

Occult Character Codex

Kineticists



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Occult Character Codex

Kineticists

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Welcome to Occult Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with the rules for psychic magic and occultism found in the *Pathfinder Roleplaying Game Occult Adventures* rulebook. When you see the “Occult Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of that book, from mysterious magic and esoteric alchemy to psychics, dreamlands, cabalistic spiritualism, and creatures of mind-altering mystery. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find anywhere.

Special Electronic Features

We’ve hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

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The following superscript notations are used to denote official Pathfinder RPG rulebooks:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
 APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
 ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
 B1 = *Pathfinder Roleplaying Game Bestiary*
 B2 = *Pathfinder Roleplaying Game Bestiary 2*
 B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*
 GMG = *Pathfinder Roleplaying Game Gamemastery Guide*
 OA = *Pathfinder Roleplaying Game Occult Adventures*
 PU = *Pathfinder Roleplaying Game Pathfinder Unchained*
 UCam = *Pathfinder Roleplaying Game Ultimate Campaign*
 UC = *Pathfinder Roleplaying Game Ultimate Combat*
 UE = *Pathfinder Roleplaying Game Ultimate Equipment*
 UM = *Pathfinder Roleplaying Game Ultimate Magic*

What You Will Find Inside the Occult Character Codex?

The *Occult Character Codex* series brings you a fantastic collection of detailed, ready-to-use stat blocks for psychic characters using the new classes in the *Pathfinder Roleplaying Game Occult Adventures* rulebook. These characters can be used by GMs as allies or villains, friends or rivals, helpful characters or mysterious strangers, or any other use the GM can think of. Every installment includes 20 fully developed premade characters from 1st to 20th level, drawn from many races and specialties within each class and designed with a full array of spells, magic items, feats, psychic abilities, and detailed tactics for ease of use. If you'd love to introduce elements of the new psychic and occult rules into your campaign but feel a bit overwhelmed by the sheer volume of new material to absorb, this is the book for you. Each *Occult Character Codex* is an ideal complement to the *Pathfinder Roleplaying Game NPC Codex* from Paizo, Inc.

Occult Character Codex: Kineticists contains 20 detailed kineticist stat blocks, including kineticists that master every form of matter and energy, from the quadrate pillars of the classical elements of air and earth, fire and water, to the deepest mysteries of living wood, boundless aether, and endless void. These psychokinetic powerhouses wield an array of talented both offensive and defensive, and are presented with fully realized battlefield tactics to take best advantages of their power. Besides their diversity in wild talents, you'll find kineticist humans and half-orcs, dwarves and gnomes, but also stranger races like hobgoblins, merfolk, giants, and leprechauns, running the gamut from good to evil and all points in between. With the *Occult Character Codex*, you'll have an entire arsenal of medium characters waiting and ready to blow your players' minds!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



INTRODUCTION

Much like the *Pathfinder Roleplaying Game NPC Codex*, each *Occult Character Codex* contains 20 stat blocks, one at each level from 1st to 20th, with each installment focusing on one of the new classes presented in that book. Most of the characters presented herein are single-classed, though some have a small number of levels in other classes if it suits their theme and role. With few exceptions, the *Occult Character Codex* does not use archetypes for the new occult and psychic classes, instead focusing on the classes themselves and the inherent variety of options available to each one. While these characters are not specifically built to use the rituals system introduced in *Pathfinder Roleplaying Game Occult Adventures*, they can certainly make use of them if the GM decides to make rituals a feature of an occult campaign.

Automatic Bonus Progression

The stat blocks in this book make use of the Automatic Bonus Progression rules, as detailed in *Pathfinder Roleplaying Game Pathfinder Unchained*. This grants NPCs a bit of a statistical boost in terms of their raw numbers, but without an accompanying increase in their wealth and loot left behind when the PCs defeat them. Where possible, NPC statistics are also designed to correspond to **Table 1-1: Monster Statistics by CR** from Appendix 1 of *Pathfinder Roleplaying Game Bestiary*. The NPCs all have favored class bonuses included. Where an NPC has particular buffing potions or special abilities, Power Attack, and so on, such items and abilities are meant to be used to ensure that the NPCs match the statistics provided by that table for the particular CRs.

Player Use and GM Use

The *Occult Character Codex* series is designed with GMs in mind, of course, as it provides ready-made allies and adversaries for new and complex classes. However, it is also a resource for players in that it provides a wide variety of templates for building characters with these new classes, many of which are fairly complex and require a bit of forethought. These characters could even be used as pregenerated player characters, adjusting their character wealth (and the automatic bonus progression as well) up by one level to match the expected abilities of player characters rather than NPCs.

Combat with Codex Characters

When planning combat encounters, ensure that the individuals you find here are encountered with other creatures or characters. They may be masterminds, but any combat encounter involving a team of heroes against a single bad guy encounters is usually a bad idea, because action economy issues generally ensure a quick victory for player characters. In addition, the characters you find here are not necessarily locked and loaded for combat alone; they are intended as “living characters,” not as individuals who stand in a room waiting to be slaughtered by rampaging player characters. Each NPC is named and has a quick personality sketch to help build out that character as a unique individual, but those names can also be ignored if the goal is simply to provide a set of similar stock characters in an encounter. While it makes sense to encounter one “John Doe,” encountering 4 “John Does” just sounds silly; however, encountering 4 “psychic initiates” or “trainee soldiers” makes sense.

Tactics

Each NPC has a tactics section, though no notes are provided for morale, except in a few cases where the NPCs are intended as spies. It is up to the GM to determine if an NPC fights to the death or otherwise. No tactics section can cover every eventuality or situation, but these serve as guides to the typical strategy each character will take, at least at the beginning of most encounters. Beyond that, their responses will develop organically and intelligently, using their spells, abilities, and items to their best effect. Regarding potential allies for player characters, the notes are short, because it is impossible to know what the PCs will be facing; it’s important to note that NPC allies should never try to steal the PCs’ limelight. Before running a combat encounter, GMs should ensure that they thoroughly understand what an NPC can do. In addition, for the stat blocks and tactics you see in this book, the following general guidelines apply:

Where the tactics say “The individual casts [x],” this refers to long-duration spells like *detect scrying*, *greater false life*, and so on. The effects of those spells are included in the “before pre-buffing” section of the individual’s tactics. For the spells that are cast when combat is imminent, spells of 10 minutes per level duration are likely cast as soon as the individual is aware of intruders in their lair, while spells that last 1 round per level are likely cast when intruders are in the next room if they are fighting something, for example.

Where a spellcaster’s tactics suggest casting *black tentacles*, *repulsion*, or similar ongoing nasty area of effect spells, his or her allies should have some means to attack or affect their enemies without being affected by that effect!

For ease of reference, the save DCs listed in each stat block are marked with an F, R, or W, indicating whether the saving throw in question is a Fortitude, Reflex, or Will save.

As always, GMs can and should change any details of a character and its stat block as needed to suit their games. This is especially helpful when a GM wants to reuse a particular stat block. For example, changing a stat block's alignment, race, a few spells, and/or maybe some magic items creates a whole new NPC.



Kineticists

Here are some notes that may be helpful in running encounters with mediums:

- Remember that they can change their role by channeling a different spirit. The stat blocks that follow simply present them with the spirits they most usually channel.
- None of the NPCs are regarded as having selected a taboo for that day. If a GM wishes to select one, they may, although some cannot gain a taboo because their archetype prevents it.
- Some of the spirits (archmage and hierophant) grant additional spells known, and the stat block states that the relevant bonus spells are treated as arcane or divine spells. Wearing armor does not interfere with the casting of the arcane spells.
- The tactics sections are written with the assumption that the NPC does not gain additional influence, unless otherwise specified. GMs can decide otherwise, of course.

There are two important issues for kineticists: their ability to hit with their attacks, and burn management. Using energy forms presents few difficulties, as they use touch attacks. After a certain point however, kineticists will have difficulty hitting targets when using physical blast/blade/whip forms. For example, if they need a 13+ to hit an AC appropriate for their CR, then that isn't good enough, especially if they are gaining burn to make the attack. Elemental overflow can be used to

increase the attack roll bonus, which requires successful burn management. Allies can also help, by providing competence and morale bonuses to attacks through the use of spells and/or class features, for example. Therefore, take this into account when planning combat encounters for kineticists!

The other key issue for kineticists is burn management. A kineticist shouldn't maximise the amount of burn they can take; for example, a 20th-level kineticist with 12 burn suffers 240 points of nonlethal damage (potentially reduced to 180), which is ridiculous. Fortunately, there is an optimum level of burn at particular levels. An optimum level is achievable once the elemental overflow class feature starts providing bonuses to physical ability scores, provided that the highest ability score bonus is given to Constitution. The following table shows the optimum burn level. One massive help for burn management is the force ward defense wild talent (some stat blocks below demonstrate this point), gained by telekineticists automatically, although it can be gained as an option by other kineticists who choose aether as an expanded element.

Kineticist Level	Optimum Burn	Max Attack Bonus*	Net Nonlethal Damage Gained**
1-5	None	n/a	n/a
6-10	3	2-3	2x HD (instead of 3x HD)
11-15	5	3-5	3x HD (instead of 5x HD)
16-20	7	5-6	4x HD (instead of 7x HD)

* The maximum attack bonus provided by elemental overflow is equal to kineticist level divided by three, rounding down.

** Assuming optimum burn level, and the highest ability score bonus is applied to Con. Gaining additional burn after the optimum level increases the net nonlethal damage.

Here are some additional notes that may be helpful in running encounters with kineticists:

* In the Special Quality line for each of the kineticist stat blocks, the wild talents have a superscript after the name that details the type of talent (form, substance, or utility) and burn cost.

* Deadly Aim and Power Attack can be applied to blasts/kinetic blade/whip that deal physical damage, but not with energy damage.

* Air's reach doubles the reach for any element that uses air, including electricity and any composite blast using air or electricity.

* The tactics sections are written with the assumption that the NPC does not gain burn other than that noted below, such as to reach the optimal level. The NPCs do not gain additional burn unless otherwise noted.

URLIN YASH**(CR 1/2; 200 XP)**

Male half-elf kineticist 1

CG Medium humanoid (elf, human)

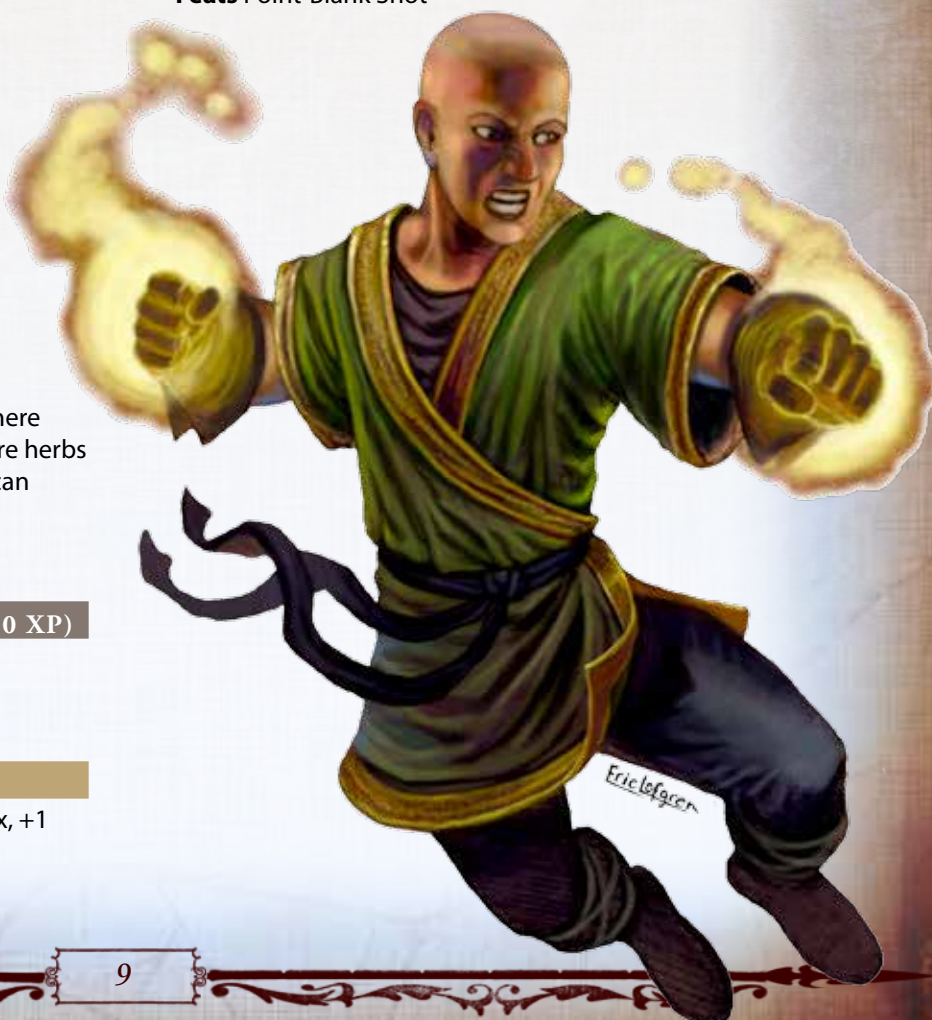
Init +2; **Senses** low-light vision; Perception +8**DEFENSE****AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)**hp** 10 (1d8+2)**Fort** +3, **Ref** +4, **Will** +2; +2 vs enchantment spells and effects**Immune** magic sleep effects**OFFENSE****Speed** 30 ft.**Melee** dagger +0 (1d4/19-20)**Ranged** telekinetic blast +2 (1d6+2)**Special Attacks** burn (max 4), gather power, telekinetic blast (max range extended)**TACTICS****During Combat** Urlin uses telekinetic blast to attack foes. If needed, he can use gather power to make attacks at extended range.**STATISTICS****Abilities** Str 10, Dex 14, Con 12, Int 15, Wis 15, Cha 8**Base Atk** +0; **CMB** +0; **CMD** 12**Feats** Point-Blank Shot, Skill Focus (Heal)**Skills** Appraise +3, Heal +9, Perception +8, Profession (herbalist) +6, Sense Motive +3, Stealth +6; **Racial Modifiers** +2 Perception**Languages** Celestial, Common, Elven, Halfling**SQ** element focus (aether), wild talent (basic telekinesis^{U0}, extended range^{F1})**Gear** mwk studded leather, dagger, pouch with 17 gp worth of mixed coins

Urlin is something of a healer, working as an herbalist by trade. Regardless of where he lives, there should be a herb garden, park, or forest area where herbs grow not too far away from his home, so that he can forage to find most of what he needs.

QUANTINA CABRAL**(CR 1; 400 XP)**

Female gnome kineticist 2

NG Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +9**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 natural, +1 size); +4 dodge vs giants**hp** 18 (2d8+6)**Fort** +5, **Ref** +5, **Will** +2; +2 vs illusion spells and effects**Defensive Ability** flesh of wood (+1 natural armor)**OFFENSE****Speed** 20 ft.**Melee** dagger +2 (1d3/19-20)**Ranged** wood blast +4 (1d6+3)**Special Attacks** +1 attack bonus vs humanoids (goblins and reptilians), burn (max 5), wood blast (max range extended), gather power**Gnome Spell-Like Abilities** (CL 2nd; concentration +2)1/day—*dancing lights*, *ghost sound* (W-DC 11), *prestidigitation*, *speak with animals***TACTICS****Before Combat** Quantina activates flesh of wood when combat is imminent.**During Combat** Quantina uses wood blast to attack foes. If needed, she can use gather power to make attacks at extended range.**STATISTICS****Abilities** Str 10, Dex 14, Con 15, Int 10, Wis 15, Cha 10**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Point-Blank Shot

Skills Knowledge (nature) +7, Perception +9, Profession (gardener) +9, Stealth +11; **Racial Modifiers** +2 Perception, +2 Profession (gardener)
Languages Common, Gnome, Sylvan
SQ elemental defense (flesh of wood), element focus (wood), gnome magic, weapon familiarity (gnome), wild talents (basic phytokinesis^{U0}, extended range^{F1}, skilled kineticist^U)
Combat Gear potions of *cure light wounds* (4); **Gear** mwk leather, dagger, pouch with 27 gp worth of mixed coins

Quantina works as a gardener, either on the estate of some grand figure, or looking after the gardens of a number of middle-class houses. She has heard tales of a legendary master of wood (this is the CR 14 leprechaun; page 21), and wants to follow in his footsteps. She knows this will take time!

DAVRIL HODAM (CR 2; 600 XP)

Male halfling kineticist 3
 CE Small humanoid (halfling)
Init +2; **Senses** Perception +10

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 size)
hp 23 (3d8+6)
Fort +6, **Ref** +6, **Will** +4 (+5 vs emotion effects); +2 vs fear
Defensive Ability emptiness, 5% chance to ignore the extra damage of a critical hit or sneak attack;
Resist negative 2

OFFENSE

Speed 20 ft.
Melee mwk dagger +6 (1d3/19-20), or kinetic blade (gravity) +5 (2d6+4)
Ranged gravity blast +5 (2d6+4)
Special Attacks burn (max 5), gravity blast (max range extended), elemental overflow +1, gather power, kinetic blade

TACTICS

Before Combat Davril activates emptiness.
During Combat Davril uses gravity blast to attack foes. If needed, he can use gather power to make attacks at extended range or to use kinetic blade. If difficult terrain is present, he uses it to full advantage, and he prefers to stay out of melee combat.

STATISTICS

Abilities Str 10, Dex 15, Con 14, Int 10, Wis 15, Cha 10
Base Atk +2; **CMB** +1; **CMD** 13
Feats Point-Blank Shot, Weapon Finesse
Skills Acrobatics +10, Climb +4 (+6 with climber's kit), Escape Artist +7, Knowledge (dungeoneering) +9, Perception +10, Stealth +12; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception
Languages Common, Halfling
SQ elemental defense (emptiness), element focus (void), weapon familiarity (halfling), wild talents (basic chaokinesis^{U0}, extended range^{F1}, kinetic blade^{F1}, skilled kineticist^U)
Combat Gear potions of *cure light wounds* (4); **Gear** mwk studded leather, mwk dagger, climber's kit, pouch with 67 gp worth of mixed coins and gems

Davril always wanted to be strong, because he was bullied mercilessly as a child. In time, he discovered that he could manipulate gravity, and such abilities became his pride. They also became his ruin as he became cruel and evil. He is now part of a criminal group that lives in a city's sewer system.

SWIN ZAGOREOS (CR 3; 800 XP)

Female dwarf kineticist 4
 LN Medium humanoid (dwarf)
Init +6; **Senses** darkvision 60 ft.; Perception +9 (+11 to notice unusual stonework)

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex); +4 dodge vs giants
hp 33 (4d8+6)
Fort +7, **Ref** +7, **Will** +4; +2 vs poison, spells, and spell-like abilities
Defensive Ability heat adaptation, searing flesh (1 fire)

OFFENSE

Speed 20 ft.
Melee mwk battleaxe +7 (1d8+4/x3) (used two-handed)
Ranged fire blast +5 touch (2d6+1 fire)
Special Attacks +1 attack bonus vs humanoids (goblins and orcs), burn (max 5), burning infusion (R-DC 14), fire blast (max range extended), elemental overflow +1, fire sculptor, gather power

TACTICS

Before Combat Swin activates searing flesh.

During Combat Swin prefers using her axe with Power Attack to attack her enemies. If needed, she can use gather power to make fire blasts at extended range. If she is not able to engage in melee combat and has time to do so, she uses gather power as a full-round action to use burning infusion and extended range with her blast.

STATISTICS

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 15, Cha 6
Base Atk +3; **CMB** +6; **CMD** 18 (22 vs bull rush and trip)
Feats Improved Initiative, Power Attack
Skills Appraise +4, Craft (armor) +7, Perception +9 (+11 to notice unusual stonework), Stealth +8
Languages Common, Dwarven
SQ elemental defense (searing flesh), element focus (fire), weapon familiarity (dwarf), wild talents (basic pyrokinesis^{U0}, burning infusion^{S1}, extended range^{F1}, fire sculptor^{U0}, heat adaptation^{U0})
Combat Gear potions of *cure light wounds* (2); **Gear** mwk chain shirt, mwk battleaxe, dagger, *elixir of hiding*, *elixir of vision*, pouch with 37 gp worth of mixed coins; **Automatic Bonus Progression** resistance +1

Swin makes armor for a living. As she learns her trade, she is also becoming increasingly skilled in her abilities to manipulate fire, and others within her community have noticed. They see her as destined for great things, either as an armor crafter, as a powerful wielder of fire, or both.

SAMBASIVARAO

(CR 4; 1,200 XP)

Male merfolk^{B1} kineticist 5
N Medium humanoid (aquatic)
Init +6; **Senses** low-light vision; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 natural)
hp 41 (5d8+15)
Fort +7, **Ref** +7, **Will** +4
Defensive Ability cold adaptation, shroud of water

OFFENSE

Speed 5 ft., swim 50 ft.
Melee +1 *spear* +7 (1d8+5/x3)
Ranged cold blast +5 touch (3d6+1 cold)
Special Attacks burn (max 5), cold blast (max range extended), elemental overflow +1, entangling infusion (R-DC 14), gather power, infusion specialization -1, kinetic fist (+1d6 cold), kinetic healer, metakinesis (Empower)

TACTICS

During Combat Sambasivarao uses cold blast to attack foes. If needed, he can use gather power to make cold blasts at extended range. If he has time to do so, he might use gather power as a full-round action to use entangling infusion with his blast. If forced into melee combat, he uses kinetic fist (without gaining burn), Furious Focus and Power Attack with his spear.

STATISTICS

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 14, Cha 10
Base Atk +3; **CMB** +6; **CMD** 18 (cannot be tripped)
Feats Furious Focus^{APG}, Improved Initiative, Power Attack
Skills Knowledge (nature) +10, Perception +10, Stealth +10, Swim +19
Languages Aquan, Common
SQ amphibious, element focus (water), kinetic defense (shroud of water), wild talents (basic hydrokinesis^{U0}, cold adaptation^{U0}, entangling infusion^{S2}, extended range^{F1}, kinetic fist^{F1}, kinetic healer^{U1})
Gear mithril shirt, mwk spear, dagger, *elixir of hiding*, pouch with 70 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, resistance +1, weapon attunement +1 (spear)

Sambasivarao is the lieutenant of a merfolk shoal (see *Pathfinder Roleplaying Game Bestiary* for more details of merfolk organization), and is pleased to have risen to such a level, but hopes eventually to become a captain. Still, he enjoys the responsibility of looking after the merfolk community that he is part of.

SHARAG KARAKOUSIS

(CR 5; 1,600 XP)

Female hobgoblin^{B1} kineticist 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)
hp 57 (6d8+30; base 60, +15 force ward, 18 hp nonlethal damage)
Fort +12, **Ref** +11, **Will** +6
Defensive Ability force ward (+15 hp; regenerates 2 hp per minute), 15% chance to ignore the extra damage of a critical hit or sneak attack

OFFENSE

Speed 30 ft.

Melee +1 *spear* +10 (1d8+5/x3)

Ranged telekinetic blast +12 (3d6+11)

Special Attacks burn (max 6), elemental overflow +2, gather power, infusion specialization -1, internal buffer 1, kinetic fist (+1d6), kinetic healer, metakinesis (Empower), telekinetic blast (max range extreme), telekinetic invisibility

TACTICS

Before Combat Sharag activates force ward, gaining 3 points of burn to improve the ward's hit points to 15 and the ward regeneration to 2 hp per minute. She drinks a potion of *heroism* and activates telekinetic invisibility when combat is imminent.

During Combat Sharag uses telekinetic blast to attack foes at up to extended range (without gaining burn). If needed, she can use gather power to make blasts at extreme range. If forced into melee combat, she uses kinetic fist (without gaining burn) and Power Attack (with Furious Focus) with her spear.

If at optimal burn (3 points) Sharag gains +2 attack and +4 damage bonuses with telekinetic blast. She also gains a +2 size bonus to Dexterity and Constitution, and a 15% chance to ignore the extra damage of a critical hit or sneak attack. She takes 18 points of nonlethal damage. (With the enhanced force ward in place and bonus to Con, the net hp situation is a gain of 3 hp at 3 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Sharag's statistics are **Init** +2; **AC** 18, touch 13, flat-footed 16; **hp** 54; **Fort** +9, **Ref** +8, **Will** +4; no chance to ignore extra damage; **Melee** +1 *spear* +8 (1d8+5/x3); **Ranged** telekinetic blast +7 (3d6+6); **Dex** 15, **Con** 16; **CMD** 19; **Skills** -2 to skills or -3 to Dex-based skills

STATISTICS

Abilities Str 16, Dex 17, Con 18, Int 10, Wis 12, Cha 8

Base Atk +4; **CMB** +7; **CMD** 20

Feats Furious Focus^{APG}, Power Attack, Weapon Focus (kinetic blast)

Skills Acrobatics +14, Heal +12, Perception +12, Stealth +18; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

SQ elemental defense (force ward), element focus (aether), wild talents (basic telekinesis^{U0},

extended range^{F1}, extreme range^{F2}, kinetic fist^{F1}, kinetic healer^{U1}, telekinetic haul^{U0}, telekinetic invisibility^{U0})

Combat Gear potions of *heroism* (2); **Gear**

mithril shirt, mwk spear, dagger, *elixir of vision*, pouch with 70 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, resistance +1, weapon attunement +1 (spear)

Sharag could be the leader of a hobgoblin tribe, or a skilled mercenary. Like many hobgoblins, she is a sneaky type, having decent Stealth skills and the ability to become invisible. She uses these to good effect to organize ambushes against enemies or targets to be raided.

TRILLIAN GANYASARIM

(CR 6; 2,400 XP)

Male gnome kineticist 7

CG Small humanoid (gnome)

Init +4; **Senses** low-light vision; Perception +16

DEFENSE

AC 21, touch 16, flat-footed 17 (+5 armor, +1

deflection, +4 Dex, +1 size); +4 dodge vs. giants

hp 56 (7d8+42; base 77, 21 hp nonlethal damage)

Fort +11, **Ref** +11, **Will** +7; +2 vs illusion spells and effects

Defensive Ability enveloping winds (40% miss chance), 15% chance to ignore the extra damage of a critical hit or sneak attack

OFFENSE

Speed 20 ft., fly 60 ft. (good); wings of air

Melee +1 *morningstar* +9 (1d6+1/x3)

Ranged air blast +15 (4d6+12), or electricity blast +15 touch (4d6+6), or thunderstorm blast +15 (8d6+16)

Special Attacks +1 attack bonus vs humanoids (goblins and reptilians), burn (max 6), elemental overflow +2, gather power, gusting infusion (F-DC 17), infusion specialization -1, internal buffer 1, kinetic blasts (air, electricity, thunderstorm; max range extreme, air's reach), metakinesis (Empower), torrent (30 ft.; R-DC 17)

Gnome Spell-Like Abilities (CL 7th; concentration +7) 1/day—*dancing lights*, *ghost sound* (W-DC 11), *prestidigitation*, *speak with animals*

TACTICS

Before Combat Trillian activates enveloping winds

and wings of air, gaining 3 points of burn to improve the miss chance by 15%. He drinks his potion of *heroism* when combat is imminent.

During Combat Trillian normally uses air blast to attack foes at up to extended range (without gaining burn), unless his foe has damage reduction that he can't deal with, in which case he uses electricity blast instead. If needed, he can use gather power to make blasts at extreme range. If he has time to do so, he might use gather power as a full-round action to use gusting infusion or torrent with his blast, or to make a thunderstorm blast. He tries to stay out of melee range.

If at optimal burn (3 points) Trillian gains +2 attack and +4 damage bonuses with his blasts. He also gains a +2 size bonus to Dexterity and Constitution, and a 15% chance to ignore the extra damage of a critical hit or sneak attack. He takes 21 points of nonlethal damage. (With the bonus to Con, the net hp situation is a loss of 14 hp at 3 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Trillian's statistics are **Init** +3; **AC** 20, touch 15, flat-footed 17; **hp** 70 (7d8+35); **Fort** +9, **Ref** +9, **Will** +5; no chance to ignore extra damage; **Melee** +1 *morningstar* +7 (1d6+1/x3); **Ranged** air blast +10 (4d6+7), or electricity blast +10 touch (4d6+1), or thunderstorm blast +10 (8d6+11); reduce save DC for infusion-based saves by 1; **Dex** 16, **Con** 16; **CMD** 17; **Skills** -2 to skills or -3 to Dex-based skills

STATISTICS

Abilities Str 11, Dex 18, Con 18, Int 10, Wis 14, Cha 10

Base Atk +5; **CMB** +4; **CMD** 18

Feats Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (kinetic blast)

Skills Craft (jewelry) +14, Fly +25, Perception +16, Stealth +20; **Racial Modifiers** +2 Craft (jewelry), +2 Perception

Languages Common, Gnome, Sylvan

SQ elemental defense (enveloping winds), element focus (air), expanded element (air), gnome magic, weapon familiarity (gnome), wild talents (air cushion^{U0}, air's reach^{U-}, basic aerokinesis^{U0}, extended range^{F1}, extreme range^{F2}, gusting infusion^{S3}, torrent^{F2}, wings of air^{U0})

Combat Gear potions of *heroism* (4); **Gear** mithril shirt, mwk morningstar, dagger, *elixir of hiding*, pouch with 139 gp worth of mixed coins and

gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, resistance +1, weapon attunement +1 (morningstar)

Trillian makes jewelry for a living in the town where he lives. He is also very proud of his supernatural abilities, and uses them to help protect the town from threats. The locals sometimes call him "That crazy gnome!" for the way he flies above the town; he just says that he is practising.



BERNIS AKOGNON

(CR 7; 3,200 XP)

Female dwarf kineticist 8

NE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft., tremorsense; Perception +15 (+17 to notice unusual stonework)**DEFENSE****AC** 21, touch 14, flat-footed 18 (+7 armor, +1 deflection, +3 Dex); +4 dodge vs. giants**hp** 71 (8d8+56; base 95, 24 hp nonlethal damage)**Fort** +14, **Ref** +12, **Will** +7; +2 vs poison, spells, and spell-like abilities**Defensive Ability** flesh of stone (DR 6/adamantine), 15% chance to ignore the extra damage of a critical hit or sneak attack**OFFENSE****Speed** 20 ft.; earth walk**Melee** +1 *battleaxe* +14/+9 (1d8+7/x3) (used two-handed), or kinetic blade (earth) +15/+10 (4d6+9)**Ranged** earth blast +13 (4d6+13), or metal blast +13 (8d6+17)**Special Attacks** +1 attack bonus vs humanoids (goblins and orcs), burn (max 7), kinetic blasts (earth, metal; max range extended), elemental overflow +2, gather power, impale, infusion specialization -2, internal buffer 1, kinetic blade, kinetic cover (16 hp), metakinesis (Empower), snake**TACTICS****Before Combat** Bernis activates flesh of stone, gaining 2 points of burn to improve the DR by 2. She drinks potions of *bull's strength* and *heroism*, and uses 1 burn to activate tremorsense when combat is imminent. Ideally, she is located in a place with difficult terrain.**During Combat** Bernis prefers using kinetic earth blade (without gaining burn) with Power Attack (with Furious Focus) in melee combat. However, if difficult terrain is present, she uses earth walk to take full advantage of the terrain while using earth blast, possibly using extended range or impale (without gaining burn).**If at optimal burn (3 points)** Bernis gains a +2 attack bonus with her blasts and kinetic blade, and +4 damage bonus with her blasts. She also gains a +2 size bonus to Dexterity and Constitution, and a 15% chance to ignore the extra damage of a critical hit or sneak attack. She takes 24 points of nonlethal damage. (With the bonus to Con, the net hp situation is a loss of 16

hp at 3 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, the Bernis' statistics are **Init** +4; **AC** 20, touch 13, flat-footed 18; **hp** 87 (8d8+48); **Fort** +11, **Ref** +9, **Will** +5; no chance to ignore extra damage; **Melee** +1 *battleaxe* +10/+5 (1d8+5/x3) (used two-handed), or kinetic blade (earth) +9/+4 (4d6+8); **Ranged** earth blast +8 (4d6+8), or metal blast +8 (8d6+12); **Str** 16, **Dex** 14, **Con** 18; **CMB** +9; **CMD** 21 (25 vs bull rush and trip); **Skills** -2 to skills or -4 to Climb**STATISTICS****Abilities** Str 20, Dex 16, Con 20, Int 10, Wis 14, Cha 8**Base Atk** +6; **CMB** +11; **CMD** 24 (28 vs bull rush and trip)**Feats** Armor Proficiency (medium), Furious Focus^{APG}, Power Attack, Toughness**Skills** Climb +22, Knowledge (engineering) +10, Knowledge (dungeoneering) +17, Perception +15 (+17 to notice unusual stonework)**Languages** Common, Dwarven**SQ** elemental defense (flesh of stone), element focus (earth), expanded element (earth), weapon familiarity (dwarf), wild talents (basic geokinesis^{U0}, earth walk^{U0}, extended range^{F1}, impale^{F2}, kinetic blade^{F1}, kinetic cover^{U0}, skilled kineticist^U, snake^{F2}, tremorsense^{U0})**Combat Gear** potions of *bull's strength* (2), *cure moderate wounds* (3) and *heroism* (2); **Gear** mwk breastplate, mwk battleaxe, dagger, *robe of infinite twine*^{UE}, pouch with 137 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, physical prowess +2, resistance +1, weapon attunement +1 (battleaxe)Bernis lives in underground dwarf strongholds, where she works as civil engineer on dwarf constructions, repairing or building new ones. She is selfish and greedy. GMs with access to *Occult Character Codex: Spiritualists* might give her a connection to the evil oreads, Gavrilla and Zara (pages 17 and 20 of that book).**ZEHNER TAZORAC**

(CR 8; 4,800 XP)

Male hobgoblin^{B1} kineticist 9

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 23, touch 15, flat-footed 19 (+7 armor, +1 deflection, +4 Dex, +1 natural)

hp 80 (9d8+63; base 107, 27 hp nonlethal damage)

Fort +15, **Ref** +14, **Will** +9

Defensive Ability flame shield (4 fire), searing flesh (6 fire), 15% chance to ignore the extra damage of a critical hit or sneak attack

OFFENSE

Speed 20 ft. (base 30 ft.); greater flame jet

Melee +1 *spear* +12/+7 (1d8+5/x3), or kinetic whip (fire) +13/+8 touch (5d6+2 fire)

Ranged blue flame blast +15 touch (10d6+6 fire), or fire blast +15 touch (5d6+6 fire)

Special Attacks burn (max 7), burning infusion (R-DC 19; searing flame), elemental overflow +3, fire sculptor, expanded element (fire), gather power, infusion specialization -2, internal buffer 1, kinetic blasts (blue flame, fire; max range extended), kinetic whip, metakinesis (Empower, Maximize)

TACTICS

Before Combat Zehner activates searing flesh, gaining 2 points of burn to triple the ability's damage. He drinks a potion of *heroism*, activates greater flame jet, and uses 1 burn to activate flame shield when combat is imminent.

During Combat Zehner prefers using kinetic fire whip (without gaining burn) at reach to attack foes, while hovering. However, if foes need a little "softening up" first or are some distance away, he sometimes likes to use his fire blast with burning infusion at up to extended range (all without gaining burn), but he can also do that at extreme range if he uses gather power.

If at optimal burn (3 points) Zehner gains a +3 attack bonus with his blasts and kinetic blade/whip, and +6 damage bonus with his blasts. He also gains a +2 size bonus to Dexterity and Constitution, and a 15% chance to ignore the extra damage of a critical hit or sneak attack. He takes 27 points of nonlethal damage. (With the bonus to Con, the net hp situation is a loss of 18 hp at 3 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Zehner's statistics are **Init** +3; **AC** 22, touch 14, flat-footed 19; **hp** 98 (9d8+54); **Fort** +12, **Ref** +11, **Will** +7; no chance to ignore extra damage; **Melee** +1 *spear* +10/+5 (1d8+5/x3), or kinetic whip (fire) +9/+4 touch (5d6+2 fire); **Ranged** blue flame blast +10 touch (10d6+2), or fire blast +10 touch (5d6+2 fire); **Dex** 16, **Con** 18; **CMD** 22; **Skills** -2 to skills or -3 to Stealth

STATISTICS

Abilities Str 16, Dex 18, Con 20, Int 10, Wis 14, Cha 8

Base Atk +6; **CMB** +9; **CMD** 23

Feats Armor Proficiency (medium), Lunge, Point-Blank Shot, Toughness, Weapon Focus (kinetic blast)

Skills Intimidate +13, Knowledge (local) +11, Perception +16, Stealth +27; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

SQ elemental defense (searing flesh), element focus (fire), expanded element (fire), wild talents (basic pyrokinesis^{U0}, burning infusion^{S1}, extended range^{F1}, fire sculptor^{U0}, flame jet^{U0}, flame shield^{U1}, greater flame jet^{U0}, kinetic blade^{F1}, kinetic whip^{F2}, searing flame^{U-})

Combat Gear oil of *darkness*, potions of *cure moderate wounds* (3) and *heroism* (2); **Gear** mwk breastplate, mwk spear, dagger, *cloak of elvenkind*, pouch with 70 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +1 (spear)

Zehner is an elite hobgoblin who specialises in arson for military purposes, whether he serves a particular military or as a mercenary from a hobgoblin city. He has a code of honor, and it is not inconceivable that he might work with a group of player characters for a time if a campaign arc allows for it.

SREENIVASALA

(CR 9; 6,400 XP)

Female merfolk^{B1} kineticist 10

N Medium humanoid (aquatic)

Init +5; **Senses** low-light vision, watersense; Perception +18

DEFENSE

AC 27, touch 16, flat-footed 22 (+8 armor, +1 deflection, +5 Dex, +3 natural)

hp 88 (10d8+70; base 118, 30 hp nonlethal damage)

Fort +16, **Ref** +16, **Will** +12

Defensive Ability cold adaptation, shroud of water (+8 armor), 15% chance to ignore the extra damage of a critical hit or sneak attack

OFFENSE

Speed 5 ft., swim 70 ft.; waterdancer

Melee +2 *spear* +14/+9 (1d8+6/x3), or kinetic whip

(cold) +15/+10 touch (5d6+2 cold)

Ranged cold blast +18 touch (5d6+8 cold), or ice blast +18 (10d6+21), or water blast +18 (5d6+16)

Special Attacks burn (max 7), chilling infusion, cold snap (-50° F), elemental overflow +3, kinetic blasts (cold, ice, water; max range extended), gather power, infusion specialization -2, internal buffer 1, kinetic healer, kinetic whip, metakinesis (Empower, Maximize), torrent (R-DC 20)

TACTICS

Before Combat Sreenivasala activates shroud of water, and gaining 2 points of burn to improve the AC bonus by 2. She drinks potions of *cat's grace* and *heroism*, and uses 1 burn to activate cold snap when combat is imminent.

During Combat Sreenivasala prefers using kinetic cold whip (without gaining burn) at reach to attack foes. However, sometimes she likes to use water blast, adding torrent or extended range, or cold blast with or without extended range (in either case, without gaining burn), or using cold blast with chilling infusion if she uses gather power (or at extended range if gathering power as a full-round action). She tries to keep foes within range of her cold snap area of effect (unless they are immune).

If at optimal burn (3 points) Sreenivasala gains a +3 attack bonus with her blasts and kinetic blade/whip, and +6 damage bonus with her blasts. She also gains a +2 size bonus to Dexterity and Constitution, and a 15% chance to ignore the extra damage of a critical hit or sneak attack. She takes 30 points of nonlethal damage. (With the bonus to Con, the net hp situation is a loss of 20 hp at 3 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Sreenivasala's statistics are **Init** +2; **AC** 24, touch 13, flat-footed 22; **hp** 108 (10d8+60); **Fort** +13, **Ref** +11, **Will** +10; no chance to ignore extra damage; **Melee** +2 *spear* +12/+7 (1d8+6/x3), or kinetic whip (cold) +10/+5 touch (5d6+2 cold); **Ranged** cold blast +10 touch (5d6+2 cold), or ice blast +10 (10d6+14), or water blast +10 (5d6+9); reduce save DC for Dex-based save by 3; **Dex** 14, **Con** 18; **CMD** 22 (cannot be tripped); **Skills** -2 to skills

STATISTICS

Abilities Str 16, Dex 20, Con 20, Int 10, Wis 16, Cha 10

Base Atk +7; **CMB** +10; **CMD** 25 (cannot be tripped)

Feats Deadly Aim, Iron Will, Point-Blank Shot, Toughness, Weapon Focus (kinetic blast)

Skills Intimidate +15, Knowledge (nature) +13, Perception +18, Swim +31

Languages Aquan, Common

SQ amphibious, elemental defense (shroud of water), element focus (water), expanded element (water), wild talents (basic hydrokinesis^{U0}, chilling infusion^{S3}, cold adaptation^{U0}, cold snap^{U1}, extended range^{F1}, kinetic blade^{F1}, kinetic healer^{U1}, kinetic whip^{F2}, torrent^{F2}, waterdancer^{U0}, watersense^{U-})

Combat Gear potions of *cat's grace* (2), *cure light wounds* (6), and *heroism* (2); **Gear** mwk spear, dagger, *ring of sustenance*, *ring of swimming*, pouch with 70 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2 (clothes*), deflection +1, mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +2 (spear)

* Unused when shroud of water armor is active.

Sreenivasala might be the leader of a big merfolk shoal (see *Pathfinder Roleplaying Game Bestiary* for more details of merfolk organization), a captain in a merfolk town, or a powerful merfolk hermit. He might even be a more powerful version of Sambasivarao (page xx), encountered by a group of PCs over time has passed.



ARNULFO CARAVINE**(CR 10; 9,600 XP)**

Male human kineticist 11

LN Medium humanoid (human)

Init +10; **Senses** Perception +18**DEFENSE****AC** 25, touch 18, flat-footed 19 (+6 armor, +2 deflection, +6 Dex, +1 natural)**hp** 124 (11d8+88; base 141, +38 force ward, 55 hp nonlethal damage)**Fort** +18, **Ref** +18, **Will** +12**Defensive Ability** force ward (+38 hp; regenerates 3 hp per minute), 25% chance to ignore the extra damage of a critical hit or sneak attack**OFFENSE****Speed** 30 ft.; greater self telekinesis**Melee** +2 *sickle* +18/+13 (1d6+3), or kinetic whip (cold) +19/+14 touch (6d6+3 cold) or kinetic whip (telekinesis) +19/+14 (6d6+12)**Ranged** telekinetic blast +20 (6d6+18), or cold blast +20 touch (6d6+9 cold)**Special Attacks** burn (max 7), elemental overflow +3, gather power (supercharge), kinetic blasts (aetheric boost, cold, telekinetic; max range extended), kinetic healer, infusion specialization -3, internal buffer 2, kinetic whip, metakinesis (Empower, Maximize), snake, wall**TACTICS****Before Combat** Arnulfo activates force ward, gaining 5 points of burn to improve the ward's hit points to 38 and the ward regeneration to 3 hp per minute. He drinks potions of *cat's grace* and *heroism*, and activates greater self-telekinesis when combat is imminent.**During Combat** Arnulfo prefers using kinetic cold whip (without gaining burn) at reach to attack foes. However, sometimes he likes to use telekinetic blast at any range up to extended range (without gaining burn), or using cold blast against fire-vulnerable foes.**If at optimal burn (5 points)** Arnulfo gains a +3 attack bonus with his blasts and kinetic blade/whip, and +6 damage bonus with his blasts. He also gains a +2 size bonus to Strength and Dexterity, +4 size bonus to Constitution, and a 25% chance to ignore the extra damage of a critical hit or sneak attack. He takes 55 points of nonlethal damage. (With the enhanced force ward in place and bonus to Con, the net

hp situation is a gain of 6 hp at 6 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Arnulfo's statistics are **Init** +7; **AC** 22, touch 15, flat-footed 19; **hp** 118 (11d8+66); **Fort** +14, **Ref** +13, **Will** +10; no chance to ignore extra damage; **Melee** +2 *sickle* +13/+8 (1d6+2), or kinetic whip (cold) +11/+6 touch (6d6+2 cold), or kinetic whip (telekinetic) +11/+6 (6d6+10); **Ranged** telekinetic blast +12 (6d6+10), or cold blast +12 touch (6d6+2 cold); **Str** 10, **Dex** 16, **Con** 19; **CMB** +8; **CMD** 21; **Skills** -2 to skills**STATISTICS****Abilities** Str 12, Dex 22, Con 23, Int 14, Wis 14, Cha 8**Base Atk** +8; **CMB** +9; **CMD** 25**Feats** Combat Reflexes, Improved Initiative, Iron Will, Point-Blank Shot, Toughness, Weapon Finesse, Weapon Focus (kinetic blast)**Skills** Appraise +15, Diplomacy +13, Knowledge (engineer) +18, Knowledge (nobility) +15, Perception +18, Profession (engineer) +18, Sense Motive +15**Languages** Common, Elven, Sylvan**SQ** elemental defense (force ward), element focus (aether), expanded element (water), wild talents (basic hydrokinesis^{U0}, basic telekinesis^{U0}, extended range^{F1}, greater self telekinesis^{U0}, kinetic blade^{F1}, kinetic healer^{U1}, kinetic whip^{F2}, self telekinesis^{U0}, snake^{F2}, telekinetic haul^{U0}, telekinetic invisibility^{U0}, wall^{F3})**Combat Gear** potions of *cat's grace* (2), *cure light wounds* (2), and *heroism* (2); **Gear** mithral shirt, mwk sickle, dagger, *bandages of rapid recovery* (7), *figurine of wondrous power* (silver raven), healer's kit (3), pouch with 145 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +2, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (sickle)

Arnulfo is a successful civil engineer, and is famous for it. He is skilled in all aspects of that profession, and has developed many contacts with high society throughout his career. He is a useful person to know, and might possess knowledge of secret entrances into a location that a group of PCs need to enter.

KELENNA KYLER**(CR 11; 12,800 XP)**

Female half-elf fighter 1/kineticist 11

LN Medium humanoid (elf, human)

Init +10; **Senses** low-light vision, greater windsight; Perception +22**DEFENSE****AC** 30, touch 17, flat-footed 25 (+8 armor, +2 deflection, +5 Dex, +5 natural)**hp** 94 (11d8+1d10+95; base 154, 60 hp nonlethal damage)**Fort** +20, **Ref** +18, **Will** +13; +2 vs enchantment spells and effects**Defensive Ability** enveloping winds (50% miss chance), 25% chance to ignore the extra damage of a critical hit or sneak attack; **Immunity** magic sleep effects**OFFENSE****Speed** 30 ft., fly 60 ft. (good); wings of air**Melee** +2 *morningstar* +14/+9 (1d8+3), or kinetic whip (electricity) +20/+15 touch (6d6+3 electricity), or kinetic whip (air) +20/+15 (6d6+12)**Ranged** air blast +21 (6d6+18), or electricity blast +21 touch (6d6+9 electricity), or thunderstorm blast +21 (12d6+24)**Special Attacks** burn (max 7), chain, elemental overflow +3, kinetic blasts (air, electricity, thunderstorm; max range extreme, air's reach), gather power (supercharge), infusion specialization -3, internal buffer 2, kinetic whip, metakinesis (Empower, Maximize)**TACTICS****Before Combat** Kelenna activates enveloping wings and wings of air, gaining 5 points of burn to improve the miss chance provided by this effect by 25%. She drinks potions of *barkskin*, *cat's grace*, and *heroism* when combat is imminent.**During Combat** Kelenna prefers using kinetic electricity whip (without gaining burn) at reach to attack foes. However, sometimes she likes to use either blast at any range up to extreme range (without gaining burn), or when multiple foes are present, using electricity blast with chain.**If at optimal burn (5 points)** Kelenna gains a +3 attack bonus with her blasts and kinetic blade/whip, and +6 damage bonus with her blasts. She also gains a +2 size bonus to Strength and Dexterity, +4 size bonus to Constitution, and a 25% chance to ignore the extra damage of a critical hit or sneak attack. She takes 60 points of

nonlethal damage. (With the bonus to Con, the net hp situation is a loss of 36 hp at 5 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Kelenna's statistics are **Init** +7; **AC** 25, touch 15, flat-footed 22; **hp** 130 (11d8+1d10+72); **Fort** +16, **Ref** +13, **Will** +11; no chance to ignore extra damage; **Melee** +2 *morningstar* +11/+6 (1d8+2), or kinetic whip (electricity) +12/+7 touch (6d6+2 electricity), or kinetic whip (air) +12/+7 (6d6+10); **Ranged** air blast +13 (6d6+10), or electricity blast +13 touch (6d6+2 electricity), or thunderstorm blast +13 (12d6+16); **Str** 10, **Dex** 16, **Con** 19; **CMB** +9; **CMD** 22; **Skills** -2 to skills or -5 to Dex-based skills**STATISTICS****Abilities** Str 12, Dex 22, Con 23, Int 14, Wis 16, Cha 8**Base Atk** +9; **CMB** +10; **CMD** 26**Feats** Improved Initiative^B, Iron Will, Lunge, Point-Blank Shot, Skill Focus (Diplomacy), Toughness, Weapon Finesse, Weapon Focus (kinetic blast)**Skills** Diplomacy +19, Fly +21, Knowledge (local, nobility) +15, Perception +22, Sense Motive +17, Stealth +23; **Racial Modifier** +2 Perception**Languages** Auran, Celestial, Common, Elven**SQ** elemental defense (enveloping winds), element focus (air), expanded element (air), wild talents (basic aerokinesis^{U0}, air cushion^{U0}, air's reach^{U-}, chain^{F3}, extended range^{F1}, extreme range^{F2}, greater windsight^{U0}, kinetic blade^{F1}, kinetic whip^{F2}, voice of the wind^{U0}, windsight^{U-}, wings of air^{U0})**Combat Gear** potions of *barkskin* (2; +3, CL 6), *cat's grace* (2), *eagle's splendor* (3), and *heroism* (2); **Gear** mithral breastplate, mwk morningstar, dagger, *circlet of persuasion*, *ring of sustenance*, nonmagical rings (worth 100 gp), pouch with 89 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (morningstar)

Kelenna is a professional diplomat and mediator for hire. She can be a cunning operator, using greater windsight to listen in on conversations or create demonstrations of her elemental contro to move things along, as well as conventional skill use. She can legitimately get into some places with her skills and reputation that many cannot.

ANTULOR DOAN (CR 12; 19,200 XP)

Male stone giant^{B1} kineticist 8

N Large humanoid (giant)

Init +10; **Senses** Perception +28

DEFENSE

AC 30, touch 16, flat-footed 25 (+2 armor, +2 deflection, +5 Dex, +12 natural, -1 size)

hp 113 (20d8+80; base 173, 60 hp nonlethal damage)

Fort +23, **Ref** +21, **Will** +15

Defensive Ability flesh of stone (DR 6/adamantine), improved rock catching, 15% chance to ignore the extra damage of a critical hit or sneak attack

OFFENSE

Speed 40 ft., climb 40 ft.*; earth climb, earth walk

* On stone and earthen surfaces only.

Melee +2 *impervious*^{UE} *greatclub* +26/+21/+16 (2d8+14), or 2 slams +24 (1d8+8)

Ranged earth blast +24 (4d6+12), or metal blast +24 (8d6+16), or rock +22/+17/+12 (1d8+12)

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

Special Attacks burn (max 6), elemental overflow +2, gather power, impale, infusion specialization -2, internal buffer 1, kinetic blasts (earth, metal; max range extended), kinetic cover (16 hp), kinetic fist (+1d6), metakinesis (Empower), rock throwing (180 ft.), shift earth, snake

TACTICS

Before Combat Antulor activates flesh of stone, gaining 2 points of burn to improve the DR by 2. He drinks a potion of *heroism*, and uses 1 burn to activate tremorsense when combat is imminent. Ideally, he is located in a place with difficult terrain.

During Combat Antulor prefers using his greatclub with kinetic fist (without gaining burn) in melee combat, possibly while using Lunge. If difficult terrain is present, he uses earth walk to take full advantage of the terrain. If foes are distant or close together, he might use earth blast using extended range or impale, as appropriate (without gaining burn).

If at optimal burn (3 points) Antulor gains +2 attack and +4 damage bonuses with his blasts. He also gains a +2 size bonus to Dexterity and Constitution, and a 15% chance to ignore the extra damage of a critical hit or sneak attack. He takes 60 points of nonlethal damage. (With the bonus to Con, the net hp situation is a loss of 40

hp at 3 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Antulor's statistics are **Init** +9; **AC** 30, touch 16, flat-footed 25; **hp** 153 (20d8+60); **Fort** +20, **Ref** +18, **Will** +13; no chance to ignore extra damage; **Melee** +2 *greatclub* +24/+19/+14 (2d8+14), or 2 slams +22 (1d8+8); **Ranged** earth blast +20 (4d6+7), or metal blast +20 (8d6+11), or rock +20/+15/+10 (1d8+12); **Dex** 21, **Con** 17; **CMD** 39; **Skills** -2 to skills or -3 to Stealth

STATISTICS

Abilities Str 27, Dex 23, Con 19, Int 14, Wis 14, Cha 16

Base Atk +15; **CMB** +24; **CMD** 40

Feats Combat Reflexes, Improved Initiative, Improved Iron Will, Iron Will, Lunge, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Precise Shot, Quick Draw, Weapon Focus (kinetic blast)

Skills Climb +21 (+29 using earth climb), Intimidate +28, Knowledge (dungeoneering) +23, Knowledge (geography) +24, Perception +33, Stealth +32 (+40 in rocky terrain); **Racial**

Modifiers +8 Stealth in rocky terrain



Languages Common, Draconic, Dwarven, Giant
SQ elemental defense (flesh of stone), element focus (earth), expanded element (earth), wild talents (basic geokinesis^{U0}, earth climb^{U0}, earth walk^{U-}, extended range^{F1}, impale^{F2}, kinetic fist^{F1}, kinetic cover^{U0}, shift earth^{U0}, snake^{F2})

Combat Gear potions of *cure moderate wounds* (6) and *heroism* (2); **Gear** Large *mwk impervious*^{UE} *greatclub*, Large dagger, *cloak of elvenkind*, *eyes of the eagle*, *ring of sustenance*, pouch with 285 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2 (clothes), deflection +2, mental prowess +4, physical prowess +4, resistance +3, toughening +1, weapon attunement +2 (greatclub)

Some of Antulor's giant friends call him "Invisible One" for his excellent stealth skills, but he also has great knowledge of dungeoneering and geography, and is sometimes employed as a guide. He is intended as a wild card NPC, and would be especially useful in a giant-related campaign, where he can serve many purposes.

YUZU GEREMIA (CR 13; 25,600 XP)

Female half-orc fighter 1/kineticist 13

CN Medium humanoid (human, orc)

Init +9; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 30, touch 18, flat-footed 24 (+8 armor, +2 deflection, +5 Dex, +1 dodge, +4 natural)

hp 143 (14d8+139; base 203, 70 hp nonlethal damage)

Fort +24, **Ref** +19, **Will** +15 (+21 vs emotion effects)

Defensive Ability emptiness, orc ferocity, 55% chance to ignore the extra damage of a critical hit or sneak attack; **Resist** negative 12

OFFENSE

Speed 30 ft.; greater gravity control

Melee +2 *falchion* +15/+10 (2d4+3/18-20), or kinetic whip (fire) +21/+16 touch (7d6+4 fire), or kinetic whip (negative) +21/+16 touch (7d6+4 negative)

Ranged fire blast +22 touch (7d6+16 fire), negative blast +22 touch (7d6+12 negative), or negative admixture +22 touch (14d6+16)

Special Attacks burn (max 9), burning infusion (R-DC 24), elemental overflow +4, fire's fury, gather power (supercharge), infusion specialization -3, internal buffer 2, kinetic blasts (fire, negative,

negative admixture; max range extreme), kinetic whip, metakinesis (Empower, Maximize, Quicken), searing flame

TACTICS

Before Combat Yuzu activates emptiness, gaining 5 points of burn to multiply the bonuses by six. She drinks potions of *barkskin* and *heroism*, and activates greater gravity control, when combat is imminent.

During Combat Yuzu prefers using kinetic fire whip with burning infusion (without gaining burn) at reach to attack foes, while hovering. However, if foes need a little "softening up" first or are some distance away, she sometimes likes to use her fire blast with burning infusion at up to extreme range (all without gaining burn). She can also make similar attacks using negative blast against fire immune creatures, although burning infusion cannot be used. If she is able to, she uses gather power to enhance her blasts with metakinesis.

If at optimal burn (5 points) Yuzu gains a +4 attack bonus with her blasts and kinetic blade/whip, and +8* damage bonus with her blasts. She also gains a +2 size bonus to Strength and Dexterity, +4 size bonus to Constitution, and a 25% chance to ignore the extra damage of a critical hit or sneak attack. She takes 70 points of nonlethal damage. (With the bonus to Con, the net hp situation is a loss of 42 hp at 5 burn.) These bonuses are included above.

* +12 for fire and negative admixture blasts because of fire's fury.

Basic Statistics Without optimal burn and pre-buffing, Yuzu's statistics are **Init** +8; **AC** 27, touch 17, flat-footed 22; **hp** 175 (14d8+111); **Fort** +20, **Ref** +16, **Will** +13; no energy resistance, no chance to ignore extra damage; **Melee** +2 *falchion* +12/+7 (2d4+2/18-20), or kinetic whip (fire) +14/+9 touch (7d6+3 fire), or kinetic whip (negative) +14/+9 touch (7d6+3 negative); **Ranged** fire blast +15 touch (7d6+15 fire), negative blast +15 touch (7d6+11 negative), or negative admixture +15 touch (14d6+15); reduce save DC for Con-based save by 2; **Str** 10, Dex 18, Con 22; **CMB** +10; **CMD** 25; **Skills** -3 to Dex-based skills, -2 to other skills

STATISTICS

Abilities Str 12, Dex 20, Con 26, Int 10, Wis 16, Cha 13

Base Atk +10; **CMB** +11; **CMD** 27

Feats Dodge^B, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (kinetic blast)

Skills Escape Artist +29, Intimidate +22, Knowledge (dungeoneering) +25, Perception +22; **Racial**

Modifiers +2 Intimidate

Languages Common, Orc

SQ elemental defense (emptiness), element focus (void), expanded element (fire), no breath, weapon familiarity (half-orc), wild talents (basic chaokinesis^{U0}, basic pyrokinesis^{U0}, burning infusion^{S1}, extended range^{F1}, extreme range^{F2}, fire's fury^U, gravity control^{U0}, greater gravity control^{U0}, kinetic blade^{F1}, kinetic whip^{F2}, no breath^U, searing flame^U, skilled kineticist^U)

Combat Gear potions of *barkskin* (4) and *heroism* (3); **Gear** mithral breastplate, mwk falchion, dagger, *ring of sustenance*, *ring of mind shielding*, pouch with 222 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2, weapon attunement +2 (falchion)

With Yuzu's abilities and lack of need to breathe or eat, there are few places she cannot go. She has astounding knowledge of underground areas; indeed, these serve her well as a guide and explorer of underground areas. Woe betide anyone who upsets her, as she has sometimes abandoned those who offended her to their fates deep underground!

TIRAS LAYBOURN (CR 14; 38,400 XP)

Male leprechaun^{B2} kineticist 14

N Small fey

Init +9; **Senses** greensight 60 ft., low-light vision; Perception +41

DEFENSE

AC 33, touch 18, flat-footed 28 (+7 armor, +2 deflection, +5 Dex, +8 natural, +1 size)

hp 166 (4d6+14d8+176; base 256, 90 hp nonlethal damage)

Fort +25, **Ref** +25, **Will** +20

Defensive Ability flesh of wood (+6 natural armor), 25% chance to ignore the extra damage of a critical hit or sneak attack; **DR** 5/cold iron; **Resist** fire 10; **SR** 13

OFFENSE

Speed 40 ft.; greater woodland step

Melee +3 *club* +23/+18/+13 (1d8+4), or kinetic whip (cold) +24/+19/+14 touch (7d6+4 cold), or kinetic whip (wood) +24/+19/+14 (7d6+15)

Ranged cold blast +25 touch (7d6+12 cold), or winter blast +25 (14d6+30), or wood blast +25 (7d6+23)

Special Attacks burn (max 9), elemental overflow +4, gather power (supercharge), infusion specialization -4, internal buffer 2, kinetic blasts (cold, winter, wood; max range extended), entangling infusion (R-DC 25), grappling infusion (CMB +24), impale, kinetic whip, metakinesis (Empower, Maximize, Quicken), toxic infusion (F-DC 25)

Spell-Like Abilities (CL 4th (or 8th); concentration +9 (or +13))

Constant—*shillelagh*

At will—*dancing lights*, *ghost sound* (DC 15), *invisibility* (self only), *mage hand*, *major image* (visual and auditory elements only, DC 18), *prestidigitation*, *ventriloquism* (DC 16)

3/day—*color spray* (DC 16), *fabricate* (1 cubic foot of material only)

1/day—*major creation*

TACTICS

Before Combat Tiras activates flesh of wood, gaining 5 points of burn to improve the natural armor bonus by 6. He drinks a potion of *heroism* when combat is imminent.

During Combat Tiras prefers using entangling kinetic wood whip (without gaining burn) at reach to attack foes. However, sometimes he likes to use entangling wood blast with impale, or toxic wood blast (in either case, without gaining burn). He uses his other talents intelligently and as needed, using gather power if necessary.

If at optimal burn (5 points) Tiras gains a +4 attack bonus with his blasts and kinetic blade/whip, and +8 damage bonus with his blasts. He also gains a +2 size bonus to Strength and Dexterity, +4 size bonus to Constitution, and a 25% chance to ignore the extra damage of a critical hit or sneak attack. He takes 90 points of nonlethal damage. (With the bonus to Con, the net hp situation is a loss of 54 hp at 5 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Tiras' statistics are **Init** +8; **AC** 26, touch 17, flat-footed 22; **hp** 220 (4d6+14d8+140); **Fort** +21, **Ref** +22, **Will** +18; no chance to ignore

extra damage; **Melee** +3 *club* +20/+15/+10 (1d8+4), or kinetic whip (cold) +17/+12/+7 touch (7d6+3 cold), or kinetic whip (wood) +17/+12/+7 (7d6+13); **Ranged** cold blast +18 touch (7d6+3 cold), or winter blast +18 (14d6+20), or wood blast +18 (7d6+13); reduce save DCs by 2; **Str** 11, **Dex** 18, **Con** 22; **CMB** +11; **CMD** 25 (roots); **Skills** -3 to Dex-based skills, -2 to other skills

STATISTICS

Abilities Str 13, Dex 20, Con 26, Int 14, Wis 21, Cha 20

Base Atk +12; **CMB** +12; **CMD** 27 (roots)

Feats Combat Reflexes, *Extra Wild Talent* (2; kinetic whip, toxic infusion), Improved Initiative, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (kinetic blast)

Skills Bluff +14, Escape Artist +14, Handle Animal +31, Heal +24, Knowledge (geography) +21, Knowledge (nature) +32, Perception +41, Perform (comedy) +12, Perform (dance) +12, Sense Motive +14, Sleight of Hand +18, Stealth +32; **Racial Modifiers** +8 Perception, +4 Sleight of Hand

Languages Common, Elven, Halfling, Sylvan

SQ elemental defense (flesh of wood), element focus (wood), expanded element (water), leprechaun magic, wild talents (basic hydrokinesis^{U0}, basic phytokinesis^{U0}, entangling infusion^{S2}, extended range^{F1}, grappling infusion^{S3}, greater woodland step^{U0}, greensight^U, green tongue^U, impale^{F2}, kinetic blade^{F1}, kinetic whip^{F2}, roots^U, toxic infusion^{S3}, wall^{F3}, warp wood^{U0}, wild growth^{U0}, woodland step^{U0})

Combat Gear potions of *cure moderate wounds* (4), *fly* (2), and *heroism* (4); **Gear** mithril shirt, mwk club, dagger, *eyes of the eagle*, *handy haversack* (with 600 gp worth of nonmagical items and clothing), *ring of minor fire resistance*, pouch with 97 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +3, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +3 (club)

Some scholars believe that Tiras is a myth, some that he is a legendary figure. The truth is that he is an unusual leprechaun who heals damaged lands, sometimes helps crops to grow, and sometimes uses his abilities to defeat land harmers. He is friends with many powerful druids, who respect him greatly.

CEAL KARANDIKAR

(CR 15; 51,200 XP)

Female gnome kineticist 16

NG Small humanoid (gnome)

Init +10; **Senses** low-light vision, reactive touchsight; Perception +26

DEFENSE

AC 30, touch 18, flat-footed 25 (+10 armor, +2 deflection, +5 Dex, +2 natural, +1 size); +4 dodge vs giants

hp 211 (16d8+176; base 251, +72 force ward, 112 hp nonlethal damage)

Fort +26, **Ref** +23, **Will** +15; +2 vs illusion spells and effects

Defensive Ability force ward (+72 hp; regenerates 4 hp per minute), telekinetic deflection, 35% chance to ignore the extra damage of a critical hit or sneak attack

OFFENSE

Speed 20 ft.; greater self telekinesis

Melee +4 *heavy mace* +20/+15/+10 (1d6+5), or kinetic whip (telekinetic) +26/+21/+16 (8d6+17)

Ranged force blast +27 touch (8d6+14), or telekinetic blast +27 (8d6+27)

Special Attacks +1 attack bonus vs humanoids (goblins and reptilians), burn (max 9), composite specialization (-1), elemental overflow +5, gather power (supercharge), grappling infusion* (+27 CMB), infusion specialization -4, internal buffer 3, kinetic healer, kinetic whip, metakinesis (Empower, Maximize, Quicken), kinetic blasts (aetheric boost, force, telekinetic; max range extreme), snake, telekinetic finesse, telekinetic haul (up to 1,600 lbs.), wall*

* Gains a +1 bonus to attack and damage rolls.

Gnome Spell-Like Abilities (CL 16th; concentration +16)

1/day—*dancing lights*, *ghost sound* (W-DC 11), *prestidigitation*, *speak with animals*

TACTICS

Before Combat Ceal activates force ward, gaining 7 points of burn to improve the ward's hit points to 72 and the ward regeneration to 4 hp per minute. She drinks a potion of *heroism* and activates greater self-telekinesis when combat is imminent.

During Combat Ceal uses telekinetic blast to attack foes at up to extreme range (without gaining burn). Against exceptionally powerful foes, she uses her internal buffer to make empowered

telekinetic blasts until the buffer is empty. She uses her other talents intelligently and as needed, using gather power if necessary. She tries to stay out of melee range.

If at optimal burn (7 points) Ceal gains a +5 attack bonus with her blasts and kinetic blade/whip, and +10 damage bonus with her blasts. She also gains a +2 size bonus to Strength, +4 size bonus to Dexterity, +6 size bonus to Constitution, and a 35% chance to ignore the extra damage of a critical hit or sneak attack. She takes 112 points of nonlethal damage. (With the enhanced force ward in place and bonus to Con, the net hp situation is a gain of 8 hp at 7 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Ceal's statistics are **Init** +8; **AC** 29, touch 17, flat-footed 25; **hp** 203 (16d8+128); **Fort** +21, **Ref** +19, **Will** +13; no chance to ignore extra damage; **Melee** +4 *heavy mace* +19/+14/+9 (1d6+4), or kinetic whip (telekinetic) +17/+12/+7 (8d6+14); **Ranged** force blast +18 touch (8d6+3), or telekinetic blast +18 (8d6+14); reduce infusion-based CMB by 3; **Str** 10, **Dex** 18, **Con** 22; **CMB** +11; **CMD** 25; **Skills** -2 to skills or -4 to Dex-based skills

STATISTICS

Abilities Str 12, Dex 22, Con 28, Int 16, Wis 16, Cha 10

Base Atk +12; **CMB** +12; **CMD** 28

Feats Armor Proficiency (Medium), Improved Initiative, Far Shot, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (kinetic blast)

Skills Craft (locks) +26, Disable Device +24 (+29 to repair or understand mechanical devices), Knowledge (engineering) +24, Knowledge (local, nobility) +21, Perception +26, Sleight of Hand +27; **Racial Modifiers** +2 Craft (locks), +2 Perception

Languages Common, Draconic, Dwarven, Elven, Gnome, Sylvan

SQ elemental defense (force ward), element focus (aether), expanded element (aether x2), gnome magic, weapon familiarity (gnome), wild talents (basic telekinesis^{U0}, extended range^{F1}, extreme range^{F2}, grappling infusion^{S3}, greater self telekinesis^{U0}, kinetic blade^{F1}, kinetic healer^{U1}, kinetic whip^{F2}, reactive touchsight^{U0}, self telekinesis^{U0}, snake^{F2}, telekinetic deflection^{U0}, telekinetic finesse^{U0}, telekinetic haul^{U0},

touchsight^{U0}, wall^{F3})

Combat Gear potions of *cure moderate wounds* (6) and *heroism* (2); **Gear** mithral breastplate, mwk heavy mace, dagger, *cocoon cloak*^{UE}, *engineer's workgloves*^{UE}, necklace of adaptation, pouch with 335 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +4, deflection +2, mental prowess +6/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +4 (heavy mace)

Ceal used to be an adventurer, and fought well against the forces of darkness. She is now an expert lockmaker, and famous for her creations. She keeps in touch with her former adventuring allies (including Name2, page xx), and also keeps an ear out for rumors of dark deeds which she gives to young adventurers.

ERUCH GUBALLA

(CR 16; 76,800 XP)

Male half-orc kineticist 17

CE Medium humanoid (human, orc)

Init +10; **Senses** darkvision 60 ft., windsight; Perception +25

DEFENSE

AC 31, touch 18, flat-footed 26 (+10 armor, +3 deflection, +5 Dex, +3 natural)

hp 233 (17d8+204; base 284, +68 force ward, 119 hp nonlethal damage)

Fort +27, **Ref** +25, **Will** +17

Defensive Ability cold adaptation, enveloping winds (30% miss chance), force ward (+68 hp; regenerates 4 hp per minute), orc ferocity, 35% chance to ignore the extra damage of a critical hit or sneak attack; **Resist** acid 10, electricity 10

OFFENSE

Speed 30 ft., fly 60 ft. (good); wings of air

Melee +4 *greataxe* +20/+15/+10 (1d12+7/x3), or kinetic whip (telekinetic or water) +25/+20/+15 (9d6+19), or kinetic whip (electricity) +25/+20/+15 touch (9d6+5)

Ranged telekinetic or water blast +26 (9d6+29), or charged water blast +26 (18d6+38), or electricity blast +26 touch (9d6+15)

Special Attacks burn (max 10), chain, cold snap (-85° F), composite specialization (-1), elemental overflow +5, gather power (supercharge), infusion specialization -5, internal buffer 3, kinetic blasts (aetheric boost, charged water, electricity,

telekinetic, water; max range extreme, air's reach), kinetic whip, magnetic infusion, metakinesis (Double, Empower, Maximize, Quicken), thundering infusion (F-DC 28), wind manipulator

TACTICS

Before Combat Eruch activates enveloping wings, force ward, and wings of air, gaining 6 points of burn to improve the ward's hit points to 68 and the ward regeneration to 4 hp per minute. He drinks a potion of *heroism*, and uses 1 burn to activate cold snap when combat is imminent.

During Combat Eruch's first action in combat against close opponents is to use a chain thundering electricity blast against foes, hoping to deafen them*. Against groups of opponents

(after using the tactic noted above), he uses chained magnetic electricity blasts. He also uses his internal buffer to empower any chain electricity blasts he makes until the buffer empties, and then uses thundering kinetic electricity whip (without gaining burn) at reach to attack foes.

* Note that deaf creatures suffer a -4 penalty to their initiative score, amongst other penalties.

If at optimal burn (7 points) Eruch gains a +5 attack bonus with his blasts and kinetic blade/whip, and +10 damage bonus with his blasts. He also gains a +2 size bonus to Strength, +4 size bonus to Dexterity, +6 size bonus to Constitution, and a 35% chance to ignore the extra damage of a critical hit or sneak attack. He takes 119 points of nonlethal damage. (With the enhanced force ward in place and bonus to Con, the net hp situation is a gain of 0 hp at 7 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Eruch's statistics are **Init** +8; **AC** 30, touch 17, flat-footed 26; **hp** 233 (17d8+153); **Fort** +22, **Ref** +19, **Will** +15; no chance to ignore extra damage; **Melee** +4 *greataxe* +17/+11/+7 (1d12+5/x3), or kinetic whip (telekinetic or water) +16/+11/+6 (9d6+16), or kinetic whip (electricity) +16/+11/+6 touch (9d6+3); **Ranged** telekinetic or water blast +17 (9d6+16), or charged water blast +17 (18d6+25), or electricity blast +17 touch (9d6+3); reduce save DC for Con-based save by 3; **Str** 12, **Dex** 18, **Con** 24; **CMB** +13; **CMD** 27; **Skills** -2 to skills or -4 to Dex-based skills

STATISTICS

Abilities Str 14, Dex 22, Con 30, Int 14, Wis 16, Cha 10

Base Atk +12; **CMB** +14; **CMD** 30

Feats Combat Reflexes, Improved Initiative, Iron Will, Parting Blast, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (kinetic blast)

Skills Fly +34, Intimidate +24, Knowledge (local) +21, Knowledge (nature) +14, Perception +25, Stealth +31, Use Magic Device +22; **Racial**

Modifiers +2 Intimidate

Languages Abyssal, Common, Gnoll, Orc

SQ elemental defense (enveloping winds, force ward), element focus (air), expanded element (aether, water), weapon familiarity (half-orc), wild talents (basic aerokinesis^{U0}, basic hydrokinesis^{U0}, basic telekinesis^{U0}, air cushion^{U0}, air's reach^{U-},



chain^{F3}, cold adaptation^{U0}, cold snap^{U1}, expanded defense (aether), extended range^{F1}, extreme range^{F2}, kinetic blade^{F1}, kinetic whip^{F2}, magnetic infusion^{S2}, thundering infusion^{S1}, wind manipulator^{U0}, windsight^U, wings of air^{U0})

Combat Gear potions of *cure moderate wounds* (6) and *heroism* (2); **Gear** mithral breastplate, mwk greataxe, dagger, *haunted shoes*^{UE}, *ring of minor acid resistance*, *ring of minor electricity resistance*, pouch with 97 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +4, deflection +3, mental prowess +6/+2, physical prowess +4/+4, resistance +5, toughening +3, weapon attunement +4 (greataxe)

Eruch is a lieutenant of an evil organization that is controlled by Ionica Louvain (page xx). This organization controls a city state which covers an island, and engages in all sorts of criminal activities worldwide. As a lieutenant, he does whatever Ionica demands of him.

BREKKE FORSSBLAD (CR 17; 102,400 XP)

Female dwarf kineticist 18

LG Medium humanoid (dwarf)

Init +10; **Senses** darkvision 60 ft., tremorsense; Perception +26 (+28 to notice unusual stonework)

DEFENSE

AC 34, touch 19, flat-footed 29 (+11 armor, +4 deflection, +5 Dex, +4 natural); +4 dodge vs. giants

hp 246 (18d8+216; base 300, +72 force ward, 126 hp nonlethal damage)

Fort +28, **Ref** +24, **Will** +18; +2 vs poison, spells, and spell-like abilities

Defensive Ability flesh of stone (DR 9/adamantine), force ward (+72 hp; regenerates 4 hp per minute), 35% chance to ignore the extra damage of a critical hit or sneak attack

OFFENSE

Speed 20 ft., burrow 20 ft.*, climb 20 ft.*; earth climb, earth glide

* Through/on stone and earthen surfaces only.

Melee +5 *battleaxe* +23/+18/+13 (1d8+8/x3), or kinetic whip (earth) +27/+22/+17 (9d6+19)

Ranged earth blast +28 (9d6+31), or metal blast +28 (18d6+40)

Special Attacks +1 attack bonus vs humanoids (goblins and orcs), burn (max 10), composite specialization (-1), deadly earth, entangling

infusion (R-DC 29), elemental overflow +6, fragmentation (R-DC 25), gather power (supercharge), grappling infusion (+30 CMB), impale, infusion specialization -5, internal buffer 3, kinetic blasts (aetheric boost, earth, metal, telekinetic; max range extreme), kinetic cover (36 hp), kinetic whip, metakinesis (Double, Empower, Maximize, Quicken), ride the blast, seismic master, shift earth, stone sculptor

TACTICS

Before Combat Brekke activates flesh of stone, and force ward, gaining 6 points of burn to improve the ward's hit points to 72 and the ward regeneration to 4 hp per minute. She drinks a potion of *heroism*, and uses 1 burn to activate tremorsense when combat is imminent.

During Combat Brekke always uses an entangling earth blast against foes, hoping to anchor them to the ground. She uses different form infusions as seems best at the time, gathering power if needed. Against groups of ground-bound opponents, she first uses grappling deadly earth (using a move action to gather power), then fragmentation. Against flying groups, she just uses fragmentation or ranged attacks. She also uses her internal buffer to empower any of these blasts against groups or against a particularly powerful enemy until the buffer empties. She tries to stay out of melee range.

If at optimal burn (7 points) Brekke gains a +6 attack bonus with her blasts and kinetic blade/whip, and +12 damage bonus with her blasts. She also gains a +2 size bonus to Strength, +4 size bonus to Dexterity, +6 size bonus to Constitution, and a 35% chance to ignore the extra damage of a critical hit or sneak attack. She takes 126 points of nonlethal damage. (With the enhanced force ward in place and bonus to Con, the net hp situation is a gain of 0 hp at 7 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Brekke's statistics are **Init** +8; **AC** 33, touch 18, flat-footed 29; **hp** 246 (18d8+162); **Fort** +23, **Ref** +20, **Will** +16; no chance to ignore extra damage; **Melee** +5 *battleaxe* +20/+15/+10 (1d8+7/x3), or kinetic whip (earth) +17/+12/+7 (9d6+16); **Ranged** earth blast +18 (9d6+16), or metal blast +18 (18d6+25); reduce save DC for Dex-based saves by 2, infusion-based CMB by 3, and save DCs

for Con-based saves by 3; **Str** 14, **Dex** 18, **Con** 24;
CMB +15; **CMD** 29 (33 vs bull rush and trip); **Skills**
-2 to skills, or -3 Climb, -4 Stealth

STATISTICS

Abilities Str 16, Dex 22, Con 30, Int 16, Wis 16, Cha 10

Base Atk +13; **CMB** +16; **CMD** 32 (36 vs bull rush
and trip)

Feats Armor Proficiency (Medium), [Extra Wild
Talent](#)^{OA} (grappling infusion), Improved Initiative,
Iron Will, Point-Blank Shot, Precise Shot,
Toughness, Weapon Finesse, Weapon Focus
(kinetic blast)

Skills Climb +25 (+33 using earth climb), Knowledge
(arcana) +23, Knowledge (dungeoneering) +22,
Knowledge (geography) +13, Perception +26
(+28 to notice unusual stonework), Stealth +28,
Survival +19, Use Magic Device +23

Languages Common, Dwarven, Orc, Terran,
Undercommon



SQ elemental defense (flesh of stone, force ward),
element focus (earth), expanded element (aether,
earth), weapon familiarity (dwarf), wild talents
(basic geokinesis^{U0}, basic telekinesis^{U0}, deadly
earth^{F4}, earth climb^{U0}, earth glide^{U0}, expanded
defense (aether)^{U-}, entangling infusion^{S2}, extended
range^{F1}, extreme range^{F2}, fragmentation^{F4},
grappling infusion^{S3}, impale^{F2}, kinetic blade^{F1},
kinetic cover^{U0}, kinetic whip^{F2}, ride the blast^{U0},
seismic master^{U0}, shift earth^{U0}, stone sculptor^{U0},
tremorsense^{U0})

Combat Gear potions of *cure moderate wounds* (4)
and *heroism* (2); **Gear** mithral breastplate, mwk
battleaxe, dagger, [earth root boots](#)^{UE}, [treasure
hunter's goggles](#)^{UE}, [headband of intuition](#)^{UE},
portable hole, rings (worth 200 gp), pouch with 87
gp worth of mixed coins and gems; **Automatic
Bonus Progression** armor attunement +5,
deflection +4, mental prowess +6/+2/+2, physical
prowess +4/+4/+2, resistance +5, toughening +4,
weapon attunement +5 (battleaxe)

Brekke used to be an adventurer, and fought well
against the forces of darkness. She now lives quietly in
a city somewhere. She keeps in touch with her former
adventuring allies (including Ceal Karandikar, page xx),
and sometimes mentors young adventurers by providing
them with adventuring tips and rumors that she hears.

PETROG LJUBICIC (CR 18; 153,600 XP)

Male hobgoblin^{B1} kineticist 19

LE Medium humanoid (goblinoid)

Init +11; **Senses** darkvision 60 ft., firesight;
Perception +27

DEFENSE

AC 36, touch 22, flat-footed 29 (+9 armor, +5
deflection, +7 Dex, +5 natural)

hp 279 (19d8+190; base 336, +76 force ward, 133 hp
nonlethal damage)

Fort +29, **Ref** +25, **Will** +18

Defensive Ability flame shield (9 fire), force ward
(+76 hp; regenerates 4 hp per minute), from the
ashes, heat adaptation, searing flesh (4 fire), 35%
chance to ignore the extra damage of a critical hit
or sneak attack

OFFENSE

Speed 30 ft.; greater flame jet

Melee +5 *morningstar* +22/+17/+12 (1d8+6), or

kinetic whip (fire) +29/+24/+19 touch (10d6+5 fire), or kinetic whip (telekinetic) +29/+24/+19 (10d6+21)

Ranged blue flame blast +30 touch (20d6+17 fire), or fire blast +30 touch (10d6+17 fire), or telekinetic blast +30 (10d6+33)

Special Attacks burn (max 11), burning infusion (R-DC 30), composite specialization (-1), explosion (R-DC 26, elemental overflow +6, gather power (supercharge), grappling infusion (CMB +32), infusion specialization -5, internal buffer 3, kinetic blasts (aetheric boost, blue flame, fire, telekinetic; max range extreme), kinetic whip, metakinesis (Double, Empower, Maximize, Quicken), metakinetic mastery (Empower -1), reverse shift, ride the blast, searing flame, smoke storm (F-DC 30), unraveling infusion, wall

TACTICS

Before Combat Petrog activates force ward, greater flame jet, and searing flesh, gaining 6 points of burn to improve the ward's hit points to 76 and the ward regeneration to 4 hp per minute. He drinks a potion of *heroism*, and uses 1 burn to activate flame shield when combat is imminent.

During Combat When making blast attacks, Petrog always uses Empower*; this does not need burn. He uses different form infusions as seems best at the time, gathering power if needed. He most likely creates blue flame explosions against powerful adventurers (ie, player characters), using his internal buffer to pay the burn cost for the composite blast in the first three rounds of combat (composite specialisation reduces the burn cost to 1). If he knows or suspects that his foes have magical fire protection when attacking with fire, he also uses unraveling infusion, but otherwise uses burning infusion. Once his buffer is empty, he likely continues attacking with telekinetic blast. He tries to stay out of melee range, but is quite prepared to use kinetic fire whip if necessary. He does not acquire additional burn, unless he needs to use from the ashes. He realizes that discretion is sometimes the better part of valor, and tactically withdraws once from the ashes has been used.

* Note that empower effects are calculated after adding the +12 damage bonus from elemental overflow.

If at optimal burn (7 points) Petrog gains a +6 attack bonus with his blasts and kinetic blade/

whip, and +12 damage bonus with his blasts. He also gains a +2 size bonus to Strength, +4 size bonus to Dexterity, +6 size bonus to Constitution, and a 35% chance to ignore the extra damage of a critical hit or sneak attack. He takes 133 points of nonlethal damage. (With the enhanced force ward in place and bonus to Con, the net hp situation is a gain of 0 hp at 7 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Petrog's statistics are **Init** +9; **AC** 34, touch 20, flat-footed 29; **hp** 279 (19d8+190); **Fort** +24, **Ref** +21, **Will** +16; no chance to ignore extra damage; **Melee** +5 *morningstar* +19/+14/+9 (1d8+5), or kinetic whip (fire) +19/+14/+9 touch (10d6+4 fire), or kinetic whip (telekinetic) +19/+14/+9 (10d6+18); **Ranged** blue flame blast +20 touch (20d6+4 fire), or fire blast +20 touch (10d6+4 fire), or telekinetic blast +20 (10d6+18); reduce save DC for Dex-based saves by 2, infusion-based CMB by 3, and save DCs for Con-based saves by 3; **Str** 10, **Dex** 20, **Con** 26; **CMB** +14; **CMD** 29; **Skills** -2 to skills, or -4 to Dex-based skills

STATISTICS

Abilities Str 12, Dex 24, Con 32, Int 16, Wis 16, Cha 16

Base Atk +14; **CMB** +15; **CMD** 32

Feats *Extra Wild Talent*^{OA} (2; firesight, smoke storm), Improved Initiative, Iron Will, Far Shot, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (kinetic blast)

Skills Diplomacy +24, Escape Artist +27, Knowledge (arcana, local) +21, Knowledge (nature) +19, Perception +27, Stealth +34, Use Magic Device +27; **Racial Modifier** +4 Stealth

Languages Common, Draconic, Giant, Goblin, Infernal

SQ elemental defense (force ward, searing flesh), element focus (fire), expanded element (aether, fire), wild talents (basic pyrokinesis^{U0}, basic telekinesis^{U0}, burning infusion^{S1}, expanded defense (aether), explosion^{F4}, extended range^{F1}, extreme range^{F2}, firesight^U, flame jet^{U0}, flame shield^{U1}, from the ashes^{U2}, grappling infusion^{S3}, greater flame jet^{U0}, heat adaptation^{U0}, kinetic blade^{F1}, kinetic whip^{F2}, reverse shift^{U0}, ride the blast^{U0}, searing flame^U, smoke storm^{U0}, unraveling infusion^{S3}, wall^{F3})

Combat Gear potions of *cure moderate wounds* (5) and *heroism* (2); **Gear** mithral shirt, mwk morningstar, dagger, *bracelet of friends* (full set*),

brooch of amber sparks^{UE}, *cloak of the scuttling rat*^{UE}, *rod of ruin*^{UE}, pouch with 189 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +5, mental prowess +6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5 (morningstar)

* GMs should give some thought to whom the magic bracelet is linked to.

Petrog is a lieutenant to Queen Mab, a secretive being of unknown origin (her identity is left vague so as to best fit the campaign). For all his power, if he learned that Mab's plans might annihilate all that he loves, it might be possible to convince him to switch sides.

IONICA LOUVAIN (CR 19; 204,800 XP)

Female human kineticist 20

NE Medium humanoid (human)

Init +11; **Senses** windsight; Perception +29

DEFENSE

AC 36, touch 22, flat-footed 29 (+9 armor, +5 deflection, +7 Dex, +5 natural)

hp 313 (20d8+280; base 373, +80 force ward, 140 hp nonlethal damage)

Fort +31, **Ref** +26, **Will** +19

Defensive Ability air cushion, cold adaptation, force ward (+80 hp; regenerates 4 hp per minute), heat adaptation, shroud of water, 35% chance to ignore the extra damage of a critical hit or sneak attack

OFFENSE

Speed 30 ft., fly 60 ft. (good); wings of air

Melee +5 *morningstar* +25/+20/+15 (1d8+7), or kinetic whip (air or telekinetic) +30/+25/+20 (10d6+22), or kinetic whip (cold) +30/+25/+20 touch (10d6+6 cold)

Ranged air or telekinetic blast +31 (10d6+34), or blizzard blast +31 (20d6+44), or cold blast +31 touch (10d6+18 cold)

Special Attacks burn (max 12), cold snap (-100° F), composite specialization (-1), chilling infusion (F-DC 26), cloud (12 rounds), disintegrating infusion (F-DC 31), entangling infusion (R-DC 31), elemental overflow +6, gather power (supercharge), grappling infusion (CMB +34), infusion specialization -6, internal buffer 3, kinetic blasts (aetheric boost, air, blizzard, cold, telekinetic; max range extreme), kinetic whip, metakinesis (Double, Empower, Maximize,

Quicken), metakinesis mastery (Empower -1), omnikinesis, ride the blast, telekinetic invisibility, tidal wave (F-DC 31; CMB +40)

TACTICS

Before Combat Ionica activates force ward and wings of air, gaining 6 points of burn to improve the ward's hit points to 80 and the ward regeneration to 4 hp per minute. She drinks a potion of *heroism*, activates telekinetic invisibility, and uses 1 burn to activate cold snap when combat is imminent.

During Combat When making blast attacks, Ionica always uses Empower*; this does not need burn. She uses different form infusions as seems best at the time, gathering power if needed. She begins combat with a grappling cloud blizzard against powerful adventurers (ie, player characters), using chilling or entangling blizzard blasts in rounds two and three**; she uses her internal buffer to pay the burn cost for the composite blast in these first three rounds of combat (composite specialisation reduces the burn cost to 1). Once her buffer is empty, she likely continues attacking with disintegrating telekinetic blasts. She tries to stay out of melee range, but is quite prepared to use kinetic cold whip if necessary.

* Note that empower effects are calculated after adding the +12 damage bonus from elemental overflow.

** Remember that because of windsight, she can see through the cloud.

If at optimal burn (7 points) Ionica gains a +6 attack bonus with her blasts and kinetic blade/whip, and +12 damage bonus with her blasts. She also gains a +2 size bonus to Strength, +4 size bonus to Dexterity, +6 size bonus to Constitution, and a 35% chance to ignore the extra damage of a critical hit or sneak attack. She takes 140 points of nonlethal damage. (With the enhanced force ward in place and bonus to Con, the net hp situation is a gain of 0 hp at 7 burn.) These bonuses are included above.

Basic Statistics Without optimal burn and pre-buffing, Ionica's statistics are **Init** +9; **AC** 34, touch 20, flat-footed 29; **hp** 313 (20d8+220); **Fort** +26, **Ref** +22, **Will** +17; no chance to ignore extra damage; **Melee** +5 *morningstar* +22/+17/+12 (1d8+7), or kinetic whip (air or telekinetic) +20/+15/+10 (10d6+19), or kinetic whip (cold) +20/+15/+10 touch (10d6+4 cold); **Ranged** air or

telekinetic blast +21 (10d6+19), or blizzard blast +21 (20d6+29), or cold blast +21 touch (10d6+4 cold); reduce save DC for Dex-based saves by 2, infusion-based CMB by 3, and save DCs for Con-based saves by 3; **Str** 14, **Dex** 20, **Con** 28; **CMB** +17; **CMD** 32; **Skills** -2 to skills, or -4 to Dex-based skills

STATISTICS

Abilities Str 16, Dex 24, Con 34, Int 16, Wis 18, Cha 12

Base Atk +15; **CMB** +18; **CMD** 35

Feats Extra Wild Talent^{OA} (grappling infusion), Improved Initiative, Iron

Will, Kinetic Counter^{OA}, Lunge, Parting Shot^{APG}, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (kinetic blast)

Skills Appraise +25, Diplomacy +23, Fly +41, Knowledge (local, nobility) +25, Perception +29, Sense Motive +26, Stealth +32

Languages Aquan, Auran, Common, Draconic

SQ elemental defense (force ward, shroud of water), element focus (water), expanded element (aether, air), wild talents (basic aerokinesis^{U0}, basic hydrokinesis^{U0}, basic telekinesis^{U0}, air cushion^{U0}, cold adaptation^{U0}, chilling infusion^{S3}, cloud^{F4}, cold snap^{U1}, disintegrating infusion^{S4}, entangling infusion^{S2}, expanded defense (aether), extended range^{F1}, extreme range^{F2}, grappling infusion^{S3}, heat adaptation^{U0}, kinetic blade^{F1}, kinetic whip^{F2}, ride the blast^{U0}, telekinetic invisibility^{U0}, tidal wave^{U1}, windsight^{U-}, wings of air^{U0})

Combat Gear potions of

heroism (2); **Gear** mithral shirt, mwk morningstar, dagger, *amulet of proof against detection and location*, comfort's cloak^{UE}, *helm of underwater action*, *ring of sustenance*, rings (nonmagic, worth 700 gp), pouch with 189 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +5, legendary gifts (ability (Con +1), body), mental prowess +6/+4/+2, physical prowess +6/+6/+4, resistance +5, toughening +5, weapon attunement +5 (morningstar)

Ionica is leader of an evil organization that includes a wide variety of members; the organization is cell-based. This organization controls a city state which covers an island. As leader, she has an incredible amount of power and resources available to her; few would dare to cross her.

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