

A. CENOTAPH CATACOMBS (low)

Mummy (1)

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; **Perception** +16

Aura despair (30 ft., paralyzed 1d4 rnds, Will DC 16 negates)

DEFENSE

AC 20, **touch** 10, **flat** 20 (+10 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/-; **Immune** undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

Slam (P.A.) +12 (1d8+16 plus mummy rot)

STATISTICS

Str 24, **Dex** 10, **Con** -, **Int** 6, **Wis** 15, **Cha** 15

BAB +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' radius that see a mummy must attempt 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 hrs. 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 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 a resurrection or greater magic.

Zombies (4/2)

NE Medium undead **Init** +0; **Senses** darkvision 60'; **Perc** +0

DEFENSE

AC 12, **touch** 10, **flat** 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

BAB +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.

4-player adjustment

Mummy takes -2 on all d20 rolls, damage, ability DCs (DC 14 aura / rot), AC, and touch. It has only 46 HP.

2 zombies only.

A. CENOTAPH CATACOMBS (high)

Mohrg

CE Medium undead

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

DEFENSE

AC 23, **touch** 15, **flat** 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 min, DC 21)

STATISTICS

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

BAB +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. Fast zombies are similar to standard zombies, except they have no DR, a Speed of 40 feet, 14 Dexterity, and instead of being staggered, they can make two slam attacks as a part of a full attack. 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. Whenever a mohrg creates a zombie in this manner, it regains 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

NOTES

Spring Attack: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Skeletal Champions (3/2)

NE Medium undead

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

DEFENSE

AC 21, **touch** 12, **flat** 19 (+6 armor, +1 **Dex**, +2 nat, +2 shld)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19-20)

Power Att: +5 (1d8+5/19-20)

STATISTICS

Str 17, **Dex** 13, **Con** –, **Int** 9, **Wis** 10, **Cha** 12

BAB +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

Gear breastplate, heavy steel shield, masterwork longsword

4-player adjustment

Mohrg takes -2 on all d20 rolls, damage, ability DCs (DC 19 paralysis), AC, and touch. It has only 67 HP. 2 champions only.

B. THE FOUNDER'S FLAME (low)

Fire Mephite (2/1)

N Small outsider (fire)

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

DEFENSE

AC 17, **touch** 14, **flat** 14 (+2 Dex, +1 dodge, +3 nat, +1 size)

hp 19 (3d10+3); **fast healing** 2

Fort +2, **Ref** +5, **Will** +3

Immune fire; DR 5/magic **Weaknesses** vulnerability to cold

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, 1d8 fire, Reflex DC 13half)

Spell-Like Abilities (CL 6th)

1/day—heat metal (DC 14), summon (lv 2, 1 fire mephite 25%)

1/hour—scorching ray (+5 medium range 4d6)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, Wis 11, **Cha** 14

BAB +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, **Perception** +6, Stealth +12

Languages Common, Ignan

Flamespawn Spirit

CE persistent haunt (10-ft.-by-10-ft. monument)

Caster Level 3rd **Notice** Perception DC 0 (to see fire spewing forth from the Founder's Flame)

hp 13; **Trigger** proximity; **Reset** 1 day

Weakness susceptible to cold damage

Effect Each round on the haunt's initiative count, the haunt spews forth 1 Small fire elemental, as if casting summon monster II. The elementals persist until destroyed, but the haunt does not create more if three already exist. Each time the PCs defeat a fire elemental, the haunt takes 5 points of damage.

Destruction Ritually cleansing the corruption of the Founder's Flame permanently destroys the haunt.

Small Fire Elemental

N Small outsider (elemental, extraplanar, i-re)

Init +5; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 16, **touch** 13, **flat** 14 (+1 Dex, +1 dodge, +3 nat, +1 size)

hp 11 (2d10)

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

Immune element. traits, fire **Weaknesses** vulnerable to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, Wis 11, **Cha** 11

BAB +2; **CMB** +1; **CMD** 13

Feats Dodge, Improved Initiative B, Weapon Finesse

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

NOTES

Burn (EX) A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

4-player

Remove a mephite.

B. THE FOUNDER'S FLAME (high)

Flame Drakes (3/2)

CE Large dragon (fire)

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

DEFENSE

AC 18, **touch** 10, **flat** 17 (+1 Dex, +8 natural, -1 size)

hp 57 (6d12+18)

Fort +8, **Ref** +6, **Will** +6 **Immune** fire, paralysis, sleep

Weakness vulnerability to cold

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +10 (2d6+5 + 1d6 fire), tail slap +5 (1d6+2)

Power Att: bite +8 (2d6+11 + 1d6 fire), tail slap +3 (1d6+6)

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

Special Attacks fireball breath

STATISTICS

Str 21, **Dex** 13, **Con** 16, **Int** 9, Wis 12, **Cha** 10

BAB +6; **CMB** +12; **CMD** 23

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Fly +8, Intimidate +9, **Perception** +10, Stealth +6,

Survival +10

Languages Draconic **SQ Speed** surge

SPECIAL ABILITIES

Fireball Breath (Su) A flame drake can, as a standard action, breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 5d6 points of fire damage (DC 16 Reflex half) to all creatures within a 20-foot-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds.

Speed Surge (Ex) Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and Speed to take an additional move action.

Flamespawn Spirit

CE persistent haunt (10-ft.-by-10-ft. monument)

Caster Level 7th; **Notice** Perception DC 0 (to see fire spewing forth from the Founder's Flame)

hp 22; **Trigger** proximity; **Reset** 1 day

Weakness susceptible to cold damage

Effect Each round on the haunt's initiative count, the haunt spews forth 1 Medium fire elemental, as if using summon monster IV. The elementals persist until destroyed, but the haunt does not create more if three already exist. Each time the PCs defeat a fire elemental, the haunt takes 8 points of damage. Destruction The Founder's Flame must be successfully sanctified.

Medium Fire Elemental

N Medium outsider (elemental, extraplanar, i-re)

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

DEFENSE

AC 17, **touch** 14, **flat** 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

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

Immune elemental traits, fire **Weaknesses** vuln. to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, Wis 11, **Cha** 11

BAB +4; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

NOTES

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Mobility: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

4-player adjustment

Remove one flame drake from the encounter.

Each fire elemental the PCs defeat deals 11 points of damage to the haunt.

C. ORDELLIA'S TOWNHOUSE (low)

Vampire Spawn Cultists (2)

NE Medium undead (augmented humanoid, human)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 18, **touch** 12, **flat** 16 (+2 armor, +2 Dex, +4 natural)

hp 46 each (5d8+20); fast healing 2

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

Defensive Abilities channel resist 2, evasion, uncann dodge

DR 5/silver; **Immune** undead traits;

Resist electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+6 plus energy drain)

Special Attacks blood drain, energy drain (1 level, DC 14 after 24 hrs), sneak attack +3d6 plus 3 bleed

STATISTICS

Str 18, **Dex** 14, **Con** –, **Int** 8, Wis 12, **Cha** 15

BAB +3; **CMB** +7; **CMD** 19 **Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Finesse, Weapon Focus (slam)

Skills Acrobatics +18, Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (arcana) +4, Perception +12, Sense Motive +9, Stealth +18;

Languages Common

SQ gaseous form, minion of Tulvhatha, rogue talents (bleeding att +3, slow reactions), shadowless, spider climb)

SPECIAL ABILITIES

Blood Drain (Su) Suck blood from a grappled opponent; if establishes or maintains a pin, it drains blood, dealing 1d4 points of Con damage. The vampire regains 5 HP or 5 temp HP for 1 hour (up to a max equal to its maximum HP) each round it drains blood.

Energy Drain (Su) A creature hit by a vampire spawn's slam gains 1 negative level. Can be used only once per round.

Gaseous Form (Su) As a standard action, a vampire spawn can assume gaseous form at Will (caster level 5th). It can remain gaseous indefinitely and has a fly Speed of 20 feet with perfect maneuverability.

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

Spider Climb (Ex) As if under effects of a spider climb spell.

Vampire Weaknesses Cannot tolerate odor of garlic and will not enter an area laced with it. Similarly, recoil from mirrors / strongly presented holy symbols.

Ordellia's Starknives

Each round initiative 20, Ordellia tiny silver starknives that menace 1 vampire. These suppress energy drain, channel resistance, and DR for 1 round.

4-Player

Ordellia's starknives sicken the target.

Vampires only have 30 HP.

C. ORDELLIA'S TOWNHOUSE (high)

Soul Eater

NE Medium outsider (evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., all-around vision; **Perc** +14

DEFENSE

AC 21, **touch** 17, **flat** 14 (+6 **Dex**, +1 dodge, +4 natural)

hp 82 (11d10+22) **Fort** +5, **Ref** +13, **Will** +7

DR 10/magic;

Immune critical hits, paralysis, poison, sleep, stunning

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee 2 claws +18 (1d6+1/19-20 plus 1d6 Wisdom damage)

Special Attacks find target, soul drain

STATISTICS

Str 13, **Dex** 22, **Con** 14, **Int** 12, Wis 11, **Cha** 11

BAB +11; **CMB** +12; **CMD** 29 (can't be tripped)

Feats Dodge, Flyby Attack, Improved Critical (claw),

Improved Initiative, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +20 (+8 when jumping), Escape Artist +20, Fly +28, Intimidate +14, Knowledge (planes) +15,

Perception +14, Stealth +20 (+28 darkness or smoke)

Languages Abyssal, Infernal **SQ** caster link

SPECIAL ABILITIES

Caster Link (Ex) irrelevant in this combat.

Find Target (Su) irrelevant in this combat.

Soul Drain (Su) If the Wisdom damage from a soul eater's claw attacks equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This attack kills the victim. The dead victim can resist having her soul eaten by succeeding at a DC 17 Fortitude save; success means she is still dead, but can be restored to life normally. If she fails this save, her soul is consumed by the soul eater. (see text)

Wisdom Damage (Su) A creature hit by a soul eater's claw must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based.

Ordellia's Starknives

Each round initiative 20, Ordellia tiny silver starknives that menace 2 vampires. These suppress energy drain, channel resistance, and DR for 1 round.

Vampire Spawn Cultists (4/2)

NE Medium undead (augmented humanoid, human)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 18, **touch** 12, **flat** 16 (+2 armor, +2 Dex, +4 natural)

hp 46 each (5d8+20); fast healing 2

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

Defensive Abilities channel resist 2, evasion, uncann dodge

DR 5/silver; **Immune** undead traits;

Resist electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+6 plus energy drain)

Special Attacks blood drain, energy drain (1 level, DC 14 after 24 hrs), sneak attack +3d6 plus 3 bleed

STATISTICS

Str 18, **Dex** 14, **Con** –, **Int** 8, Wis 12, **Cha** 15

BAB +3; **CMB** +7; **CMD** 19 **Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Finesse, Weapon Focus (slam)

Skills Acrobatics +18, Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (arcana) +4, Perception +12, Sense Motive +9, Stealth +18;

Languages Common

SQ gaseous form, minion of Tolvhatha, rogue talents (bleeding att +3, slow reactions), shadowless, spider climb)

SPECIAL ABILITIES

Blood Drain (Su) See if pin opponent.

Energy Drain (Su) A creature hit by a vampire spawn's slam gains 1 negative level. Can be used only once per round.

Gaseous Form (Su) As a standard, can assume gaseous form (caster level 5th). Indefinite, fly Speed 20 perfect.

Resurrection Vulnerability (Su) Raise dead or similar cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a mat. component.

Spider Climb (Ex) As if under effects of a spider climb spell.

Vampire Weaknesses Cannot tolerate odor of garlic and will not enter an area laced with it. Similarly, recoil from mirrors / strongly presented holy symbols.

4-player adjustment

Remove two vampire spawn from the encounter.

Starknives target only one vampire spawn, but sicken their target in addition to their other effects.