

Mummy's Mask Part 1

The Half-Dead City

Monster Stat Blocks for PFS

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Ghost Scorpion CR ½ N Small vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; [Perception](#) +4

Defense

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 13 (2d8+4)

Fort +5, **Ref** +0, **Will** +0 **Immune** mind-affecting effects

Offense

Speed 30 ft.

Melee 2 claws +2 (1d3), sting +2 (1d3 plus [poison](#))

Special Attacks [pounce](#)

Statistics

Str 10, **Dex** 11, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** +0; **CMD** 10 (22 vs. trip)

Skills [Perception](#) +4, [Stealth](#) +8; **Racial Modifiers** +4 [Perception](#), +4 [Stealth](#)

Special Abilities

Poison (Ex) Sting—injury; save Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Str damage; *cure* 1 save.

Giant Solifugid CR 1 N Small [vermin](#)

Init +2; **Senses** darkvision 60 ft.; [Perception](#) +4

Defense

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 13 (2d8+4)

Fort +5, **Ref** +2, **Will** +0 **Immune** mind-affecting effects

Offense

Speed 50 ft., climb 30 ft.

Melee bite +3 (1d6+1), 2 claws +3 (1d3+1)

Special Attacks rend (2 claws, 1d3+1)

Statistics

Str 12, **Dex** 15, **Con** 15, **Int** —, **Wis** 11, **Cha** 2

Base Atk +1; **CMB** +1; **CMD** 13 (25 vs. trip)

Skills [Climb](#) +9, [Perception](#) +4, [Stealth](#) +10; **Racial Modifiers** +4 [Perception](#), +4 [Stealth](#)

Mining Beetle CR 1/3 N Small [vermin](#)

Init +2; **Senses** low-light vision; [Perception](#) +2

Defense

AC 16, touch 13, flat-footed 14 (+3 natural, +1 size)

hp 6 (1d8)

Fort +4, **Ref** +2, **Will** +2 **Immune** mind-affecting effects

Offense

Speed 30 ft., fly 30 ft. (poor); burrow 20 ft

Melee bite +3 (1d4+2)

Statistics

Str 14, **Dex** 15, **Con** 15, **Int** —, **Wis** 14, **Cha** 11

Base Atk +0; **CMB** +1; **CMD** 13 (21 vs. trip)

Skills [Fly](#) +0

SQ luminescence

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Cockroach Swarm CR 2 N Diminutive [vermin](#) ([swarm](#))

Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; [Perception](#) +4

Defense

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 26 (4d8+8)

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

Defensive Abilities [swarm](#) traits, **Immune** weapon damage

Weaknesses light sensitivity, [swarm](#) traits

Offense

Speed 20 ft., climb 20 ft., fly 30 ft. (poor)

Melee [swarm](#) (1d6)

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

Special Attacks [distraction](#) (DC 14)

Statistics

Str 1, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills [Climb](#) +10, [Fly](#) +4, [Perception](#) +4, [Stealth](#) +14; **Racial Modifiers** +4 [Perception](#)

SQ [hold breath](#)

Iron Cobra CR 2 N Small [construct](#)

Init +2; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +0

Defense

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

hp 15 (1d10+10)

Fort +0, **Ref** +2, **Will** +0 **DR** 5/—; **Immune** [construct traits](#); **SR** 13

Offense

Speed 40 ft.

Melee bite +3 (1d6+1 plus [poison](#))

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

Find Target (Su) Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by [discern location](#). The creator must have seen or be holding an item from the specified creature for this order to function.

Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. *Black Adder Venom*: Bite—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con [damage](#); cure 1 save.

Giant Whiptail Centipede CR 3 Huge [vermin](#)

Init +0; **Senses** darkvision 60 ft.; [Perception](#) +4

Defense

AC 15, touch 8, flat-footed 14 (+7 natural, -2 size)

hp 38 (4d8+20)

Fort +9, **Ref** +1, **Will** +1 **Immune** mind-affecting effects

Offense

Speed 40 ft., climb 40 ft.

Melee bite +8 (2d6+7 plus [poison](#)), tail slap +3 (1d3 nonlethal plus trip)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tail slap)

Statistics

Str 25, **Dex** 11, **Con** 21, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +12; **CMD** 22 (can't be tripped)

Skills [Climb](#) +15, [Perception](#) +4, [Stealth](#) +0; **Racial Modifiers** +4 [Perception](#), +8 [Stealth](#)

SQ [compression](#)

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 1 save. The save DC is Constitution-based.

Tail Slap (Ex) A giant whiptail centipede's tail slap deals nonlethal damage and gains no bonus from its Strength score on damage dealt.

Death Dog CR 2 NE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; [Perception](#) +7

Defense

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

hp 22 (3d10+6)

Fort +4, **Ref** +5, **Will** +2

Offense

Speed 30 ft.

Melee 2 bites +4 (1d8+1 plus disease and trip)

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

Special Attacks disease

Statistics

Str 13, **Dex** 15, **Con** 13, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Toughness, Weapon Finesse

Skills [Perception](#) +7, [Stealth](#) +4, [Survival](#) +4; **Racial Modifiers** +2 [Perception](#), +2 [Stealth](#), +2

[Survival](#)

Languages Goblin (can't speak)

Special Abilities

Disease (Su) *Wormpox*: Bite—Injury; save Fort DC 12; *onset* 1 day; *frequency* 1 day; *effect* 1 Con damage; *cure* 2 consecutive saves.

Human Skeleton CR 1/3 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 4 (1d8)

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

DR 5/bludgeoning; **Immune** cold, [undead traits](#)

Offense

Speed 30 ft.

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

Statistics

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

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

Feats [Improved Initiative](#)^B

Gear broken chain shirt, broken scimitar

Beheaded CR 1/3 NE Tiny undead

Init +2; **Senses** darkvision 60 ft.; [Perception](#) +0

Defense

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

hp 4 (1d8)

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

Immune undead traits

Offense

Speed fly 40 ft. (perfect)

Melee slam +2 (1d2)

Space 2-1/2 ft., **Reach** 0 ft.

Statistics

Str 11, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 10 (can't be tripped)

Skills Fly +14

Sandman CR 3 NE Medium [outsider](#) ([earth](#), [elemental](#), [extraplanar](#))

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; [Perception](#) +7

Aura sleep (20 ft., DC 14)

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 30 (4d10+8)

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

Defensive Abilities [amorphous](#); **DR** 10/bludgeoning; **Immune** [elemental](#) traits

Offense

Speed 30 ft., burrow 30 ft.

Melee slam +6 (1d6+3 plus sleep)

Statistics

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 17

Feats [Improved Initiative](#), [Iron Will](#)

Skills [Acrobatics](#) +8, [Climb](#) +9, [Knowledge](#) (planes) +7, [Perception](#) +7, [Sense Motive](#) +7, [Stealth](#) +8 (+12 in sand); **Racial Modifiers** +4 [Stealth](#) in sand

Languages Terran

SQ [compression](#), sand form

Special Abilities

Sand Form (Su) As a standard action, a sandman can cause its [humanoid](#) form to collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small [earth elemental](#) made out of sand. The sandman retains its [compression](#) and sleep aura abilities when in sand form, but loses its sleep attack and its [damage reduction](#), as its sandy body in this form is much more compact and easier to scatter with solid weapon blows.

Sleep (Su) A creature struck by a sandman's slam attack must succeed on a DC 14 Will save or immediately fall asleep, as if affected by a [sleep](#) spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. The save DC is Constitution-based.

Sleep Aura (Su) A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 14 Will save or fall asleep, as if affected by a [sleep](#) spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours. The save DC is Constitution-based.

Vargouille CR 2 NE Small [outsider](#) ([evil](#), [extraplanar](#))

Init +1; **Senses** darkvision 60 ft.; [Perception](#) +7

Defense

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

hp 19 (3d10+3)

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

Offense

Speed fly 30 ft. (good)

Melee bite +5 (1d4 plus [poison](#))

Special Attacks kiss, [poison](#), shriek

Statistics

Str 10, **Dex** 13, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 13

Feats [Skill Focus](#) ([Stealth](#)), [Weapon Finesse](#)

Skills [Fly](#) +13, [Intimidate](#) +5, [Perception](#) +7, [Stealth](#) +8

Languages Infernal

Special Abilities

Kiss (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence [drain](#) and Charisma [drain](#) equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires [remove disease](#) or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su) Bite—injury; *save* Fort DC 12; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The save DC is Constitution-based.

Shriek (Su) Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

Doru CR 2 NE Tiny outsider ([div](#), [evil](#), [extraplanar](#))
Init +3; **Senses** darkvision 60 ft., [detect good](#), [detect magic](#), see in darkness; [Perception](#) +7
Defense
AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)
hp 16 (3d10)
Fort +3, **Ref** +4, **Will** +4
DR 10/cold iron or [good](#); **Immune** [fire](#), [poison](#); **Resist** acid 10, electricity 10; **SR** 13
Offense
Speed 20 ft., fly 40 ft. (perfect)
Melee bite +9 (1d4–1 plus [poison](#))
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 6th; concentration +8)
Constant—[detect good](#), [detect magic](#)
At will—[invisibility](#) (self only)
3/day—[charm person](#) (DC 13), [minor image](#) (DC 13)
1/day—[suggestion](#) (DC 14)
1/week—commune (CL 12th, 6 questions)
Statistics
Str 8, **Dex** 17, **Con** 10, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)
Feats [Weapon Finesse](#), [Weapon Focus](#) (bite)
Skills [Bluff](#) +8, [Fly](#) +11, [Knowledge](#) (arcana) +6, [Knowledge](#) (planes) +6, [Perception](#) +7, [Spellcraft](#) +6, [Stealth](#) +17
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.
Special Abilities
Poison (Ex) Bite—injury; save Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis; *cure* 2 consecutive saves.

Adherer CR 3 LE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; [Perception](#) +5

Defense

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +5 **DR** 5/—; **SR** 14

Offense

Speed 30 ft., climb 10 ft.

Melee 2 slams +6 (1d6+2 plus [grab](#))

Special Attacks [grab](#) (Large)

Statistics

Str 14, **Dex** 16, **Con** 15, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +7 (+15 grapple); **CMD** 19

Feats [Agile Maneuvers](#), [Combat Reflexes](#)

Skills [Climb](#) +10, [Craft](#) (cloth) +3, [Craft](#) (traps) +1, [Perception](#) +5, [Stealth](#) +11; **Racial**

Modifiers +2 [Craft](#) (cloth), +4 [Stealth](#)

Languages Aklo

SQ adhesive

Special Abilities

Adhesive (Su) A weapon that strikes an adherer becomes stuck fast to the creature's adhesive flesh unless the wielder succeeds at a DC 14 Reflex save. A creature adjacent to the adherer can attempt to pry off a stuck weapon with a DC 17 Strength check, but doing so provokes an attack of opportunity from the adherer. The adherer's adhesive flesh gives it a +8 racial bonus on grapple checks. It can attempt to grapple a foe as a free action whenever a creature successfully hits it with a natural attack or an unarmed strike. An adherer does not gain the grappled condition when it grapples a foe, nor does it provoke attacks of opportunity when it attempts to do so. [Fire](#) can temporarily burn away an adherer's adhesive coating—whenever an adherer takes at least 10 points of [fire](#) damage, it loses its adhesive special quality for 1d4 rounds. Universal solvent, alchemical solvent, or a similar fluid removes an adherer's adhesive quality for 1 hour if it fails a DC 15 Reflex save, or for 1d4 rounds if it makes the save. The adherer's skin loses its adhesive quality 1 hour after the adherer dies. An adherer can release anything stuck to it as a free action. The save DCs are Constitution-based.