

#3-14: Wonders of the Weave

Part II: Snakes In The Fold

Prep Checklist

Area	Minis	Base Size	# of minis	
			5-6	8-9
A2	Lizardfolk Fighters	Medium	2	2
A3	Human Fighter/Rogue	Medium	3	3
A6	Human Archers	Medium	2	2
A7	Adamantine Cobras	Small	2	2
A7	Human Female Fighter (guisarme, breastplate)	Medium	1	1
A8	Mummy (sorcerer)	Medium	1	1

Compiled by Jack Brown
MSP PFS

Subtier 5-6

Muckmouth Sentries (2) CR 4

Male lizardfolk barbarian 3 (Pathfinder RPG Bestiary 195)

N Medium humanoid (reptilian)

Init +1; **Senses** Perception +8**DEFENSE****AC** 19, touch 9, flat-footed 18 (+5 armor, +1 Dex, +5 natural, -2 rage)**hp** 56 each (2d8+3d12+28)**Fort** +11, **Ref** +2, **Will** +4**Defensive Abilities** trap sense +1, uncanny dodge**OFFENSE****Speed** 40 ft., swim 15 ft.**Melee** greatclub +9 (1d10+7), bite +7 (1d6+2) or
greatclub +7 (1d10+13), bite +5 (1d6+6) or
bite +7 (1d6+2), claw +9 (1d4+5) or
bite +5 (1d6+6), claw +7 (1d4+9)**Ranged** javelin +5 (1d6+5)**Special Attacks** rage (11 rounds/day), rage powers (superstition +2)**TACTICS****During Combat** If alerted to the PCs' presence, the lizardfolk guards throw their javelins and jeer at the party from behind cover. Once the PCs get close enough to engage them in melee, the sentries take the PCs on one at a time in an attempts to lower the intruders' numbers quickly.**Morale** Once battle is engaged, the lizardfolk guards fight until killed or incapacitated.**Base Statistics** When not raging, the barbarian's statistics are AC 21, touch 11, flat-footed 20; hp 46; **Melee** greatclub +9 (1d10+4), bite +7 (1d6+3), or bite +7 (1d6+3), claw +9 (1d4+1); **Ranged** javelin +5 (1d6+2); **Str** 17, **Con** 16; **CMB** +7, **CMD** 18; **Swim** +17**STATISTICS****Str** 21, **Dex** 12, **Con** 20, **Int** 8, **Wis** 13, **Cha** 8**Base Atk** +4; **CMB** +9; **CMD** 20**Feats** Cleave, Multiattack, Power Attack**Skills** Acrobatics +3 (+7 when jumping), Perception +8, Survival +7, Swim +19; **Racial Modifiers** Acrobatics +4 (+8 when jumping)**Languages** Draconic**SQ** Fast movement, hold breath**Combat Gear** *potions of cure light wounds* (2); **Other Gear** +1 chain shirt, greatclub, javelins (2), silver armbands (2; worth 125 gp each), 43 gp**SPECIAL ABILITIES****Hold Breath (Ex)** A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Subtier 8-9

Muckmouth Sentries (2) CR 7

Male lizardfolk barbarian 6 (Pathfinder RPG Bestiary 195)

N Medium humanoid (reptilian)

Init +1; **Senses** Perception +11**DEFENSE****AC** 19, touch 9, flat-footed 18 (+5 armor, +1 Dex, +5 natural, -2 rage)**hp** 94 each (2d8+6d12+46)**Fort** +13, **Ref** +3, **Will** +5**Defensive Abilities** improved uncanny dodge, trap sense +2**OFFENSE****Speed** 40 ft.+10, swim 15 ft.**Melee** +1 greatclub +14/+9 (1d10+8), bite +10 (1d6+2) or
+1 greatclub +12/+7 (1d10+14), bite +8 (1d6+6) or
bite +10 (1d6+2), claw +12 (1d4+5) or
bite +8 (1d6+6), claw +10 (1d4+9)**Ranged** javelin +8/+3 (1d6+5)**Special Attacks** rage (17 rounds/day), rage powers (guarded stance [+2 dodge vs. melee], renewed vigor [1d8+7 hp], superstition +3)**TACTICS****During Combat** If alerted to the PCs' presence, the lizardfolk guards throw their javelins and jeer at the party from behind cover. Once the PCs get close enough to engage them in melee, the sentries take the PCs on one at a time in an attempts to lower the intruders' numbers quickly.**Morale** Once battle is engaged, the lizardfolk guards fight until killed or incapacitated.**Base Statistics** When not raging, the barbarian's statistics are AC 21, touch 11, flat-footed 20; hp 78; **Melee** +1 greatclub +12/+7 (1d10+5), bite +10 (1d6+1), or bite +10 (1d6+1), claw +10 (1d4+3); **Ranged** javelin +8/+3 (1d6+3); **Str** 17, **Con** 17; **CMB** +10, **CMD** 21; **Swim** +20**STATISTICS****Str** 21, **Dex** 12, **Con** 21, **Int** 8, **Wis** 13, **Cha** 8**Base Atk** +7; **CMB** +12; **CMD** 23**Feats** Cleave, Multiattack, Power Attack, Weapon Focus(greatclub)**Skills** Acrobatics +3 (+7 when jumping), Perception +11, Survival +10, Swim +22;
Racial Modifiers Acrobatics+4 (+8 when jumping)**Languages** Draconic**SQ** Fast movement, hold breath**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 chain shirt, +1 greatclub, javelins (2), gold armbands (2; worth 150 gp each), 43 gp**SPECIAL ABILITIES****Hold Breath (Ex)** A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Aspis Goons (3) CR 4

Male human fighter 2/rogue 3
NE Medium humanoid (human)

Init +4; **Senses** Perception +7

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 36 each (2d10+3d8+8)

Fort +5, **Ref** +7, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee rapier +7 (1d6+2/18–20), dagger +6 (1d4+1/19–20)

Ranged longbow +8 (1d8/X3)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The Aspis goons use Stealth checks and Spring Attack to get into position for a sneak attack.

During Combat The Aspis goons fight as a unit, trying to give each other flanking support to strengthen their attacks.

Morale If two of the goons are killed, the surviving goon attempts to flee and regroup with Durra when reduced to fewer than a third of his hit points.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12, Appraise +7, Climb +8, Disable Device +10, Escape Artist +10, Linguistics +5, Perception +7, Sense Motive +6, Sleight of Hand +10, Stealth +11, Survival +7, Swim +7

Languages Common, Draconic, Orc

SQ rogue talents (bleeding attack +2), trapfinding +1

Gear mithral chain shirt, dagger, longbow with 20 arrows, rapier

Subtier 5-6

Aspis Goons (3) CR 7

Male human fighter 3/rogue 5
NE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 shield)

hp 64 each (3d10+5d8+21)

Fort +6, **Ref** +9, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +10/+5 (1d6+3/18–20), +1 dagger +9/+4 (1d4+3/19–20)

Ranged longbow +10/+5 (1d8/X3)

Special Attacks sneak attack +3d6

TACTICS

Before Combat The Aspis goons use Stealth checks and Spring Attack to get into position for a sneak attack.

During Combat The Aspis goons fight as a unit, trying to give each other flanking support to strengthen their attacks.

Morale If two of the goons are killed, the surviving goon attempts to flee and regroup with Durra when reduced to fewer than a third of his hit points.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 23

Feats Dodge, Double Slice, Mobility, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +15, Appraise +8, Climb +9, Disable Device +15, Escape Artist +13, Linguistics +5, Perception +11, Sense Motive +8, Sleight of Hand +12, Stealth +12, Survival +7, Swim +9

Languages Common, Draconic, Orc

SQ armor training 1, rogue talents (bleeding attack +3, combat trick), trapfinding +2

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 mithral chain shirt, +1 dagger, +1 rapier, longbow with 20 arrows

Subtier 8-9

Aspis Archer (2) CR 5

Male bard 1/ranger 5

NE Medium humanoid (human)

Init +8; **Senses** Perception +10**DEFENSE****AC** 21, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +1 shield)**hp** 41 each (1d8+5d10+5)**Fort** +5, **Ref** +11, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** rapier +7 (1d6+1/18–20), dagger +7 (1d4/19–20)**Ranged** longbow +9 (1d8/Å~3)**Special Attacks** bardic performance 6 rounds/day(countersong, distraction, fascinate, inspire courage +1),
favored enemy (elves +2)**Bard Spells Known** (CL 1st; concentration +3)

1st (2/day)—charm person (DC 13), cure light wounds

0 (at will)—dancing light, detect magic, mage hand, prestidigitation

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—aspect of the falcon, gravity bow

TACTICS**Before Combat** The archers have become rather complacent, as the Muckmouth tribe has not attempted any kind of rebellion against the Aspis Consortium. They do not notice the PCs' approach.**During Combat** The archers grant each other bonuses from hunter's bond and alternate their uses of bardic performance to inspire courage within each other. If given the opportunity, both cast aspect of the falcon and gravity bow. They call out to Durra throughout the battle, providing details about the interlopers in Draconic, hoping the PCs cannot understand that language.**Morale** If one twin is killed, the survivor fights to the death.**STATISTICS****Str** 13, **Dex** 18, **Con** 10, **Int** 8, **Wis** 12, **Cha** 14**Base Atk** +5; **CMB** +6; **CMD** 21**Feats** Dodge, Endurance, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse**Skills** Bluff +9, Handle Animal +10, Linguistics +3, Perception +10,
Perform (sing) +11, Stealth +13, Survival +10, Swim +6**Languages** Common, Draconic**SQ** bardic knowledge +1, favored terrain (swamp +2), hunter's bond (companion), track +2, wild empathy +7**Combat Gear** +1 *ghost touch undead bane arrow* of ancientTaldor design (only one, carried by Finn); **Other Gear** +1 *studded leather*, longbow with 20 arrows, rapier, *cloak of resistance +1*, *ring of protection +1*, 100 gp.

Subtier 5-6

Aspis Archer (2) CR 8

Male bard 2/ranger 7

NE Medium humanoid (human)

Init +8; **Senses** Perception +13**DEFENSE****AC** 22, touch 16, flat-footed 17 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural, +1 shield)**hp** 59 each (2d8+7d10+7)**Fort** +6, **Ref** +13, **Will** +7**OFFENSE****Speed** 30 ft.**Melee** rapier +11/+6 (1d6+2/15–20), dagger +10/+5 (1d4+1/19–20)**Ranged** longbow +12/+7 (1d8/Å~3)**Special Attacks** bardic performance 8 rounds/day(countersong, distraction, fascinate, inspire courage +1),
favored enemy (elves +2)**Bard Spells Known** (CL 2nd; concentration +4)

1st (3/day)—charm person (DC 13), cure light wounds, saving finale

0 (at will)—dancing light, detect magic, light, mage hand, prestidigitation

Ranger Spells Prepared (CL 4th; concentration +5)

1st—aspect of the falcon, gravity bow

TACTICS**See tactics for 5-6****Morale** If one twin is killed, the survivor fights to the death.**STATISTICS****Str** 14, **Dex** 18, **Con** 10, **Int** 8, **Wis** 12, **Cha** 14**Base Atk** +8; **CMB** +10; **CMD** 26**Feats** Dodge, Endurance, Improved Critical (rapier), Improved Initiative,
Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon
Fighting, Weapon Finesse, Weapon Focus (rapier)**Skills** Bluff +11, Handle Animal +12, Knowledge (nature) +5, Linguistics +3,
Perception +13, Perform (sing) +14, Stealth +16, Survival +13, Swim +7**Languages** Common, Draconic**SQ** bardic knowledge +1, versatile performance (sing), favored terrain (swamp +2),
hunter's bond (companion), track +3, wild empathy +9, woodland stride**Combat Gear** +1 *ghost touch undead bane arrow* of ancient Taldor design (only one,
carried by Finn), *potion of cure serious wounds*; **Other Gear** +1 *studded leather*, dagger,
longbow with 20 arrows, rapier, *amulet of natural armor +1*, *cloak of resistance +1*, *ring
of protection +1*, 200 gp.

Subtier 8-9

Adamantine Cobras

Subtier 5-6

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 25, touch 13, flat-footed 23 (+2 Dex, +12 natural, +1 size)**hp** 20 each (1d10+15)

Fort +0, Ref +2, Will +0

DR 10/—; **Immune** construct traits; **SR** 13**OFFENSE****Speed** 40 ft.**Melee** bite +3 (1d6+1 plus poison)**Special Attacks** poison**TACTICS****During Combat** The adamantine cobras attack either the closest opponent or whomever Durra designates.**Morale** The adamantine cobras fight until destroyed.**STATISTICS****Str** 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +1; **CMB** +1; **CMD** 13 (can't be tripped)**Skills** Stealth +12; Racial Modifiers +6 Stealth**SQ** Find Target**SPECIAL ABILITIES****Poison** (Ex): Bite—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.**Adamantine Cobras (2) CR 5**

Subtier 8-9

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 25, touch 11, flat-footed 24 (+1 Dex, +14 natural)**hp** 51 each (3d10+35)

Fort +1, Ref +2, Will +1

DR 10/—; **Immune** construct traits; **SR** 16**OFFENSE**

Speed 30 ft.

Melee bite +6 (1d8+4 plus poison)**Special Attacks** poison**TACTICS****Before Combat** The adamantine cobras attack either the closest opponent or whomever Durra designates.**During Combat** The adamantine cobras fight until destroyed.**STATISTICS****Str** 16, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +3; **CMB** +6; **CMD** 17 (can't be tripped)**Skills** Stealth +7, Racial Modifiers +6 Stealth**SQ** Find Target**SPECIAL ABILITIES****Poison** (Ex): Bite—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d4 Con; cure 2 consecutive saves.

Durra Verthain CR 7

Female human fighter 7/diviner 1
NE Medium humanoid

Subtier 5-6

Init +3; **Senses** Perception –1

DEFENSE

AC 21, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 dodge,+1 natural)

hp 59 (7d10+1d6+15)

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

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 guisarme +12/+7 (2d4+7/X3)

Special Attacks weapon training (polearms +1)

Arcane School Spell-Like Abilities (CL 1st; concentration +3)

5/day—diviner's fortune (+1)

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

1st—identify, shield, true strike

0 (at will)—detect magic, message, read magic

Opposition Schools Illusion, Necromancy

TACTICS

During Combat While invisible, Durra attempts to cast shield and true strike before making her first attack (she has a 15% spell failure chance to cast these spells because of her armor).

Morale When reduced to half or fewer hit points, Durra starts to attack the eggs in spiteful defiance. The eggs have an AC 5 and 5 hp. She continues attacking the eggs until she has destroyed at least five and then focuses her attacks on the PCs again. She then fights until she is dead or otherwise unable to continue.

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +9(+13 trip); **CMD** 22 (26 vs. trip)

Feats Combat Expertise, **Combat Reflexes**, Dodge, **Greater Trip**, **Improved Trip**,

Mobility, Scribe Scroll, **Spring Attack**, Weapon Focus (guisarme),

Weapon Specialization (guisarme)

Skills Appraise +6, Climb +11, Intimidate +10, Knowledge (arcana) +6,

Knowledge (geography) +12, Spellcraft +8, Survival +9, Swim +11

Languages Common, Draconic, Tian

SQ arcane bond (glaive), armor training 2, forewarned

Combat Gear *potion of invisibility*; **Other Gear** +1 mithral breastplate, +1 guisarme, amulet of natural armor +1, 250 gp

Durra Verthain CR 10

Female human fighter 10/diviner 1
NE Medium humanoid

Subtier 8-9

Init +3; **Senses** Perception –1

DEFENSE

AC 22, touch 14, flat-footed 18 (+7 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 82 (10d10+1d6+21)

Fort +8, **Ref** +5, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +2 guisarme +17/+12 (2d4+9/19–20/X3)

Special Attacks weapon training (polearms +2, crossbows +1)

Arcane School Spell-Like Abilities (CL 1st; concentration +3)

5/day—diviner's fortune (+1)

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

1st—identify, shield, true strike

0 (at will)—detect magic, message, read magic

Opposition Schools Illusion, Necromancy

TACTICS

During Combat While invisible, Durra attempts to cast shield and true strike before making her first attack (she has a 15% spell failure chance to cast these spells because of her armor).

Morale When reduced to half or fewer hit points, Durra starts to attack the eggs in spiteful defiance. The eggs have an AC 5 and 5 hp. She continues attacking the eggs until she has destroyed at least five and then focuses her attacks on the PCs again. She then fights until she is dead or otherwise unable to continue.

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +10; **CMB** +12(+16 trip); **CMD** 26 (30 vs. trip)

Feats Combat Expertise, **Combat Reflexes**, Dodge, **Greater Trip**,

Improved Critical (guisarme), Improved Trip, Iron Will, Lunge,

Mobility, Scribe Scroll, Spring Attack, **Vital Strike**,

Weapon Focus (guisarme), Weapon Specialization (guisarme)

Skills Appraise +6, Climb +14, Intimidate +13, Knowledge (arcana) +6,

Knowledge (geography) +15, Spellcraft +8, Survival +12, Swim +14

Languages Common, Draconic, Tian

SQ arcane bond (glaive), armor training 2, forewarned

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** +1 mithral breastplate, +1 guisarme, amulet of natural armor +1, ring of protection +1, 400 gp

Kariska the Spiteful CR 7

Female serpentfolk mummy sorcerer 2

NE Medium undead

Subtier 5-6

Init +7; **Senses** darkvision 60 ft., scent; **Perception** +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 armor, +3 Dex, +6 natural)

hp 76 (6d8+2d6+42)

Fort +7, **Ref** +6, **Will** +11

DR 5/; **Immune** undead traits; **SR** 18

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +8 (1d8+2 plus mummy rot), bite +3 (1d6+2 plus poison)

Special Attacks claws (2, 1d4+2, 7 rounds/day)

Spell-Like Abilities (CL 5th; concentration +9)

At will—disguise self (DC 15), ventriloquism

1/day—blur, mirror image, suggestion (DC 17)

Sorcerer Spells Known (CL 2nd; concentration +6)

1st (5/day)—magic missile, ray of enfeeblement (DC 15)

0 (at will)—acid splash, bleed (DC 14), detect magic, read magic,

touch of fatigue (DC 14)

Bloodline Draconic (green)

TACTICS

During Combat Kariska begins combat by using her mirror image spell-like ability.

She then casts ray of enfeeblement on the strongest looking combatants who are not paralyzed by her despair aura before making other attacks.

Morale The mummy fights until destroyed.

STATISTICS

Str 15, **Dex** 17, **Con** —, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 20

Feats Eschew Materials, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Appraise +7, Bluff +15, Escape Artist +11, Knowledge (arcana) +14,

Knowledge (religion) +9, Perception +16, Sense Motive +13, Spellcraft +14

Languages Aklo, Common, Draconic, Undercommon; **telepathy** 100 ft.

SQ bloodline arcana (energy spells that match bloodline energy deal +1 point of damage per die)

Gear *bracers of armor* +2, *cloak of resistance* +1, 1,000 gp

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 18 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 mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and a 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 at 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 resurrection or greater magic.

The save DC is Charisma base.

Poison (Ex) Bite—Injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves.

Kariska the Spiteful CR 10

Female serpentfolk mummy sorcerer 5

NE Medium undead

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +26

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 19 negates)

DEFENSE

AC 23, touch 15, flat-footed 19 (+2 armor, +1 deflection, +4 Dex, +6 natural)

hp 104 (6d8+5d6+60)

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

DR 5/; **Immune** undead traits; Resist acid 5; **SR** 21

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +9 (1d8+2 plus mummy rot), bite +4 (1d6+2 plus poison)

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

Spell-Like Abilities (CL 5th; concentration +9)

At will—disguise self (DC 15), ventriloquism

1/day—blur, dominate person, major image, mirror image, suggestion (DC 17)

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

2nd (5/day)—acid arrow, resist energy, see invisibility

1st (7/day)—hypnotism (DC 15), mage armor, magic missile,

ray of enfeeblement (DC 15), shocking grasp

0 (at will)—acid splash, bleed (DC 14), detect magic,

magehand, read magic, touch of fatigue (DC 14)

Bloodline Draconic (green)

TACTICS

During Combat Kariska begins combat by using her mirror image spell-like ability.

She then casts dominate person on an obvious spell caster, and uses ray of enfeeblement on the strongest looking combatants who are not paralyzed by her despair aura, before making other attacks.

Morale The mummy fights until destroyed.

STATISTICS

Str 15, **Dex** 18, **Con** —, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 23

Feats Alertness, Eschew Materials, Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Appraise +7, Bluff +18, Escape Artist +15, Knowledge (arcana) +17,

Knowledge (religion) +9, Perception +26, Sense Motive +15, Spellcraft +17

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ bloodline arcana (energy spells that match bloodline energy deal +1 damage per die)

Gear bracers of armor +2, cloak of resistance +2, ring of protection +1, 2,750 gp

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 19 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 mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; save Fort DC 19; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and a 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 at 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 resurrection or greater magic.

The save DC is Charisma base.

Poison (Ex) Bite—Injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves.