

#3-12: Wonders of the Weave

Part I: The Dog Pharoah's Tomb

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Shocker Lizard **2 (5-6) or 6 (8-9)** **CR 2**

N Small magical beast

Init +6; **Senses** darkvision 60 ft., electricity sense, low-light vision; Perception +8

DEFENSE

AC 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)**hp** 19 (3d10+3)**Fort** +4, **Ref** +5, **Will** +2;**Immune** electricity;

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +4 (1d4)**Space** 5 ft. **Reach** 5 ft.**Special Attacks** shock

STATISTICS

Str 10, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6;**Base Atk** 3; **CMB** 2; **CMD** 14 (18 vs. trip)**Feats** Improved Initiative, Skill Focus (Stealth)**Skills** Climb +8, Perception +8, Stealth +17, Swim +8; **Racial Modifiers** +2

Perception, +4 Stealth

SPECIAL ABILITIES

Electricity Sense (Ex) Shocker lizards automatically detect any electrical discharges within 100 feet.**Shock (Su)** Shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex DC 12 half). This save DC is Constitution-based. Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take 2d8 points of lethal electricity damage for each lizard contributing to the shock, to a maximum of 12d8. A Reflex save (DC 10 + the number of lizards contributing) halves the damage.**Leech Swarm** **1 (5-6) or 4 (8-9)** **CR 4****XP** 1200

N Diminutive vermin (aquatic, swarm)

Init +4; **Senses** blindsight 30 ft.; Perception +0

DEFENSE

AC 18, **touch** 18, **flat-footed** 14 (+4 Dex, +4 size)**hp** 39 (6d8+12)**Fort** +7, **Ref** +6, **Will** +2;**Immune** mind-affecting effects, swarm traits, weapon damage;**Weaknesses** susceptible to salt (see giant leech)

OFFENSE

Speed 5 ft., swim 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft. **Reach** 0 ft.**Special Attacks** blood drain, distraction (DC 15)

STATISTICS

Str 1, **Dex** 18, **Con** 15, **Int** -, **Wis** 10, **Cha** 2;**Base Atk** 4; **CMB** 0; **CMD** 0**Skills** Stealth +16 (+24 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps, uses Dexterity to modify Swim checks

SPECIAL ABILITIES

Blood Drain (Ex) Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.**Poison (Ex)** Swarm-injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d4 Dexterity drain; cure 1 save.

Shambling Mound

Subtier 3-4

CR 6**XP 2400**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11**DEFENSE****AC** 19, **touch** 9, **flat-footed** 19 (+10 natural, -1 size)**hp** 67 (9d8+27)**Fort** +9, **Ref** +5, **Will** +5;**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10;**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** 2 slams +11 (2d6+5 plus grab)**Space** 10 ft. **Reach** 10 ft.**Special Attacks** constrict (2d6+7)**STATISTICS****Str** 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9;**Base Atk** 6; **CMB** +12 (+16 grapple); **CMD** 22**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)**Skills** Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial****Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**SPECIAL ABILITIES**

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Plant Traits: A plant creature possesses the following :

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.

Shambling Mound (Advanced)**CR 7****XP 3200**

N Large plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +19**DEFENSE****AC** 23, **touch** 11, **flat-footed** 21 (+12 natural, -1 size, +2 Dex)**hp** 95 (10d8+50)**Fort** +12, **Ref** +7, **Will** +7;**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10;**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** 2 slams +14 (2d6+7 plus grab)**Space** 10 ft. **Reach** 10 ft.**Special Attacks** constrict (2d6+7)**STATISTICS****Str** 25, **Dex** 14, **Con** 21, **Int** 11, **Wis** 14, **Cha** 13;**Base Atk** 7; **CMB** 15 (+19 Grapple); **CMD** 27**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)**Skills** Perception +13, Stealth +15 (+23 in swamps or forest), Swim +15; **Racial****Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**SPECIAL ABILITIES**

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Plant Traits: A plant creature possesses the following :

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.
- Plants breathe and eat, but do not sleep.

Mummy **1 (5-6) or 3 (8-9)** **CR 5**

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, **touch** 10, **flat-footed** 20 (+10 natural)**hp** 60 (8d8+24)**Fort** +4, **Ref** +2, **Will** +8;**DR** 5/-; **Immune** undead traits;**Weaknesses** vulnerable to fire

OFFENSE

Speed 20 ft.**Melee** slam +14 (1d8+10 plus mummy rot)**Space** 5 ft. **Reach** 5 ft.

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 make 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.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.