

# The Hao Jin Cataclysm GM Summary

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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# Scenario Outline

## Part 1 – Tearing at the Seams

This section happens at the start of the mission, as the players are sitting down at their tables. For each of the knowledge checks, do a slight bit of roleplaying, then the group can have one person attempt the check with everyone else aiding with the same skill. In addition, pass around Handout 1, which is a list of previous scenarios this ties into.

There are no special conditions to pay attention to, but there will usually be an Overseer warning when time is almost done.

## Part 2 – Tatters and Troubles

This section consists of 6 missions. Each mission consists of a combat encounter and a noncombat encounter in some order. Completing both of those encounters will earn the PCs a special boost to one of the Aid Token options in addition to reporting a type of success. There is very little time between encounters, since traveling from encounter to encounter is between the tears, which is basically teleporting. If the PCs want to stay and help one location after you've run both encounters, then pull out the Optional Encounters. These count for successes.

Handout 2 lists the six missions for the players.

At some point during this section, the PCs should take a 5 to 10 minute bathroom break, along with an in-game 8 hour rest to recharge abilities.

**Muckmouth Secured** – One free use of Burst of Healing

**Round Mountain Secured** – Activate once at the beginning of an encounter to increase land speed by 10 feet for that encounter.

**Temple Secured** – Activate once as a free action to heal all fatigued, shaken, sickened, dazed, and staggered.

**Slave Mountain Secured** – Activate once at the beginning of an encounter to gain 3 \* APL (min 6) temp hp for that encounter.

**Patchwork Allies Secured** – One free use of Allied Offensive

**Eternal Lake Secured** – One free use of Timely Inspiration

## Intermission – Hanging on by a Thread

In this spot, encourage your players to share what happened at their table with other tables and to try to get a bigger picture of what is happening.

## Part 3 – The Cataclysm and the Phoenix

First, each group has the choice of fighting against the Astral Invaders or the Undead forces. If they are fighting against the Astral Invaders, then choose G, H or I. If they fight against the Undead, go to J. If they want to keep fighting undead, they can do the next lowest subtier's encounter with double the monsters. Note that J can give potentially give a soul stitch which may be useful in Encounter K.

**Undead Contained** – Gain 1d6 \* APL temp hp (max 40). Do not start any more Undead Encounters

**Astral Invaders Retreat** – Astral invaders have their HP reduced my half their max hp (minimum remaining hp of 1). Do not start any more Astral Encounters

**Tapestry's Last Defense** – Immediately end the encounter you're in, give players 2 rounds, then start Fury of the Ruby Phoenix.

## Fury of the Ruby Phoenix

Welcome to the complicated endgame encounter. This encounter is not available until the Tapestry's Last Defense condition has been announced.

First, run the combat encounter. The players may choose to instead run the more challenging encounter. If so, apply the changes listed on page 38. If they complete the more challenging encounter, they get a +5 bonus to skill checks to repair the tapestry with a feather. At the end of the encounter, the phoenix leaves one feather, or two feathers for Subtiers 7-8 and 10-11. The players may then resolve any feathers that they have.

On any feathers that the players have received from the previous combat, the PCs may take the Repair, Resurrect, or Empower options. If the players have received a feather from another table and it is empowered, then they may take the Repair or Resurrect options. If the players have received a feather from another table and it wasn't empowered, then they must Empower it before they can Repair or Resurrect with it.

Action Descriptions:

- **Repair** – Hard Craft (cloth), Heal, Knowledge (arcana or planes), Spellcraft, or Use Magic Device
  - If the feather was Empowered, then the check DC is Average.
  - If the PCs succeeded at the more challenging combat encounter, they get a +5 bonus to this check.
  - If the PCs have a soul stitch from Encounter J, then they may use it before the roll to roll twice and take the highest result.
  - **Succeed:** Report a Phoenix Success.
  - **Failure (and the feather wasn't Empowered):** Pass the feather to another table
  - **Failure (and the feather was Empowered):** The feather's magic fades away entirely.
- **Resurrect**
  - Resurrect all party members as per the spell *resurrection*.
- **Empower**
  - No check required, but the party must expend one of the following:
    - An ability that heals (like channel energy) or an ability that deals fire damage.
    - A spell with the healing or fire descriptors and is at least Xth level, where X = 1<sup>st</sup> for Subtiers 1-2 and 3-4, 2<sup>nd</sup> for Subtier 5-6, and 3<sup>rd</sup> for Subtier 7-8 and 10-11.
  - Check the Empowered box, and pass the feather on to another table.

Once the party has resolved all the feathers in their possession, they get two rounds to rest/heal/prepare, then repeat the whole process until the Overseer calls the scenario.

## Encounter Table

Encounter	Scenario	Combat?	Success?	Other Rewards
<b>Part 2: Tatters and Troubles</b>				
<b>Mission 1: What Lurks Beneath the Muckmouth</b>				
A. The Sundered City	3-12, 3-14	Yes		
The Broken Ziggurat		No	Muckmouth	Spellcasting Boost
<b>Mission 2: Rescue at Round Mountain</b>				
Traversing the Tumbling Cavern	3-20, 3-22	No		
B. Round Mountain Crossing		Yes	Round Mountain	Share Know Boost
<b>Mission 3: Terror at the Temple of Empyrean Enlightenment</b>				
Laying the Spirits to Rest	3-21	No		
C7. Garden of Demons		Yes	Temple	Burst of H Boost
<b>Mission 4: Return to Slave Mountain</b>				
D. Cave of Lost Souls	6-21	Yes		
<i>Collecting Information</i>		No	Slave Mountain	Coord Man Boost
<b>Mission 5: Allies on the Fringe</b>				
<i>Convincing Allies</i>	6-97	No		
E. Desert Encampment		Yes	Patchwork Allies	Allied Off. Boost
<b>Mission 6: Eternal Lake</b>				
F. Eternal Lake Temple	None	Maybe	Eternal Lake	T. Inspire Boost
<b>Additional Encounters</b>				
Shredded Souls	None	Yes	Choose 1	No
Desperate Swamp-Dwellers	None	Yes	Choose 1	No
Wayward Beasts	None	Yes	Choose 1	No
<b>Part 3: The Cataclysm and the Phoenix</b>				
G. Astral Giant Incursion	None	Yes	Astral	No
H. Astral Pirates Attack!	None	Yes	Astral	No
I. Aslynn's Astral Allies	None	Yes	Astral	No
J. Surge of Hungry Souls	None	Yes	Undead	Soul Stitch
J. Additional Encounter	None	Yes	Undead	Soul Stitch
K. Fury of the Ruby Phoenix	None	Yes		Feather
K. Undaunted by Flames	None	Yes		Feather & +5
<i>Resolving Feathers</i>	None	No	Phoenix	No

*Italicized encounters are encounters that do not have their own subheading in the scenario.*

## Skills and Saves

Subtier	Skill DCs			Save DCs		
	Easy	Average	Hard	Easy	Average	Hard
1-2	12	15	18	10	11	13
3-4	14	17	20	11	13	15
5-6	16	20	24	13	15	17
7-8	18	23	28	15	17	19
10-11	21	27	33	17	20	23