

Sm. Vudran Temple Guardian (low) ARC 17

Young caryatid column

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 14; (+1 Dex, +3 natural, +1 size)

hp 26 (3d10+10)

Fort +1, **Ref** +2, **Will** +1

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk longsword +6 (1d6+3/19–20)

STATISTICS

Str 14, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 15 (cannot be disarmed)

SQ statue

Combat Gear masterwork longsword

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A transmute rock

Hit Points

25

To the Death!

to mud spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.

Transmute mud to rock, on the other hand, heals any lost hit points. A stone to flesh spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 2d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed on a DC 20 Perception check to notice the caryatid column is alive.

Vudran Temple Guardians (mid) ARCANA 18

Caryatid column

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14; (-1 Dex, +5 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +0, **Will** +1

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk longsword +8 (1d8+6/19-20)

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

SQ statue

Combat Gear masterwork longsword

SPECIAL ABILITIES

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that

Hit Points 36

Hit Points 36

To the Death!

take any amount of damage in excess of their hardness gain the broken quality.

Vudran Temple Guardians (high) LOCAL 11

Advanced gargoyle

N Large monstrous humanoid (earth)

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 10, flat-footed 16; (+1 Dex, +7 natural, -1 size)

hp 84 each (8d10+40)

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

DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee Large +1 longsword +14 (2d6+7), bite +13 (1d6+6),
gore +13 (1d6+6)

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

STATISTICS

Str 23, **Dex** 12, **Con** 20, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +8; **CMB** +15; **CMD** 26

Feats Improved Initiative, Improved Natural Armor, Skill
Focus (Fly, Stealth)

Skills Fly +11, Perception +6, Stealth +11 (+17 in stony
areas); Racial Modifiers +2 on Stealth (+6 in stony
environs)

SQ freeze

Combat Gear Large +1 longsword

Hit Points 54

Hit Points 54

To the Death!

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Taxidermic Owlbear (low) RELIGION DC 7

Owlbear skeleton

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 22 (5d8)

Fort +1, **Ref** +3, **Will** +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +5 (1d6+3), bite +5 (1d6+3)

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

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Improved Initiative

Hit Points

22

To the Death!

Taxidermic Chimera (Mid) RELIGION DC 9

Chimera skeleton

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 40 (9d8)

Fort +3, **Ref** +5, **Will** +6

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 bites +6 (1d8+1), gore +6 (1d8+1), 2 claws +6
(1d6+1)

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

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 20

Feats Improved Initiative

Hit Points

40

To the Death!

Taxidermic T-Rex (High) RELIGION DC 13

Tyrannosaurus skeleton

NE Gargantuan undead

Init +6; **Senses** low-light vision, scent; Perception +0

DEFENSE

AC 13, touch 7, flat-footed 12 (+1 Dex, +6 natural, -4 size)

hp 81 (18d8)

Fort +6, **Ref** +8, **Will** +11

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 40 ft.

Melee bite +22 (2d8+26)

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

STATISTICS

Str 36, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +30; **CMD** 42

Feats Improved Initiative

SQ powerful bite

SPECIAL ABILITIES

Powerful Bite (Ex) A taxidermic tyrannosaurus applies twice its Strength modifier to bite damage.

Hit Points

81

To the Death!

YELLOW MUSK CREEPER (low) NAT DC 7

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft.

Melee tendrils +5 (1d4+4)

Space 5 ft., **Reach** 10 ft.

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the

Hit Points 22	Subdual
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To the Death!

creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

GIBBERING MOUTHER (mid) DUNGN DC 10

N Medium aberration

Init +3; **Senses** all-around vision, darkvision 60 ft.;

Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 46 (4d8+28)

Fort +8, **Ref** +4, **Will** +5

Defensive Abilities amorphous; **DR** 5/bludgeoning;

Immune critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +7 (1d4 plus grab)

Special Attacks blood drain, engulf (6d4 damage plus 2

Con damage, **AC** 13, **hp** 4), gibbering, ground

manipulation, spittle (+6 ranged touch)

STATISTICS

Str 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +8; Racial Modifiers +4 Perception

Language Aklo

Hit Points 46	Subdual
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To the Death!

GIBBERING MOUTHER SPECIAL ABILITIES

All-Around Vision (Ex) A gibbering moulder sees in all directions at once. It cannot be flanked.

Amorphous (Ex) A gibbering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

BLACK PUDDING (high) DUNGEON DC 12

N Huge ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 3, touch 3, flat-footed 3 (-2 size, -5 Dex)

hp 105 (10d8+60)

Fort +9, **Ref** -2, **Will** -2

Defensive Abilities split, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

STATISTICS

Str 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (27 vs. bull rush, can't be tripped)

Skills Climb +11

SQ ooze traits, suction

Hit Points 105	Subdual
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Hit Points (split)	Subdual
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Hit Points (split)	Subdual
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Hit Points (split)	Subdual
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Hit Points (split)	Subdual
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Hit Points (split)	Subdual
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Hit Points (split)	Subdual
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Hit Points (split)	Subdual
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To the Death!

BLACK PUDDING SPECIAL ABILITIES

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's **CMD** score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Cerebric Fungus (mid-high) Nature DC 18

XP 800

N Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

Aura unsettling appearance (60 ft., DC 14)

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 30 (4d8+12); fast healing 2

Fort +7, **Ref** +1, **Will** +6

Defensive Abilities otherworldly mind; **Immune** plant traits; Resist cold 5; Vulnerability light, sonic

OFFENSE

Speed 30 ft.

Melee 2 tendrils +5 (1d4+2 plus pull), bite +3 (1d6+1)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

Special Attacks pull (tendrils, 5 ft.), star-shriek

Spell-Like Abilities (CL 4th)

Constant—detect thoughts (DC 14)

At will—touch of madness (DC 14)

3/day—calm emotions (DC 14), touch of idiocy (DC 14)

STATISTICS

Str 14, **Dex** 10, **Con** 16, **Int** 14, **Wis** 20, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 15

Hit Points 30	Subdual
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Hit Points (high) 30	Subdual
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Hit Points (high) 30	Subdual
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At <6, star shriek and flee until full health

Feats Improved Initiative, Multiattack

Skills Bluff +9, Diplomacy +9, Perception +12, Stealth +7

Languages telepathy 100 ft.

Cerebric Fungus SPECIAL ABILITIES

Otherworldly Mind (Ex) Any creature attempting to contact a cerebric fungus's mind or read its thoughts with a divination spell or similar ability must make a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage, are confused for 1d6 rounds, and their spell immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Star-Shriek (Ex) When distressed, a cerebric fungus can unleash a shrill scream of madness and despair that echoes the cold, dark void between the stars. All creatures (except other cerebric fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This ability can be used once per day as a full-round action. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Touch of Madness (Sp) The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful DC 14 Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Unsettling Appearance (Su) A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed on a DC 14 Will save or take a –2 penalty on attack rolls while looking at the fungus. This is a mind-affecting phantasm. The save is Charisma-based.

Spider Swarm (low-mid)

NATURE 6

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

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

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Weaknesses swarm traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; Racial Modifiers +4
Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save **Fort** DC 11; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save. The

Hit Points	Subdual
9	

To the Death!

save DC is Constitution-based.

Centipede Swarm

NATURE 9

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 31 (9d8–9)

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

Defensive Abilities swarm traits, **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Feats Weapon FinesseB

Skills Climb +12, Perception +4; Racial Modifiers +4

Perception

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fortitude DC 13;

frequency 1/round for 6 rounds; effect 1d4 Dex

damage; cure 1 save. The save DC is Constitution-

Hit Points 31	Subdual
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To the Death!

based and includes a +2 racial bonus.

Imrizade Blakros (low/mid)**LOCAL 18**

Female human rogue 1/sorcerer 3 (aberrant)
 CE (formerly CN) Medium humanoid (human)
Init +7; **Senses** Perception +6

DEFENSE**HP 22 +FH3**

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 shield)
Fort +2, **Ref** +6, **Will** +2

OFFENSE**Speed 30**

Melee mwk rapier +6 (1d6/18–20)

Ranged hand crossbow +5 (1d4/19–20)

Space 5 ft.; **Reach** 5 ft. (10 ft. for melee touch attacks)

Special Attacks acidic ray (1d6+1 acid, 6/day), long limbs, sneak attack +1d6

Spells Known (CL 3rd) (Concentration +6/+10)

Bloodline aberrant

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

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

Feats Combat Casting, Eschew Materials, Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Appraise +5, Bluff +7, Disable Device +7, Knowledge (dungeoneering) +5, Linguistics +5, Perception +6, Spellcraft +8 (+12 cast defensively), Stealth +10, Use Magic Device +7

Hit Points (Fast Healing) 22	Subdual
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To the Death or until Kuburum's Cylinder is destroyed.

Fast Healing / Tendrils 3 (□ □) / 2 (□ □) / 1 (□) / 0 Length: 20ft Hardness: 2 HP: 5; dmg 1B 1d3 when cut	Ammo (Bolts) □□□□□□□□□□ Acid Ray (1d6+1) □□□□□□
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L0 Spells (at will) Acid Splash daze (DC 13) Detect Magic Read Magic Touch of Fatigue	L1 Spells □□□□□□ Chill Touch (DC 14) Enlarge Person Magic Missile Shocking Grasp
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Languages Common, Osiriani, Ancient Osiriani

SQ fungoid umbilicals, trapfinding

Combat Gear potion of cure light wounds, scroll of mage armor, scroll of shield, wand of color spray, tanglefoot bag, scroll of ghoul touch (mid only); **Other Gear** masterwork rapier, hand crossbow with 10 bolts, cloak of resistance +1, backpack, thieves' tools, signet ring (50 gp/100gp mid), pouch with 20 gp, papyrus Aucturn Enigma scroll

Imrizade Blakros (high)**LOCAL 23**

Female human rogue 3/sorcerer 6 (aberrant)

CE (formerly CN) Medium humanoid (human)

Init +7; **Senses** Perception +11**DEFENSE****HP 45 +FH5****AC** 22, touch 13, flat-footed 19 (+5 armor, +3 Dex, +4 shield)**Fort** +5, **Ref** +9, **Will** +8**Defensive Abilities** evasion, trap sense +1**OFFENSE****Speed 30****Melee** touch +11 (spell) or unarmed strike +8 (1d3 plus spell) or mwk rapier +9 (1d6/18–20)**Ranged** hand crossbow +8 (1d4/19–20) or ranged touch +8 (spell)**Space** 5 ft.; **Reach** 5 ft. (10 ft. when making melee touch attack)**Special Attacks** acidic ray (1d6+3 acid, 7/day), long limbs, sneak attack +2d6Spells Known (CL 6th) (Concentration +9/+13)

Bloodline aberrant

(continued on back)

Hit Points (Fast Healing)
45

Subdual

To the Death or until Kuburum's Cylinder is destroyed.

Fast Healing / Tendrils

5 4 3 2 1

Length: 20ft

Hardness: 5

HP: 10; dmg IB 1d6 when cut

Ammo (Bolts)

□ □ □ □ □ □ □ □ □ □

Acid Ray (1d6+3)

□ □ □ □ □ □

L0 Spells (at will)

Acid Splash

daze (DC 13)

Detect Magic

Read Magic

Touch of Fatigue

L1 Spells □ □ □ □ □ □ □ □

Chill Touch (DC 14)

Enlarge Person

Magic Missile

Shocking Grasp

L2 Spells □ □ □ □ □ □ □ □

Ghoul Touch (16)

See Invisibility

Spectral Hand

L3 Spells □ □ □ □ □ □ □ □

Vampiric Touch

Robe of Bones:

□ □ Human Skeleton

□ □ Wolf Skeleton

□ □ Heavy Horse Skeleton

□ □ Fast goblin zombie

□ □ Tough human zombie

□ □ Plague Ogre Zombie

Imrizade Blakros (high) ctd...

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 19

Base Atk +5; **CMB** +5; **CMD** 18

Feats Arcane Armor Training, Combat Casting, Eschew Materials, Improved Initiative, Improved Unarmed Strike, Iron Will, Weapon Finesse, Weapon Focus (melee touch)

Skills Acrobatics +15, Appraise +7, Bluff +10, Disable Device +11, Knowledge (dungeoneering) +7, Linguistics +7, Perception +11, Spellcraft +13 (+17 cast defensively), Stealth +15, Use Magic Device +10

Languages Ancient Osiriani, Common, Kelish, Osiriani, Tekritanin

SQ combat trick, fungoid umbilicals, trapfinding

Combat Gear potion of cure moderate wounds, scroll of black tentacles, wand of ray of enfeeblement; **Other Gear** +1 mithral shirt, masterwork rapier, hand crossbow and 10 bolts, cloak of resistance +1, headband of alluring charisma +2, robe of bones, backpack, masterwork thieves' tools, signet ring (200 gp), pouch with 120 gp, papyrus Aucturn Enigma scroll

Fast Goblin Zombie HP	Fast Goblin Zombie HP
Tough Human Zombie HP	Tough Human Zombie HP
Skeleton HP 4	Skeleton HP 4
Wolf Skeleton HP 10	Wolf Skeleton HP 10
Plague Ogre Zombie HP	Plague Ogre Zombie HP
Heavy Horse Skeleton HP	Heavy Horse Skeleton HP

Possible choices from Robe of Bones

Fast Goblin Zombie

RELIGION 6

NE Small Undead

Init 3; **Senses** darkvision 60 ft.; Perception 0

DEFENSE

AC 15, touch 14, flat-footed 12

hp 12 (2d8+3)

Fort 0, **Ref** 3, **Will** 3

Defensive Abilities undead traits

OFFENSE

Speed 40 ft.

Melee 2 x slam +3 (1d8+3)

STATISTICS

Str 13, **Dex** 17, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk 1; **CMB** +1; **CMD** 14

Feats Toughness

Tough Human Zombie

CR ½

NE Medium Undead

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

DEFENSE

AC 12, touch 10, flat-footed 12

hp 12 (2d8+3)

Fort 0, **Ref** 0, **Will** 3

Defensive Abilities DR 5/slashing, 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

SQ: Staggered (constantly)

Human Skeleton

CR 1/3

NE Medium Undead

Init 6; **Senses** darkvision 60 ft.; Perception 0

DEFENSE

AC 14, touch 12, flat-footed 12

hp 4 (1d8)

Fort 0, **Ref** 2, **Will** 2

Defensive Abilities DR 5/bludgeoning, undead traits

Immune cold

OFFENSE

Speed 30 ft.

Melee 2 x claw +2 (1d4+2)

STATISTICS

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

Base Atk 0; **CMB** +2; **CMD** 14

Feats Improved Initiative

Wolf Skeleton

CR 1

NE Medium Undead

Init 3; **Senses** darkvision 60 ft.; Perception 0

DEFENSE

AC 15, touch 13, flat-footed 12

hp 9 (2d8)

Fort 0, **Ref** 3, **Will** 3

Defensive Abilities DR 5/bludgeoning, undead traits

Immune cold

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1+trip)

STATISTICS

Str 13, **Dex** 17, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk 1; **CMB** +2; **CMD** 15

Feats Improved Initiative

Plague Ogre Zombie

RELIGION 7

NE Large Undead

Init 2; **Senses** darkvision 60 ft.; Perception 0

DEFENSE

AC 10, touch 7, flat-footed 10

hp 33 (6d8+6)

Fort 2, **Ref** 0, **Will** 5

Defensive Abilities undead traits

OFFENSE

Speed 30 ft.

Melee slam +9 (1d8+9+disease)

Special Attacks Death Burst

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

STATISTICS

Str 23, **Dex** 6, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk 4; **CMB** +11; **CMD** 19

Feats Toughness

SQ: Staggered (constantly)

Disease (su) Zombie Rot *Type* injury (slam); *Save* DC 13

(cha based) *Onset* 1d4 days; *Frequency* 1/day *Effect*

1d2 **Con** damage; this damage cannot be healed while

the creature is infected *Cure* 2 consecutive saves

Special Anyone who dies while infected rises as a

plague zombie in 2d6 hours

SPECIAL ABILITIES

Death Burst (su) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Heavy Horse Skeleton

RELIGION 6

NE Large Undead

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

DEFENSE

AC 16, touch 14, flat-footed 11

hp 9 (2d8)

Fort 0, **Ref** 4, **Will** 3

Defensive Abilities DR 5/bludgeoning, undead traits

Immune cold

OFFENSE

Speed 50 ft.

Melee bite +5 (1d4+5), and

2 x hooves +0 (1d6+2)

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

STATISTICS

Str 20, **Dex** 20, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk 1; **CMB** +7; **CMD** 22

Feats Improved Initiative

Kuburrum's Brain Cylinder (low/mid) CR —

CE Tiny iron cylinder (inanimate object)

DEFENSE

AC 10, touch 10, flat-footed 10; (+5 deflection, -7 Dex, +2 size)

hp 10; Break DC 25

Fort +3, **Ref** +3, **Will** +3

Hardness 10; Vulnerability acid

SPECIAL

Languages Ancient Osiriani; telepathy 60 ft.

Note: Detaching the cylinder from the arch (with a successful Strength check) or severing the umbilicals connecting Imrizade to the Gate of Beyond creates a magical backlash that removes Kubburum's deflection bonus, making his **AC** 5.

Hit Points (hardness 10, vulnerability to acid) 10

Fast Human Zombie (low/mid) RELIGION 6

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12; (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +1, **Will** +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee 2 slams +4 (1d6+3)

Special Attacks quick strikes

STATISTICS

Str 17, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 15

Feats Toughness

Hit Points

12

Hit Points (mid only)

12

Hit Points (mid only)

12

Hit Points (mid only)

12

Hit Points (mid only)

12

To the Death!

YELLOW MUSK CREEPER (high) NAT DC 7

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft.

Melee tendrils +5 (1d4+4)

Space 5 ft., **Reach** 10 ft.

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the

Hit Points 22	Subdual
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To the Death!

creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

Fast Human Yellow Musk Zombies (h) REL 16

NE Medium undead (Pathfinder RPG Bestiary 285, 289)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12; (+1 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +1, **Will** +3

Immune plant traits

OFFENSE

Speed 40 ft.

Melee 2 slams +4 (1d6+3)

Special Attacks quick strikes

STATISTICS

Str 17, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 15

Feats Toughness

Hit Points 12	Subdual
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To the Death!

SPECIAL ABILITIES

Plant Traits (Ex) This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Yellow musk zombies lack undead traits, but gain plant traits. They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm a yellow musk zombie, for example, nor does negative energy heal a yellow musk zombie.