# Desiccated Mummy (Subtier 4-5)

LE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +16

**Aura** desert wind

## DEFENSE

**AC** 24, **touch** 12, **flat-footed** 22 (+2 dex, +12 natural)

**hp** 76 (8d8+40)

**Fort** +6, **Ref** +4, **Will** +10

**DR** 5/—; **Immune** undead traits

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 20 ft.

**Melee** slam +16 (1d8+13 plus mummy rot)

## STATISTICS

**Str** 28, **Dex** 14, **Con** —, **Int** 10, **Wis** 19, **Cha** 19

**Base Atk** +6; **CMB** +15; **CMD** 27

**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus

**Skills** Perception +18, Stealth +13

**Languages** Common

## SPECIAL ABILITIES

### Desert Wind (Su)

All creatures within a 30-foot radius must attempt a DC 18 Fortitude save once per round, and each round the DC of this saving throw increases by 1. A creature that fails its saving throw takes 2d6 nonlethal damage and is fatigued, as if affected by heat stroke (Pathfinder RPG Core Rulebook 444). A creature already fatigued by this ability instead becomes exhausted if it takes additional damage from this aura. A creature that succeeds on the saving throw is immune to that desiccated mummy’s desert wind aura for 24 hours.

### Mummy Rot (Su)

**Mummy Rot**: 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 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.

# Zombie (Subtier 1-2)

NE Medium undead

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

## DEFENSE

**AC** 12, **touch** 10, **flat-footed** 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

**Base Atk** +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 (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

# Temmel Passad

N Medium humanoid

**Init** +0; **Senses** Perception +8

## DEFENSE

**AC** 11, **touch** 11, **flat-footed** 11 (+1 deflection)

**hp** 13 (3d8)

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

# Metella Rauger

N Medium humanoid

**Init** +0; **Senses** Perception +8

## DEFENSE

**AC** 10, **touch** 10, **flat-footed** 10

**hp** 13 (3d8)

**Fort** +1, **Ref** +1, **Will** +4
(+2 vs poison)

# *Ki Pool (2)*

As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start.

## Bleeding Attack (+1)

By hitting with a sneak attack, a ninja can cause 1 point of bleed per sneak attack die (bleed bypasses DR, and is cured by magical healing or a DC 15 Heal check)

# Advanced Zombie (Subtier 4-5)

NE Medium undead

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

## DEFENSE

**AC** 16, **touch** 12, **flat-footed** 14 (+2 dex, +2 natural)

**hp** 16 (2d8+7)

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

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

## OFFENSE

**Speed** 30 ft.

**Melee** slam +6 (1d6+7)

## STATISTICS

**Str** 21, **Dex** 14, **Con** —, **Int** —, **Wis** 14, **Cha** 14

**Base Atk** +1; **CMB** +6; **CMD** 18

**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 (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

# Temmel Passad

N Medium humanoid
**Init** –1; **Senses** Perception +12

## DEFENSE

**AC** 11, **touch** 10, **flat-footed** 11 (+1 armor, –1 Dex, +1 deflection)
**hp** 31 (7d8)
**Fort** +3, **Ref** +2, **Will** +6

# Metella Rauger

N Medium humanoid
**Init** –1; **Senses** Perception +12

## DEFENSE

**AC** 10, **touch** 9, **flat-footed** 10 (+1 armor, –1 Dex)
**hp** 31 (7d8)
**Fort** +2, **Ref** +1, **Will** +5 (+2 vs. poison)

# *Ki Pool (2)*

As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start.

## Bleeding Attack (+3)

By hitting with a sneak attack, a ninja can cause 1 point of bleed per sneak attack die (bleed bypasses DR, and is cured by magical healing or a DC 15 Heal check)

## Vanishing Trick

As a swift action, the ninja can disappear for 1 round per level. This ability functions as invisibility. Using this ability uses up 1 ki point.

# Bahjari Scion (Desecrated area) (Subtier 1-2)

NE Medium undead

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

## Defense

**AC** 16, **touch** 12, **flat-footed** 14 (+2 armor, +2 Dex, +2 natural)

**hp** 10 (1d8+2); **fast healing** 1

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

**Defensive Abilities** channel resistance +4, deathless; **DR** 5/bludgeoning; **Immune** cold, undead traits

## Offense

**Speed** 30 ft.

**Melee** broken scimitar +1 (1d6+1), claw –2 (1d4+2) or 2 claws +3 (1d4+3)

## Statistics

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

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

**Feats** Improved Initiative

**Gear** broken chain shirt, broken scimitar

## Special Abilities

### Gifts

Scimitar: +4 (1d6+4/18-20)
Ring: +1 deflection to all ACs
Shield: +1 AC & flatfooted, 25% chance to negate critical hit

# Human Skeleton (Desecrated area)

NE Medium undead

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

## DEFENSE

**AC** 16, **touch** 12, **flat-footed** 14 (+2 armor, +2 Dex, +2 natural)

**hp** 5 (1d8)

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

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

## OFFENSE

**Speed** 30 ft.

**Melee** broken scimitar +1 (1d6+1), claw –2 (1d4+2) or 2 claws +3 (1d4+3)

## STATISTICS

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

**Base Atk** +0; **CMB** +3; **CMD** 14

**Feats** Improved Initiative

**Gear** broken chain shirt, broken scimitar

# Bahjari Scion (Desecrated Area) (Subtier 4-5)

NE Medium undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +6

## DEFENSE

**AC** 25, **touch** 14, **flat-footed** 21 (+6 armor, +3 Dex, +4 natural, +2 shield)

**hp** 26 (3 HD; 2d8+1d10+3)

**Fort** +6 **Ref** +4 **Will** +6; channel resistance +4

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

## OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +10 (1d8+6/19–20)

## STATISTICS

**Str** 21, **Dex** 17, **Con** —, **Int** 13, **Wis** 14, **Cha** 16

**Base Atk** +2; **CMB** +8; **CMD** 20

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

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

## Special Abilities

### Gifts

Scimitar: +4 (1d6+4/15-20)
Ring: +2 deflection to all ACs
Shield: +2 AC & flatfooted, 25% chance to negate critical hit

# Advanced Human Skeleton (Desecrated area)

NE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +0

## DEFENSE

**AC** 20, **touch** 14, **flat-footed** 16 (+2 armor, +4 Dex, +4 natural)

**hp** 7 (1d8)

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

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

## OFFENSE

**Speed** 30 ft.

**Melee** broken scimitar +3 (1d6+3), claw +0 (1d4+4) or 2 claws +5 (1d4+5)

## STATISTICS

**Str** 19, **Dex** 18, **Con** —, **Int** —, **Wis** 14, **Cha** 14

**Base Atk** +0; **CMB** +5; **CMD** 18

**Feats** Improved Initiative

**Gear** broken chain shirt, broken scimitar