Adjustments: If any of the PCs have completed *Pathfinder Society Scenario #3–20: The Rats of Round Mountain, Part I: The Sundered Path* or *Pathfinder Society Scenario #3–22: The Rats of Round Mountain—Part II: Pagoda of the Rat*, the ratfolk recognize them and are eager to help. The ratfolk tell the PCs that if it weren’t for their aid, they may still have been languishing under the iron fist of the tyrant Durriya. They also explain that the tyrant’s replacement, Krella, is a fair and just leader who, after a brief initial period of uncertainty, has become quite popular with the people. The PCs gain the ratfolk’s assistance in the Tumbling Cavern automatically (see below). Additionally, they scout ahead for the PCs in encounter **B**, granting each PC a +2 bonus on their initiative check. If half or more of the PCs completed at least one of these scenarios, increase this initiative bonus to +4. When the PCs arrive at the designated spot where they are to meet Krella’s messengers in the tunnels of Round Mountain, read or paraphrase the following.

The floor of the narrow tunnel trembles. Pebbles clatter across the ground, and a low rumbling sound echoes from the distance. A group of ratfolk scouts stagger into the tunnel. One of them cries out, “I hope that was the last of it! Hey, you, Pathfinders! Watch your step. Round Mountain is rolling! If you want to get to the Pagoda, we’ll need to secure safe passage through this tumbling cavern!”

TRAVERSING THE TUMBLING CAVERN

As the PCs proceed towards the Pagoda of the Rat, Round Mountain begins to spin, slowly but erratically. Everyone in the cavern risks repeatedly falling prone or being knocked into walls. The PCs must secure passage for the repair team by succeeding at three of the following five checks (or two checks for a four-player table) using the Average skill check DC, which they can attempt in any order. Each PC can participate in each check once, whether by rolling the check independently or aiding another PC who is rolling the check.

- Find and point out the best handholds (Perception or Survival)
- Construct makeshift scaffolds of wood, ropes, or debris (Craft [carpentry or ships] or Knowledge [dungeoneering or engineering])
- Find and traverse the quickest route (Acrobatics, Climb, or Escape Artist)
- Encourage the ratfolk to help (Bluff, Diplomacy, Intimidate, Knowledge [local], or Perform). PCs with relevant Chronicle sheets earn this success automatically without expending an action (see Chronicle Adjustments on page 14).
- Discern a pattern in the mountain's rotations (Intelligence or Wisdom check; use the Easy skill check DC, max 18).

If the PCs succeed at three of these checks, they secure passage through the cavern. If not, the tunnel collapses, crushing the ratfolk repair team in an instant. The PCs are spared the worst of the fallout, but the collapse still harms them, dealing an amount of bludgeoning damage to each PC equal to $1d6 \times$ the party's APL (Average Reflex half). At this point, barring extraordinary circumstances, the PCs fail Mission 2.

B. ROUND MOUNTAIN CROSSING

The ratfolk lead the PCs deeper into Round Mountain, into a cavern with a chasm and bridge at the center. Stating that it's not far to go, the ratfolk nonetheless caution the PCs, as the mountain's erratic movements have shaken loose many dangerous creatures. The PCs begin on the south edge of the map and are heading toward the exit in the northeast. The raised cliffs in the south and northeast are 15 feet above the surrounding cavern floor.

The chamber is rough natural stone with stalactite-covered ceilings that are roughly 30 feet high from the ground level, making them roughly 15 feet high above the cliffs. The torches on the central bridge are normal torches.

Creatures: Many Darklands creatures dwell within Round Mountain. Bypassing these creatures is insufficient to succeed at this encounter, as the path must be safe for other Pathfinders and ratfolk. These creatures use Stealth and wait in the northeast area of the cavern. When the monsters attack, the weary ratfolk rush into the shadows and hide. In Subtiers 1–2, 3–4, and 5–6, the creatures cling to the cave ceiling above the raised cliff. Stalactites above the northeastern cliff reach down to 5 feet above the ground. The creatures scurry along these stalactites to reach the PCs. In Subtier 7–8, the chuuls hide in the water just to the west of the cliff. In Subtier 10–11, the roper pretends to be a stalagmite near the bridge, hoping to bait PCs into stumbling into the chasm.

SUBTIER 1–2 (CR 3)

DARKMANTLES (2) **CR 1**
hp 15 each (*Pathfinder RPG Bestiary* 55; see page 41)

SUBTIER 3–4 (CR 5)

CHOKERS (3) **CR 2**
hp 16 each (*Pathfinder RPG Bestiary* 45; see page 47)

SUBTIER 5–6 (CR 7)

CLOAKERS (2) **CR 5**
hp 51 each (*Pathfinder RPG Bestiary* 47; see page 55)

SUBTIER 7–8 (CR 9)

CHUULS (2) **CR 7**
hp 85 each (*Pathfinder RPG Bestiary* 46; see page 64)

SUBTIER 10–11 (CR 12)

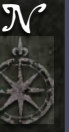
ROPER **CR 12**
hp 162 (*Pathfinder RPG Bestiary* 237; see page 78)

Hazard: Round Mountain is still moving erratically during this encounter. These movements are not extreme enough to change the orientation of the cavern, but they can knock creatures down. Each round on initiative count 0, starting on the round that the PCs enter the cavern, roll a d6. On a roll of 1 or 2, all creatures on the ground must succeed at an Average Acrobatics check or fall prone. Creatures who fall prone in a square adjacent to the chasm fall in unless they succeed at an Average Reflex save.

The chasm's depth depends on the PC's level—it's depth is equal to $10 \text{ feet} \times$ the party's APL. Creatures who fall in due to Round Mountain's erratic movements fall only halfway down the chasm before the mountain rotates enough for the creature to land on the "side" of the chasm and grab on. Climbing the rough, slanted walls requires an Easy Climb check. If the mountain moves again before a creature can climb out, it must succeed at an Average Climb check or fall the remaining distance.

Development: With the creatures defeated, the PCs can proceed to the Pagoda of the Rat. This seven-story structure is the ratfolk's stronghold and seat of power at the center of Round Mountain. Here, the PCs speak with Krella, a druid and the leader of the ratfolk. She is grateful for their aid in helping to secure Round Mountain and provides the Pathfinder repair team with detailed directions to the Astral rift nearby. She personally thanks any PCs who helped her establish her position as leader of the ratfolk of Round Mountain, gifting each PC who played one of the scenarios listed in the Chronicle Adjustments section on page 14 with a scroll from the following list (CL 3rd): *cure light wounds*, *goodberry*, or *longstrider*. In Subtier 5–6 and above, increase the CL to 7th, and add *barkskin* and *cat's grace* to the list. In Subtier 10–11, add *resist energy* and *stone shape* to the list.

B. Round Mountain Crossing



Enemy Starting Area (Subtiers 1-2, 3-4, and 5-6)

Enemy Starting Area (Subtier 7-8)

Enemy Starting Area (Subtier 10-11)

PC Starting Area

1 square = 5 feet

Pathfinder Flip-Mat Classic: Darklands

Krellia speaks in a whisper, “While we wait for the repair team, I must caution you. We ratfolk have many eyes and ears in the tapestry. Your old enemies, the Aspis Consortium, have poisoned many of the tapestry’s people against you, but I sense that something far more sinister lurks just out of reach. Someone—or something—is at work in the tapestry, and has taken great effort to remain hidden. I fear that this is just the beginning of our trouble.”

The PCs unlock a special boost option for the Share Knowledge Aid Token.

Reporting: If the PCs successfully reach the Pagoda of the Rat, report one Round Mountain success to HQ staff.

MISSION 3: TERROR AT THE TEMPLE OF EMPYREAL ENLIGHTENMENT

The Temple of Empyrean Enlightenment is dedicated to Korada, the Empyrean Lord of foresight, forgiveness, and peace. When Hao Jin brought the temple into the tapestry, a vermlek demon named Dakang infiltrated the temple and established a secret cult of Sifkesh, demon lord of heresy and suicide. Over more than three centuries, Dakang deceived his followers into paying horrific tribute to Sifkesh. About six years ago, Pathfinder Society agents revealed the vermlek’s true nature and set the temple’s worshipers on a path to unravel Korada’s teachings from Dakang’s perversions.

Chronicle Adjustments: If any of the PCs have completed *Pathfinder Society Scenario #3–21: The Temple of Empyrean Enlightenment*, they can influence Zhuang’s visions more easily. Once during the Laying the Spirits to Rest encounter, any PCs who completed that scenario can choose to attempt one of the checks untrained or re-roll a failed check. Additionally, many of the aasimar in the temple remember PCs who played the earlier scenario. Their responses to the PCs vary, with some pointedly avoiding the PCs out of shame that the PCs once witnessed them participating in demonic rituals and others asking the PCs to participate in spiritual discussion.

When the PCs arrive at the temple, three aasimar guards welcome them.

The Temple of Empyrean Enlightenment, crafted of white marble, rests atop a forested hill. Three aasimars stand guard before ornate double doors that bear an image of four spheres resting inside a lotus flower. Recognizing agents of the Pathfinder Society, the aasimars open the doors and lead the way to the temple’s garden courtyard.

The garden’s plants are brown and withered. A Tian man sits at the edge of a dried-up fountain, staring forlornly at the noble turtle in its center. The man has hazel eyes and a streak of white in his hair. Several temple acolytes are busy preparing incense, meditating, and inscribing symbols on the fountain.

One of the aasimar speaks. “This is Zhuang, our leader. After you Pathfinders defeated the demon, Dakang, and purged the temple

of corruption, Zhuang was determined to set us on a better path. We now aid wayward travelers in the tapestry and spread Korada’s teachings. However, Dakang’s deceptions have always plagued Zhuang, and he is on the verge of abandoning the temple. He has been sitting like this for many days, and neither speaks nor eats. Will you help us with a ritual to bring peace to his mind?”

As the tapestry unravels, Zhuang’s already-troubled mind has opened itself to the restless spirits of worshipers who suffered under Dakang. Because of the tapestry’s soul-stitching mechanism, their souls linger, and their malice grows as the tapestry degrades. Zhuang cannot help but see these spirits everywhere he looks, and is trapped in an endless vision of suffering.

LAYING THE SPIRITS TO REST

The acolytes can conduct a ritual that allows the PCs to enter Zhuang’s mind and see the temple as he does. This version of the temple is a desolate place, locked in perpetual dusk and filled with anguished screams and howling wind.

In this encounter, the PCs work as a team to bring peace to the temple by overcoming a series of obstacles, each keyed to a location in the temple. Two options exist to overcome each obstacle without serious repercussions; each player group attempts only one option in each location before moving on to the next obstacle. At the end of each turn, use the highest check result among the PCs’ checks, and treat any other checks with a result of 10 or higher as though that PC had instead used the aid another action. Instead of rolling, a PC can use a spell or ability that seems helpful, such as casting *silence* on the “priest” in the chapel. This grants the highest check result a +2 or +4 bonus (GM’s discretion). If the PCs fail to overcome an obstacle, they proceed to the next. Keep track of the number of obstacles the PCs fail to overcome. When the PCs overcome (or fail to overcome) the sixth and final obstacle, they return to the garden (area C).

Several of the obstacles below reference a “Hard +3” DC. To calculate this check, add 3 to the Hard check DC.

The temple map is not necessary for this encounter unless the PCs cause Zhuang’s nightmares to manifest as fiends (see Development), but GMs may wish to use it to help set the scene by showing the PCs’ location in the temple. As they complete each task, the vision “fades” to the next task.

Crypt (C1): Dozens of skeletal figures claw at one another, trying to crawl their way out of overflowing sarcophagi.

Beat them Back: Hard melee attack roll.

Quick, Shut the Lids!: Initiative check (Average skill check DC, max 23).

Library (C2): Two young acolytes sit facing each other on the floor. They read aloud from unholy texts, and tears of blood drip onto the pages from their unblinking eyes.

Find a Holy Text: (Hard + 3) Perception check

Speak the Words of Korada: Hard Knowledge (religion) check

C. The Temple of Empyrean Enlightenment



1 square = 5 feet

Scenario #3-21: The Temple of Empyrean Enlightenment

Meditation Room (C3): Several monks perform grotesque contortions and throw glass spheres to one another while reciting the mantra, “bind my soul to Sifkesh.” Countless worms carpet the floor and walls.

Spin the Sacred Spheres: Hard Sleight of Hand check

Practice Proper Techniques: Hard Acrobatics check

Chapel (C4): A bloated corpse stands upon a balcony at the front of this vaulted chapel, preaching heresy and ugly truths to a crowd of rapt worshippers.

Drown Him Out: Hard Perform (oratory or sing) check

Distract the Congregation: (Hard + 3) Bluff check

Refectory (C5): A table covered in scorched dirt and vermin sits at the center of this dining room. Two dozen acolytes choke and gag as they feast on the roiling mess.

Flip the Table: Hard combat maneuver check

Treat the Sick: Average Heal check

Kitchen (C6): A halfling sits in the center of this room, weeping in anguish. He waves his fingerless left hand and screams, “Korada has forsaken us! Abandon all hope!”

Instill Hope: Hard Will save

Talk Him Down: (Hard + 3) Diplomacy check

Development: After the PCs have attempted the final checks, they reappear in the garden. Depending on how many checks the PCs succeed at, the PCs and Zhuang suffer the following effects.

5 or 6 Successes: The PCs take no damage. Zhuang awakens from his nightmares with a headache, but no lasting harm.

3 or 4 Successes: The PCs take an amount of damage equal to $1d4 \times$ their APL (Average Will half). Zhuang suffers severe convulsions and, as the PCs exit the ritual, his nightmares manifest as fiends, which immediately attack the PCs.

2 or Fewer Successes: The PCs take an amount of damage equal to $1d6 \times$ their APL (Average Will half). Zhuang’s nightmares manifest with increased strength; grant each foe a +2 bonus on ability checks, attack rolls, saving throws, and skill checks.

C7. GARDEN OF DEMONS

This encounter takes place only if Zhuang’s nightmares manifest as fiends (see Development above). The acolytes flee into the temple as Zhuang’s inner demons take physical form.

Creatures: As manifestations of Zhuang’s nightmares, these outsiders cannot use their summoning abilities. They immediately attack the PCs and fight to the death.

SUBTIER 1–2 (CR 3)

ADVANCED DRETCH CR 3

hp 22 (*Pathfinder RPG Bestiary* 294, 60; see page 41)

SUBTIER 3–4 (CR 5)

DRETCHES (3) CR 2

hp 18 each (*Pathfinder RPG Bestiary* 60; see page 47)

SUBTIER 5–6 (CR 7)

SUCCUBUS CR 7

hp 84 (*Pathfinder RPG Bestiary* 68; see page 56)

SUBTIER 7–8 (CR 9)

VROCK CR 9

hp 112 (*Pathfinder RPG Bestiary* 69; see page 65)

SUBTIER 10–11 (CR 12)

VROCKS (3) CR 9

hp 112 each (*Pathfinder RPG Bestiary* 69; see page 74)

Development: With Zhuang’s demons defeated, he comes out of his twisted nightmares. He gathers his pupils around him and begs forgiveness. Then he turns to the PCs, bowing and offering his deepest gratitude. He states that the temple will forever remain a haven for Pathfinders and offers his service to their mission. The PCs unlock a special boost option for the Burst of Healing Aid Token.

If any PCs played *The Temple of Empyrean Enlightenment*, Zhuang turns to them, bows, and calls them “a blessing from Korada’s open hand.”

Reporting: If the PCs successfully awaken Zhuang, report one Temple success to HQ staff.

MISSION 4: RETURN TO SLAVE MOUNTAIN

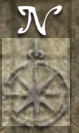
About three years ago, the Pathfinder Society defeated the Slave Mountain duergar’s leaders while in search of a piece of the Sky Key. Since then, the duergar have stepped up their slave-taking operations, venturing farther from their mountain fortress. When the night hag Aslynn entered the tapestry in search of souls, she made an offer to the duergar: they could provide their own souls to her, or they could collect slaves for her to consume. In exchange, she promised to restore their dead leaders and escort the duergar safely out of the disintegrating tapestry.

Chronicle Adjustments: If any of the PCs have completed *Pathfinder Society Scenario #6–21: Tapestry’s Toil*, the duergar—including the undead leaders—recognize them. Instead of defending the siphoning stone, they focus their attacks on these hated PCs, risking everything for revenge. Among the prisoners is Swareti, a wayang whom the PCs freed in their previous mission at Slave Mountain. If the PCs rescue Swareti again, the wayang gladly helps with the investigation of the siphoning stone. The PCs gain a +2 bonus on checks to investigate the stone and can make them untrained.

D. CAVE OF LOST SOULS

When the PCs arrive through a tapestry portal, they appear in a cavern beneath the fortress. Read or paraphrase the following.

D. Cave of Lost Souls



Enemy Starting Area
G

PCs Starting Area

G : Gemstone

1 square = 5 feet

Pathfinder Flip-Mat Classics: Darklands

Incoherent murmurs and groans echo through this large, dark cave. Tall stalagmites emerge from the cave floor surrounded by shallow pools of water. Ahead, a dim purplish light emanating from a multifaceted black gemstone the size of a human skull illuminates several humanoid forms heaped around the stone.

These natural stone caves are dark, except for dim light in a 20-foot radius around the gemstone. The ceilings are 20 feet high. The black sapphire embedded in the floor is a creation of Aslynn that the duergar are using to siphon creatures' souls (see Hazard below).

Creatures: The duergar despise the Pathfinders, but unless they recognize the PCs, they prioritize fulfilling their bargain with Aslynn over destroying intruders. They fight defensively and protect the siphoning stone. See Chronicle Adjustments on page 19 for what to do if they recognize the PCs.

Aslynn has partially restored the soul of one of the duergars' former leaders, Chergin Ironwhip, as part of her bargain. He fights with wild aggression, not bothering to defend the stone.

Thirteen captives—a mix of ratfolk, wayangs, and dwarves—lie around the gemstone. They are unconscious and suffer from demon fever (see Hazard below).

SUBTIER 1–2 (CR 3)

DUERGAR SLAVER CR 1/2
hp 10 (*Pathfinder RPG Monster Codex* 47; see page 42)

DUERGAR WARRIORS (3) CR 1/3
hp 8 each (*Pathfinder RPG Bestiary* 117; see page 42)

ZOMBIE CR 1/2
hp 12 (*Pathfinder RPG Bestiary* 288; see page 45)

SUBTIER 3–4 (CR 5)

DUERGAR ANVILS (2) CR 1
hp 18 each (*Pathfinder RPG Monster Codex* 49; see page 48)

DUERGAR BOMBARDIER CR 1
hp 18 (*Pathfinder RPG Monster Codex* 48; see page 48)

GHOUL CR 1
hp 13 (*Pathfinder RPG Bestiary* 146; see page 49)

SUBTIER 5–6 (CR 7)

DUERGAR BOMBARDIERS (2) CR 1
hp 18 each (*Pathfinder RPG Monster Codex* 48; see page 58)

DUERGAR LIEUTENANT CR 5
hp 61 (*Pathfinder RPG Monster Codex* 46; see page 58)

GHOULS (2) CR 1
hp 13 each (*Pathfinder RPG Bestiary* 146; see page 58)

SUBTIER 7–8 (CR 9)

BRUTE WIGHT CR 5
Advanced giant wight (*Pathfinder RPG Bestiary* 294, 295, 276; see page 63)
hp 34

DUERGAR LIEUTENANTS (3) CR 5
hp 61 each (*Pathfinder RPG Monster Codex* 46; see page 66)

SUBTIER 10–11 (CR 12)

DUERGAR CAPTAINS (3) CR 8
hp 90 each (*Pathfinder RPG Monster Codex* 50; see page 76)

MOHRG CR 8
hp 91 (*Pathfinder RPG Bestiary* 208; see page 78)

Hazard: The black sapphire is a siphoning stone, one of Aslynn's unique creations. Any creature that remains adjacent to the stone takes 1 point of Constitution drain per hour. When a creature reaches 0 Con, its soul vanishes into the gem; after fully consuming 13 souls, the sapphire sends them through the Ethereal Plane to Aslynn. Any creature that touches the stone risks contracting the disease demon fever. The duergar force their captives to touch the stone.

Disease (Su) Demon Fever: contact; *save* Hard Fort DC; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves.

The PCs can collect information about the stone for their mission in three ways. First, they can succeed at an Average Diplomacy or Heal check to help the terrified slaves recount their experiences. They describe having nightmares of a dark void and recall that the duergar spoke of a bargain with a "witch." Second, the PCs can succeed at an Average Knowledge (arcana, planes, or religion) check to understand that the stone is drawing souls into the Ethereal Plane. Finally, the PCs can succeed at a Hard Perception check to see that their reflection in one of the stone's facets is corpse-thin, fanged, and purple. Any PC who succeeds at an Average Knowledge (planes) check recognizes these as facial features of a night hag. The increased difficulty of this check in higher subtiers reflects greater abstraction in the image.

The siphoning stone has hardness 5 (in Subtiers 1–2 and 3–4) or hardness 10 (in Subtiers 5–6, 7–8, and 10–11) and a number of hit points equal to 10 × the party's APL. When destroyed, it releases any partially consumed souls to their original possessors, and an otherworldly scream of rage

echoes through the cavern. Any creatures suffering from demon fever induced by the gem are immediately cured of the affliction, though any ability damage or drain remains.

Development: If the PCs discern two of the three clues about the siphoning stone above, the Astral rift repair team realizes this is the work of the night hag Aslynn, a powerful foe who has vexed the Pathfinder Society for several years, but always stays out of direct conflict.

The freed slaves agree to help the Pathfinders in their efforts to secure the tapestry. The PCs gain access to a special boost option for the Coordinated Maneuvers Aid Token.

Reporting: If the PCs successfully defeat the duergar and destroy the siphoning stone (whether or not they successfully investigate it), report one Slave Mountain success to HQ staff.

MISSION 5: ALLIES ON THE FRINGE

During the Aspis Consortium's time in the tapestry, they turned several groups against the Pathfinder Society to gain allies for their assault on the Grand Lodge in *Pathfinder Society Scenario #6–97: Siege of Serpents*. While many members of these groups aided in the attack, others stayed behind, and they still harbor distrust or outright hatred for the Pathfinder Society. Some believe the Aspis Consortium's claims that the Society is a group of thieves and murderers, while others blame the Pathfinders for thwarting the Aspis, eliminating their chance to escape from the demiplane. Nonetheless, recognizing that the tapestry is falling apart, they have agreed to meet with the PCs.

Chronicle Adjustments: If any of the PCs have completed #6–97: *Siege of Serpents*, they interacted with members of these groups who participated in the attack on the Grand Lodge. These past interactions give the PCs insight into the grievances that some of the tapestry's denizens have against the Pathfinder Society. The PCs gain a +4 bonus on a single check to influence one group, which they can apply after rolling but before the GM reveals the results. If half or more of the PCs completed *Siege of Serpents*, the PCs gain a +2 bonus on all skill checks in this section, which stacks with the +4 bonus on the single check.

When the PCs set out to meet with these factions, read or paraphrase the following.

This area of the tapestry is a strange patchwork of several environments: sand dunes abut jagged hills, and massive evergreen trees rise from a dry riverbed. Tense silence permeates the area, filling the space between three groups of humanoids: a group of stoic soldiers enshrouded in strips of cloth, a group of winged people with draconic features, and a group of lanky, owl-headed scholars.

These groups only reluctantly agreed to meet with the Pathfinders, and they wait for the PCs to make the first move. The PCs can confront the groups in any order. Successfully

completing the mission requires the PCs to convince at least two of these groups to join the Pathfinders in securing the unstable regions of the tapestry. If the PCs fail to convince two of the groups, the unconvinced groups make a final offer: they will offer aid if the PCs can defeat the raiders of the hated Skullbreaker tribe (see area E below).

The PCs can perform three different tasks listed in each group's entry below. The PCs must succeed at two or more tasks to convince each group to lend assistance. Encourage players to roleplay these interactions rather than simply rolling dice. The GM should consider granting a +2 bonus on a check for impressive roleplaying. The members of each group are wary of the PCs. They do not appreciate attempts that the PCs may make to all talk at once. Only one PC may attempt to use aid another to assist a check. A different PC may attempt to try a task that the group has failed previously, taking a cumulative –4 penalty for each previous failure. If the PCs are caught attempting to use magic to influence a group, that group immediately abandons the negotiations, stating that they should never have trusted the Pathfinders over the Aspis Consortium's warnings.

The Faithful of Xiwu: This sect of Tian soldiers came from the Lung Wa Empire, from a region that is now part of Lingshen. They used an obscure rite of self-mummification to extend their loyal service into eternity. The corruption of their spirits has increased with their centuries in the tapestry. They may be calm one moment, and then enraged the next. As their spirits have slowly unraveled, they have forgotten their names.

Give Aid: With a successful Average Heal or Knowledge (religion) check, a PC can help the Xiwunese repair their frayed magical wrappings, which have suffered from centuries of degradation. This calms the soldiers' spirits, making them more reasonable.

Sense Loyalty: With a successful Average Sense Motive check, a PC can sense that these soldiers are fiercely loyal to the Lung Wa Empire, and are (perhaps willfully) ignorant of its downfall. The PC knows to play on the soldiers' sense of duty but avoid mentioning their lost empire.

Command: With a successful Average Intimidate or Profession (soldier) check, a PC can take charge of the soldiers, commanding them to be honorable in this time of need. This check is Easy if the PCs succeeded at the Sense Loyalty check (see above).

The Hhruul: These owl-headed syrinxes hail from Arcadia and are eager to return to their ancestral homeland, but they have no sense of where they are in space and time. The Hhruul make a show of being calm and collected, but are obviously excited to speak with people from outside the tapestry and often interrupt the conversation to ask questions like, "what's the sky like where you come from?" or "how many star cycles does it take you to get home from here?" This excitement is tempered only by their wariness of the PCs.

Impressive Knowledge: The PCs can succeed at an Average Knowledge (geography) or Profession (sailor) check to describe where Arcadia is and how to get there.

Promise Assistance: The PCs can't know precisely how to help the Hhruul get home, but with a successful Average Bluff check they can give assurances that the Pathfinder Society possesses the knowledge and means to help. This check is Easy if the PCs succeeded at the Impressive Knowledge check (see above).

Philosophical Appeal: The syrinxes bluntly ask the Pathfinders about the philosophical implications of siding with the Society instead of fending for themselves. The PCs can succeed at an Easy Will save to prevail in a drawn-out philosophical debate with the syrinx.

The Raegrigx Clan: These wyvarans are territorial and greedy. The Aspis Consortium convinced them that the Pathfinder Society abducted them centuries ago to steal their treasures. They distrust the Pathfinder Society even more since several of their kin went to attack the Grand Lodge and never returned. However, given the current state of the tapestry, they are willing to hear out the Pathfinders. The wyvarans insult and antagonize the PCs, calling them weak and blaming them for the tapestry's problems. They begin the conversation by demanding to know why they should listen to "a band of thieves and murderers."

Straight Talk: With a successful Average Diplomacy check, a PC can explain the truth about the Pathfinder Society and its long enmity with the Aspis Consortium, convincing the wyvarans that the Aspis told them outright lies.

Excessive Praise: With a successful Average Knowledge (arcana or local) check, a PC recognizes that wyvarans are quite proud, like dragons. Heaping praise and adulation upon them can help win them over.

Proper Tribute: A PC who succeeds at a Hard Diplomacy or Bluff check can convince the wyvarans that, if they help, the Pathfinder Society will grant them treasure and territory as compensation. A PC who personally offers valuable tribute to the wyvarans (items or coins worth an amount of gp equal to 20 × the party's APL) gains a +4 bonus on this check.

E. DESERT ENCAMPMENT

The Skullbreaker bugbear tribe is so violent and hateful that even the Aspis Consortium did not bother to groom them as allies.

Creatures: A small raiding party lairs near a desert ruin on the edge of the tapestry. They use sneaky tactics, such as ambushing foes from stealth and focusing their attacks on the physically weakest opponents.

SUBTIER 1-2 (CR 3)

BUGBEAR CR 2
hp 16 (*Pathfinder RPG Bestiary* 38; see page 40)

GOBLINS (3) CR 1/3
hp 6 each (*Pathfinder RPG Bestiary* 156; see page 43)

SUBTIER 3-4 (CR 5)

BUGBEARS (2) CR 2
hp 16 each (*Pathfinder RPG Bestiary* 38; see page 47)

ADVANCED GOBLINS (2) CR 1
hp 8 each (*Pathfinder RPG Bestiary* 294, 156; see page 49)

SUBTIER 5-6 (CR 7)

BUGBEARS (3) CR 2
hp 16 each (*Pathfinder RPG Bestiary* 38; see page 55)

BUGBEAR STALKER CR 5
hp 41 (*Pathfinder RPG Monster Codex* 23; see page 55)

SUBTIER 7-8 (CR 9)

BUGBEAR FLESH GLUTTON CR 8
hp 99 (*Pathfinder RPG Monster Codex* 22; see page 63)

BUGBEAR STALKERS (2) CR 5
hp 41 each (*Pathfinder RPG Monster Codex* 23; see page 64)

SUBTIER 10-11 (CR 12)

BUGBEAR FLESH GLUTTONS (2) CR 8
hp 99 each (*Pathfinder RPG Monster Codex* 22; see page 73)

BUGBEAR LURKERS (2) CR 8
hp 81 each (*Pathfinder RPG Monster Codex* 25; see page 73)

Development: If the PCs successfully negotiate with at least two groups or defeat the Skullbreakers, their new allies agree to lend aid to stabilize the tapestry. The PCs gain access to a special boost option for the Allied Offensive Aid Token.

Reporting: If the PCs successfully negotiate with at least two groups or defeat the Skullbreakers, report one Patchwork Allies success to HQ staff.

MISSION 6: ETERNAL LAKE

The tapestry's malfunctioning soul-stitching mechanism is drawing on the tapestry's waters, from the smallest lakes to the greatest rivers. The Taikaga family, a group of kappa named after a lake transported from Golarion, is particularly reliant on these waters. Their ancestors were among the first residents of the tapestry, and now they travel the myriad waterways of the demiplane, playing tricks and swapping tales. They have a reputation throughout the tapestry as annoying but useful sources of information.

E. Desert Encampment



PC Starting Area

Enemy Starting Area

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

When the PCs arrive at Lake Taikaga, read or paraphrase the following.

Nestled in the center of a serene woodland valley, this small lake bed is devoid of water. At its center, a dozen humanoid turtles lie on their backs, alive but unable to move. To the north, a ravine leads to a small temple on a rocky hilltop.

A mystical fountain housed in the temple north of the lake feeds the lake's waters. When the waterways began to dry up, the kappa returned to Lake Taikaga, hoping the fountain had sustained it. However, a misguided sovereign dragon has taken up residence in the temple and disabled the fountain to protect it. Though well intentioned, the dragon has exacerbated the problem, as the fountain provided a moderate but theoretically infinite source of "fuel" for the tapestry's repairs. When the kappa tried to reason with the dragon, she tipped them over in irritation.

The kappas hail the PCs, calling out, "It's not a trick! Please help!" GMs should role-play the kappas as lighthearted creatures who are wise enough to recognize their plight, but not smart enough to suggest solutions other than "drown the mean, stupid dragon." They are gracious to anyone who re-fills their head-bowls or offers food (especially cucumbers or horseflesh). They have little to offer in return except for tales of the tapestry, but they insist that the PCs deal with the dragon first.

F. ETERNAL LAKE TEMPLE

The ravine is normally filled with water that flows from the fountain in Taikaga Temple. The walls of the ravine are 20 feet high.

Chronicle Adjustments: None.

Creatures: The sovereign dragon Aoitsun fiercely guards the temple. Her ancestors swore to Hao Jin that they and their descendants would help preserve balance and harmony in the tapestry. Aoitsun believes she is protecting the tapestry's water sources by keeping the fountain's magic disabled until balance is restored to the tapestry.

To convince Aoitsun to restore the waters, the PCs must negotiate with her, scare her off, or defeat her in combat.

Negotiation: The PCs can try to reason with Aoitsun by attempting five different skill checks or saving throws (all Average difficulty), of which the PCs must succeed at three. The PCs can repeat a skill check in place of attempting a new tactic, but each additional attempt takes a cumulative -4 penalty. If the PCs succeed at fewer than three checks, their only recourse is to fight. If the PCs succeeded at exactly two of the checks, the dragon hesitates and is staggered for the first round of combat.

Encourage the PCs to roleplay this scene (not just roll checks), and endeavor to prompt particular checks with dialogue. The negotiation process can involve reasoning

with the dragon (Diplomacy), giving the right type of compliments (Perform [oratory] or Sense Motive), explaining the impact of the dried-up waterways (Knowledge [nature or planes]), feigning helplessness (Bluff), and appealing to the sovereign dragon's noble and honorable nature (Knowledge [arcana or nobility]).

Threats: This strategy functions as the negotiation option (see above), but with different checks. Threatening Aoitsun can involve a show of martial strength (Hard attack roll), impressing the dragon with magical prowess (Spellcraft or Use Magic Device), describing the desperate people in the tapestry (Knowledge [local]), sensing the dragon's loneliness and desire for allies (Sense Motive), or threatening the dragon with violence (Intimidate).

Combat: If the PCs decide to attack the temple without first talking to Aoitsun, they surprise the arrogant dragon; the PCs gain a surprise round.

If the PCs fail to convince Aoitsun to restore the waters of Lake Taikaga, their last resort is to defeat the dragon in combat. Aoitsun begins at the entrance to the temple. If reduced below one-fifth of her maximum hit points, she surrenders and agrees to help.

SUBTIER 1-2 (CR 3)

AOITSUN **CR 3**
hp 30 (see page 40)

SUBTIER 3-4 (CR 5)

AOITSUN **CR 5**
hp 51 (see page 46)

SUBTIER 5-6 (CR 7)

AOITSUN **CR 7**
Wyrmling sovereign dragon (*Pathfinder RPG Bestiary 3* 100; see page 53)
hp 68

SUBTIER 7-8 (CR 9)

AOITSUN **CR 9**
Very young sovereign dragon (*Pathfinder RPG Bestiary 3* 100; see page 62)
hp 95

SUBTIER 10-11 (CR 12)

AOITSUN **CR 12**
Juvenile sovereign dragon (*Pathfinder RPG Bestiary 3* 100; see page 70)
hp 161

F. Eternal Lake Temple



Dragon
Starting Area

PC
Starting
Area

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

Development: If the PCs secure Aoitsun's cooperation or defeat her in combat, they can restore the temple's fountain. The grateful kappas gladly share with the PCs that since the Aspis Consortium stopped turning up, the tapestry has generally been a more peaceful and stable place—current events aside. Lowering their voices to hushed whispers, they also share that many residents have begun having terrible nightmares. Finally, they urge the PCs to watch out for mysterious strangers, “even stranger than you lot, with purple skin and evil eyes.” These rumors are references to the night hag Aslynn and the drow mercenaries she has employed to spy on the tapestry. The kappas agree to help inspire agents of the Pathfinder Society to complete their mission. The PCs gain access to a special boost option for the Timely Inspiration Aid Token.

Reporting: If the PCs successfully secure the temple, report one Eternal Lake success to HQ staff.

ADDITIONAL ENCOUNTERS

The following encounters are designed to provide more content for tables where the players move quickly through their missions and have extra time, or tables where the players wish to provide additional help in a particular location but would rather not fight the same encounter multiple times. Table GMs can use these encounters at their discretion during Part 2; the encounters can take place in any of the locations, but only after the PCs have successfully completed the primary mission for that location. GMs can simply re-use the combat map from that location or use any appropriate flip-mat from the scenario to add encounter variety, at their discretion.

Reporting: If the PCs complete one of these encounters, report one additional success for their current location to HQ staff.

OPTIONAL ENCOUNTER 1: SHREDDED SOULS

When the Pathfinder repair team arrives to begin repairing the Astral rift in the PCs' current region, their activity causes the tapestry's soul-stitching repair mechanism to spawn more undead. These undead menaces continue to appear in a variety of locations.

Creatures: These undead relentlessly attack any nearby living creatures.

SUBTIER 1–2 (CR 3)

UNRAVELING GHOULS (2) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146; see pages 51 and 43)

SUBTIER 3–4 (CR 5)

UNRAVELING GHOULS (4) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146; see pages 51 and 49)

SUBTIER 5–6 (CR 7)

UNRAVELING WIGHTS (4) CR 3

hp 26 each (*Pathfinder RPG Bestiary* 276; see page 60)

SUBTIER 7–8 (CR 9)

UNRAVELING MUMMIES (4) CR 5

hp 60 each (*Pathfinder RPG Bestiary* 210; see pages 69 and 67)

SUBTIER 10–11 (CR 12)

UNRAVELING MOHRGS (4) CR 8

hp 91 each (*Pathfinder RPG Bestiary* 208; see pages 80 and 78)

OPTIONAL ENCOUNTER 2: DESPERATE SWAMP-DWELLERS

The degradation of the tapestry's waterways has been especially hard on its amphibious residents, such as the Bugsucker boggard tribe. Boggards typically keep to themselves in their swampy homes, but the Bugsucker's swamp is vanishing, and a scouting party has gone out to secure a new home by force.

Creatures: The boggards attempt to drive off the PCs, seeing them as competition for a home in the tapestry. Boggards have little tolerance for weakness among their kin, so they do not flee.

SUBTIER 1–2 (CR 3)

BOGWIGGLES (2) CR 1

hp 16 each (*Pathfinder RPG Monster Codex* 16; see page 40)

SUBTIER 3–4 (CR 5)

BOGGARDS (3) CR 2

hp 22 each (*Pathfinder RPG Bestiary* 37; see page 46)

SUBTIER 5–6 (CR 8)

BOGGARDS (3) CR 2

hp 22 each (*Pathfinder RPG Bestiary* 37; see page 54)

BOGGARD PROPHETS (2) CR 5

hp 59 each (*Pathfinder RPG Monster Codex* 13; see page 54)

SUBTIER 7–8 (CR 10)

BOGGARD CHAMPION CR 7

hp 72 (*Pathfinder RPG Monster Codex* 10; see page 62)

BOGGARD HUNTERS (4) CR 5

hp 53 each (*Pathfinder RPG Monster Codex* 14; see page 63)

SUBTIER 10–11 (CR 13)

BOGGARD CHAMPIONS (5) CR 7

hp 72 each (*Pathfinder RPG Monster Codex 10*; see page 72)

BOGGARD PRIEST-KING CR 11

hp 120 (*Pathfinder RPG Monster Codex 15*; see page 72)

OPTIONAL ENCOUNTER 3: WAYWARD BEASTS

The recent chaos has resulted in more wandering, dangerous creatures than usual, which pose a threat to any who cross their path. The tapestry's residents are eager to see these creatures dealt with.

Creatures: These beasts are hungry and desperate. They attack the PCs on sight and do not back down.

SUBTIER 1–2 (CR 3)

WOLVES (2) CR 1

hp 13 each (*Pathfinder RPG Bestiary 278*; see page 44)

SUBTIER 3–4 (CR 6)

DIRE HYNAS (3) CR 3

hp 26 each (*Pathfinder RPG Bestiary 179*; see page 49)

SUBTIER 5–6 (CR 8)

MANTICORES (3) CR 5

hp 57 each (*Pathfinder RPG Bestiary 199*; see page 59)

SUBTIER 7–8 (CR 10)

CHIMERAS (3) CR 7

hp 85 each (*Pathfinder RPG Bestiary 44*; see page 64)

SUBTIER 10–11 (CR 13)

BEHEMOTH HIPPOPOTAMUSES (3) CR 10

hp 133 each (*Pathfinder RPG Bestiary 2 157*; see page 77)

INTERMISSION: HANGING ON BY A THREAD

After time has run out or the House has successfully completed all six missions in Part 2, the Overseer GM should announce an intermission, during which tables can exchange information about the mission and learn more of the story.

Having secured the tapestry and implemented provisional repairs, the Pathfinders return to the tapestry chamber in the Grand Lodge. Aram Zey begins assessing the tapestry's condition and stability. While awaiting further instructions, each table should send one or two Pathfinders to neighboring tables to share information

about the missions they completed and learn about the ones they didn't. Players can also boost any Aid Token in their possession once, and this is an excellent opportunity to pass it to another group.

Announce how long the House has for this intermission. Typically, 5 minutes is enough for the players to stretch and chat about what they've learned, but you might consider extending this to 10 minutes, particularly when running this adventure for a House with many tables.

PART 3: THE CATAclySM AND THE PHOENIX

After the intermission, the Overseer GM begins Part 3. Malevolent forces on the Astral Plane, urged by the night hag Aslynn, have been watching as the tapestry unravels, preparing to strike and steal its treasures. Witnessing the Pathfinders' efforts to save the demiplane, they realize that they must act quickly. They tear a massive portal in the tapestry and pour in to fight the Pathfinders. This enormous rent in the tapestry also accelerates the demiplane's soul-stitching mechanism, spawning countless undead.

The Overseer GM reads the following to begin Part 3.

Aram Zey stands once more before the tapestry, a renewed light in his sunken eyes. "The Hao Jin Tapestry is stable at last. While you were performing your duties, I have reached a better understanding of the chaos you faced. The tapestry is still in dire condition. Lacking Hao Jin's own magic, the tapestry has been using small pieces of departing souls to maintain itself over the centuries. This mechanism is depleting the tapestry's water sources and spawning undead horrors. However, thanks to you, we have time to search for a more permanent fix. For now, get some rest, and—"

The former Master of Spells staggers back as a three-foot tear down the center of the fabric gouts sudden flame. Pathfinder agents flock around him, scrambling to assess the damage. A vein pops out on his forehead, and he yells sharply, "Pathfinders! What have you done?" He cuts himself short, taking a deep breath and muttering to himself, "Keep it together. Don't take it out on the agents." Frowning, he returns his gaze to the tapestry, his eyes darting wildly across its surface. When he speaks again, his voice is low and determined, "This new rift is no accident. Something is attacking the tapestry from the Astral Plane. Damage of this magnitude must have spawned hundreds more undead. Quickly, re-enter the demiplane and fend off the invaders!"

TABLE GM INSTRUCTIONS

During this part of the adventure, each group can choose either to confront the undead or to beat back the invaders from the Astral Plane. Each encounter takes place at the site of one of the missions from Part 2; it does not matter whether or not the PCs have completed a particular mission when they choose which foes to battle.

Reporting Successes: During Part 3, there are three potential events to report to HQ staff. Each of these should be reported differently.

Astral: Report the defeat of a group of Astral invaders (see areas **G**, **H**, and **I**).

Undead: Report the defeat of a group of undead (see area **J**).

Phoenix: Report the successful use of a ruby feather to repair the tapestry (see area **K**).

ANNOUNCED CONDITIONS

There are three conditions the Overseer GM might announce, each tied to the House completing one of Part 3's objectives. Some of these conditions grant each group a benefit, and they all contribute to advancing the story to the final encounter.

Undead Contained: When the Overseer GM announces this condition, the tapestry stops spawning undead and any undead still fighting quickly disintegrate. The PCs have a brief reprieve to catch their breath as the tapestry stabilizes. All PCs immediately gain a number of temporary hit points equal to $1d6 \times$ the group's APL (maximum 40 temporary hit points). PCs can conclude any encounters against the undead and should now focus their efforts on battling the Astral invaders in areas **G**, **H**, and **I**. Do not begin more undead encounters.

Astral Invaders Retreat: When the Overseer GM announces this condition, the astral invaders (giants, pirates, and drow alike) call off their attack to regroup. NPC allies arrive to help the PCs defeat any ongoing encounters in areas **G**, **H**, and **I**. To represent this, reduce the hit points of those enemy creatures by half their maximum hit point totals. If this would reduce any creature to 0 or fewer hit points, instead reduce it to 1 hit point. PCs can conclude these encounters and should now focus their efforts on fighting undead. Do not begin more astral encounters.

Tapestry's Last Defense: When the Overseer GM announces this condition, the tapestry has activated its last-gasp defense, which takes the form of a Colossal ruby-flamed phoenix. Immediately end any ongoing encounter, allow the PCs 2 rounds to recover and prepare, then begin the Fury of the Ruby Phoenix encounter (area **K**).

OVERSEER GM INSTRUCTIONS

During Part 3, the responsibilities of the Overseer GM are to tally the number and type of each success reported and, when the House has accumulated the requisite number of successes for an event, to announce that event's condition is in effect (see the respective announcements below). Additional Undead successes after the Undead Contained condition is in effect should be treated as Astral successes, and vice versa. When both the Undead Contained and Astral Invaders Retreat conditions are in effect, the Tapestry's Last Defense condition triggers.

The House's goal is to fend off the undead and astral invaders long enough for Aram Zey to figure out a solution. Before that happens, the tapestry initiates its own last defense, manifesting a Colossal ruby-flamed phoenix to fend off the Pathfinders and astral invaders alike.

Once the House has reported a number of Undead successes equal to one half ($1/2$) of the number of tables, read the following aloud.

Aram Zey speaks out through the tapestry. "The soul stitching is slowing down! The undead are under control. But the tapestry remains in danger. Fight on!"

The Undead Contained condition is in effect.

Once the House has reported a number of Astral successes equal to three-quarters ($3/4$) the number of tables, read the following aloud.

Aram Zey speaks out through the tapestry. "The assault from the Astral Plane has been turned aside! But the tapestry remains in danger. Fight on!"

The Astral Invaders Retreat condition is in effect.

Once both the Undead Contained and Astral Invaders Retreat conditions are in effect, read the following aloud. After making the announcement, begin a 40-minute countdown until the end of the adventure.

Suddenly, it becomes clear that the astral invaders' retreat is merely a ploy. More invaders pour through the rifts to reinforce their companions. Their reckless assault tears the holes wider, and the entire demiplane begins to shift and fold. Locations fade and vanish, reappearing miles away, now separated by a wide expanse of barren, rocky wasteland. The invaders continue to pour through, and the tapestry's exhausted repair mechanisms cease to function altogether. The triumphant attackers converge on the Pathfinders scattered across the wasteland.

Then, the sky turns red.

A primal screech pierces the tapestry, and a colossal ruby-flamed phoenix appears in the sky, its wings nearly blocking the sun. It swoops across the sky at tremendous speed, its tattered feathers leaving a trail of smoke. With another screech, it flaps its massive wings, and countless fiery feathers shoot towards the invaders. As the feathers strike, they explode, incinerating much of the invading force. Then the phoenix turns its attention to the other outsiders—the mass of Pathfinders—and beats its wings once more. A barrage of feathers strikes the wasteland, and from each resulting inferno emerges a bird of pure ruby-red flames.

Aram Zey's voice echoes. "Can you hear me, Pathfinders? The tapestry is in its death throes! You are cut off—I cannot help you escape. Destroy the phoenixes—perhaps their magic can repair the tapestry!"

Table GMs, the Tapestry's Last Defense condition is in effect.

Adventure Card Guild: The Adventure Card Guild tables spend most of this part combating the Astral invaders. Their successes count as Astral successes until the Astral Invaders Retreat condition is in effect; then they count as Undead successes. Once the Tapestry's Last Defense condition is in effect, the Adventure Card Guild successes count as Phoenix successes.

Pacing Part 3: Most conditions in Part 3 control the pace of the adventure and provide a sequence of dramatic scenes as the PCs defend the Tapestry from destruction. There are not any special, lasting rewards that the House can unlock for reporting enough successes of a particular type, so the Overseer GM has some leeway to announce a condition even if the House hasn't reported quite the right number of successes. Do so with caution, as calling a condition early can also cut short tables' imminent victories over their current foes.

Part 3 should take about 100–120 minutes in total. Ideally, the House should have 40 minutes to battle the Ruby Phoenix Guardians, so after about 60 minutes of play, assess the number of successes and consider announcing the Tapestry's Last Defense condition a little early if needed. It's important that the PCs have enough time for this final encounter, as the PCs' reported Phoenix successes affect their earned rewards.

Concluding Part 3: This part should end 40 minutes after the Tapestry's Last Defense condition is announced. Proceed to the Conclusion section on page 39 to end the adventure.

THE ASTRAL INVADERS

Those groups of PCs that choose to defend the Tapestry against the invaders from the Astral Plane witness the following as they teleport into the tapestry.

A gaping hole mars the sky of the tapestry. Beyond the rift, dozens of strange vessels float in the Astral Plane, crawling with invaders. Every surface of the tapestry realm stretches and tears as it tries to repair itself, creating more rifts in a slow but devastating chain reaction. The vessels deploy invaders to wreak havoc as the demiplane disintegrates.

It takes the PCs only 10 minutes to reach the area they choose to defend.

G. ASTRAL GIANT INVASION

The PCs intercept the invaders at a set of ancient ruins in the desert. When the PCs find them, read or paraphrase the following.

As a horde of towering humanoids approaches, Aram Zey's voice booms. "Pathfinders, these giants may be simpleminded, but our allies can't outwit them without your help. Get out there and teach them a lesson."

Creatures: These giants are exiles from their clans or sole survivors of war. They banded together to seek treasure, glory, and violence across the infinite reaches of the planes.

SUBTIER 1–2 (CR 3)

MOSS TROLL CR 3

hp 30 (*Pathfinder RPG Bestiary 3* 273; see page 44)

SUBTIER 3–4 (CR 6)

OGRES (3) CR 3

hp 30 each (*Pathfinder RPG Bestiary* 220; see page 50)

SUBTIER 5–6 (CR 8)

TROLLS (3) CR 5

hp 63 each (*Pathfinder RPG Bestiary* 268; see page 60)

SUBTIER 7–8 (CR 10)

MARSH GIANTS (2) CR 8

hp 102 each (*Pathfinder RPG Bestiary 2* 129; see page 66)

SUBTIER 10–11 (CR 13)

ASH GIANT CR 11

hp 147 (*Pathfinder RPG Bestiary 3* 126; see page 76)

GIANT MOSQUITOES (2) CR 6

hp 60 each (*Pathfinder RPG Bestiary 2* 193; see page 78)

HILL GIANTS (2) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 150; see page 76)

Development: After the battle, the PCs should proceed to another encounter from Part 3.

Reporting: When the PCs defeat the giants, report one Astral success to HQ staff.

H. ASTRAL PIRATES ATTACK!

This battle takes place in the garden. The temple's residents locked and barricaded all the doors into the temple. When the PCs approach the temple, read or paraphrase the following.

Aram Zey's voice carries through the tapestry. "I wish I could say I'm surprised that pirates would strike at a time like this. But there are always forces lurking in the shadows looking to take advantage of weakness. Don't let them get away with it."

Creatures: Aram Zey is correct: these pirates are here for plunder. They drop directly into the temple's garden and attack the PCs.

G. The Astral Giant Invasion



Enemy Starting Area

PC Starting Area

1 square = 5 feet

Pathfinder Flip-Mat: Desert Ruins

H. Astral Pirates Attack!



1 square = 5 feet

Scenario #3-21: The Temple of Empyreal Enlightenment

SUBTIER 1–2 (CR 3)

GEM SORCERER CR 1

hp 18 (*Pathfinder RPG NPC Codex* 160; see page 42)

INITIATES OF FLAME (2) CR 1/2

hp 15 each (*Pathfinder RPG NPC Codex* 62; see page 43)

SUBTIER 3–4 (CR 5)

BRAMBLE SORCERER CR 4

hp 30 (*Pathfinder RPG NPC Codex* 162; see page 46)

SAVAGE MERCENARIES (2) CR 1/2

hp 17 each (*Pathfinder RPG NPC Codex* 10; see page 51)

SUBTIER 5–6 (CR 8)

BLOODFIRE SORCERER CR 6

hp 60 (*Pathfinder RPG NPC Codex* 164; see page 53)

CAUTIOUS ARCHERS (2) CR 4

hp 47 each (*Pathfinder RPG NPC Codex* 82; see page 55)

SUBTIER 7–8 (CR 10)

MOUNTAINEERS (3) CR 6

hp 59 each (*Pathfinder RPG NPC Codex* 131; see page 67)

TRICKSTER MAGE CR 7

hp 46 (*Pathfinder RPG NPC Codex* 165; see page 68)

SUBTIER 10–11 (CR 13)

AZURE BOLT SORCERER CR 12

hp 141 (*Pathfinder RPG NPC Codex* 170; see page 70)

GRIFFON RIDER CR 9

hp 94 (*Pathfinder RPG NPC Codex* 85; see page 77)

GRIFFON RIDER'S GRIFFON FIGURINE CR –

hp 42 (*Pathfinder RPG Bestiary* 168, *Pathfinder RPG Core Rulebook* 513; see page 77)

Development: After the battle, the PCs should proceed to another encounter from Part 3.

Reporting: When the PCs defeat the pirates, report one Astral success to HQ staff.

I. ASLYNN'S ASTRAL ALLIES

Among the invaders are a clan of drow mercenaries who serve the night hag Aslynn. They have helped her spy on the tapestry for several months. For reasons unknown to the drow, she has

ordered them cause as much havoc as possible. When the PCs reach Round Mountain, read or paraphrase the following.

Aram Zey's voice projects into the caverns of Round Mountain. "A force of drow is descending upon our ratfolk allies. Don't let your guard down—I can't shake the sense that there's more to these drow than it seems."

Creatures: The ruthless drow have attacked the Pagoda of the Rat, which they see as the most significant humanoid settlement in the tapestry. The drow spread out, attempting to cross the chasm and outflank the PCs. The giant tarantulas are large enough to step across the chasm unhindered.

SUBTIER 1–2 (CR 3)

DROW SCOUT CR 1

hp 16 (*Pathfinder RPG Monster Codex* 34; see page 41)

DROW WARRIORS (3) CR 1/3

hp 5 each (*Pathfinder RPG Bestiary* 114; see page 41)

SUBTIER 3–4 (CR 6)

DROW HOUSE GUARDS (4) CR 2

hp 24 each (*Pathfinder RPG Monster Codex* 35; see page 48)

SUBTIER 5–6 (CR 8)

DROW HOUSE GUARDS (3) CR 2

hp 24 each (*Pathfinder RPG Monster Codex* 35; see page 57)

DROW PRIESTS (2) CR 5

hp 31 each (*Pathfinder RPG Monster Codex* 36; see page 57)

SUBTIER 7–8 (CR 10)

DROW HOUSE CAPTAINS (2) CR 6

hp 55 each (*Pathfinder RPG Monster Codex* 35; see page 65)

GIANT TARANTULA CR 8

hp 115 (*Pathfinder RPG Bestiary* 2 256; see page 68)

SUBTIER 10–11 (CR 13)

DROW DEMONIC CHAMPIONS (3) CR 9

hp 79 each (*Pathfinder RPG Monster Codex* 37; see page 75)

FIENDISH GIANT TARANTULA CR 9

hp 115 (*Pathfinder RPG Bestiary* 2 292, 256; see page 80)

Hazard: Round Mountain is no longer spinning erratically, but the chasm from area A is still present in this

I. Aslynn's Astral Allies



PC Starting Area

Enemy Starting Area

1 square = 5 feet

Pathfinder Flip-Mat Classics: Darklands

encounter, with the same depth as before (a number of feet equal to 10 × the party's APL).

Development: After the battle, the PCs should proceed to another encounter from Part 3.

Reporting: When the PCs defeat the drow, report one Astral success to HQ staff.

THE DISINTEGRATING DEMIPLANE

Those groups of PCs that choose to fight off the undead spawning from the tapestry witness the following as they teleport into the tapestry.

A gaping hole mars the sky of the tapestry. As astral invaders deploy, every fiber of the tapestry begins to unravel. The tapestry's soul stitching is out of control; wild undead rip their way out of the demiplane, causing damage faster than the tapestry can repair. When the PCs head toward the undead hordes, read or paraphrase the following.

Aram Zey speaks through the tapestry. "The undead are strongest in the tapestry's ancient ruins. Cut this problem off at its source."

J. SURGE OF HUNGRY SOULS

The massive rent in the tapestry causes hundreds of undead to spawn as the demiplane's soul stitching accelerates beyond control. Countless smaller tears appear throughout the realm as the tapestry cannibalizes its own fabric.

Creatures: All of these undead are hungry for living flesh and souls. The PCs must destroy them to allow the tapestry to consume their lingering soul residue and patch itself up.

SUBTIER 1-2 (CR 3)

UNRAVELING GHOULS (2) CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146; see pages 45 and 43)

SUBTIER 3-4 (CR 5)

UNRAVELING MUMMY CR 5

hp 60 (*Pathfinder RPG Bestiary* 210; see pages 51 and 50)

SUBTIER 5-6 (CR 8)

UNRAVELING BODAK CR 8

hp 85 (*Pathfinder RPG Bestiary* 2 48; see pages 60 and 53)

SUBTIER 7-8 (CR 10)

UNRAVELING BODAK CR 8

hp 85 (*Pathfinder RPG Bestiary* 2 48; see pages 69 and 62)

UNRAVELING MOHRG CR 8

hp 91 (*Pathfinder RPG Bestiary* 208; see pages 69 and 66)

SUBTIER 10-11 (CR 13)

UNRAVELING BAYKOKS (2) CR 9

hp 97 each (*Pathfinder RPG Bestiary* 3 35; see pages 80 and 71)

UNRAVELING DEVOURER CR 11

hp 133 (*Pathfinder RPG Bestiary* 82; see pages 80 and 74)

Development: When the PCs defeat the undead, the "soul tear" draws fragments of their soul energy back in and repairs itself, leaving an ugly red scar hovering in the tapestry. A few stray threads remain. With a successful Average Craft (cloth), Knowledge (arcana or planes), or Spellcraft check, a PC can determine that these threads may be useful in conducting further repairs on the tapestry. If they succeed at this check, the PCs acquire one soul stitch (see area K).

The PCs can proceed to another encounter from Part 3 or remain and fight more undead as another tear appears. They repeat the encounter in area J with one exception: they fight double the next lowest subtier's foes. The lowest subtier instead fights four unraveling zombies (see page 45).

Reporting: When the PCs defeat the undead, report one Undead success to HQ staff.

K. FURY OF THE RUBY PHOENIX

This encounter begins immediately when the Tapestry's Last Defense condition is in effect. As a last-gasp defense woven into the tapestry by Hao Jin herself, a massive concentration of magical energy manifests as a Colossal ruby-flamed phoenix determined to fend off any creature that is not native to the tapestry. It bombards all such creatures with a storm of fiery feathers that then transform into Ruby Phoenix Guardians of various sizes. In defeating these guardians, the PCs can recover powerful feathers to use in the immediate repair of the tapestry.

After the Overseer GM announces the Tapestry's Last Defense condition—don't forget to give the PCs 2 rounds to prepare—read or paraphrase the following.

All around, flaming feathers barrage the tapestry. The scattered demiplane natives are unharmed by the inferno, as is the landscape itself. Screeches echo across the ruby-tinted landscape, and the tattered birds of ruby fire close in.

Creatures: These Ruby Phoenix Guardians—and the Colossal creature that spawned them—are not true phoenixes, but manifestations of Hao Jin's magic. They understand various languages, but they do not stop to negotiate. Built to be lawful guardians, they despise chaos, and they focus their attacks on chaotic PCs. They do not directly attack creatures native to the tapestry, and such creatures are immune to their attacks. Unlike a true phoenix, a Ruby Phoenix Guardian does not resurrect when slain. Instead, it self-immolates, leaving

J. Surge of Hungry Souls



1 square = 5 feet

Pathfinder Flip-Mat: Lost City

K. Fury of the Ruby Phoenix



1 square = 5 feet

Pathfinder Flip-Mat: Battlefield

PATHFINDER SOCIETY SCENARIO

behind a single tattered ruby feather (see Development below). Several of the Ruby Phoenix Guardians have an ability to banish PCs from the tapestry. If a PC is banished, she reappears in the Grand Lodge next to the tapestry. She can convince Aram Zey to send her back in by spending 2 Prestige Points—with the current state of the rift, there is little risk for further damage to the tapestry. If she does so, she reappears in the combat one round after she disappeared, arriving at the edge of the map.

SUBTIER 1–2 (CR 3)

MEDIUM RUBY PHOENIX GUARDIAN CR 3

LN variant medium fire elemental (*Pathfinder RPG Bestiary* 124; see page 44)
hp 30

SUBTIER 3–4 (CR 6)

HUGE RUBY PHOENIX GUARDIAN CR 6

LN variant huge fire elemental (*Pathfinder RPG Bestiary* 124; see page 50)
hp 71

SUBTIER 5–6 (CR 8)

GREATER RUBY PHOENIX GUARDIAN CR 8

LN variant greater fire elemental (*Pathfinder RPG Bestiary* 124; see page 59)
hp 93

SUBTIER 7–8 (CR 10)

MASTER RUBY PHOENIX GUARDIAN CR 10

LN variant phoenix (*Pathfinder RPG Bestiary* 227; see page 68)
hp 116

SUBTIER 10–11 (CR 14)

ELDER RUBY PHOENIX GUARDIAN CR 14

LN variant phoenix (*Pathfinder RPG Bestiary* 227; see page 79)
hp 199

OPTIONAL: UNDAUNTED BY FLAMES

Some tables may prefer to face an increased challenge during this encounter. If all of the players at a particular table wish to face a greater threat, the GM can apply the following adjustments to the encounter. If the PCs defeat this more challenging encounter, they gain a +5 bonus on skill checks to repair the tapestry using feathers (see below).

Subtier 1–2: The Ruby Phoenix Guardian gains DR 2/chaotic. 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).

Subtier 3–4: The Ruby Phoenix Guardian's DR increases to DR 5/chaotic, and it gains SR 17. It also gains the ability to cast *fireball* as a spell-like ability 1/day (CL 6th, Reflex DC 14 half).

Subtier 5–6: The Ruby Phoenix Guardian's DR increases to DR 10/chaotic. It deals 1d6 additional points of fire damage on each hit with its attacks. Any creature within 15 feet of the guardian at the start of its turn must succeed at a DC 19 Reflex save or take 2d6 points of fire damage. Additionally, the guardian can use its banishing strike ability 3 times per day. A creature who succeeds at a saving throw against this ability is immune for 24 hours.

Subtier 7–8: The Ruby Phoenix guardian's strikes tap into Hao Jin's mythic abilities. Its fire damage ignores all resistances and immunities of non-lawful targets. Increase the damage that its shroud of flames deals to creatures at the start of their turns to 4d6. Additionally, the Guardian can use its banishing strike ability once per round. A creature who succeeds at a saving throw against this ability is immune for 24 hours.

Subtier 10–11: Use the True Phoenix Guardian statistics in Appendix 5.

SUBTIER 10–11 (CR 16)

TRUE RUBY PHOENIX GUARDIAN CR 16

LN variant phoenix (*Pathfinder RPG Bestiary* 227; see page 79)
hp 210

Development: When the PCs defeat a Ruby Phoenix Guardian, it self-immolates and leaves behind a single tattered ruby-red feather imbued with Hao Jin's magic. Give the players one copy of **Handout #3**. In Subtiers 7–8 and 10–11, the PCs gain two feathers for defeating a Guardian. Give them two copies of **Handout #3**. The PCs have three possible uses for feathers that they receive, whether they receive the feather from their own combat or from another table (see below for details on how feathers can pass between tables).

Repair: The PCs can attempt a Hard Craft (cloth), Heal, Knowledge (arcana or planes), Spellcraft, or Use Magic Device check. A successful check consumes the feather, which crumbles to ashes. The ashes ignite into majestic ruby flames, which swirl through the air toward the colossal ruby phoenix in the sky. If empowered (see below), the DC of the skill check is only Average. If the PCs have a soul stitch from defeating undead in area J, they can use it before rolling in order to roll twice and take the higher result. If the PCs fail the check, the feather's magic wanes. However, they can pass the feather to another table to be empowered, which restores its magic and allows a second chance to use the repair function. If the PCs fail a check to repair using a feather that has already been empowered, the feather's magic fades away entirely.

Resurrect: The PCs may use the feather to cast *resurrection* on a single member of the party. This consumes the feather's magic entirely, and it can no longer be used to repair the tapestry. If empowered, the *resurrection* affects all slain members of the party.

Empower: The PCs have the option of empowering the feather. To do so, one PC must expend one use of a healing ability (such as channel energy) or an ability that does fire damage, or cast one spell with the (healing) or (fire) descriptor with a sufficient spell level (1st level for Subtiers 1–2 and 3–4, 2nd level for Subtier 5–6, 3rd level for Subtiers 7–8 and 10–11). The PCs then check the “empowered” box and pass **Handout #3** to another table.

After the PCs successfully use one of these options, they have 2 rounds to recover and prepare before fighting another phoenix.

Reporting: When the PCs successfully use a feather for repairs, report one Phoenix success to HQ staff (and deliver **Handout #3** to HQ).

CONCLUSION

Forty minutes after announcing the Tapestry's Last Defense condition, the Overseer GM should tally the Phoenix successes reported by the House and read the following to conclude the adventure.

The colossal ruby phoenix grows more resplendent and terrifying with each restored feather that soars into the sky to meet it. The magnificent bird lets out a final screech as its shroud of flames intensifies, utterly consuming it. The phoenix is gone. As ruby ashes drift towards the tapestry, the invaders, seeing the tapestry's last defense has failed, pour through, their entire force pushing through the largest rift in a massive final attack. The entire world shudders as the rift widens.

Aram Zey steps forward to rest under the falling ashes. “Pathfinders, you fought bravely and well, and your sacrifices were not in vain.” Aram Zey pauses, and his expression turns pensive. “But, the tapestry's tale has not yet ended. There is clearly a force at work here that is greater than we realized,” he gestures out toward the invaders, “Furthermore, we have not

permanently repaired the demiplane—we have only patched the worst of the damage and prevented irreversible catastrophe. I fear that...” Aram Zey's voice trails off for a moment, “Yes, just as I thought.”

The ruby ashes begin to glow, faint as smoldering coals at first, and then intensifying, coalescing, and swirling in beautiful patterns as they lift Aram Zey into the air. “It seems the key to defending the tapestry is allowing its guardian to be reborn. I will do whatever I can to provide the arcane energy necessary to keep the tapestry stable. In the meantime, I hope the Society will search for a more permanent solution. I refuse to believe that the knowledge of the legendary Ruby Phoenix herself has been lost to us forever.” The ashes and Zey converge on a single point, a great ruby ember in the sky. There is a spark, and then the ember explodes. A wave of fire engulfs the tapestry as the Ruby Phoenix emerges from the explosion with a triumphant, piercing cry. Aram Zey floats within its heart, his body engulfed in ruby fire. The explosion's flames reach the invaders first, turning them to ash and cinders. The flames wash over the tapestry's defenders without harming them. The tapestry burns—but the fires replenish it, scouring the wasteland and restoring the tapestry's original environments. The phoenix beats its wings, sending wave after wave of fire into the Astral rift and searing the portal shut. The phoenix soars in a great arc across the sky and flies off toward the sun.

Finally, announce to the House whether they earned the Radiant Ruby Feathers boon. If there are at least as many Phoenix successes as there are tables, all PCs earn this boon.

FINAL CLOSING

The Overseer GM should close the event, thank the Table GMs for their hard work, thank the players for their support of Pathfinder Society Organized Play, and provide the GMs and players with instructions for submitting reporting sheets and exiting the event.

SUCCESS CONDITIONS

There are no specific success conditions. For participating in this adventure, each PC earns 2 Prestige Points.

APPENDIX 1: SUBTIER 1–2 BESTIARY

Many of the undead presented here are referenced as being “unraveling” versions of themselves. See the unraveling template at the bottom of this appendix.

AOITSUN

This magnificent dragon is covered in splendid golden scales, and horns jut from its head like a crown.

AOITSUN CR 3

Variant sovereign dragon (*Pathfinder RPG Bestiary* 3 100)

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 Aioitsun’s breath weapon and spell-like abilities.

BOGWIGGLE

This sallow-green beast appears to be an oversized tadpole that never fully matured, with two large, bulbous eyes bulging from either side of its head, and a gaping mouth revealing jagged fangs.

BOGWIGGLE CR 1

Pathfinder RPG Monster Codex 16

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)

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.

BUGBEAR

This dark-furred creature raises a spiked morningstar, its tiny, milk-white eyes glittering with the thrill of the coming kill.

BUGBEAR CR 2

Pathfinder RPG Bestiary 38

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.

DARKMANTLE

This shadowy creature opens like a hideous octopus, revealing thin, hook-lined tentacles connected by a fleshy web.

DARKMANTLE CR 1

Pathfinder RPG Bestiary 55

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

DEMON, DRETCH

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

ADVANCED DRETCH CR 3

Pathfinder RPG Bestiary 294, 60

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

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

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

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%)

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)

DROW

This dark-skinned elf stands in a battle-ready pose, his hair silver and eyes white and pupilless.

DROW SCOUT CR 1

Pathfinder RPG Monster Codex 34

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/×3 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 CR 1/3

Pathfinder RPG Bestiary 114

Drow warrior 1

CE Medium humanoid (elf)

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

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*

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

SPECIAL ABILITIES

Poison Use (Ex) See the drow scout on page 41.

DUERGAR

This bald dwarf with dull gray skin carries a well-crafted crossbow.

DUERGAR SLAVER

CR 1/2

Pathfinder RPG Monster Codex 47

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.

DUERGAR WARRIOR

CR 1/3

Pathfinder RPG Bestiary 117

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/*3)

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 See the duergar slaver above.

Stability See the duergar slaver above.

GEM SORCERER

Flames cover this dwarf's hands. Smoke rises from his closely cropped, singed beard.

GEM SORCERER

CR 1

Pathfinder RPG NPC Codex 160

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

GHOUL

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

GHOUL

CR 1

Pathfinder RPG Bestiary 146

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. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of

the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

GOBLIN

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN

CR 1/3

Pathfinder RPG Bestiary 156

Goblin warrior 1

NE Small humanoid (goblinoid)

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

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** –1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19–20)

Ranged short bow +4 (1d4/×3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Gear leather armor, light wooden shield, short sword, short bow (20 arrows)

INITIATE OF FLAME

This dwarf carries a wicked spear and flames dance at her fingertips.

INITIATE OF FLAME

CR 1/2

Pathfinder RPG NPC Codex 62

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

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Druid Spells Prepared (CL 1st; concentration +3)

1st—*burning hands*^o (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 gp

RUBY PHOENIX GUARDIAN

A bird made of ruby flames soars through the air, smoke trailing in its wake.

MEDIUM RUBY PHOENIX GUARDIAN CR 3

Variant medium fire elemental (*Pathfinder RPG Bestiary* 124)

LN Medium outsider (elemental, fire, native)

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

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

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*

STATISTICS

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

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

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

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

TROLL, MOSS

This large and lanky moss-colored humanoid has an elongated, toothy snout and appears to be covered in bits of foliage.

MOSS TROLL CR 3

Pathfinder RPG Bestiary 3 273

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.

SKELETON

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

SKELETON CR 1/3

Pathfinder RPG Bestiary 250

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.

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^B

Gear broken chain shirt, broken scimitar

WOLF

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

WOLF

CR 1

Pathfinder RPG Bestiary 288

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

ZOMBIE

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

HUMAN FAST ZOMBIE

CR 1/2

Pathfinder RPG Bestiary 288

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.

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.

HUMAN ZOMBIE

CR 1/2

Pathfinder RPG Bestiary 288

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.

UNRAVELING CREATURE TEMPLATE

An undead created by the tapestry's malfunctioning repair mechanism, known as soul stitching, gains the following template to represent its connection to the demiplane's fabric.

UNRAVELING CREATURE (CR +0)

The creature retains its statistics and special abilities and gains those listed below.

Senses: An unraveling creature gains blindsense 30 ft. while in the *Hao Jin Tapestry*.

Tapestry-Bound (Ex): An unraveling creature feels an inexorable pull toward the part of the *Hao Jin Tapestry* that created it. It cannot willingly travel more than a mile from the location of its creation. If it is forced to do so, it is staggered and takes a –2 penalty on all d20 rolls until it returns.

Tapestry-Woven (Ex): Unraveling creatures lose any abilities that would allow them to create additional creatures, such as create spawn.

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.

APPENDIX 2: SUBTIER 3–4 BESTIARY

Many of the undead presented here are referenced as being “unraveling” versions of themselves. See the unraveling template at the end of this appendix.

AOITSUN

This magnificent dragon is covered in splendid golden scales and horns jut from its head like a crown.

AOITSUN CR 5

Variant sovereign dragon (*Pathfinder RPG Bestiary* 3 100)

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.

BOGGARD

Bulbous eyes glare atop this creature’s decidedly toad-like head. A multitude of warts and bumps decorate its greenish skin.

BOGGARD CR 2

Pathfinder RPG Bestiary 37

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 does not deplete the boggard’s actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. 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.

BRAMBLE SORCERER

The imposing half-elven man has a smattering of glimmering scales across his cheekbones and the tips of wicked claws jutting from his voluminous sleeves.

BRAMBLE SORCERER CR 4

Pathfinder RPG NPC Codex 162

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

BUGBEAR

This dark-furred creature raises a spiked morningstar, its tiny, milk-white eyes glittering with the thrill of the coming kill.

BUGBEAR

CR 2

Pathfinder RPG Bestiary 38

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 always class skills for bugbears.

CHOKER

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

CHOKER

CR 2

Pathfinder RPG Bestiary 45

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.

DEMON, DRETCH

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

DRETCH

CR 2

Pathfinder RPG Bestiary 60

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)

PATHFINDER SOCIETY SCENARIO

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)

DROW HOUSE GUARD

This slender elf's obsidian skin matches the gleaming metal of his sword and crossbow bolts.

DROW HOUSE GUARD CR 2

Pathfinder RPG Monster Codex 35

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)

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.

DUERGAR

These dwarves with dull gray skin glower menacingly. Two are unarmed with hefty fists and builds as stocky as stone, and one carries a bandolier of noxious chemicals.

DUERGAR ANVIL CR 1

Pathfinder RPG Monster Codex 49

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

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

Pathfinder RPG Monster Codex 48

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

THE HAO JIN CATAclysm

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 The bombardier quaffs 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*^{APG} (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 (contains all prepared formulas), 2 gp

SPECIAL ABILITIES

Slow and Steady See the duergar anvil on page 48.

Stability See the duergar anvil on page 48.

GHOUL

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

GHOUL CR 1

Pathfinder RPG Bestiary 146

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 ghost. A ghost is an advanced ghoul with the stench extraordinary ability (10-foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes).

GOBLIN

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

ADVANCED GOBLIN CR 1/3

Pathfinder RPG Bestiary 294, 156

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

HYENA, DIRE

This large hyena has a thick head, rheumy red eyes, and a mouth filled with sharp, powerful teeth.

PATHFINDER SOCIETY SCENARIO

DIRE HYENA (HYAENODON)

CR 3

Pathfinder RPG Bestiary 179

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

MUMMY

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY

CR 5

Pathfinder RPG Bestiary 210

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.

Melee slam +14 (1d8+10 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.

OGRE

This lumbering giant's beady eyes are devoid of wit or kindness, and its puffy face features a wide mouth with ill-fitting teeth.

OGRE

CR 3

Pathfinder RPG Bestiary 220

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)

RUBY PHOENIX GUARDIAN

A bird made of ruby flames soars through the air, smoke trailing in its wake.

HUGE RUBY PHOENIX GUARDIAN

CR 6

Variant huge fire elemental (*Pathfinder RPG Bestiary 124*)

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)

THE HAO JIN CATAclysm

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.

SAVAGE MERCENARY

This heavily-armed human is covered in thick,ropy scars and thicker muscles.

SAVAGE MERCENARY

CR 1/2

Pathfinder RPG NPC Codex 10

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)

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

WIGHT

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

WIGHT

CR 3

Pathfinder RPG Bestiary 276

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.

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) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and take a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They lack the abilities they had in life.

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.

UNRAVELING CREATURE TEMPLATE

An undead created by the tapestry's malfunctioning repair mechanism, known as soul stitching, gains the following template to represent its connection to the demiplane's fabric.

UNRAVELING CREATURE (CR +0)

The creature retains its statistics and special abilities and gains those listed below.

Senses: An unraveling creature gains blindsense 30 ft. while in the *Hao Jin Tapestry*.

Tapestry-Bound (Ex): An unraveling creature feels an

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inexorable pull toward the part of the *Hao Jin Tapestry* that created it. It cannot willingly travel more than a mile from the location of its creation. If it is forced to do so, it is staggered and takes a –2 penalty on all d20 rolls until it returns.

Tapestry-Woven (Ex): Unraveling creatures lose any abilities that would allow them to create additional creatures, such as create spawn.

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.

APPENDIX 3: SUBTIER 5–6 BESTIARY

Many of the undead presented here are referenced as being “unraveling” versions of themselves. See the unraveling template at the end of this appendix.

AOITSUN

This magnificent dragon is covered in splendid golden scales and horns jut from its head like a crown.

AOITSUN CR 7

Sovereign dragon wyrmling (*Pathfinder RPG Bestiary* 3 100)

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.

BLOODFIRE SORCERER

This half-orc woman cackles gleefully as flames dance in her eyes and at her fingertips.

BLOODFIRE SORCERER CR 6

Pathfinder RPG NPC Codex 164

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

BODAK

The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.

BODAK CR 8

Pathfinder RPG Bestiary 2 48

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.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze

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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.

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.

BOGGARD

Bulbous eyes glare atop this creature's decidedly toad-like head. A multitude of warts and bumps decorate its greenish skin.

BOGGARD

CR 2

Pathfinder RPG Bestiary 37

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

CR 5

Pathfinder RPG Monster Codex 13

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,

THE HAO JIN CATAclysm

cloak of resistance +1, elixir of vision, ring of protection +1, 75 gp

SPECIAL ABILITIES

See the boggard on page 54.

BUGBEAR

This dark-furred creature raises a spiked morningstar, its tiny, milk-white eyes glittering with the thrill of the coming kill.

BUGBEAR

CR 2

Pathfinder RPG Bestiary 38

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

Pathfinder RPG Monster Codex 23

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)

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

SPECIAL ABILITIES

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

CAUTIOUS ARCHER

This graceful elf wears a long, curved blade strapped across their back and carries a well-used longbow.

CAUTIOUS ARCHER

CR 4

Pathfinder RPG NPC Codex 82

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)

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

CLOAKER

This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.

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CLOAKER

CR 5

Pathfinder RPG Bestiary 237

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).

DEMON, SUCCUBUS

Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.

SUCCUBUS

CR 7

Pathfinder RPG Bestiary 68

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%)

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).

DROW HOUSE GUARD

This slender elf's obsidian skin matches the gleaming metal of his sword and crossbow bolts.

DROW HOUSE GUARD CR 2

Pathfinder RPG Monster Codex 35

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)

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

This haughty, ebon-skinned elf wears intricately crafted full plate and wields a wicked-looking flail.

DROW PRIEST CR 5

Pathfinder RPG Monster Codex 36

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*^o, *protection from energy*

2nd—*align weapon*^o (evil only), *hold person* (DC 16), *resist energy*^{*}, *spiritual weapon*

1st—*cure light wounds, entropic shield, command** (DC 15), *protection from good*^o, *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) See drow house guard above.

*Spell altered from the original source to limit source books.

DUERGAR

These dwarves with dull gray skin glower menacingly. Two carry bandoliers of noxious chemicals, and one swings a bloody hammer.

PATHFINDER SOCIETY SCENARIO

DUERGAR BOMBARDIER

CR 1

Pathfinder RPG Monster Codex 48

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

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

Pathfinder RPG Monster Codex 46

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)

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 See duergar bombardier above.

Stability See duergar bombardier above.

GHOUL

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

GHOUL

CR 1

Pathfinder RPG Bestiary 146

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)

THE HAO JIN CATAclysm

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 ghoulish fever rises as a ghoulish humanoid 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 ghoulish humanoid in all respects. A humanoid of 4 Hit Dice or more rises as a ghoulish humanoid.

MANTICORE

This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes.

MANTICORE

CR 5

Pathfinder RPG Bestiary 199

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.

MUMMY

This shuffling humanoid is wrapped in strips of moldering linen.

MUMMY

CR 5

Pathfinder RPG Bestiary 210

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.

Melee slam +14 (1d8+10 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.

RUBY PHOENIX GUARDIAN

A bird made of ruby flames soars through the air, smoke trailing in its wake.

GREATER RUBY PHOENIX GUARDIAN

CR 8

Variant greater fire elemental (*Pathfinder RPG Bestiary* 124)

LN Huge outsider (elemental, fire, native)

PATHFINDER SOCIETY SCENARIO

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.

TROLL

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

TROLL

CR 5

Pathfinder RPG Bestiary 268

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

WIGHT

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

WIGHT

CR 3

Pathfinder RPG Bestiary 276

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.

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) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

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.

UNRAVELING CREATURE TEMPLATE

An undead created by the tapestry's malfunctioning repair mechanism, known as soul stitching, gains the following template to represent its connection to the demiplane's fabric.

UNRAVELING CREATURE (CR +0)

The creature retains its statistics and special abilities and gains those listed on page 61.

THE HAO JIN CATACLYSM

Senses: An unraveling creature gains blindsense 30 ft. while in the *Hao Jin Tapestry*.

Tapestry-Bound (Ex): An unraveling creature feels an inexorable pull toward the part of the *Hao Jin Tapestry* that created it. It cannot willingly travel more than a mile from the location of its creation. If it is forced to do so, it is staggered and takes a -2 penalty on all d20 rolls until it returns.

Tapestry-Woven (Ex): Unraveling creatures lose any

abilities that would allow them to create additional creatures, such as create spawn.

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.

APPENDIX 4: SUBTIER 7–8 BESTIARY

Many of the undead presented here are referenced as being “unraveling” versions of themselves. See the unraveling template at the end of this appendix.

AOITSUN

This magnificent dragon is covered in splendid golden scales and horns jut from its head like a crown.

AOITSUN CR 9

Very young sovereign dragon (*Pathfinder RPG Bestiary* 3 100)

N Medium dragon

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

DEFENSE

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

hp 95 (10d12+30)

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

Immune paralysis, sleep

OFFENSE

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

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

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

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

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

At will—*detect evil*, *detect good*

STATISTICS

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

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

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

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

Languages Celestial, Common, Draconic, Infernal

SQ dogmatic discordance

SPECIAL ABILITIES

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

BODAK

The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.

BODAK CR 8

Pathfinder RPG Bestiary 2 48

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.

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.

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.

BOGGARD

This wart-covered, toad-like creature carries a massive club studded with bits of obsidian and what appear to be shark teeth.

BOGGARD CHAMPION CR 7

Pathfinder RPG Monster Codex 10

Boggard fighter 5

CE Medium humanoid (boggard)

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

DEFENSE

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

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

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

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft., swim 30 ft.

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

Ranged mwk javelin +9 (1d6+5)

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

STATISTICS

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

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

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

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

THE HAO JIN CATAclysm

Languages Boggard

SQ armor training 1, hold breath, swamp stride

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

SPECIAL ABILITIES

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

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

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

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

BOGGARD HUNTER

CR 5

Pathfinder RPG Monster Codex 14

Boggard ranger 3

CE Medium humanoid (boggard)

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

DEFENSE

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)

hp 53 (6 HD; 3d8+3d10+24)

Fort +10, **Ref** +6, **Will** +4

OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +9 (1d8+4), tongue +4 touch (sticky tongue)

Ranged mwk composite longbow +8 (1d8+4/x3)

Special Attacks combat style (archery), favored enemy (reptilian humanoids +2), terrifying croak (DC 12)

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow)

Skills Acrobatics +5 (+21 when jumping), Knowledge (nature) +5, Perception +14, Stealth +8 (+16 in swamps), Survival +8, Swim +12

Languages Boggard

SQ favored terrain (swamp +2), hold breath, swamp stride, track +1, wild empathy +2

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *studded leather*, morningstar, mwk composite longbow (+4 Str), *cloak of resistance* +1, 267 gp

SPECIAL ABILITIES

See the boggard champion on page 62.

BRUTE WIGHT

This walking corpse resembles a rotting giant with eye sockets glowing with red light.

BRUTE WIGHT

CR 5

Pathfinder RPG Bestiary 294, 295, 276

LE Large undead

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

DEFENSE

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

hp 34 (4d8+16)

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

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

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

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

STATISTICS

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

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

Feats Blind-Fight, Skill Focus (Perception)

Skills Climb +12, Intimidate +11, Knowledge (religion) +7, Perception +13, Sense Motive +10, Stealth +17; **Racial Modifier** +8 Stealth

Languages Common

SPECIAL ABILITIES

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

BUGBEAR FLESH GLUTTON

This muscular humanoid's dark fur is stained with blood and more disturbing detritus. Bones from a variety of creatures decorate the humanoid's ragged cloak.

BUGBEAR FLESH GLUTTON

CR 8

Pathfinder RPG Monster Codex 22

Giant bugbear barbarian 5

CE Large humanoid (goblinoid)

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

PATHFINDER SOCIETY SCENARIO

DEFENSE

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

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

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

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *falchion* +15/+10 (2d6+13/18-20)

Ranged mwk javelin +10 (1d8+8)

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

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

TACTICS

Before Combat The bugbear rages and charges.

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

STATISTICS

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

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

Feats Hurtful^{MC}, Intimidating Prowess, Pile On^{MC}, Power Attack

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

SQ fast movement, stalker

Gear +1 *breastplate*, +1 *falchion*, mwk javelins (2), *cloak of fangs*^{UE}, 373 gp

BUGBEAR STALKER

CR 5

Pathfinder RPG Monster Codex 23

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/x3)

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

CHIMERA

This winged monster has the body of a lion, though two more heads flank its central feline one—a black dragon and a horned goat.

CHIMERA

CR 7

Pathfinder RPG Bestiary 44

CE Large magical beast

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

DEFENSE

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

hp 85 (9d10+36)

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

OFFENSE

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

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

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

Special Attacks breath weapon (usable every 1d4 rounds)

STATISTICS

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

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

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

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

Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SPECIAL ABILITIES

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

CHUUL

This lobster-like creature has a thick armored shell. A pair of tiny eyes gleams above a mouth full of writhing tentacles.

CHUUL

CR 7

Pathfinder RPG Bestiary 46

CE Large aberration (aquatic)

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

DEFENSE

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

hp 85 (10d8+40)

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

Immune poison

OFFENSE

Speed 30 ft., swim 20 ft.

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

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

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

STATISTICS

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

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)
Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

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

Languages Common

SQ amphibious

SPECIAL ABILITIES

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

DEMON, VROCK

A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.

VROCK

CR 9

Pathfinder RPG Bestiary 69

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

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

DEFENSE

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

hp 112 (9d10+63)

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

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

OFFENSE

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

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

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

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

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

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

STATISTICS

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

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

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

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

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round

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

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

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

DROW HOUSE CAPTAIN

This dark-skinned elf wields a wicked looking sword and carries an expensive-looking crossbow.

DROW HOUSE CAPTAIN

CR 6

Pathfinder RPG Monster Codex 35

Drow fighter 7

CE Medium humanoid (elf)

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

DEFENSE

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

hp 55 (7d10+12)

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

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

Weaknesses light blindness

OFFENSE

Speed 30 ft.

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

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

Special Attacks weapon training (heavy blades +1)

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

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

STATISTICS

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

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

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

PATHFINDER SOCIETY SCENARIO

Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

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

Languages Elven, Undercommon

SQ armor training 2, poison use

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

SPECIAL ABILITIES

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

DUERGAR LIEUTENANT

The glimmering hammer in the hand of this gray-skinned dwarf swings easily, ready for sudden violence.

DUERGAR LIEUTENANT CR 5

Pathfinder RPG Monster Codex 46

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)

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.

GIANT, MARSH

Cold, black eyes stare out from the fish-like face of this hideous green-skinned, web-fingered, and obese giant.

MARSH GIANT CR 8

Pathfinder RPG Bestiary 2 129

CE Large humanoid (giant)

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

DEFENSE

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

hp 102 (12d8+48)

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

Defensive Abilities rock catching

OFFENSE

Speed 40 ft., swim 20 ft.

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

2 slams +16 (1d6+8)

Ranged rock +12 (2d6+9)

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

Special Attacks rock throwing (120 ft.)

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

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

STATISTICS

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

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

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

Skills Perception +11, Stealth +5 (+13 in swamps), Swim +16;

Racial Modifiers +8 Stealth in swamps

Languages Boggard, Giant

Gear gaff (as flail, but deals piercing damage)

MOHRG

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.

MOHRG CR 8

Pathfinder RPG Bestiary 208

CE Medium undead

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

DEFENSE

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

hp 91 (14d8+28)

THE HAO JIN CATAclysm

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

Immune undead traits

OFFENSE

Speed 30 ft.

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

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

STATISTICS

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

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

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

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

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg—the mohrg is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

MOUNTAINEER

This keen-eyed dwarf seems as tough as mountain stone.

MOUNTAINEER

CR 6

Pathfinder RPG NPC Codex 131

Dwarf ranger 7

LE Medium humanoid (dwarf)

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

DEFENSE

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

hp 59 (7d10+16)

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

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

OFFENSE

Speed 30 ft.

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

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

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

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

2nd—*spike growth*

1st—*longstrider*, *resist energy*

TACTICS

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

Base Statistics Without *bull's strength*, *longstrider*, and *resist energy*, the ranger's statistics are **Resist** none; **Speed** 20 ft.;

Melee +1 warhammer +7/+2 (1d8+4/×3), mwk heavy shield

+7/+2 (1d4+3 plus bull rush); **Str** 16; **CMB** +10; **CMD** 22 (26 vs. bull rush or trip); **Skills** Climb +9, Swim +7.

STATISTICS

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

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

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

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

Languages Common, Dwarven

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

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

MUMMY

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY

CR 5

Pathfinder RPG Bestiary 210

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.

Melee slam +14 (1d8+10 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.

RUBY PHOENIX GUARDIAN

A bird made of ruby flames soars through the air, smoke trailing in its wake.

MASTER RUBY PHOENIX GUARDIAN CR 10

Variant phoenix (*Pathfinder RPG Bestiary* 227)

LN Huge magical beast (fire)

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

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

DEFENSE

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

hp 116 (13d10+39)

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

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

Weaknesses vulnerable to cold

OFFENSE

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

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

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

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

Constant—*detect chaos*, *see invisibility*

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

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

STATISTICS

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

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

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

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

Languages Auran, Celestial, Common, Ignan, Tien

SPECIAL ABILITIES

Banishing Strike (Su) Three times per day, when the Ruby Phoenix Guardian hits with its slam attack, it can attempt to eject that target from the Hao Jin Tapestry. This functions as *banishment* (DC 18 Will negates). A creature who succeeds at a saving throw against this ability is immune for 24 hours.

Shroud of Flame (Su) The Ruby Phoenix Guardian can cause its feathers to burst into flame as a free action. As long as its feathers are burning, it deals an additional 1d6 points of fire damage with each natural attack, and any creature within the Guardian's reach at the beginning of the creature's turn must succeed at a DC 19 Reflex save each round or take 2d6 points of fire damage. A creature that attacks the Guardian with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

SPIDER, GIANT TARANTULA

A massive tarantula covered in bristly hairs strides forward with deliberate steps, its eight eyes scanning for prey.

GIANT TARANTULA CR 8

Pathfinder RPG Bestiary 2 256

N Gargantuan vermin

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

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 115 (10d8+70)

Fort +14, **Ref** +4, **Will** +3

Defensive Abilities barbed hairs; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +15 (3d6+18 plus poison)

Ranged barbed hairs +4 touch (nausea)

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

STATISTICS

Str 35, **Dex** 13, **Con** 24, **Int** —, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +23; **CMD** 34 (46 vs. trip)

Skills Climb +28, Perception +4, Stealth -7 (-3 in webs); **Racial**

Modifiers +8 Climb+4 Perception+4 Stealth (+8 in webs)

SPECIAL ABILITIES

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

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

TRICKSTER MAGE

This smiling gnome seems to sparkle with strange fey magic.

TRICKSTER MAGE CR 7

Pathfinder RPG NPC Codex 165

Gnome sorcerer 8

CE Small humanoid (gnome)

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

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)

hp 46 (8d6+16)

Fort +3, **Ref** +4, **Will** +10; +2 vs. illusions

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

OFFENSE

Speed 20 ft.

Melee sickle +3 (1d4-2)

Ranged mwk light crossbow +8 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 8th; concentration +12)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Bloodline Spell-Like Abilities (CL 8th; concentration +12)

7/day—laughing touch

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—*phantasmal killer* (DC 21)

3rd (6/day)—*deep slumber* (DC 19), *major image* (DC 20), *suggestion* (DC 19)

2nd (7/day)—*hideous laughter* (DC 18), *hypnotic pattern* (DC 19), *mirror image*, *scorching ray*

1st (7/day)—*charm person* (DC 15), *color spray* (DC 18), *entangle* (DC 15), *magic missile*, *shield*, *ventriloquism* (DC 18)

0 (at will)—*daze* (DC 16), *detect magic*, *flare* (DC 14), *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

Bloodline fey

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 12, **Wis** 14, **Cha** 18

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

Feats Dodge, Eschew Materials, Greater Spell Focus (illusion), Iron Will, Mobility, Spell Focus (illusion)

Skills Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5, Perception +10, Spellcraft +8, Use Magic Device +11

Languages Common, Elven, Gnome, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), gnome magic, woodland stride

Combat Gear *potion of cure moderate wounds*, *screaming bolts* (3), *wand of grease* (20 charges), *wand of invisibility* (21 charges); **Other Gear** masterwork light crossbow with 10 bolts, sickle, *bracers of armor* +2, book of pressed fairy wings, 168 gp

UNRAVELING CREATURE TEMPLATE

An undead created by the tapestry's malfunctioning repair mechanism, known as soul stitching, gains the following template to represent its connection to the demiplane's fabric.

UNRAVELING CREATURE (CR +0)

The creature retains its statistics and special abilities and gains those listed below.

Senses: An unraveling creature gains blindsense 30 ft. while in the *Hao Jin Tapestry*.

Tapestry-Bound (Ex): An unraveling creature feels an inexorable pull toward the part of the *Hao Jin Tapestry* that created it. It cannot willingly travel more than a mile from the location of its creation. If it is forced to do so, it is staggered and takes a -2 penalty on all d20 rolls until it returns.

Tapestry-Woven (Ex): Unraveling creatures lose any abilities that would allow them to create additional creatures, such as create spawn.

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.

APPENDIX 5: SUBTIER 10–11 BESTIARY

Many of the undead presented here are referenced as being “unraveling” versions of themselves. See the unraveling template at the end of this appendix.

AOITSUN

This magnificent dragon is covered in splendid golden scales and horns jut from its head like a crown.

AOITSUN

CR 12

Juvenile sovereign dragon (*Pathfinder RPG Bestiary* 3 100)

N Large dragon

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

Aura frightful presence (120 ft., DC 21)

DEFENSE

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

hp 161 (14d12+70)

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

Immune paralysis, sleep

OFFENSE

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

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

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

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

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

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

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

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

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

STATISTICS

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

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

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

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

Languages Auran, Celestial, Common, Draconic, Infernal

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

SPECIAL ABILITIES

Change Shape (any humanoid; polymorph, 3/day) (Su)

Aoitsun has the ability to assume the appearance of a specific humanoid, but retains most of her own physical qualities.

Aoitsun cannot change shape to a form more than one size category smaller or larger than her original form unless noted otherwise. This ability functions as a *polymorph* spell, but Aoitsun does not adjust her ability scores.

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

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

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

AZURE BOLT SORCERER

This haughty human sports a smattering of blue scales and a pair of wicked claws.

AZURE BOLT SORCERER

CR 12

Pathfinder RPG NPC Codex 170

Human sorcerer 13

LE Medium humanoid (human)

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

DEFENSE

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

hp 141 (13d6+93)

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

Resist electricity 10

OFFENSE

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

Melee 2 claws +7 (1d6+1 plus 1d6 electricity) or mwk morningstar +8/+3 (1d8+1)

Ranged mwk javelin +9 (1d6+1)

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

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

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

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

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

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

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

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

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

Bloodline draconic (blue)

TACTICS

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

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

STATISTICS

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

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

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

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

Languages Common, Draconic

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

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

BAYKOK

This howling corpse swoops through the air with hideously elongated legs and a bow made of bone.

BAYKOK

CR 9

Pathfinder RPG Bestiary 3 35

NE Medium undead

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

DEFENSE

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

hp 97 (15d8+30)

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

Immune undead traits

OFFENSE

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

Melee 2 claws +14 (1d6+3)

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

Special Attacks devour soul, dread howl, infused arrows

STATISTICS

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

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

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

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

Languages Common

SPECIAL ABILITIES

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

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

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

BODAK

The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.

BODAK

CR 8

Pathfinder RPG Bestiary 2 48

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.

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

PATHFINDER SOCIETY SCENARIO

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.

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.

BOGGARD

This wart-covered, toad-like creature carries a massive club studded with bits of obsidian and what appear to be shark teeth.

BOGGARD CHAMPION

CR 7

Pathfinder RPG Monster Codex 10

Boggard fighter 5

CE Medium humanoid (boggard)

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

DEFENSE

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

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

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

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft., swim 30 ft.

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

Ranged mwk javelin +9 (1d6+5)

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

STATISTICS

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

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

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

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

Languages Boggard

SQ armor training 1, hold breath, swamp stride

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

SPECIAL ABILITIES

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

Sticky Tongue (Ex) A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and

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

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

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

BOGGARD PRIEST-KING

CR 11

Pathfinder RPG Monster Codex 15

Boggard cleric 10

CE Medium humanoid (boggard)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 9, flat-footed 20 (+6 armor, –1 Dex, +4 natural, +1 shield)

hp 120 (13d8+62)

Fort +14, **Ref** +6, **Will** +14

Resist cold 10

OFFENSE

Speed 15 ft., swim 30 ft.

Melee +1 morningstar +15/+10 (1d8+5), tongue +8 touch (sticky tongue)

Special Attacks channel negative energy 5/day (DC 17, 5d6), scythe of evil (5 rounds, 1/day), terrifying croak (DC 15)

Spell-Like Abilities (CL 13th; concentration +15)

1/day—*fog cloud*, *jump*, *summon swarm*

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

8/day—*icicle* (1d6+5 cold), *touch of evil* (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +15)

5th—*dispel good*^D (DC 20), *insect plague*, *righteous might*, *slay living* (DC 20)

4th—*control water*^D, *cure critical wounds*, *divine power*, *freedom of movement*, *unholy blight* (DC 19)

3rd—*bestow curse* (DC 18), *dispel magic*, *invisibility purge*, *magic circle against good*^D, *magic vestment*

2nd—*bear's endurance*, *death knell* (DC 17), *enthral* (DC 17), *fog cloud*^D, *resist energy*, *sound burst* (DC 17)

1st—*bane* (DC 16), *bless*, *cure light wounds*, *divine favor*, *protection from good*^D, *sanctuary* (DC 16), *shield of faith*

0 (at will)—*create water, detect poison, guidance, purify food and water*

D domain spell; **Domains** Evil, Water

STATISTICS

Str 18, **Dex** 9, **Con** 16, **Int** 10, **Wis** 20, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 22

Feats Brew Potion, Combat Casting, Craft Wand, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (morningstar)

Skills Acrobatics +0 (+16 when jumping), Diplomacy +8, Knowledge (planes) +8, Knowledge (religion) +8, Perception +9, Sense Motive +13, Spellcraft +8, Stealth +0 (+8 in swamps), Swim +10

Languages Boggard

SQ hold breath, priest-king^{MC}, swamp stride

Combat Gear *wand of cure light wounds* (35 charges), *wand of owl's wisdom* (25 charges), *wand of prayer* (13 charges); **Other Gear** +2 *hide armor*, mwk light wooden shield, +1 *morningstar*, *amulet of natural armor* +1, *cloak of resistance* +1, spell component pouch, 24 gp

SPECIAL ABILITIES

See the boggard champion on page 72.

BUGBEAR

This muscular humanoid's dark fur is stained with blood and more disturbing detritus.

BUGBEAR FLESH GLUTTON CR 8

Pathfinder RPG Monster Codex 22

Giant bugbear barbarian 5

CE Large humanoid (goblinoid)

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

DEFENSE

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

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

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

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *falchion* +15/+10 (2d6+13/18-20)

Ranged mwk javelin +10 (1d8+8)

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

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

TACTICS

Before Combat The bugbear rages and charges.

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

STATISTICS

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

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

Feats Hurtful^{MC}, Intimidating Prowess, Pile On^{MC}, Power Attack

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

SQ fast movement, stalker

Gear +1 *breastplate*, +1 *falchion*, mwk javelins (2), *cloak of fangs*^{UE}, 373 gp

BUGBEAR LURKER CR 8

Pathfinder RPG Monster Codex 25

Bugbear rogue 7

CE Medium humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 20; touch 15; flat-footed 18 (+4 armor, +4 Dex, +1 deflection, +2 natural)

hp 81 (10d8+37)

Fort +6, **Ref** +12, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +12/+7 (1d6+3/19-20)

Ranged javelin +12 (1d6+2)

Special Attacks sneak attack +4d6

STATISTICS

Str 14, **Dex** 18, **Con** 16, **Int** 13, **Wis** 10, **Cha** 10

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

Feats Combat Expertise, Improved Feint, Improved Initiative, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +16, Bluff +13, Climb +14, Disable Device +16, Intimidate +17, Perception +13, Stealth +31

Languages Common, Goblin, Orc

SQ rogue talents (bleeding attack +4, fast stealth, surprise attack), stalker, trapfinding +3

Combat Gear alchemist's fire (4); **Other Gear** mwk chain shirt, +1 *short sword*, javelins (4), *cloak of elvenkind*, *ring of protection* +1, 656 gp

CURSED KING

This desiccated figure wears linen wrappings and tarnished jewelry. Its humanoid body is topped with a withered crocodile head.

CURSED KING CR 10

Pathfinder RPG Bestiary 5 63

CE Medium undead

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

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

DEFENSE

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

hp 119 (14d8+56)

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

DR 10/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

PATHFINDER SOCIETY SCENARIO

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

Special Attacks berserk, bestial curs

STATISTICS

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

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

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

Skills Perception +12, Stealth +16

Languages Abyssal (can't speak)

SPECIAL ABILITIES

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

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

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

DEMON, VROCK

A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.

VROCK

CR 9

Pathfinder RPG Bestiary 69

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

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

DEFENSE

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

hp 112 (9d10+63)

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

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

OFFENSE

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

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

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

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

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

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

STATISTICS

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

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

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

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

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES

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

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

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

DEVOURER

This dry, hovering corpse's chest is a prison of jagged ribs, within which is trapped a small tormented ghostly form.

DEVOURER

CR 11

Pathfinder RPG Bestiary 3 82

NE Large undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities spell deflection, undead traits; **SR** 22

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +18 (1d8+9 plus energy drain)

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

Special Attacks devour soul, energy drain (1 level, DC 20)

Spell-Like Abilities (CL 18th)

At will—*animate dead*, *bestow curse* (DC 19), *confusion* (DC 19), *control undead* (DC 22), *death knell* (DC 17), *ghoul touch* (DC 17), *inflict serious wounds* (DC 18), *lesser planar ally*, *ray of enfeeblement*, *spectral hand*, *suggestion* (DC 18), *true seeing*, *vampiric touch* (DC 18)

STATISTICS

Str 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21

Base Atk +10; **CMB** +20; **CMD** 33

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack

Skills Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, **Sense Motive** +17, Spellcraft +21, Stealth +6

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

SPECIAL ABILITIES

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a *slay living* spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. This devourer has 10 essence points. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (they do not stack with negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*,

fear, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the soul is released from its prison and the creature can now be restored to life as normal.

DROW DEMONIC CHAMPION

This ebon-skinned elf wears beautifully crafted full plate with a matching shield, and a razor-sharp scimitar swings ready in her hand.

DROW DEMONIC CHAMPION

CR 9

Pathfinder RPG Monster Codex 37

Drow antipaladin 10

CE Medium humanoid (elf)

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

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

DEFENSE

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

hp 79 (10d10+20)

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

Immune sleep, disease; **SR** 16

Weaknesses light blindness

OFFENSE

Speed 20 ft.

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

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

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

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

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

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

At will—*detect good*

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

3rd—*vampiric touch**

2nd—*invisibility*, *silence* (DC 15)

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

STATISTICS

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

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

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

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

Languages Elven, Undercommon

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

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

PATHFINDER SOCIETY SCENARIO

SPECIAL ABILITIES

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

*Spell altered from the original source to limit source books.

DUERGAR CAPTAIN

This gray-skinned dwarf's armor is meticulously maintained, and the massive axe swinging in its hand shows the signs of frequent use.

DUERGAR CAPTAIN CR 8

Pathfinder RPG Monster Codex 50

DuerGAR fighter 9

LE Medium humanoid (dwarf)

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

DEFENSE

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

hp 90 (9d10+36)

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

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

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +2 *dwarven waraxe* +17/+12 (2d8+12/19-20/x3)

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

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

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

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

STATISTICS

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

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

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

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

Languages Common, Dwarven, Undercommon

SQ armor training 2, slow and steady, stability

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

GIANT, ASH

Towering above a typical human, this misshapen giant's pale flesh is covered in purulent sores and bulbous tumors.

ASH GIANT CR 11

Pathfinder RPG Bestiary 3 126

CN Large humanoid (giant)

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

DEFENSE

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

hp 147 (14d8+84)

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

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

OFFENSE

Speed 40 ft. (30 ft. in armor)

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

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

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

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

Special Attacks disease, rock throwing (120 ft.)

STATISTICS

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

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

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

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

Languages Common, Giant

SQ oversized weapon, vermin empathy +14

Gear hide armor, Huge club

SPECIAL ABILITIES

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

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

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

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

GIANT, HILL

This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle.

HILL GIANT CR 7

Pathfinder RPG Bestiary 150

CE Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

Gear hide armor, greatclub

GRIFFON RIDER

This imperious elf wields an elegant lance and rides upon a gold-feathered griffon.

GRIFFON RIDER

CR 9

Pathfinder RPG NPC Codex 85

Elf fighter 10

LN Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +15

DEFENSE

AC 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 shield)

hp 94 (10d10+35)

Fort +11, **Ref** +7, **Will** +6; +2 vs. enchantments, +3 vs. fear

Defensive Abilities bravery +3; Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk lance +18/+13 (1d8+4/×3) or flail +14/+9 (1d8+2)

Ranged mwk composite longbow +16/+11 (1d8+3/×3)

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

Special Attacks weapon training (spears +2, bows +1)

TACTICS

Before Combat Well in advance of battle, the fighter activates her bronze griffon and saddles and armors it. Before the fighting starts, she mounts her griffon, takes to the air, and quaffs her *potion of heroism*.

Base Statistics Without *heroism*, the fighter's statistics are **Senses** Perception +13; **Fort** +9, **Ref** +5, **Will** +4; **Melee** mwk lance +16/+11 (1d8+4/×3) or flail +12/+7 (1d8+2); **Ranged** mwk composite longbow +14/+9 (1d8+3/×3); **CMB** +12; **Skills** Handle Animal +8, Perception +13, Ride +17.

STATISTICS

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

Base Atk +10; **CMB** +14; **CMD** 24

Feats Combat Reflexes, Improved Bull Rush, Mounted Combat,

Power Attack, Ride-By Attack, Shield Focus, Skill Focus (Ride), Spirited Charge, Toughness, Unseat, Weapon Focus (lance)

Skills Handle Animal +10, Perception +15, Ride +19

Languages Common, Elven

SQ armor training 2, elven magic, weapon familiarity

Combat Gear *potions of cure light wounds* (2), *potion of heroism*, alchemist's fire (5); **Other Gear** masterwork banded mail, masterwork heavy steel shield, masterwork lance, masterwork composite longbow (Str +2) with 20 arrows, *figurine of wondrous power* (bronze griffon), bit and bridle, exotic military saddle, masterwork studded leather barding, 47 gp

GRIFFON RIDER'S GRIFFON FIGURINE

This majestic bronze beast has the body of a lion, the head and forelegs of a great eagle, and a massive pair of feathered wings.

GRIFFON FIGURINE

CR 4

Pathfinder RPG Bestiary 168, *Pathfinder RPG Core Rulebook* 513

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

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

hp 42 (5d10+15)

Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee bite +8 (1d6+3), 2 talons +7 (1d6+3)

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

Special Attacks pounce, rake (2 claws +7, 1d4+3)

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +10, Fly +6, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception

Languages Common (cannot speak)

HIPPOTAMUS, BEHEMOTH

This immense behemoth of a hippo is larger than an elephant. Its teeth are like scimitars, and it moves with an indomitable gait.

BEHEMOTH HIPPOPOTAMUS

CR 10

Pathfinder RPG Bestiary 2 157

N Huge animal

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

DEFENSE

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

hp 133 (14d8+70)

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

Defensive Abilities sweat

OFFENSE

Speed 50 ft.

PATHFINDER SOCIETY SCENARIO

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

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

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

STATISTICS

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

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

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

Skills Perception +12, Stealth +2 (+12 underwater), Swim +13;

Racial Modifiers +10 Stealth underwater

SQ hold breath

MOHRG

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.

MOHRG CR 8

Pathfinder RPG Bestiary 208

CE Medium undead

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

DEFENSE

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

hp 91 (14d8+28)

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

Immune undead traits

OFFENSE

Speed 30 ft.

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

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

STATISTICS

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

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

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

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

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

MOSQUITO, GIANT

A bloated, red belly dangles beneath the furiously beating wings of this massive mosquito.

GIANT MOSQUITO CR 6

Pathfinder RPG Bestiary 2 193

N Medium vermin

Init +7; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 19, touch 17, flat-footed 12 (+7 Dex, +2 natural)

hp 60 (8d8+24)

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

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +10 (1d8+6 plus bleed, disease, and grab)

Special Attacks bleed (2d4), blood drain (1d2 Constitution)

STATISTICS

Str 18, **Dex** 25, **Con** 17, **Int** —, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 27 (35 vs. trip)

Skills Fly +11, Perception +9; **Racial Modifiers** Perception+8

SPECIAL ABILITIES

Disease (Ex) Malaria: Bite—injury; save Fortitude DC 17; onset 1d3 days; frequency 1 day; effect 1d3 Con damage and 1d3 Wis Damage; cure 2 consecutive saves. The save DC is Constitution-based.

ROPER

A huge eye opens in this conical creature's front, just above a toothy mouth. Long strands of fibrous material whip from its sides.

ROPER CR 12

Pathfinder RPG Bestiary 237

CE Large aberration

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

DEFENSE

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

hp 162 (12d8+108)

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

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

Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft.

Melee bite +20 (4d8+18/19–20)

Ranged 6 strands +10 touch (1d6 Strength)

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

Special Attacks pull (strand, 5 feet), strands

STATISTICS

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

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

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

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

Languages Aklo, Undercommon

SPECIAL ABILITIES

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged

touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must succeed at a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

RUBY PHOENIX GUARDIAN

A bird made of ruby flames soars through the air, smoke trailing in its wake.

ELDER RUBY PHOENIX GUARDIAN CR 14

Variant phoenix (*Pathfinder RPG Bestiary* 227)

LN Gargantuan magical beast (fire)

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

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

DEFENSE

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

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

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

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

Weaknesses vulnerable to cold

OFFENSE

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

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

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

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

Constant—*detect chaos*, *see invisibility*

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

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

1/day—*fire storm* (DC 22)

STATISTICS

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

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

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

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

Languages Auran, Celestial, Common, Ignan, Tien

SPECIAL ABILITIES

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

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

TRUE RUBY PHOENIX GUARDIAN CR 16

Variant phoenix (*Pathfinder RPG Bestiary* 227)

NG Gargantuan magical beast (fire)

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

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

DEFENSE

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

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

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

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

Weaknesses vulnerable to cold

OFFENSE

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

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

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

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

Constant—*detect chaos*, *true seeing*

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

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

STATISTICS

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

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

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

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

Languages Auran, Celestial, Common, Ignan, Tien

SPECIAL ABILITIES

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

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

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

SPIDER, GIANT TARANTULA

This massive tarantula's eight eyes glow with otherworldly flames.

FIENDISH GIANT TARANTULA CR 9

Pathfinder RPG Bestiary 2 292, 256

N Gargantuan vermin

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

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 115 (10d8+70)

Fort +14, **Ref** +4, **Will** +3

Defensive Abilities barbed hairs; **Immune** mind-affecting effects;

Resist cold 10, fire 10; **SR** 14

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +15 (3d6+18 plus poison)

Ranged barbed hairs +4 touch (nausea)

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

Special Attacks smite good 1/day

STATISTICS

Str 35, **Dex** 13, **Con** 24, **Int** —, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +23; **CMD** 34 (46 vs. trip)

Skills Climb +28, Perception +4, Stealth -7 (-3 in webs); **Racial**

Modifiers +8 Climb+4 Perception+4 Stealth (+8 in webs)

SPECIAL ABILITIES

Barbed Hairs (Ex) A tarantula can throw barbed hairs from its back at a creature as a ranged touch attack (range increment 20 feet). A creature struck by these hairs must succeed at a DC 22

Fort save or be nauseated for 1d6 rounds. A creature that attacks a giant tarantula with a non-reach melee weapon must succeed at a DC 22 Reflex save to avoid being struck by these hairs. The save DC is Con-based.

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

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

UNRAVELING CREATURE TEMPLATE

An undead created by the tapestry's malfunctioning repair mechanism, known as soul stitching, gains the following template to represent its connection to the demiplane's fabric.

UNRAVELING CREATURE (CR +0)

The creature retains its statistics and special abilities and gains those listed below.

Senses: An unraveling creature gains blindsense 30 ft. while in the *Hao Jin Tapestry*.

Tapestry-Bound (Ex): An unraveling creature feels an inexorable pull toward the part of the *Hao Jin Tapestry* that created it. It cannot willingly travel more than half a mile from the location of its creation. If it is forced to do so, it is staggered and takes a -2 penalty on all d20 rolls until it returns.

Tapestry-Woven (Ex): Unraveling creatures lose any abilities that would allow them to create additional creatures, such as create spawn.

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.

Handout #1: Tapestry Chronicles

Search your PC's Chronicle Sheets for those listed below. Write your character's name next to one of the blanks below, and check off the boxes corresponding to the scenarios your character has played. Then pass this sheet to another player or the GM.

Character #1 Name: _____

Character #2 Name: _____

Character #3 Name: _____

Character #4 Name: _____

Character #5 Name: _____

Character #6 Name: _____

Character #7 Name: _____

#3-12: *Wonders in the Weave—Part I: The Dog Pharaoh's Tomb*

- Character #1
- Character #2
- Character #3
- Character #4
- Character #5
- Character #6
- Character #7

#3-14: *Wonders in the Weave—Part II: Snakes in the Fold*

- Character #1
- Character #2
- Character #3
- Character #4
- Character #5
- Character #6
- Character #7

#3-20: *The Rats of Round Mountain—Part I: The Sundered Path*

- Character #1
- Character #2
- Character #3
- Character #4
- Character #5
- Character #6
- Character #7

#3-21: *The Temple of Empyrean Enlightenment*

- Character #1
- Character #2
- Character #3
- Character #4
- Character #5
- Character #6
- Character #7

#3-22: *The Rats of Round Mountain—Part II: Pagoda of the Rat*

- Character #1
- Character #2
- Character #3
- Character #4
- Character #5
- Character #6
- Character #7

#6-21: *Tapestry's Toil*

- Character #1
- Character #2
- Character #3
- Character #4
- Character #5
- Character #6
- Character #7

#6-97: *Siege of Serpents*

- Character #1
- Character #2
- Character #3
- Character #4
- Character #5
- Character #6
- Character #7

Handout #2: Missions

Completing any of the missions below can assist in the Pathfinder Society's efforts to secure a region of the tapestry. Choose carefully, as you likely do not have time to tackle every mission.

Mission 1: Visit our Muckmouth lizardfolk allies, help them fight back an incursion of undead, and secure a source of magic relics for their tribe.

Mission 2: Our ratfolk allies in Round Mountain sent out a call for help. The entire mountain is unstable, and dangerous creatures abound! Secure passage to the Pagoda of the Rat.

Mission 3: The Temple of Empyrean Enlightenment has flourished since we cleansed it of corruption, but now its leader falters in the face of the tapestry's chaos. Go to the temple and set things right.

Mission 4: The duergar of Slave Mountain are becoming more desperate and aggressive. They are taking slaves beneath the mountain and performing a disturbing ritual. Do what you can to understand their dark plot, and stop the ritual!

Mission 5: The Aspis Consortium poisoned many of the tapestry's residents against us. Three factions have nonetheless agreed to meet with us. You must convince them to trust the Society in this desperate hour.

Mission 6: We know of a mystical fountain that never runs out of water and so could help with the tapestry's repairs, but it has stopped working. Secure this eternal water source.

Handout #3: Ruby Feather

You've received a feather formed from the magic of the legendary sorceress Hao Jin. You can perform one of the following three actions when you receive this feather.

Repair: Succeed at a Hard Craft (cloth), Heal, Knowledge (arcana or planes), Spellcraft, or Use Magic Device check. If this feather has been empowered, the DC decreases to Average.

Resurrect: Cast *resurrection* on a single member of the party. If this feather has been empowered, you can instead resurrect the entire party. Using the feather for *resurrection* consumes all of its magic, meaning it can no longer be used to repair the tapestry.

Empower: To empower a feather, a PC can expend one use of a healing ability (such as channel energy) or an ability that does fire damage, or cast one spell with the healing or fire descriptor with a sufficient spell level (1st level for Subtiers 1-2 and 3-4, 2nd level for Subtier 5-6, 3rd level for Subtiers 7-8 and 10-11). Check the empowered box below and pass this handout to another table.

EMPOWERED

Handout #4: Special Boost Tracker

As the PCs complete missions in Part 2, they earn the ability to perform special boosts to Aid Tokens. The following table can assist GMs in tracking which boosts their table has earned and which boost effects they have used.

Mission	Boost	Unlocked?	Used?
Mission 1	Provide Spellcasting	<input type="checkbox"/>	<input type="checkbox"/>
Mission 2	Share Knowledge	<input type="checkbox"/>	<input type="checkbox"/>
Mission 3	Burst of Healing	<input type="checkbox"/>	<input type="checkbox"/>
Mission 4	Coordinated Manuevers	<input type="checkbox"/>	<input type="checkbox"/>
Mission 5	Allied Offensive	<input type="checkbox"/>	<input type="checkbox"/>
Mission 6	Timely Inspiration	<input type="checkbox"/>	<input type="checkbox"/>

Handout #5: Aid Token Reference

In this event, you can use an Aid Token to gain one of the benefits below. At the end of an encounter in which the token was used, pass it to another table that does not have an Aid Token. If you don't need the token, you can pass it to another table without using it.

Before passing the token, you can perform a particular action to boost the effect. You can only attempt an action to boost an aid token once before passing it. Each mission during Part 2 unlocks a special boost.

Allied Offensive: An NPC ally aids your attack, increasing the damage dealt on one attack by the following amount: 1d8 in Subtiers 1–2 and 3–4, 2d8 in Subtiers 5–6 and 7–8, and 3d8 in Subtier 10–11. In addition, after the attack, characters attacking the target are considered to be flanking it until the beginning of the attacker's next turn.

To Boost: Succeed at an attack roll against an AC equal to the difficulty of an Average skill check.

Boosted Effect: Increase the damage dealt by 1d8. Write Allied Offensive (+1d8) on the Aid Token.

Special Boost: Once during the adventure, a table that has completed a particular mission can automatically boost this Aid Token and increase the damage dealt by 2d8. Write Allied Offensive (+2d8) on the Aid Token.

Burst of Healing: An NPC ally heals all of the PCs for 1d6 points of damage in Subtier 1–2 and 3–4, 3d6 points of damage in Subtier 5–6 and 7–8, and 5d6 points of damage in Subtier 10–11.

To Boost: Expend one use of channel positive energy or cast one spell with the (healing) descriptor with a spell level greater than or equal to your table's APL/2, rounded up. A PC must cast this spell, not simply activate a magic item.

Boosted Effect: Increase the healing by 2d6.

Special Boost: Once during the adventure, a table that has completed a particular mission can boost this Aid Token without expending resources.

Coordinated Maneuvers: An NPC ally assists a PC in performing a combat maneuver. The PC must choose to use this Aid Token before rolling; they may roll twice and take the better result.

To Boost: Succeed at a combat maneuver check against a CMD equal to an Average skill check.

Boosted Effect: The combat maneuver check gains a +2 bonus. Write Coordinated Maneuvers (+2) on the Aid Token.

Special Boost: Once during the adventure, a table that has completed a particular mission can automatically boost this Aid Token and increase the bonus to +4. Write Coordinated Maneuvers (+4) on the Aid Token.

Provide Spellcasting (must be boosted): Gain the benefits of a beneficial spell cast by an ally as listed on the Aid Token.

To Boost: Cast one of the following spells: *lesser restoration*, *neutralize poison*, *remove curse*, or *remove disease*. Only these spells may be granted. Write Provide Spellcasting, the spell granted, and the caster level on the Aid Token.

Special Boost: Once during the adventure, a table that has completed a particular mission can increase the spell's caster level by 4 when boosting this Aid Token.

Share Knowledge (must be boosted): Gain the benefit of a Knowledge check or a Spellcraft check to identify a magical item; the type and difficulty (Easy, Average, or Hard) depend on the table granting the benefit.

To Boost: Succeed at a Knowledge check of your choice. Write Share Knowledge on the Aid Token, noting the type of the check and the difficulty reached (Easy, Average, or Hard).

Special Boost: Once during the adventure, a table that has completed a particular mission can automatically grant a success on a Hard skill check when boosting this token.

Timely Inspiration: An NPC ally provides the effects of a bard's inspire courage bardic performance for 3 rounds, with +1 bonus in Subtiers 1–2 and 3–4, a +2 bonus in Subtiers 5–6 and 7–8, and a +3 bonus in Subtier 10–11.

To Boost: Expend 3 rounds of bardic performance or a similar ability.

Boosted Effect: Increase the bonus by 1. Write Timely Inspiration on the Aid Token.

Special Boost: Once during the adventure, a table that has completed a particular mission can extend the duration of the boost to 6 rounds. Write Timely Inspiration (6 rounds) on the Aid Token.

Aid Token

You've gained an Aid Token! For information about the ways you can use this token to benefit your PCs and to help other tables, see the Aid Token reference sheet.

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

Boosted Effect: _____ Character Name: _____

PATHFINDER SOCIETY SCENARIO



Pathfinder Society Scenario #10-00: The Hao Jin Cataclysm

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Concordance |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character # _____

Prestige Points

Character Name _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character # _____

Prestige Points

Character Name _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character # _____

Prestige Points

Character Name _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character # _____

Prestige Points

Character Name _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character # _____

Prestige Points

Character Name _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character # _____

Prestige Points

Character Name _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

Character # _____

Prestige Points

Character Name _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance |

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Pathfinder Society Scenario #10-00: The Hao Jin Cataclysm

Character Chronicle #

Core Campaign

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	250
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	625
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,250
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,667
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,833

MAX GOLD

EXPERIENCE

FAME

GOLD

A.K.A. _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Savior of the Tapestry: You have averted the imminent collapse of the *Hao Jin Tapestry*, saving the lives of everyone who calls the demiplane home. One of these people has decided to join you on your adventures. Choose one of the following rewards corresponding to an objective that you successfully completed or that the House successfully completed, and cross the others off your Chronicle sheet.

These NPCs help you in three different ways. First, you may spend 2 Prestige Points to learn the listed language from that NPC. Second, you may check a box that precedes a reward as a standard action to consult that NPC for assistance with one of the listed skill checks. You may use that NPC's bonus in place of your own when rolling the skill check. Finally, you may check a bonus that precedes a reward to receive the NPC's special benefit. Unless otherwise stated, this is a standard action.

The NPCs become stronger throughout their adventures with you. Their bonus on skill checks depends upon your character level (**Level 1-2:** +6, **Level 3-4:** +8, **Level 5-6:** +11, **Level 7-8:** +14, **Level 9-10:** +18, **Level 11+:** +22)

Aspiring Warrior (Muckmouth Lizardfolk): Inspired by your heroism, an eager young lizardfolk has decided to join the Pathfinder Society. She is determined to someday be able to best you in combat, but for now, she's happy to share a few of her tricks. *Language:* Draconic; *Skills:* Acrobatics, Swim; *Special:* Add +1d6 on all of your damage rolls for 1 round (free action to activate).

Canny Survivalist (Round Mountain): One of the scouts who maintains the tunnels around the Pagoda of the Rat would much rather accompany you on your journeys than return to his duties. *Language:* Undercommon; *Skills:* Handle Animal, Survival; *Special:* Gain the benefits of flanking on all of your attacks for 1 round (free action to activate).

Curious Scholar (Patchwork Allies): This syrinx scholar is a fountain of knowledge to anyone who can tolerate her incessant barrage of questions. *Language:* Tien; *Skills:* Knowledge (history or planes); *Special:* Reroll a Knowledge check before learning the results of the roll (free action to activate).

Rescued Gemsmith (Slave Mountain): After Pathfinders saved him from soul-sacrificing duergar, this taciturn gemsmith decided to lend his sharp eyes to the Society. *Language:* Dwarven; *Skills:* Appraise, Perception; *Special:* The dwarf casts *detect secret doors* or *locate object* (CL equal to your character level).

Serene Kappa (Eternal Lake): This kappa wishes to find a new lake on Golarion, but not before sharing his wisdom with the Society. *Language:* Aquan; *Skills:* Heal, Sense Motive; *Special:* The kappa casts *water breathing* (CL equal to your character level).

Traveling Priest (Temple of Empyrean Enlightenment): A priest from the Temple of Empyrean Enlightenment believes that the next step on her path to enlightenment is to venture far from the temple, learning from sages across Golarion. *Language:* Celestial; *Skills:* Diplomacy, Knowledge (religion); *Special:* Damage a touched haunt, as if a paladin of your character level used lay on hands.

Radiant Ruby Feathers: Your repair efforts were so successful that the phoenix guardians had extra magical energy left over, which they have gifted back to you in the form of a pair of feathers imbued with sparks of Hao Jin's power. You can check a box that precedes this boon as a standard action to use one of the following spell-like abilities, gaining benefits based upon your level when you activate this boon. For any spell-like ability, use your character level as your caster level.

Levels 1+: You can use a spell-like ability from the following list: *burning hands*, *cure moderate wounds*, or *lesser restoration*.

Levels 5+: Add *cure serious wounds*, *fireball*, and *scorching ray* to the list of spell-like abilities you can use.

Levels 9+: Add *cure critical wounds*, *restoration*, and *wall of fire* to the list of spell-like abilities you can use. If you use *restoration* to remove a permanent negative level, check both boxes.

Levels 12+: Add *heal* and *sirocco* (*Pathfinder RPG Advanced Player's Guide* 244) to the list of spell-like abilities you can use, though both of these spell-like abilities requires you to check both boxes.

Starting XP	
GM's Initials	
XP Gained (GM ONLY)	
Final XP Total	
Initial Prestige	Initial Fame
GM's Initials	
Prestige Gained (GM ONLY)	
Prestige Spent	
Current Prestige	Final Fame
Starting GP	
GM's Initials	
GP Gained (GM ONLY)	
GM's Initials	
Day Job (GM ONLY)	
Gold Spent	
Total	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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