

DEATHTRAP OOZE**CR 8**

N Large ooze (shapechanger)

Init –4; **Senses** Perception –5**DEFENSE****AC** 10, touch 5, flat-footed 10 (–4 Dex, +5 natural, –1 size)**hp** 126 (12d8+72)**Fort** +10, **Ref** +0, **Will** –1**Immune** acid, ooze traits**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** slam +13 (2d6+6 plus 2d6 acid and grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+6 plus 2d6 acid)**STATISTICS****Str** 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)**Skills** Climb +13**SQ** compression, trap form**SPECIAL ABILITIES**

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the *Core Rulebook* include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

ADVANCED DEATHTRAP OOZE**CR 9**

N Large ooze (shapechanger)

Init –2; **Senses** Perception –3

DEFENSE**AC** 14, touch 7, flat-footed 14 (–2 Dex, +7 natural, –1 size)**hp** 150 (12d8+96)**Fort** +12, **Ref** +2, **Will** +1**Immune** acid, ooze traits

OFFENSE**Speed** 20 ft., climb 20 ft.**Melee** slam +15 (2d6+10 plus 2d6 acid and grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+10 plus 2d6 acid)

STATISTICS**Str** 24, **Dex** 7, **Con** 26, **Int** —, **Wis** 5, **Cha** 5**Base Atk** +9; **CMB** +17 (+21 grapple); **CMD** 25 (can't be tripped)**Skills** Climb +15**SQ** compression, trap form

SPECIAL ABILITIES

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the *Core Rulebook* include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

Sczarni Enforcers**CR 5**

Human rogue 6

CN Medium humanoid (human)

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

Defense

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)**hp** 48 (6d8+18)**Fort** +6, **Ref** +9, **Will** +1**Defensive Abilities** evasion, uncanny dodge, trap sense +2

Offense

Speed 30 ft.**Melee** +1 *short sword* +9 (1d6+2/19–20)**Ranged** mwk dart +9 (1d4+1)**Special Attacks** sneak attack +3d6 plus 3 bleed

Statistics

Str 12, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10**Base Atk** +4; **CMB** +5; **CMD** 19**Feats** Combat Reflexes, Great Fortitude, Improved Initiative, Nimble Moves, Step Up, Weapon Finesse**Skills** Acrobatics +12, Bluff +9, Climb +6, Disable Device +6, Escape Artist +12, Intimidate +9, Knowledge (dungeoneering) +7, Knowledge (local) +7, Perception +8, Sense Motive +5, Sleight of Hand +12, Stealth +12, Use Magic Device +9**Languages** Common, Giant, Varisian**SQ** rogue talents (bleeding attack +3, combat trick, finesse rogue), trapfinding +3**Combat Gear** *potion of invisibility*, alchemist's fire (2); **Other Gear** +1 *chain shirt*, +1 *short sword*, masterwork darts (3), antitoxin, thieves' tools, 69 gp

PEGASUS**CR 3**

CG Large magical beast

Init +2; **Senses** darkvision 60 ft., detect evil, detect good, lowlight vision, scent; Perception +11**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)**hp** 34 (4d10+12)**Fort** +7, **Ref** +6, **Will** +4**OFFENSE****Speed** 60 ft., fly 120 ft. (average)**Melee** bite +7 (1d3+4), 2 hooves +2 (1d6+2)**Space** 10 ft.; **Reach** 5 ft.**Spell-Like Abilities** (CL 4th)Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)**TACTICS****During Combat** While hobbled, the Pegasus can only move at 1/4 speed, but it attempts to move closer to any goodaligned PCs it detects.**STATISTICS****Str** 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13**Base Atk** +4; **CMB** +9; **CMD** 21 (25 vs. trip)**Feats** Flyby Attack, Iron Will**Skills** Fly +5, Perception +11, Sense Motive +7; **Racial Modifiers** +4 Perception **Languages** Common (cannot speak)

Sczarni Enforcers**CR 8**

Human rogue 9

CN Medium humanoid (human)

Init +9; **Senses** Perception +11

Defense**AC** 21, touch 16, flat-footed 15 (+5 armor, +5 Dex, +1 dodge)**hp** 71 (9d8+27)**Fort** +7, **Ref** +11, **Will** +2**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

Offense**Speed** 30 ft.**Melee** +1 *short sword* +12/+7 (1d6+2/19–20)**Ranged** mwk dart +12/+7 (1d4+1)**Special Attacks** sneak attack +5d6 plus 5 bleed

Statistics**Str** 12, **Dex** 21, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10**Base Atk** +6; **CMB** +7; **CMD** 23**Feats** Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Nimble Moves, Quick Draw, Step Up, Weapon Finesse**Skills** Acrobatics +17, Bluff +12, Climb +8, Disable Device +16, Escape Artist +17, Intimidate +12, Knowledge (dungeoneering) +9, Knowledge (local) +9, Perception +11, Sense Motive +7, Sleight of Hand +17, Stealth +17, Use Magic Device +7**Languages** Common, Giant, Varisian**SQ** rogue talents (bleeding attack +5, combat trick, finesse rogue, slow reactions), trapfinding +4**Combat Gear** *potion of invisibility*, alchemist's fire (2); **Other Gear** +1 *mithral chain shirt*, +1 *short sword*, masterwork darts (4), *belt of incredible dexterity* +2, antitoxin, thieves' tools, 73 gp

HUMAN ZOMBIE**CR 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^B**Special Qualities** staggered**VENOMOUS SNAKE SWARM****CR 4**

N Tiny animal (swarm)

Init +7; **Senses** low-light vision, scent; Perception +13**DEFENSE****AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)**hp** 37 (5d8+15)**Fort** +7, **Ref** +9, **Will** +2**Defensive Abilities** swarm traits**OFFENSE****Speed** 20 ft., climb 20 ft., swim 10 ft.**Melee** swarm (1d6 plus distraction and poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 15)**STATISTICS****Str** 9, **Dex** 16, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +3; **CMB** +4; **CMD** 13 (can't be tripped)**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception)**Skills** Acrobatics +7 (+3 when jumping), Climb +15, Perception +13, Stealth +19, Swim +11; **Racial****Modifiers** +4 Perception, +4 Stealth; uses Dex to modify Climb and Swim**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Relentless Hill Giant Zombies**CR 6**

Variant relentless hill giant fast zombie (*Pathfinder RPG Bestiary* 150, 288, *Pathfinder Campaign Setting: Classic Horrors Revisited* 55)

NE Large undead

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

Defense

AC 12, touch 9, flat-footed 12 (+3 natural, –1 size)

hp 77 (14d8+14)

Fort +4, **Ref** +4, **Will** +9

Immune undead traits

Offense

Speed 40 ft., climb 20 ft.

Melee 2 slams +17 (1d8+8)

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

Special Attacks quick strikes

Statistics

Str 27, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +19; **CMD** 29

Feats Toughness^B

Skills Climb +16

Special Abilities

Quick Strikes (Ex) Whenever a relentless hill giant zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

ADVANCED VENOMOUS SNAKE SWARM**CR 5**

N Tiny animal (swarm)

Init +9; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 21, touch 17, flat-footed 16 (+5 Dex, +4 natural, +2 size)

hp 47 (5d8+25)

Fort +9, **Ref** +11, **Will** +4

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 10 ft.

Melee swarm (1d6 plus distraction and poison)

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

Special Attacks distraction (DC 17)

STATISTICS

Str 13, **Dex** 20, **Con** 21, **Int** 5, **Wis** 16, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 17 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +9 (+5 when jumping), Climb +17, Perception +15, Stealth +21, Swim +13; **Racial**

Modifiers +4 Perception, +4 Stealth; uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

FLAYLEAF ZOMBIE**CR 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)**Special Attacks** breath weapon (15-ft. cone, once every 1d4 rounds, exposed to flayleaf smoke, Fortitude DC 12 negates), death burst**TACTICS****During Combat** On orders from one of the Sczarni enforcers, one of the zombies breaks a 10-foot section of glass, creating an opening for the other zombies to attack. On the opening round and each round thereafter, one zombie uses its breath weapon, if possible.**STATISTICS****Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness^B**Special Qualities** staggered**SPECIAL ABILITIES****Death Burst (Ex)** When a flayleaf zombie dies, it explodes in a burst of rotten flayleaf litter. All creatures adjacent to the flayleaf zombie are exposed to flayleaf smoke.**Flayleaf Smoke (Ex)** Creatures caught in a cloud of bitter reddish flayleaf smoke must succeed at a DC 12 Fortitude save or take 1 point of Wisdom damage and become fatigued for 1 hour. This is a poison effect.

Freemen Mercenary**CR 3**

Human fighter 4

LN Medium humanoid

Init +1; **Senses** Perception +3

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)**hp** 34 (4d10+12)**Fort** +6, **Ref** +2, **Will** +1; +1 vs. fear**Defensive Abilities** bravery +1

OFFENSE

Speed 20 ft.**Melee** mwk guisarme +9 (2d4+5/×3) or sap +7 (1d6+3 nonlethal)**Ranged** net +5 ranged touch (entangle) or javelin +5 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

TACTICS

During Combat The mercenaries hinder and harry the PCs with a combination of Intimidate checks to demoralize, entangling PCs with nets, and using superior reach to strike and trip foes.**Morale** The Freeman loyally support their allies and only surrender or try to flee when the Sczarni do.

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12**Base Atk** +4; **CMB** +7; **CMD** 18**Feats** Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (net), Skill Focus (Intimidate), Weapon Focus (guisarme), Weapon Specialization (guisarme)**Skills** Intimidate +11, Perception +3, Ride +2, Sense Motive +2**Languages** Common**SQ** armor training 1**Combat Gear** *potion of cure light wounds*; **Other Gear** full plate, masterwork guisarme, javelin, nets (2), sap

Sczarni Enforcers**CR 5**

Human rogue 6

CN Medium humanoid (human)

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

Defense

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)**hp** 48 (6d8+18)**Fort** +6, **Ref** +9, **Will** +1**Defensive Abilities** evasion, uncanny dodge, trap sense +2

Offense

Speed 30 ft.**Melee** +1 *short sword* +9 (1d6+2/19–20)**Ranged** mwk dart +9 (1d4+1)**Special Attacks** sneak attack +3d6 plus 3 bleed

Tactics

Before Combat The enforcers try to lure the PCs toward the back of the store.**During Combat** The enforcers order their zombies to break through the glass and attack. They try to flank with the zombies to make use of their sneak attack ability.**Morale** The enforcers are dedicated to the Gael family, but they're not interested in fighting a losing battle. Once one enforcer is defeated, the other flees once reduced to 15 or fewer hit points.

Statistics

Str 12, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10**Base Atk** +4; **CMB** +5; **CMD** 19**Feats** Combat Reflexes, Great Fortitude, Improved Initiative, Nimble Moves, Step Up, Weapon Finesse**Skills** Acrobatics +12, Bluff +9, Climb +6, Disable Device +6, Escape Artist +12, Intimidate +9, Knowledge (dungeoneering) +7, Knowledge (local) +7, Perception +8, Sense Motive +5, Sleight of Hand +12, Stealth +12, Use Magic Device +9**Languages** Common, Giant, Varisian**SQ** rogue talents (bleeding attack +3, combat trick, finesse rogue), trapfinding +3**Combat Gear** *potion of invisibility*, alchemist's fire (2); **Other Gear** +1 *chain shirt*, +1 *short sword*, masterwork darts (3), *death's head talisman* (10 HD; Elbie only), antitoxin, thieves' tools, 69 gp

FLAYLEAF WIGHT**CR 4**

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 26 (4d8+8)**Fort** +3, **Ref** +2, **Will** +5**Defensive Abilities** undead traits**Weaknesses** resurrection vulnerability**OFFENSE****Speed** 30 ft.**Melee** slam +4 (1d4+1 plus energy drain)**Special Attacks** breath weapon (15-ft. cone, once every 1d4 rounds, exposed to flayleaf smoke, Fortitude DC 15 negates), create spawn, death burst, energy drain (1 level, DC 14)**STATISTICS****Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15**Base Atk** +3; **CMB** +4; **CMD** 15**Feats** Blind-Fight, Skill Focus (Perception)**Skills** Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth**Languages** Common**SQ** create spawn**SPECIAL ABILITIES**

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

Death Burst (Ex) When a flayleaf wight dies, it explodes in a burst of rotten flayleaf litter. All creatures adjacent to the flayleaf wight are exposed to flayleaf smoke as if caught in its breath weapon.

Flayleaf Smoke (Ex) Creatures caught in a cloud of bitter reddish flayleaf smoke must succeed at a DC 15 Fortitude save or take 1 point of Wisdom damage and become fatigued for 1 hour. This is a poison effect.

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

Freemen Mercenaries**CR 6**

Human fighter 7

LN Medium humanoid

Init +1; **Senses** Perception +6

DEFENSE**AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)**hp** 57 (7d10+19)**Fort** +8, **Ref** +4, **Will** +4; +2 vs. fear**Defensive Abilities** bravery +2

OFFENSE**Speed** 30 ft.**Melee** +1 *halberd* +14/+9 (1d10+10/×3) or sap +11/+6 (1d6+4 nonlethal)**Ranged** composite longbow +8/+3 (1d8+4/×3)**Special Attacks** weapon training (pole arms +1)

TACTICS**During Combat** The mercenaries use their halberds to trip and strike the PCs, coordinating their maneuvers to the best of their ability with those of their Sczarni allies.**Morale** The Freemen loyally support their allies and only surrender or try to flee when the Sczarni do.

STATISTICS**Str** 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10**Base Atk** +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)**Feats** Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)**Skills** Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8**Languages** Common, Halfling**SQ** armor training 2**Combat Gear** *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** masterwork full plate, +1 *halberd*, composite longbow (+4 Str) with 20 arrows, sap, *cloak of resistance* +1, 35 gp

Sczarni Enforcers**CR 8**

Human rogue 9

CN Medium humanoid (human)

Init +9; **Senses** Perception +11

Defense**AC** 21, touch 16, flat-footed 15 (+5 armor, +5 Dex, +1 dodge)**hp** 71 (9d8+27)**Fort** +7, **Ref** +11, **Will** +2**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

Offense**Speed** 30 ft.**Melee** +1 *short sword* +12/+7 (1d6+2/19–20)**Ranged** mwk dart +12/+7 (1d4+1)**Special Attacks** sneak attack +5d6 plus 5 bleed

Tactics**Before Combat** The enforcers try to lure the PCs toward the back of the store.**During Combat** The enforcers order their wights to break through the glass and attack. They try to flank with the wights to make use of their sneak attack ability.**Morale** The enforcers are dedicated to the Gael family, but they're not interested in fighting a losing battle. Once one enforcer is defeated, the other flees once reduced to 25 or fewer hit points.

Statistics**Str** 12, **Dex** 21, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10**Base Atk** +6; **CMB** +7; **CMD** 23**Feats** Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Nimble Moves, Quick Draw, Step Up, Weapon Finesse**Skills** Acrobatics +17, Bluff +12, Climb +8, Disable Device +16, Escape Artist +17, Intimidate +12, Knowledge (dungeoneering) +9, Knowledge (local) +9, Perception +11, Sense Motive +7, Sleight of Hand +17, Stealth +17, Use Magic Device +7**Languages** Common, Giant, Varisian**SQ** rogue talents (bleeding attack +5, combat trick, finesse rogue, slow reactions), trapfinding +4**Combat Gear** *potion of invisibility*, alchemist's fire (2); **Other Gear** +1 *mithral chain shirt*, +1 *short sword*, masterwork darts (4), *belt of incredible dexterity* +2, *death's head talisman* (18 HD, Elbie only), antitoxin, thieves' tools, 73 gp

Imelda Gael	CR 6
Human alchemist 4/fighter 3 CN Medium humanoid (human) Init +1; Senses Perception +9	
Defense	
AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 natural) hp 48 (7 HD; 3d10+4d8+11) Fort +9, Ref +7, Will +4 (+1 vs. fear); +2 vs. poison Defensive Abilities bravery +1; Resist fire 10	
Offense	
Speed 20 ft. Melee mwk greatsword +14/+9 (2d6+9/19–20) or mwk spiked gauntlet +13/+8 (1d4+6) w/ Power Attack mwk greatsword +12/+7 (2d6+15/19–20) or mwk spiked gauntlet +11/+6 (1d4+10) Special Attacks bomb 5/day (2d6+1 fire, DC 13) Alchemist Extracts Prepared (CL 4th) 2nd— <i>invisibility</i> , <i>resist energy</i> 1st— <i>cure light wounds</i> , <i>expeditious retreat</i> , <i>shield</i> , <i>true strike</i>	
Tactics	
Before Combat Imelda drinks her strength mutagen and extract of <i>resist fire</i> (already included in her stats) at the first signs of trouble. She prefers to wait to drink her extracts of <i>shield</i> , <i>invisibility</i> , and <i>expeditious retreat</i> , in that order, until she hears the <i>magic mouth</i> spells. During Combat Imelda attacks with her weapons and bombs while shouting to Orphyro for magical support. She relies on the jiang-shi vampires to protect her cousin while she focuses on particularly dangerous targets. Morale After seeing most of her family perish at the Hellknights' hands with Guaril Karela's help, Imelda is hellbent on getting revenge and cutting down anyone who stands in her way. She fights to the death. Base Statistics Without her mutagen and extract of <i>resist energy (fire)</i> , Imelda's base statistics are AC 21, touch 11, flat-footed 20; Str 18, Int 14; Melee mwk greatsword +12/+7 (2d6+6/19–20).	
Statistics	
Str 22, Dex 13, Con 12, Int 12, Wis 8, Cha 10 Base Atk +6; CMB +12 (+14 bull rush); CMD 23 (25 vs. bull rush) Feats Brew Potion, Cleave, Combat Reflexes, Improved Bull Rush, Iron Will, Power Attack, Step Up, Throw Anything, Weapon Focus (greatsword) Skills Bluff +7, Climb +6, Craft (alchemy) +11, Diplomacy +7, Intimidate +10, Knowledge (local) +8, Perception +9 Languages Common, Draconic, Giant, Varisian SQ alchemy (alchemy crafting +4, identify potions), armor training 1, discoveries (explosive bomb, shock bomb), mutagen (+4/–2, +2 natural, 40 minutes), poison use, swift alchemy Combat Gear acid (4), smokestick, <i>preserving flask</i> (1st-level) ^{UE} containing <i>cure light wounds</i> ; Other Gear +1 full plate, masterwork greatsword, masterwork spiked gauntlet, <i>cloak of resistance</i> +1, alchemy crafting kit, antitoxin, formula book (contains all prepared extracts plus <i>ant haul</i> ^{APG} , <i>crafter's fortune</i> ^{APG} , <i>disguise self</i> , <i>enlarge person</i> , and <i>reduce person</i>), 560 gp	
Special Abilities	
Explosive Bomb* The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames. Shock Bomb* When the alchemist creates a bomb, he can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.	

Orphyro Ferenc**CR6**

Half-elf cleric of Urgathoa 7

NE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +9**Defense****AC** 20, touch 12, flat-footed 20 (+7 armor, +3 deflection, –1 Dex, +1 natural)**hp** 49 (7d8+14)**Fort** +6, **Ref** +1, **Will** +8; +2 vs. enchantments**Defensive Abilities** 20% miss vs. ranged attacks, *freedom of movement*; **Immune** sleep**Offense****Speed** 20 ft.**Melee** mwk scythe +7 (2d4+1/x4)**Special Attacks** channel negative energy 6/day (DC 20, 4d6), hand of the acolyte (6/day)**Domain Spell-Like Abilities** (CL 7th; concentration +10)

6/day—bleeding touch (3 rounds)

Cleric Spells Prepared (CL 7th; concentration +10)4th—*death ward*^D, *freedom of movement*3rd—*animate dead*^D, *cure serious wounds*, *dispel magic*, *wind wall*2nd—*eagle's splendor*, *magic mouth*^D, *remove paralysis*, *resist energy*, *undetectable alignment*1st—*cause fear*^D (DC 14), *entropic shield*, *hide from undead*, *protection from good*, *remove fear*, *shield of faith*0 (at will)—*detect magic*, *detect poison*, *purify food and drink*, *stabilize***D** domain spell; **Domains** Death, Magic**Tactics****Before Combat** Orphyro casts *freedom of movement*, *eagle's splendor*, *shield of faith*, and *entropic shield* (already included in his stats), in that order, at the first sign of trouble. He casts *undetectable alignment* at the start of every day, believing it's a prudent business precaution.**During Combat** Orphyro uses his spells to support his allies and channels negative energy to harm his enemies. He tries to keep his jiang-shi vampires between himself and the PCs.**Morale** Orphyro is not ready to die. If the PCs defeat Imelda and at least one of his jiang-shi vampires, Orphyro proposes a truce. He only surrenders if he believes he has a chance of surviving to see another day.**Base Statistics** Without *eagle's splendor* and *shield of faith*, Orphyro's stats are **AC 17**, **Special Attacks** channel negative energy 6/day (DC 18), **Cha 16**.**Statistics****Str** 12, **Dex** 8, **Con** 13, **Int** 10, **Wis** 16, **Cha** 20**Base Atk** +5; **CMB** +6; **CMD** 18**Feats** Command Undead, Improved Channel, Improved Initiative, Selective Channeling, Skill Focus (Sense Motive)**Skills** Bluff +6, Intimidate +6, Knowledge (religion) +8, Perception +9, Sense Motive +12; **Racial Modifiers** +2 Perception**Languages** Common, Elven**SQ** elf blood**Other Gear** +1 *breastplate*, masterwork scythe, *amulet of natural armor* +1, silver unholy symbol of Urgathoa, tattoo unholy symbol of Urgathoa^{UE}, onyx gems worth 300 gp, 7 gp

IMPERFECT JIANG-SHI**CR 5**

Human jiang-shi monk 5

LE Medium undead (augmented humanoid)

Init +10; **Senses** blindsight 60 ft. (breathing creatures only), darkvision 60 ft.; **Perception** +22**DEFENSE****AC** 25, touch 22, flat-footed 18 (+6 Dex, +1 dodge, +3 natural, +1 monk, +4 Wis)**hp** 51 (5d8++25); fast healing 5**Fort** +8, **Ref** +11, **Will** +9; +2 vs. enchantment**Defensive Abilities** channel resistance +4, evasion, prayer scroll; **DR** 10/magic and slashing; **Immune** disease, spell completion and spell trigger effects, undead traits; **Resist** cold 20**Weaknesses** jiang-shi weaknesses**OFFENSE****Speed** 30 ft.**Melee** flurry of blows +9/+9 (1d8+3/19–20 plus grab), bite +4 (1d6+4)**Special Attacks** brutal claws, drain chi (DC 15), flurry of blows, stunning fist (5/day, DC 16)**TACTICS****During Combat** The jiang-shi vampires follow Orphyro's orders but recoil in horror if ordered to enter the pantry (area C7).**STATISTICS****Str** 16, **Dex** 23, **Con** —, **Int** 12, **Wis** 18, **Cha** 16**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 28 (can't be tripped)**Feats** Alertness^B, Combat Reflexes, Dodge^B, Improved Initiative, Improved Unarmed Strike, Mobility^B, Skill Focus (Acrobatics)^B, Spring Attack^B, Stunning Fist, Toughness, Weapon Finesse**Skills** Acrobatics +25 (+30 when jumping), Escape Artist +14, Perception +22, Sense Motive +14, Stealth +22, Swim +11; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth**Languages** Common**SQ** fast movement, high jump, *ki* pool (6 points, magic), maneuver training, purity of body, slow fall 20 ft., staggered, still mind**SPECIAL ABILITIES**

Destroying a Jiang-Shi If reduced to 0 hit points, a jiang-shi vampire crumbles to dust but is not destroyed. It reforms in 1 minute with 1 hit point in the same space, or the nearest unoccupied space. Scattering the dust before the jiang-shi reforms destroys it permanently, as does mixing rice into the dust with a dose of holy water. Jiang-shi vampires are also susceptible to wooden weapons carved from peach trees, as such weapons represent the unity of all elements and life to these creatures. A wooden weapon carved from a peach tree automatically bypasses a jiang-shi vampire's damage reduction. Additionally, any successful hit from such a weapon that reduces a jiang-shi to 0 hit points immediately destroys the creature. Although they normally retreat from daylight, jiang-shi vampires are not destroyed by sunlight like regular vampires and can move around during the day without harm.

Drain Chi (Su) Instead of draining blood, a jiang-shi vampire drains "chi," or life energy, from a victim's breath. When a jiang-shi makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage), the jiang-shi can attempt to drain chi by drinking the victim's breath. The victim can resist this attack by making a successful Fortitude save. On a failed save, the victim gains 1 negative level and is staggered for 1d4 rounds.

Prayer Scroll (Su) The scroll attached to the brow of a jiang-shi grants immunity to any effects generated from spell-completion or spell-trigger magic items, such as scrolls and wands. Such magical effects treat the jiang-shi as if it had unbeatable spell resistance. A jiang-shi's prayer scroll can be removed

with a successful steal combat maneuver (*Advanced Player's Guide* 322), which immediately ends the jiang-shi's immunity to these effects. If a jiang-shi's prayer scroll is destroyed (a standard action), the vampire also loses its fast healing ability. A jiang-shi may create a replacement prayer scroll by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work.

Speed A jiang-shi moves only by hopping. This mode of movement is somewhat less swift than regular movement, and thus a jiang-shi's base speed is reduced by 10 feet from the base creature's speed, to a minimum of 10 feet. This unusual mode of movement allows the jiang-shi to ignore the effects of difficult terrain on movement, and makes it impossible to trip. Other speeds (like fly or swim speeds) are not affected by this reduction.

Staggered (Ex) An imperfect jiang-shi has poor reflexes and can only perform a single move action or standard action each round. An imperfect jiang-shi can move up to its speed and attack in the same round as a charge action.

Undead Traits Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning. Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Weaknesses Jiang-shis recoil from mirrors or the sound of handbells rung within 10 feet of them. Cooked rice, which to jiang-shis mocks the fundamental fact that they no longer eat food, shames them into recoiling as well. These things don't harm a jiang-shi vampire—they merely keep it at bay for a period of time. A recoiling jiang-shi vampire must stay at least 5 feet away from the object of its revulsion, and cannot touch or make melee attacks against a creature brandishing the object during that round. Holding a jiang-shi vampire at bay takes a standard action. After being held at bay for 1 round, a jiang-shi vampire can attempt to overcome its revulsion of the object and function normally each round it makes a DC 20 Will save at the start of its turn.

Human alchemist 7/fighter 3 (*Pathfinder RPG Advanced Player's Guide*)

CN Medium humanoid (human)

Init +2; **Senses** Perception +11

Defense

AC 28, touch 12, flat-footed 26 (+10 armor, +2 Dex, +2 natural, +4 shield)

hp 68 (10 HD; 3d10+7d8+17)

Fort +11, **Ref** +10, **Will** +6 (+1 vs. fear); +4 vs. poison

Defensive Abilities bravery +1; **Resist** fire 20

Offense

Speed 20 ft.

Melee +1 *greatsword* +18/+13 (2d6+13/19–20) or mwk spiked gauntlet +17/+12 (1d4+8)

w/ Power Attack +1 *greatsword* +15/+10 (2d6+22/19–20) or mwk spiked gauntlet +14/+9 (1d4+14)

Special Attacks bomb 8/day (4d6+1 fire, DC 14)

Alchemist Extracts Prepared (CL 7th)

3rd—*haste*

2nd—*bull's strength*, *invisibility* (2), *resist energy*

1st—*cure light wounds* (2), *expeditious retreat*, *shield*, *true strike*

Tactics

Before Combat Imelda drinks her strength mutagen and extracts of *resist fire*, *bull's strength*, *shield*, and *invisibility* (already included in her stats), in that order, at the first signs of trouble. She prefers to wait to drink her extract of *haste* until she hears the *magic mouth* spells.

During Combat Imelda attacks with her weapons and bombs while shouting to Orphyro for magical support. She relies on the jiang-shi vampires to protect her cousin while she focuses on particularly dangerous targets.

Morale After seeing most of her family perish at the Hellknights' hands with Guaril Karela's help, Imelda is hell-bent on getting revenge and cutting down anyone who stands in her way. She fights to the death.

Base Statistics Without her mutagen and extracts, Imelda's base statistics are **AC** 22, touch 12, flat-footed 20; **Str** 18, **Int** 14; **Melee** +1 *greatsword* +14/+9 (2d6+7/19–20)

Statistics

Str 26, **Dex** 14, **Con** 12, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +8; **CMB** +16 (+18 bull rush); **CMD** 28 (30 vs. bull rush)

Feats Brew Potion, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Step Up, Throw Anything, Weapon Focus (greatsword)

Skills Bluff +9, Climb +8, Craft (alchemy) +13, Diplomacy +8, Intimidate +12, Knowledge (local) +10, Perception +11

Languages Common, Draconic, Giant, Varisian

SQ alchemy (alchemy crafting +7, identify potions), armor training 1, discoveries (concussive bomb, explosive bomb, shock bomb), mutagen (+4/–2, +2 natural, 70 minutes), poison use, swift alchemy, swift poisoning

Combat Gear acid (4), smokestick, *preserving flask*^{UE} (1st level) containing *cure light wounds*; **Other Gear** +1 *full plate*, +1 *greatsword*, masterwork spiked gauntlet, *cloak of resistance* +2, alchemy crafting kit, antitoxin, formula book (contains all prepared extracts plus *aid*, *ant haul*^{APG}, *crafter's fortune*^{APG}, *disguise self*, *enlarge person*, *fly*, *fox's cunning*, *reduce person*, and *spider climb*), 310 gp

Special Abilities

Concussive Bomb* When the alchemist creates a bomb, he can choose to have it inflict sonic damage. Concussive bombs deal 1d4 points of sonic damage, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a concussive bomb are deafened for 1 minute unless they succeed at a Fortitude save. An alchemist must be at least 6th level before selecting this discovery.

Explosive Bomb* The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Shock Bomb* When the alchemist creates a bomb, he can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.

Orphyro Ferenc**CR 9**

Half-elf cleric of Urgathoa 10

NE Medium humanoid (elf, human)

Init +3; **Senses** deathwatch 30 ft., low-light vision; Perception +13**Defense****AC** 20, touch 12, flat-footed 20 (+7 armor, +3 deflection, –1 Dex, +1 natural)**hp** 78 (10d8+30)**Fort** +11, **Ref** +2, **Will** +11; +2 vs. enchantments**Defensive Abilities** death's embrace, 20% miss vs. ranged attacks, *freedom of movement*; **Immune** sleep**Offense****Speed** 20 ft.**Melee** mwk scythe +9/+4 (2d4+1/x4)**Special Attacks** channel negative energy 6/day (DC 22, 5d6), hand of the acolyte (7/day)**Domain Spell-Like Abilities** (CL 10th; concentration +14)

7/day—bleeding touch (5 rounds)

1/day—dispelling touch

Cleric Spells Prepared (CL 10th; concentration +14)5th—*insect plague*, *spell resistance*^D, *wall of stone* (DC 19)4th—*air walk*, *cure critical wounds*, *death ward*^D, *dismissal* (DC 18), *freedom of movement*3rd—*animate dead*^D, *cure serious wounds*, *dispel magic*, *invisibility purge*, *wind wall*2nd—*desecrate*, *eagle's splendor*, *magic mouth*^D, *remove paralysis*, *resist energy*, *undetectable alignment*1st—*cause fear*^D (DC 15), *entropic shield*, *hide from undead*, *protection from good*, *remove fear*, *shield of faith*0 (at will)—*detect magic*, *detect poison*, *purify food and drink*, *stabilize***D** domain spell; **Domains** Death, Magic**Tactics****Before Combat** Orphyro casts *desecrate*, *freedom of movement*, *eagle's splendor*, *shield of faith*, and *entropic shield* (already included in his stats), in that order, at the first sign of trouble. He casts *undetectable alignment* at the start of every day, believing it's a prudent business precaution.**During Combat** Orphyro uses his spells to support his allies and channels negative energy to harm his enemies. He tries to keep his jiang-shi vampires between himself and the PCs.**Morale** Orphyro is not ready to die. If the PCs defeat Imelda and at least one of his jiang-shi vampires, Orphyro proposes a truce. He only surrenders if he believes he has a chance of surviving to see another day.**Base Statistics** Without *eagle's splendor* and *shield of faith*, Orphyro's stats are **AC 17**, **Special Attacks** channel negative energy 6/day (DC 18), **Cha 16**.**Statistics****Str** 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 20**Base Atk** +7; **CMB** +8; **CMD** 20**Feats** Command Undead, Great Fortitude, Improved Channel, Improved Initiative, Selective Channeling, Skill Focus (Sense Motive)**Skills** Intimidate +8, Knowledge (religion) +10, Perception +13, Sense Motive +13; **Racial Modifiers** +2 Perception**Languages** Common, Elven**SQ** elf blood

Combat Gear unholy water (2); **Other Gear** +1 *breastplate*, *deathwatch eyes*, masterwork scythe, *amulet of natural armor* +1, *headband of inspired wisdom* +2, silver unholy symbol of Urgathoa, tattoo unholy symbol of Urgathoa, onyx gems worth 300 gp, silver dust worth 50 gp, 657 gp

Special Abilities

Bleeding Touch (Sp) As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Death's Embrace (Ex) At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

Dispelling Touch (Sp) At 8th level, you can use a targeted *dispel magic* effect as a melee touch attack. You can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

Hand of the Acolyte (Su) You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Orphyro's Cheat Sheet (Subtier 8-9)

5th level spells

Insect Plague (Conjuration(summoning), 1 round, VSDF, long, one wasp swarm/3lvls, all adjacent, 1 min/lvl) – Summon stationary wasp swarms

Spell Resistance (Abjuration, VSDF, creature touched, 1min/lvl, SRyes) – Target gains SR 12+lvl

Wall of Stone (Conjuration(creation)[earth], VSMDf, medium, stone wall up to 5ft/lvl (S)) – 1 in thick/4lvls, double area by halving thickness, each 5ft section has hardness 8 and 15hp/in or Strength DC 20+2/in. If you try to trap an enemy, REF to move out of the way.

4th level spells

Air Walk (Transmutation[air], VSDF, creature touched, 10min/lvl, SRyes) – Creature can walk on air like it was a hill. (Max of 45°)

Cure Critical Wounds (Conjuration (healing), VS) – creature touched heals 4d8+lvl

Death Ward (Necromancy, VSDF, living creature touched, 1min/lvl, SRyes) - +4 morale vs. death effects, granted a save even if one is not normally allowed. Immune to energy drain + negative energy. Removes penalties from negative levels on you now.

Dismissal (Abjuration, VSDF, close, SRyes) – WILL or extraplanar creature goes home (20% chance of a random plane instead of home)

Freedom of Movement (Abjuration, VSMDf, personal or touch, 10min/lvl, SRyes) – no slowing me, no grappling me, move freely underwater

3rd level spells

Animate Dead (Necromancy[evil], VSM, touch) – Up to 2*CL HD of undead, either skeletons or zombies.

Cure Serious Wounds (Conjuration (healing), VS) – creature touched heals 3d8+lvl

Dispel Magic (Abjuration, VS, medium) – You know how dispel magic works

Invisibility Purge (Evocation, VS, personal, 1min/lvl) – 5ft./lvl sphere on you negates invisibility

Wind Wall (Evocation[air], VSDF, medium, wall 10ft/lvl long and 5ft/lvl high, 1rd/lvl, SRyes) – No tiny, small flying creatures, arrows and bolts are deflected upwards, other ranged weapons have 30% miss, no gaseous spells/breathweapons/creatures

2nd level spells

Desecrate (Evocation[evil], VSM (25gp of silver dust + vial of unholy water), 20ft. radius, 2hrs/lvl, SRyes) – imbues area with negative energy. Undead get +1 attack, damage, saves. Undead created within or summoned in get +1 hp/HD. DC to resist channel negative energy +3. If there's an altar in the area, all these bonuses double.

Eagle's Splendor (Transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 CHA enhancement

Magic Mouth – not relevant to combat.

Remove Paralysis (Conjuration(healing), VS, close, up to 4 creatures, no two of which are 30ft. apart, SRyes) – Cast on one creature: paralysis/staggered is negated. Cast on two creature: new save with +4 resistance. Cast on three/four creatures: new save with +2 resistance

Resist Energy (Abjuration, VSDF, 10min/lvl) – Resist 10 (acid, cold, electric, fire or sonic)

Undetectable Alignment (Abjuration, VS, close, one creature or object, 24 hours, SRyes) – Obscures alignment from all divinations.

1st level spells

Cause Fear - Fairly irrelevant in this adventure due to HD limit

Entropic Shield (Abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)

Hide from Undead

Protection from Good (Abjuration[evil], VSMDF, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

Remove Fear (Abjuration, VS, one creature plus one/four lvls, no two of which are >30ft. apart, 10 min, SRyes) - +4 morale vs. fear; if you have a fear effect when receiving, effect is suppressed

Shield of Faith (Abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

WASP SWARM	CR 3
N Diminutive vermin (swarm)	
Init +1; Senses darkvision 60 ft.; Perception +9	
DEFENSE	
AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)	
hp 31 (7d8)	
Fort +5, Ref +3, Will +3	
Defensive Abilities swarm traits; Immune weapon damage	
OFFENSE	
Speed 5 ft., fly 40 ft. (good)	
Melee swarm (2d6 plus poison)	
Space 10 ft.; Reach 0 ft.	
Special Attacks distraction (DC 13), poison	
STATISTICS	
Str 1, Dex 13, Con 10, Int —, Wis 12, Cha 9	
Base Atk +5; CMB —; CMD —	
Skills Fly +11, Perception +9; Racial Modifiers +8 Perception	
SQ swarm traits, vermin traits	
SPECIAL ABILITIES	
Poison (Ex) Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.	

JIANG-SHI**CR 6**

Human jiang-shi monk 5

LE Medium undead (augmented humanoid)

Init +10; **Senses** blindsight 60 ft. (breathing creatures only), darkvision 60 ft.; Perception +22**DEFENSE****AC** 25, touch 22, flat-footed 18 (+6 Dex, +1 dodge, +3 natural, +1 monk, +4 Wis)**hp** 51 (5d8++25); fast healing 5**Fort** +8, **Ref** +11, **Will** +9; +2 vs. enchantment**Defensive Abilities** channel resistance +4, evasion, prayer scroll; **DR** 10/magic and slashing; **Immune** disease, spell completion and spell trigger effects, undead traits; **Resist** cold 20**Weaknesses** jiang-shi weaknesses**OFFENSE****Speed** 30 ft.**Melee** flurry of blows +9/+9 (1d8+3/19–20 plus grab), bite +4 (1d6+4)**Special Attacks** brutal claws, drain chi (DC 15), flurry of blows, stunning fist (5/day, DC 16)**TACTICS****During Combat** The jiang-shi vampires follow Orphyro's orders but recoil in horror if ordered to enter the pantry (area C7).**STATISTICS****Str** 16, **Dex** 23, **Con** —, **Int** 12, **Wis** 18, **Cha** 16**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 28 (can't be tripped)**Feats** Alertness^B, Combat Reflexes, Dodge^B, Improved Initiative, Improved Unarmed Strike, Mobility^B, Skill Focus (Acrobatics)^B, Spring Attack^B, Stunning Fist, Toughness, Weapon Finesse**Skills** Acrobatics +25 (+30 when jumping), Escape Artist +14, Perception +22, Sense Motive +14, Stealth +22, Swim +11; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth**Languages** Common**SQ** fast movement, high jump, *ki* pool (6 points, magic), maneuver training, purity of body, slow fall 20 ft., still mind**SPECIAL ABILITIES**

Destroying a Jiang-Shi If reduced to 0 hit points, a jiang-shi vampire crumbles to dust but is not destroyed. It reforms in 1 minute with 1 hit point in the same space, or the nearest unoccupied space. Scattering the dust before the jiang-shi reforms destroys it permanently, as does mixing rice into the dust with a dose of holy water. Jiang-shi vampires are also susceptible to wooden weapons carved from peach trees, as such weapons represent the unity of all elements and life to these creatures. A wooden weapon carved from a peach tree automatically bypasses a jiang-shi vampire's damage reduction. Additionally, any successful hit from such a weapon that reduces a jiang-shi to 0 hit points immediately destroys the creature. Although they normally retreat from daylight, jiang-shi vampires are not destroyed by sunlight like regular vampires and can move around during the day without harm.

Drain Chi (Su) Instead of draining blood, a jiang-shi vampire drains "chi," or life energy, from a victim's breath. When a jiang-shi makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage), the jiang-shi can attempt to drain chi by drinking the victim's breath. The victim can resist this attack by making a successful Fortitude save. On a failed save, the victim gains 1 negative level and is staggered for 1d4 rounds.

Prayer Scroll (Su) The scroll attached to the brow of a jiang-shi grants immunity to any effects generated from spell-completion or spell-trigger magic items, such as scrolls and wands. Such magical effects treat the jiang-shi as if it had unbeatable spell resistance. A jiang-shi's prayer scroll can be removed

with a successful steal combat maneuver (*Advanced Player's Guide* 322), which immediately ends the jiang-shi's immunity to these effects. If a jiang-shi's prayer scroll is destroyed (a standard action), the vampire also loses its fast healing ability. A jiang-shi may create a replacement prayer scroll by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work.

Speed A jiang-shi moves only by hopping. This mode of movement is somewhat less swift than regular movement, and thus a jiang-shi's base speed is reduced by 10 feet from the base creature's speed, to a minimum of 10 feet. This unusual mode of movement allows the jiang-shi to ignore the effects of difficult terrain on movement, and makes it impossible to trip. Other speeds (like fly or swim speeds) are not affected by this reduction.

Undead Traits Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning. Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Weaknesses Jiang-shis recoil from mirrors or the sound of handbells rung within 10 feet of them. Cooked rice, which to jiang-shis mocks the fundamental fact that they no longer eat food, shames them into recoiling as well. These things don't harm a jiang-shi vampire—they merely keep it at bay for a period of time. A recoiling jiang-shi vampire must stay at least 5 feet away from the object of its revulsion, and cannot touch or make melee attacks against a creature brandishing the object during that round. Holding a jiang-shi vampire at bay takes a standard action. After being held at bay for 1 round, a jiang-shi vampire can attempt to overcome its revulsion of the object and function normally each round it makes a DC 20 Will save at the start of its turn.