

# #5-18 the Stranger Within

Compiled by Carlos Robledo  
GA PFS

## DEATHTRAP OOZE

CR 8

N Large ooze (shapechanger)

**Init** –4; **Senses** Perception –5

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### DEFENSE

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**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

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### OFFENSE

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**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)

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### STATISTICS

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**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

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### SPECIAL ABILITIES

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**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

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### DEFENSE

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**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

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### OFFENSE

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**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)

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### STATISTICS

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**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

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### SPECIAL ABILITIES

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**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

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**DEFENSE**

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**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

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**OFFENSE**

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**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

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**STATISTICS**

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**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**Sczarni Enforcers**

CR 8

Human rogue 9

CN Medium humanoid (human)

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

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**DEFENSE**

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**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

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**OFFENSE**

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**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

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**STATISTICS**

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**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

**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)**HUMAN ZOMBIE****CR ½**

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<sup>B</sup>**SQ** 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

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** ToughnessB**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 ½

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<sup>B</sup>**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/x3) 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

## FLAYLEAF WIGHT

CR 4

LE Medium undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

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### 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

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### 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)

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### 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

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### 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.

## FREEMEN MERCENARIES

CR 6

Human fighter 7

LN Medium humanoid

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

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### 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

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### OFFENSE

**Speed** 30 ft.

**Melee** +1 *halberd* +14/+9 (1d10+10/x3) or sap +11/+6 (1d6+4 nonlethal)

**Ranged** composite longbow +8/+3 (1d8+4/x3)

**Special Attacks** weapon training (pole arms +1)

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### 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 Freeman loyally support their allies and only surrender or try to flee when the Sczarni do.

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### 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

## IMPERFECT JIANG-SHI VAMPIRES

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

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### 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

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### 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)

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### TACTICS

**During Combat** The jiang-shi vampires follow Orphyro's orders but recoil in horror if ordered to enter the pantry (area C7).

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### 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<sup>B</sup>, Combat Reflexes, Dodge<sup>B</sup>, Improved Initiative, Improved Unarmed Strike, Mobility<sup>B</sup>, Skill Focus (Acrobatics)<sup>B</sup>, Spring Attack<sup>B</sup>, 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

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### 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.

**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.

**High Tier – remove the Staggered SQ**

## **Player Handout: Imelda's Formula Book**

### **Level 2 extracts:**

Subtier 5-6

*Invisibility, resist energy*

### **Level 1 extracts:**

*ant haul, cure light wounds, crafter's fortune, disguise self, enlarge person, expeditious retreat, reduce person, shield, true strike*

## **Player Handout: Imelda's Formula Book**

### **Level 3 extracts:**

Subtier 8-9

*fly, haste*

### **Level 2 extracts:**

*bull's strength, fox's cunning, invisibility, resist energy, spider climb*

### **Level 1 extracts:**

*ant haul, cure light wounds, crafter's fortune, disguise self, enlarge person, expeditious retreat, reduce person, shield, true strike*