

# Occult Character Codex

## Mediums



Julian Neale

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





# Occult Character Codex

## MEDIUMS

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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: Mediums* contains 20 detailed medium stat blocks, including both ordinary mediums using their powers to let eldritch spirits of legendary heroes and villains to wield their powers by opening themselves to their spiritual influence and channeling the power of haunts and spirits alike through trances and séances, as well as relic channelers and reanimated mediums alike! You'll find medium humans and halflings, dwarves and elves, but also stranger races like centaurs, aasimars, and monstrous verbalangs, 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.





# Mediums

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.

## Jacki Snowden (CR 1/2; 200 XP)

Female dwarf medium 2  
LN Medium humanoid (dwarf)  
**Init** +6; **Senses** darkvision 60 ft.; Perception +4

### Defense

**AC** 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 spirit boon); +4 dodge vs. giants  
**hp** 10 (1d8+2)  
**Fort** +2, **Ref** +3, **Will** +2; +2 vs poison, spells and spell-like abilities

### Offense

**Speed** 20 ft.  
**Melee** heavy pick +0 (1d6/x4)  
**Special Attacks** +1 attack bonus vs humanoids (goblins and orcs)  
**Medium Spells Known** (CL 1st; concentration +2)  
0—*detect magic, flare* (F-DC 11)

### Tactics

**During Combat** Jacki tries to avoid combat, but if forced into it casts *flare* against opponents from range, and tries to get away as soon as possible unless she is helping allies.

### Statistics

**Abilities** Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 13  
**Base Atk** +0; **CMB** +0; **CMD** 13 (17 vs bull rush and trip)  
**Feats** Improved Initiative  
**Skills** Craft (jewelry) +5, Diplomacy +5, Knowledge (arcana) +6, Perception +4, Sense Motive +4  
**Languages** Common, Dwarven, Gnome

**SQ** guardian's shield, séance boon (+1 to CMD\*), spirit (Guardian, influence 1), spirit bonus (+1 to AC\*, Constitution checks, Fort saves\*, and Ref saves\*), spirit surge (1d6), weapon familiarity (dwarf)  
\* Bonuses included.

**Gear** mwk leather armor, heavy pick, dagger, pouch with 24 gp worth of mixed coins

Jacki could be an apprentice jewelry maker, but that could be her hobby and her real job is as a newly recruited prison guard or member of the city watch. If any case, she is enthusiastic at her job and eager to learn. She lives in a city, close to the city walls or in a barracks.

## Philius Humber (CR 1; 400 XP)

Male halfling medium 2  
CG Small humanoid (halfling)  
**Init** +7; **Senses** Perception +10

### Defense

**AC** 15, touch 14, flat-footed 12 (+1 armor, +3 Dex, +1 size)  
**hp** 14 (2d8+2)  
**Fort** +1, **Ref** +5, **Will** +6; +2 vs fear

### Offense

**Speed** 20 ft.  
**Melee** spear +2 (1d6/x3)  
**Ranged** light crossbow +5 (1d6/19-20)  
**Medium Spells Known** (CL 2nd; concentration +4)  
0—*detect magic, daze* (W-DC 12), *ghost sound* (W-DC 12)

### Tactics

**During Combat** Philius tries to avoid combat, but if forced into it casts *daze* against opponents from range or tries to distract foes with *ghost sound*, and tries to get away as soon as possible unless he is helping allies.

### Statistics

**Abilities** Str 10, Dex 17, Con 10, Int 8, Wis 14, Cha 15  
**Base Atk** +1; **CMB** +0; **CMD** 13  
**Feats** Improved Initiative  
**Skills** Disable Device +10, Knowledge (arcana, religion) +5, Perception +10, Stealth +13; **Racial Modifiers** +2 Acrobatics, +2 Climb+2 Perception  
**Languages** Common, Halfling  
**SQ** séance boon (+1 to Disable Device\*), shared séance, spirit (Trickster, influence 1), spirit bonus (+1 to Dexterity checks, skill checks\*, and Ref saves\*), spirit surge (1d6), trickster's edge\* (Disable Device, Stealth), weapon familiarity



(halfling)

\* Bonuses included.

**Combat Gear** potions of *cure light wounds* (3); **Gear** mwk padded armor, spear, light crossbow with 20 bolts, dagger, spell component pouch, pouch with 38 gp worth of mixed coins

Philus lives and works in a tavern as a barman. He likes to keep contraptions of various sorts in his room, which he likes to tinker with; this hobby has brought him to the attention of the local authorities, where he has several friends; they sometimes ask him to open locks that they need opening.

### Sebrina Kenzie

(CR 2; 600 XP)

Female half-elf medium 3

NE Medium humanoid (elf, human)

**Init** +6; **Senses** low-light vision; Perception +7

### Defense

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 20 (3d8+3)

**Fort** +1, **Ref** +3, **Will** +2; +2 vs enchantment spells and effects

**Immune** magic sleep effects

### Offense

**Speed** 30 ft.

**Melee** morningstar +5 (1d8+5/x3)

**Ranged** light crossbow +4 (1d6+2/19-20)

**Special Attacks** haunt channeler (1d6)

**Medium Spells Known** (CL 3rd; concentration +5)

0—*dancing lights*, *flare* (F-DC 12), *resistance*, *sift*<sup>APG</sup>

### Tactics

**Before Combat** Sebrina drinks her potion of *bull's strength* when melee combat is imminent, unless she is only attacking with her bow in which case she doesn't drink it.

**During Combat** If in melee, Sebrina attacks with her morningstar. If attacking with her crossbow she attacks using Deadly Aim, unless she keeps missing.

**Basic Statistics** Without pre-buffing, Sebrina's statistics are **Melee** morningstar +3 (1d8+3/x3);

**Str** 12; **CMB** +3; **CMD** 15

### Statistics

**Abilities** Str 16, Dex 15, Con 10, Int 14, Wis 8, Cha 15

**Base Atk** +2; **CMB** +5; **CMD** 17

**Feats** Deadly Aim, Improved Initiative, Skill Focus (Diplomacy)

**Skills** Bluff +9, Diplomacy +12, Intimidate +9, Knowledge (arcana) +8, Perception +7, Sense Motive +5; **Racial Modifiers** +2 Perception

**Languages** Common, Dwarven, Elven, Gnome

**SQ** marshal's order, séance boon (+2 bonus to all non-spell damage rolls\*), shared séance, spirit (Marshal, influence 1), spirit bonus (+1 to Charisma checks, Charisma-based skill checks\*, and surge rolls\*), spirit surge (1d6+1)

\* Bonuses included.

**Combat Gear** potion of *bull's strength* and *cure light wounds* (2); **Gear** mwk studded leather, morningstar, light crossbow with 20 bolts, dagger, spell component pouch, pouch with 47 gp worth of mixed coins and gems

Sebrina is part of a gang of confidence tricksters, but she has a day job. She works as an administrator at council offices or in a theatre; either position allows her to perform her daily séance. She dreams one day of becoming a politician so that she can corruptly rake in real money.

### Harald Nashun

(CR 3; 800 XP)

Male human medium 4

LE Medium humanoid (human)

**Init** +6; **Senses** Perception +9

### Defense

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 29 (4d8+8)

**Fort** +4, **Ref** +4, **Will** +7

### Offense

**Speed** 60 ft.

**Melee** greatsword +6 (2d6+5/19-20)

**Ranged** composite longbow +7 (1d8+5/x3)

**Special Attacks** haunt channeler (2d6)

**Medium Spells Known** (CL 4th; concentration +7)

1st (2)—*expeditious retreat*, *paranoia*<sup>OA</sup> (W-DC 14)

0—*flare* (F-DC 13), *light*, *sift*<sup>APG</sup>, *read magic*

### Tactics

**Before Combat** Harald casts *expeditious retreat* when combat is imminent.

**During Combat** If in melee, Harald attacks with his greatsword. If attacking with his longbow he attacks using Deadly Aim, unless he keeps missing.

**Basic Statistics** Without pre-buffing, Harald's statistics are **Speed** 30 ft.

### Statistics

**Abilities** Str 12, Dex 15, Con 10, Int 8, Wis 14, Cha 16

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Deadly Aim, Improved Initiative, Toughness

**Skills** Intimidate +10, Knowledge (arcana, planes) +8, Perception +9



### Languages Common

**SQ** champion's prowess (spiked chain), séance boon (+2 bonus to all non-spell damage rolls\*), shared séance, spirit (Champion, influence 1), spirit bonus (+2 to attack rolls\*, non-spell damage rolls\*, Strength checks, Strength-based skill checks, and Fortitude saves\*), spirit surge (1d6)

\* Bonuses included.

**Combat Gear** potions of *cure light wounds* (5) and *darkvision*; **Gear** chain shirt, greatsword, composite longbow with 40 arrows, dagger, *silversheen*, spell component pouch, pouch with 40 gp worth of mixed coins and gems; **Automatic Bonus**

**Progression** resistance +1

Harald is a sadistic prison guard sergeant, but could instead be a thug for somebody who needs one (or more), or a trainer at a martial practice yard. As a medium, he can of course change his spirit type if he needs to achieve something different from his usual activities.



### Illyrea Kymm

(CR 4; 1,200 XP)

Female elf medium 5

CG Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +10

### Defense

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 36 (5d8+10)

**Fort** +4, **Ref** +4, **Will** +5; +2 vs enchantment spells and effects

**Immune** magic sleep effects

### Offense

**Speed** 30 ft.

**Melee** +1 *longsword* +6 (1d8+4/19-20) (used two-handed)

**Ranged** composite longbow +5 (1d8+2/x3)

**Special Attacks** haunt channeler (2d6)

**Medium Spells Known** (CL 5th; concentration +8)

2nd (3)—*hideous laughter*\* (W-DC 15)

1st (5)—*color spray*\* (W-DC 14), *expeditious retreat*, *object reading*<sup>OA</sup>, *protection from evil*

0—*detect magic*, *detect psychic significance*<sup>OA</sup>, *flare* (F-DC 13), *ray of frost*\*, *read magic*, *sift*<sup>APG</sup>

\* These are treated as arcane spells

### Tactics

**Before Combat** Depending on the situation, the Illyrea might cast *expeditious retreat* or *protection from evil*, and/or drink her potion of *bull's strength* when combat is imminent. She discusses what she will do with allies before taking action.

**During Combat** Illyrea helps any allies as best she can, attacking with her weapons or wands, or casting spells as needed.

### Statistics

**Abilities** Str 14, Dex 15, Con 10, Int 10, Wis 10, Cha 16

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Great Fortitude, Improved Initiative, Toughness

**Skills** Appraise +10, Heal +8, Knowledge (arcana) +10, Perception +10; **Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** archmage arcana, location channel (5 rounds), séance boon (+2 bonus to spell damage for spells that deal damage (to each target)), shared séance, spirit (Archmage, influence 1), spirit bonus (+2 to concentration checks, Intelligence checks, and Intelligence-based skill checks\*), spirit surge (1d6), weapon familiarity (elf)

\* Bonuses included.

**Combat Gear** potion of *bull's strength* (2) and *cure light wounds* (2), wands of *command* (W-DC 11;





18 charges) and *ill omen*<sup>APG</sup> (18 charges); **Gear** chain shirt, longsword, composite longbow with 40 arrows, dagger, spell component pouch, pouch with 60 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, resistance +1, weapon attunement +1 (longsword)

Illyrea works at a library or school of magic (of arcane or psychic type). She can also attempt to value goods, but isn't always successful. She might be a mentor to low-level characters. If she can't do a particular task or find particular information, she knows others who might be more successful.

### Sammiel Benet (CR 5; 1,600 XP)

Male *aasimar*<sup>ARG</sup> medium 6  
LE Medium outsider (native)  
**Init** +1; **Senses** darkvision 60 ft.; Perception +13

#### Defense

**AC** 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)  
**hp** 54 (6d8+24)  
**Fort** +5, **Ref** +4, **Will** +8  
**Resist** acid 5, cold 5, electricity 5

#### Offense

**Speed** 40 ft. in armor; 60 ft. base  
**Melee** +1 *spear* +10 (1d8+7/x3)  
**Special Attacks** channel negative energy (5/day; W-DC 17; 3d6), haunt channeler (3d6)  
**Medium Spells Known** (CL 6th; concentration +10)  
2nd (4)—*darkness*\*, *inflict moderate wounds*\* (W-DC 16)  
1st (5)—*divine favor*\*, *expeditious retreat*, *ill omen*<sup>APG</sup>, *inflict light wounds*\* (W-DC 15), *liberating command*<sup>UC</sup>, *paranoia*<sup>OA</sup> (W-DC 15)  
0—*detect magic*, *flare* (F-DC 14), *light*\*, *message*, *prestidigitation*, *stabilize*  
\* These are treated as divine spells  
**Aasimar Spell-Like Ability** (CL 6th; concentration +10)  
1/day—*daylight*

#### Tactics

**Before Combat** Sammiel drinks his potion of *bull's strength*, and casts *divine favour* and *expeditious retreat* when combat is imminent. He might also drink a potion of *invisibility* to move to a good tactical position.

**During Combat** If in melee, Sammiel attacks with his spear using Power Attack (with Furious Focus). If surrounded by multiple opponents, he might use channel negative energy against them.

**Basic Statistics** Without pre-buffing, Sammiel's statistics are **Speed** 20 ft. in armor; 30 ft. base; **Melee** +1 *spear* +6 (1d8+2/x3); **Ranged** composite longbow +5 (1d8+1/x3); **Str** 12; **CMB** +5; **CMD** 16

#### Statistics

**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 18  
**Base Atk** +4; **CMB** +7; **CMD** 18  
**Feats** *Furious Focus*<sup>APG</sup>, Power Attack, Toughness  
**Skills** Diplomacy +15, Knowledge (planes, religion) +9, Perception +13; **Racial Modifiers** +2 Diplomacy, +2 Perception  
**Languages** Celestial, Common  
**SQ** divine surge, energy font (negative), location channel (6 rounds), séance boon (+2 hp healed for healing spells per target), shared séance, spirit (Hierophant, influence 1), spirit bonus (+2 to Wisdom checks, Wisdom-based skill checks\*, and Will saves\*), spirit surge (1d6)  
\* Bonuses included.

**Combat Gear** potions of *bull's strength* (2), *cure moderate wounds* (2), and *invisibility* (2); **Gear** mwk breastplate, spear, dagger, silver unholy symbol, spell component pouch, pouch with 140 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, resistance +1, weapon attunement +1 (longsword)



Sammiel rebelled against his “goody-goody” parents when young, and is now a priest for a hidden evil church. He might have a silver holy symbol as well\*, and pretend to be the priest of a good religion in public, as that is “expected” of aasimars.

\* In which case reduce the value of his coin pouch by 25 gp.

### Ramelle Adelphi (CR 6; 2,400 XP)

Female centaur<sup>B1</sup> medium ([relic channeler](#)) 5

N Large monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +15

#### Defense

**AC** 19, touch 13, flat-footed 18 (+5 armor, +1 deflection, +1 Dex, +1 natural, -1 size, +2 spirit boon)

**hp** 71 (5d8+4d10+23)

**Fort** +7, **Ref** +9, **Will** +12

#### Offense

**Speed** 50 ft.

**Melee** +1 *longsword*\* +12/+7 (1d8+8/19-20) and 2 hooves +6 (1d6+2)

\* Used two-handed

**Medium Spells Known** (CL 5th; concentration +9)

1st (2)—[calm spirit](#)<sup>OA</sup> (W-DC 15), [paranoia](#)<sup>OA</sup> (W-DC 15), *protection from evil*

0—*detect magic, mage hand, message, resistance, stabilize*

#### Tactics

**Before Combat** Ramelle might cast *protection from evil* when combat is imminent, if she is about to combat evil opponents or those known to exhibit mind-control abilities.

**During Combat** Ramelle attacks with her longsword, using Power Attack (with Furious Focus) and Vital Strike.

#### Statistics

**Abilities** Str 20, Dex 12, Con 15, Int 13, Wis 16, Cha 18

**Base Atk** +7; **CMB** +13; **CMD** 25 (29 vs trip)

**Feats** [Furious Focus](#)<sup>APG</sup>, Improved Initiative, Power Attack, Run, Vital Strike

**Skills** Diplomacy +16, Intimidate +11, Knowledge (nature) +10, Knowledge (planes, religion) +9, Perception +15, Survival +10

**Languages** Common, Elven, Giant, Sylvan

**SQ** apport relic, guardian’s shield, object reading, powerful bond, relics, séance boon (+1 to CMD\*), shared séance, spirit (Guardian, influence 1), spirit bonus (+2 to AC\*, Constitution checks, Fort saves\*, and Ref saves\*), spirit surge (1d6), undersized weapons

\* Bonuses included.

**Combat Gear** potions of *cure moderate wounds* (4) and scrolls of *purge spirit*<sup>OA</sup> (2; W-DC 13, CL 10);

**Gear** mwk chain shirt, mwk longsword, dagger, relics, spell component pouch, pouch with 127 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, resistance +1, weapon attunement +1 (longsword)

Ramelle acts as a sort of shaman for a centaur tribe; she ranks between a hunter and a leader in terms of typical centaur organization (see *Pathfinder Roleplaying Game Bestiary*). As a relic channeler, she is not bound to locations to channel spirits. The CR 9 centaur (Baz Forenn, page 14) is a senior version of this one.

### Herbert Centralius (CR 7; 3,200 XP)

Male gnome medium ([reanimated medium](#)) 8

NG Small humanoid (gnome)

**Init** +6; **Senses** low-light vision; Perception +15

#### Defense

**AC** 19, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 size); +4 dodge vs giants

**hp** 87 (8d8+48)

**Fort** +9, **Ref** +7, **Will** +10; +2 vs illusion spells and effects, +4 vs possession, death effects, and negative energy

**Defensive Abilities** lingering spirit, spirit warding

#### Offense

**Speed** 20 ft.

**Melee** +1 *spear* +7/+2 (1d6+1/x3)

**Special Attacks** +1 attack bonus vs humanoids (goblins and reptilians), channel positive energy (6/day; W-DC 19; 4d6)

**Medium Spells Known** (CL 8th; concentration +13)

3rd (3)—*bestow curse*\* (W-DC 18), *cure serious wounds*\* (W-DC 18)

2nd (5)—*cure moderate wounds*\* (W-DC 17), [hypercognition](#)<sup>OA</sup>, *invisibility*, *lesser restoration*\*, *spectral hand*

1st (6)—[burst of insight](#)<sup>OA</sup>, *comprehend languages*, *cure light wounds*\* (W-DC 16), [heightened awareness](#)<sup>APG</sup>, *identify*, *obscuring mist*\*

0—*daze* (W-DC 15), *detect magic*, *detect poison*\*, *light*, *message*, *read magic*, [sift](#)<sup>APG</sup>

\* These are treated as divine spells

**Gnome Spell-Like Abilities** (CL 8th; concentration +13)

1/day—*dancing lights*, *ghost sound* (W-DC 16), *prestidigitation*, *speak with animals*



## Tactics

**Before Combat** Each day after channeling his self, he uses spirit surge ability to reduce his influence to 2. Depending on the situation, Herbert might cast *invisibility* on himself or allies when combat is imminent. He might also cast *spectral hand*. He discusses what he will do with allies before taking action.

**During Combat** Herbert helps any allies as best he can, either fighting defensively to help set up flanking positions, healing allies, casting *slow* from a scroll, and so on. He might also cast *bestow curse* on opponents (probably through *spectral hand*).

## Statistics

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

**Base Atk** +6; **CMB** +5; **CMD** 17

**Feats** Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness

**Skills** Knowledge (arcana) +11, Perception +15, Profession (archivist) +15, Spellcraft +11; **Racial Modifiers** +2 Perception, +2 Profession (archivist)

**Languages** Common, Gnome, Sylvan

**SQ** divine surge, ease passage, energy font (positive), gnome magic, nothing is taboo, séance boon (+2 hp healed for healing spells per target), shared séance, spirit (Hierophant, influence 2), spirit bonus (+3 to Wisdom checks, Wisdom-based skill checks\*, and Will saves\*), spirit surge (1d6), weapon familiarity (gnome)

\* Bonuses included.

**Combat Gear** scrolls of *slow* (5; W-DC 13) and *water walk* (2; CL 5), wands of *cure light wounds* (2; 50 charges) and *identify* (50 charges); **Gear** mwk chain shirt, spear, dagger, silver holy symbol, spell component pouch, pouch with 115 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 (spear)

Herbert is an unusual medium, in that he is a reanimated medium, which means that he channels himself. In day-to-day life, he is a combination of archivist and healer, with the hierophant usually channeled. He has a shrine in his personal quarters, where he channels himself. He might be the boss of Philius Humber (page 8).

## Hailey Delahanty (CR 8; 4,800 XP)

Female halfling medium 9

NE Small humanoid (halfling)

**Init** +7 (+11 if she ends *heightened awareness*);

**Senses** Perception +17

## Defense

**AC** 21, touch 15, flat-footed 18 (+5 armor, +1 deflection, +3 Dex, +1 natural, +1 size)

**hp** 89 (9d8+45; 103 with *false life*)

**Fort** +11, **Ref** +11, **Will** +10; +2 vs fear

## Offense

**Speed** 20 ft.

**Melee** +1 *spear* +6/+1 (1d6-1/x3)

**Special Attacks** haunt channeler (4d6)

**Medium Spells Known** (CL 9th; concentration +14)

3rd (4)—*suggestion*<sup>E\*</sup> (W-DC 19)

2nd (5)—*false life*, *haste*, *hideous laughter*<sup>E\*</sup> (W-DC 18), *knock*, *riding possession*<sup>OA</sup> (W-DC 17)

1st (7)—*calm spirit*<sup>OA</sup> (W-DC 16), *charm person*<sup>E\*</sup> (W-DC 17), *comprehend languages*, *disguise self*, *heightened awareness*<sup>ACG</sup>, *unseen servant*

0—*arcane mark*\*, *dancing lights*, *ghost sound* (W-DC 15), *light*, *message*, *prestidigitation*, *sift*<sup>APG</sup>

\* These are treated as arcane spells

## Tactics

**Before Combat** When undertaking a risky mission, Hailey casts *false life*. She tries to avoid combat if she can, but if expecting combat will cast *heightened awareness* on herself and buff allies with *false life* or *haste*, when combat is imminent.

**During Combat** Hailey uses enchantment spells to end combat as soon as possible. If she has allies with her, she buffs them with *haste* if she hasn't already done so. She always tries to escape if she can if things look rough (unless her seniors are present).

**Basic Statistics** Without pre-buffing, Hailey's statistics are Knowledge (local, nobility) +12, Perception +15

## Statistics

**Abilities** Str 6, Dex 16, Con 16, Int 10, Wis 12, Cha 20

**Base Atk** +6; **CMB** +3; **CMD** 16

**Feats** Great Fortitude, Improved Initiative, Lightning Reflexes, Spell Focus (enchantment), Toughness

**Skills** Knowledge (local, nobility) +14, Perception +17, Spellcraft +15, Stealth +14; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

**Languages** Common, Halfling

**SQ** arcane surge, archmage arcana, connection channel, location channel (9 rounds), propitiation, séance boon (+2 bonus to spell damage for spells that deal damage (to each target)), shared séance, spirit (Archmage, influence 1), spirit bonus (+3 to concentration checks, Intelligence checks, and Intelligence-based skill checks\*), spirit surge (1d6), weapon familiarity (halfling)

\* Bonuses included.



**Combat Gear** potions of *invisibility* (2) and *tongues*, scrolls of *dimension door* (3); **Gear** mwk breastplate, spear, dagger, spell component pouch, pouch with 140 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 (longsword)

Hailey is a spy, using *riding possession* to gain access to locations and/or people and gain information. Is she a mercenary or does she work for an organization or country; the GM should decide as best fits the campaign. As cover, she pretends to be a travel writer, and writes about various (innocuous) places and people within her location.

### Baz Forenn (CR 9; 6,400 XP)

Male centaur<sup>B1</sup> medium (relic channeler) 8  
N Large monstrous humanoid  
**Init** +5; **Senses** darkvision 60 ft.; Perception +18 (+23 to notice haunts)

#### Defense

**AC** 24, touch 13, flat-footed 22 (+8 armor, +1 deflection, +1 Dex, +1 dodge, +4 natural, -1 size); +2 deflection vs evil  
**hp** 117 (8d8+4d10+56)  
**Fort** +10, **Ref** +10, **Will** +15

#### Offense

**Speed** 70 ft. in armor; 80 ft. base  
**Melee** +2 *longsword*\* +18/+18/+13 (1d8+13/19-20) and 2 hooves +11 (1d6+5)  
\* Used two-handed  
**Special Attacks** inspiring call (standard action; +4)  
**Medium Spells Known** (CL 8th; concentration +12)  
2nd (2)—*clairaudience/clairvoyance*, *haste*, *purge spirit*<sup>OA</sup> (W-DC 16)  
1st (2)—*calm spirit*<sup>OA</sup> (W-DC 15), *expeditious retreat*, *paranoia*<sup>OA</sup> (W-DC 15), *protection from evil*  
0—*detect psychic significance*<sup>OA</sup>, *detect magic*, *mage hand*, *message*, *resistance*, *stabilize*

#### Tactics

**Before Combat** Baz might cast *protection from evil* when combat is imminent, if he is about to combat evil opponents or those known to exhibit mind-control abilities. He drinks a potion of *barkskin* and casts *haste* if a powerful group of opponents is expected. (The statistics above reflect this.)  
**During Combat** Baz makes full attacks.  
**Basic Statistics** Without pre-buffing, Baz's statistics are **AC** 21, touch 11, flat-footed 20; **Ref** +9; **Speed**

35 ft. in armor; 50 ft. base; **Melee** +2 *longsword* (used two-handed) +17/+12 (1d8+13/19-20) and 2 hooves +10 (1d6+5)

#### Statistics

**Abilities** Str 22, Dex 12, Con 16, Int 13, Wis 16, Cha 18  
**Base Atk** +10; **CMB** +17; **CMD** 28 (32 vs trip)  
**Feats** Great Fortitude, Improved Initiative, Run, *Spirit Sense*<sup>OA</sup>, *Spirit Focus*<sup>OA</sup> (marshal), Toughness  
**Skills** Diplomacy +26, Intimidate +18, Knowledge (nature) +13, Knowledge (planes, religion) +12, Perception +18 (+23 to notice haunts), Survival +10  
**Languages** Common, Elven, Giant, Sylvan  
**SQ** apport relic, connection speciality, object reading, marshal's order, relics, séance boon (+2 bonus to all non-spell damage rolls\*), shared séance, spirit (Marshal, influence 1), spirit bonus (+4 to Charisma checks, Charisma-based skill checks\*, and surge rolls\*), spirit surge (1d6+4), undersized weapons

\* Bonuses included.

**Combat Gear** potions of *barkskin* (2) and *cure moderate wounds* (2); **Gear** mwk leather armor, mwk longsword, dagger, *circlet of persuasion*, relics, spell component pouch, pouch with 192 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +1, mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +2 (longsword)

Baz is a shaman for more powerful than usual centaur tribes, and a leader for the various shamans (see Ramelle Adelphi, page 12) across various centaur tribes. Name carries a lot of influence with these younger shamans, and also trains some of them. As a relic channeler, he is not bound to locations to channel spirits.

### Diegga (CR 10; 9,600 XP)

Female berbalang<sup>B3</sup> medium 8  
CE Medium undead  
**Init** +7; **Senses** darkvision 60 ft.; Perception +26

#### Defense

**AC** 23, touch 15, flat-footed 20 (+2 armor, +2 deflection, +3 Dex, +6 natural); incorporeal form:  
**AC** 20, touch 20, flat-footed 17 (+7 deflection, +3 Dex)  
**hp** 155 (16d8+88)  
**Fort** +12, **Ref** +15, **Will** +19  
**Defensive Ability** projection; **DR** 10/good or silver;  
**Immune** undead traits



## Offense

**Speed** 70 ft., fly 60 ft. (good)

**Melee** mwk morningstar\* +21/+16/+11 (1d8+10), or bite +21 (1d6+9 plus paralysis) and 2 claws +21 (1d6+9 plus paralysis), or incorporeal touch +17 (1d4 Con)

\* Used two-handed

**Special Attacks** haunt channeler (4d6), paralysis (1d4+1 rounds, F-DC 19), surprise strike +2d6

**Medium Spells Known** (CL 8th; concentration +13)

2nd (2)—*find traps*, *hideous laughter* (W-DC 17),

*instigate psychic duel*<sup>OA</sup> (W-DC 19)

1st (3)—*expeditious retreat*, *ill omen*<sup>APG</sup>, *silent image*<sup>l</sup> (W-DC 18), *ventriloquism*<sup>l</sup> (W-DC 18)

0—*detect magic*, *detect psychic significance*<sup>OA</sup>, *flare* (W-DC 15), *message*, *prestidigitation*, *read magic*

**Berbalang Spell-Like Abilities** (CL 9th; concentration +14)

At will—*bleed* (W-DC 15), *ghost sound* (W-DC 15)

3/day—*alter self*, *charm person* (W-DC 16)

## Tactics

**Before Combat** Diegga casts *expeditious retreat* when combat is imminent.

**During Combat** If Diegga is disguised as a living mortal and maintaining cover is important, she attacks with his morningstar, or seek to escape quickly so as to reengage at a time of her choosing, when cover is not important. If this is not the case, then the medium makes full attacks with her natural weapons. If a number of these creatures are encountered at the same time, then one or more might try using spells such as *ill omen* and/or *hideous laughter* against their enemies.

**Basic Statistics** Without pre-buffing, Diegga's statistics are **Speed** 40 ft., fly 60 ft. (good)

## Statistics

**Abilities** Str 24, Dex 17, Con —, Int 18, Wis 18, Cha 20

**Base Atk** +12; **CMB** +19; **CMD** 38

**Feats** Defensive Combat Training, Greater Spell Focus (illusion), Improved Initiative, Lightning Reflexes, *Psychic Combatant*<sup>OA</sup>, *Psychic Defender*<sup>OA</sup>, *Shatter Mental Mask*<sup>OA</sup>, Spell Focus (illusion)

**Skills** Bluff +27, Craft (traps) +14, Disable Device +23, Escape Artist +14, Fly +29, Knowledge (arcana, planes) +20, Knowledge (local) +23, Knowledge (religion) +22, Perception +26, Spellcraft +18, Spellcraft +18, Stealth +30, Use Magic Device +19

**Languages** Abyssal, Common, Infernal, Orc

**SQ** connection channel, location channel (8 rounds), séance boon (+1 to Disable Device\*), shared séance, spirit (Trickster, influence 1), spirit bonus (+3 to Dexterity checks, skill checks\*, and Reflex saves\*), spirit surge (1d6), trickster's edge (Disable Device,

## Berbalang Lairs

Regarding the berbalangs described within this volume (the CR 10, 14, and 18 mediums), each of the three stat blocks normally channels one type of spirit: archmage, hierophant, or trickster. Therefore, the lairs for any of these berbalangs should include at least one trap-filled location, an altar to the god of undeath, and a library. This is so that any resident or visiting type of berbalang medium can channel one of the three types of spirit that they wish.

Spellcraft), undersized weapons

\* Bonuses included.

**Gear** mwk leather armor, mwk morningstar, dagger, *cloak of elvenkind*, *ring of maniacal devices*<sup>UE</sup>, spell component pouch, pouch with 199 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2 (clothes), deflection +2, mental prowess +2, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (amulet)

Diegga is part of a network of berbalangs that also includes the CR 14 and 18 mediums (pages 18 and 22). She could be the lowest part of the chain, or perhaps ordinary berbalangs are, in which case she would be a sergeant in the organisation. See the sidebar for more about these berbalangs' lairs.

## Rulon Meclenbar

(CR 11; 12,800 XP)

Male aasimar<sup>B1</sup> medium 12

LG Medium outsider (native)

**Init** +6; **Senses** darkvision 60 ft.; Perception +17

## Defense

**AC** 27, touch 16, flat-footed 23 (+8 armor, +2 deflection, +2 Dex, +2 dodge, +3 natural)

**hp** 117 (12d8+60; 132 with *false life*)

**Fort** +14, **Ref** +12, **Will** +11

**Resist** acid 5, cold 5, electricity 5

## Offense

**Speed** 60 ft.

**Melee** +2 *falchion* +20/+20/+20/+15 (2d4+12/19-20)

**Ranged** *adaptive*<sup>UE</sup> *composite longbow* +18/+18/+18/+13 (1d8+9/x3)

**Special Attacks** fleet charge, haunt channeler (6d6), sudden attack

**Medium Spells Known** (CL 12th; concentration +18)

3rd (2)—*greater invisibility*, *locate creature*, *magic circle against evil*, *mindscape door*<sup>OA</sup>

2nd (3)—*detect mindscape*<sup>OA</sup>, *false life*, *find traps*, *haste*, *speak with dead*



1st (4)—*calm spirit*<sup>OA</sup> (W-DC 17), *charge object*<sup>OA</sup>, *detect undead*, *expeditious retreat*, *identify*, *remove fear*  
0—*daze* (W-DC 16), *detect psychic significance*<sup>OA</sup>, *light*, *message*, *sift*<sup>APG</sup>, *stabilize*  
**Aasimar Spell-Like Ability** (CL 12th; concentration +18)  
1/day—*daylight*

### Tactics

**Before Combat** Rulon casts *false life*. He drinks a potion of *barkskin* and *bull's strength* and cast *haste* if a powerful group of opponents is expected. He casts other spells as discussed with his allies.

**During Combat** Rulon makes full attacks with his weapons, but adjusts his actions as needed to best help his allies.

**Basic Statistics** Without pre-buffing, Rulon's statistics are **AC** 24, touch 15, flat-footed 21; **Ref** +11; **Speed** 30 ft.; **Melee** +2 *falchion* +17/+17/+12 (2d4+9/19-20); **Ranged** *adaptive*<sup>UE</sup> *composite*

*longbow* +17+17/+12 (1d8+7/x3); **Str** 16; **CMB** +12; **CMD** 24

### Statistics

**Abilities** Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 23  
**Base Atk** +9; **CMB** +10; **CMD** 22

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (*falchion*, *longbow*)

**Skills** Diplomacy +23, Knowledge (arcana) +15, Perception +17, Spellcraft +15; **Racial Modifiers** +2 Diplomacy, +2 Perception

**Languages** Celestial, Common

**SQ** champion's prowess (*spiked chain*), connection channel, location channel (12 rounds), propitiation, séance boon (+2 bonus to non-spell damage rolls\*), shared séance, spirit (Champion, influence 1), spirit bonus (+4 to attack rolls\*, non-spell damage rolls\*, Strength checks, Strength-based skill checks, and Fortitude saves\*), spirit surge (1d8)

\* Bonuses included.

**Combat Gear** potion of *barkskin* (2), *bull's strength* (4), and *cure light wounds* (2); **Gear** mithral breastplate, mwk *falchion*, +1 *adaptive*<sup>UE</sup> *composite longbow* with 40 arrows, dagger, *handy haversack* (with 500 gp worth of mundane equipment\*), spell component pouch, pouch with 115 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2 (clothes), deflection +2, mental prowess +4, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (*falchion*)

\* This is left unspecified to suit the GM's needs.

Rulon is an aasimar that tries to live a virtuous and righteous life, and mostly succeeds. He is based in a monastery that trains paladins and other virtuous mediums, and teaches combat as well as other skills. The monastery could be based in a city (or the outskirts), or in a secluded area.

### Grenna Aparici

(CR 12; 19,200 XP)

Female human medium (storyteller) 13

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +15

### Defense

**AC** 27, touch 16, flat-footed 23 (+8 armor, +2 deflection, +2 Dex, +2 dodge, +3 natural)

**hp** 140 (13d8+78; 164 with *greater false life*)

**Fort** +13, **Ref** +12, **Will** +12

**Immune** disease

### Offense

**Speed** 60 ft., fly 90 ft. (good)





**Melee** +2 spear +13/+13/+8 (1d8+3/x3)  
**Special Attacks** channel negative energy (7/day; W-DC 22; 6d6), storyteller's performance (34 rounds/day; swift action; inspire courage +3, inspire competence +4, inspire greatness)  
**Medium Spells Known** (CL 13th; concentration +19)  
 5th (2)—[greater forbid action](#)<sup>E, UM\*</sup> (W-DC 23), *mass inflict light wounds*\* (W-DC 21)  
 4th (4)—[debilitating portent](#)<sup>E, UC\*</sup> (W-DC 24), *feeblemind*<sup>E</sup> (W-DC 22), *inflict critical wounds*\* (W-DC 20), *mass inflict pain*<sup>E, OA</sup> (W-DC 22)  
 3rd (5)—fly, [greater false life](#)<sup>UM</sup>, *inflict serious wounds*\* (W-DC 19), [mindscape door](#)<sup>OA</sup>, [node of blasting](#)<sup>OA</sup> (W-DC 19), *protection from energy*\*  
 2nd (7)—*clairaudience/clairvoyance*, *enthrall*<sup>E\*</sup> (W-DC 20), *haste*, *heroism*, *inflict moderate wounds*\* (W-DC 18), *invisibility*, *tongues*  
 1st (7)—[burst of insight](#)<sup>OA</sup>, [calm spirit](#)<sup>OA</sup> (W-DC 17), *disguise self*, *endure elements*\*, *inflict light wounds*\* (W-DC 17), *protection from good*, *silent image* (W-DC 17), *unseen servant*  
 0—*daze*<sup>E</sup> (W-DC 18), *flare* (F-DC 16), *ghost sound* (W-DC 16), *light*, *purify food and drink*\*, *read magic*, *stabilize*  
 \* These are divine spells

## Tactics

**Before Combat** Grenna casts *greater false life*. She drinks a potion of *barkskin*, casts *fly* and *tongues* on herself, and *haste* when combat is imminent. If there is enough time, she also casts *heroism* or *invisibility* on as many allies as possible, as they prefer.

**During Combat** In the first round, Grenna uses a swift action to start inspire courage and casts *greater forbid action* ("attack") on her opponents. In the second and subsequent rounds, she casts *haste* on her allies if she hasn't already done so, and otherwise casts spells to interfere with her enemies, such as *greater forbid action* ("attack") again on her foes if most of her enemies made their saves, *feeblemind*, *mass inflict pain*, or *greater forbid action* (with other words) as best fits the nature of her enemies. She likely commands her allies to gang up on enemies, starting with healers first. If surrounded by multiple opponents, she might use channel negative energy against them. She tries to avoid melee combat. If her allies are quickly and easily slain, she most likely flees.

**Basic Statistics** Without pre-buffing, Grenna's statistics are **AC** 24, touch 15, flat-footed 21; **Ref** +11; **Speed** 30 ft.; **Melee** +2 spear +12/+7 (1d8+3/x3)

## Statistics

**Abilities** Str 12, Dex 14, Con 18, Int 10, Wis 8, Cha 23  
**Base Atk** +9; **CMB** +10; **CMD** 22  
**Feats** Dodge, Great Fortitude, Greater Spell Focus

(enchantment), Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (enchantment), Toughness

**Skills** Fly +17 (+27 with *fly* cast), Knowledge (arcana, religion) +20, Perception +15, Perform (comedy) +10, Spellcraft +16

**Languages** Common; *tongues*

**SQ** ask the spirits, diminished spirits, energy font (negative), knowledge of tales (+4\*), learn the story, location channel (13 rounds), overflowing grace, spirit (Hierophant, influence 2), spirit surge (1d8), versatile surge

\* Bonus included.

**Combat Gear** potion of *barkskin* (2) and *cure moderate wounds* (2); **Gear** mithral breastplate, mwk spear, dagger, *periapt of health*, silver unholy symbol, necklace (worth 200 gp), spell component pouch, pouch with 65 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4, physical prowess +4, resistance +3, toughening +1, weapon attunement +2 (spear)

Grenna is the owner of a theatre in a big city, where she sometimes performs. Her comedy is biting and nasty. She travels about a lot, partly to discover acts or material for the theatre, but also to engage in her personal goals. Her highly secured private quarters has a shrine to her god.

## Iciss Farivar

(CR 13; 25,600 XP)

Female elf medium (storyteller) 14

CN Medium humanoid (elf)

**Init** +8; **Senses** low-light vision; Perception +21

## Defense

**AC** 27, touch 17, flat-footed 22 (+8 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural)

**hp** 136 (14d8+70; 161 with *greater false life*)

**Fort** +13, **Ref** +14, **Will** +15; +2 vs enchantment spells and effects

**Immune** magic sleep effects

## Offense

**Speed** 30 ft.

**Melee** +2 longsword +12/+7 (1d8+2/19-20)

**Special Attacks** storyteller's performance (35 rounds/day; swift action; inspire courage +3, inspire competence +4, inspire greatness)

**Medium Spells Known** (CL 14th; concentration +19)  
 5th (3)—*shadow evocation*<sup>l\*</sup> (W-DC 21)

4th (5)—*black tentacles*\*, [greater false life](#)<sup>UM</sup>, [planar adaptation](#)<sup>APG</sup>, *plane shift* (W-DC 19)

3rd (5)—*displacement*, *major image*<sup>l</sup> (W-DC 19), [node](#)



*of blasting*<sup>OA</sup> (W-DC 18), *remove disease*, *sleet storm*\*  
 2nd (6)—*analyze aura*<sup>OA</sup>, *find traps*, *invisibility*\*, *knock*,  
*speak with dead*, *water walk*  
 1st (7)—*calm spirit*<sup>OA</sup> (W-DC 16), *comprehend*  
*languages*, *endure elements*\*, *expeditious retreat*,  
*invigorate*<sup>APG</sup>, *remove fear*, *unseen servant*  
 0—*detect magic*, *detect psychic significance*<sup>OA</sup>, *ghost*  
*sound*<sup>I</sup> (W-DC 16), *light*\*, *mage hand*, *message*, *read*  
*magic*

\* These are arcane spells

## Tactics

**Before Combat** Iciss casts *greater false life*. She casts *displacement* when combat is imminent, and might cast *major image* in an attempt to mislead opponents.

**During Combat** In the first round, Iciss uses a swift action to start inspire courage and casts *black tentacles* on her enemies. In the second and subsequent rounds, she uses her wand, or casts *shadow evocation* or other spells on her enemies, as best fits the situation.

## Statistics

**Abilities** Str 10, Dex 18, Con 16, Int 10, Wis 14, Cha 21

**Base Atk** +10; **CMB** +10; **CMD** 24

**Feats** Dodge, Great Fortitude, Heighten Spell, Improved Initiative, Lightning Reflexes, Spell Focus (illusion), Toughness

**Skills** Knowledge (arcana) +21, Knowledge (geography) +18, Perception +21, Perform (oratory) +9, Spellcraft +16 (+18 to identify item properties); **Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** archmage arcana, arcane surge, ask the spirits, astral journey, diminished spirits, elf magic, knowledge of tales (+4\*), learn the story, location channel (14 rounds), spirit (Archmage, influence 2), spirit surge (1d8), versatile surge, weapon familiarity (elf), wild arcana

\* Bonus included.

**Combat Gear** potions of *cure moderate wounds* (8), scrolls of *sending* (4) and *teleport* (4), wand of *ill omen*<sup>APG</sup> (40 charges, CL 10); **Gear** mithral breastplate, mwk longsword, dagger, spell component pouch, one or more forked metal rods (focus for *plane shift*), pouch with 177 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 (longsword)

Iciss has been a professional storyteller for a long time. She travels almost constantly, giving grand

performances at one place or another. She lives in a caravan, which she has adapted to carry many books (this functions as a library for séance). She has performed at Grenna Aparici's theatre, but doesn't like her very much.

## Mazza

(CR 14; 38,400 XP)

Male berbalang<sup>B3</sup> medium 12

CE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +27

## Defense

**AC** 29, touch 17, flat-footed 24 (+5 armor, +2 deflection, +4 Dex, +1 dodge, +7 natural); incorporeal form: **AC** 23, touch 23, flat-footed 18 (+8 deflection, +4 Dex, +1 dodge)

**hp** 213 (20d8+132)

**Fort** +17, **Ref** +16, **Will** +23

**Defensive Ability** projection; **DR** 10/good or silver; **Immune** undead traits; **Resist** fire 10

## Offense

**Speed** 70 ft., fly 90 ft. (good)

**Melee** 2 bites +27 (1d6+11 plus paralysis) and 2 claws +27 (1d6+11 plus paralysis), or 2 incorporeal touches +23 (1d4 Con)

**Special Attacks** haunt channeler (6d6), paralysis (1d4+1 rounds, F-DC 22)

**Medium Spells Known** (CL 12th; concentration +18)

4th (4)—*enervation*\*

3rd (5)—*detect scrying*, *dimension door*, *invisibility sphere*\*, *locate creature*, *mindscape door*<sup>OA</sup>

2nd (7)—*command undead*\* (W-DC 18), *detect mindscape*<sup>OA</sup>, *haste*, *hideous laughter* (W-DC 18), *instigate psychic duel*<sup>I, OA</sup> (W-DC 20), *speak with dead*

1st (7)—*alarm*\*, *decompose corpse*<sup>UM</sup>, *expeditious retreat*, *ill omen*<sup>APG</sup>, *silent image*<sup>I</sup> (W-DC 19), *restore corpse*<sup>UM</sup>, *ventriloquism*<sup>I</sup> (W-DC 19)

0—*detect magic*, *detect psychic significance*<sup>OA</sup>, *flare* (W-DC 16), *message*, *prestidigitation*, *ray of frost*\*, *read magic*

\* These are arcane spells

**Berbalang Spell-Like Abilities** (CL 9th; concentration +15)

At will—*bleed* (W-DC 16), *ghost sound*<sup>I</sup> (W-DC 18)

3/day—*alter self*, *charm person* (W-DC 17)

## Tactics

**Before Combat** Mazza casts *detect scrying*. He casts *expeditious retreat* and *haste* when combat is imminent, and almost certainly uses his wand as well.

**During Combat** Mazza makes full attacks with his natural weapons, using Power Attack. If a number



of these creatures are encountered at the same time, then one or more might try using spells such as *enervation*, *ill omen* and/or *hideous laughter* against their enemies. To make things harder for his enemies he might smash an oil of *darkness* on the ground.

**Basic Statistics** Without pre-buffing, Mazza's statistics are **AC** 28, touch 16, flat-footed 24; incorporeal form: **AC** 22, touch 22, flat-footed 18; **Ref** +15; **Speed** 40 ft., fly 60 ft. (good); **Melee** bite +26 (1d6+11 plus paralysis) and 2 claws +26 (1d6+11 plus paralysis), or incorporeal touch +22 (1d4 Con)

### Statistics

**Abilities** Str 27, Dex 19, Con —, Int 18, Wis 18, Cha 22  
**Base Atk** +15; **CMB** +23; **CMD** 42

**Feats** Ability Focus<sup>B1</sup> (paralysis), Defensive Combat Training, Greater Spell Focus (illusion), Improved Initiative, Lightning Reflexes, Power Attack, [Psychic Combatant](#)<sup>OA</sup>, [Psychic Defender](#)<sup>OA</sup>, Spell Focus (illusion)

**Skills** Bluff +17, Escape Artist +12, Fly +31, Knowledge (arcana, planes) +23, Knowledge (local) +28, Knowledge (religion) +27, Perception +27, Spellcraft +23, Stealth +27, Use Magic Device +21

**Languages** Abyssal, Common, Infernal, Orc

**SQ** archmage arcana, arcane surge, connection channel, location channel (12 rounds), propitiation, séance boon (+2 bonus to spell damage for spells that deal damage (to each target)), shared séance, spirit (Archmage, influence 1), spirit bonus (+4 to concentration checks, Intelligence checks, and Intelligence-based skill checks\*), spirit surge (1d8), wild arcana

\* Bonus included.

**Combat Gear** oils of *darkness* (2), potions of *inflict moderate wounds* (2), wand of *magic circle against good* (40 charges) ; **Gear** mwk leather armor, mwk morningstar, dagger, *ring of minor fire resistance*, spell component pouch, pouch with 132 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 (amulet)

Mazza is part of a network of *berbalangs* that also includes the CR 10 and 18 mediums (pages 15 and 22). He is part of the middle rank within the organisation. This organisation is a branch of an evil deity of undeath's religion. See the sidebar (page 15) for more about these *berbalangs'* lairs.

### Tyroc Sirmon

(CR 15; 51,200 XP)

Male half-elf medium 16

NG Medium humanoid (elf, human)

**Init** +7; **Senses** low-light vision; Perception +25

### Defense

**AC** 32, touch 16, flat-footed 28 (+9 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural, +5 shield)

**hp** 171 (16d8+96; 186 with *false life*)

**Fort** +23, **Ref** +17, **Will** +18; +2 vs enchantment spells and effects

**Immune** magic sleep effects

### Offense

**Speed** 30 ft.

**Melee** +4 *adamantine longsword* +30/+30/+25/+20 (1d8+18/19-20)

**Special Attacks** fleet charge, haunt channeler (8d6), sudden attack

**Medium Spells Known** (CL 16th; concentration +19)

4th (1)—*break enchantment*, *death ward*, *reincarnate*, *teleport*

3rd (3)—*dispel magic*, *locate object*, *magic circle against evil*, *remove curse*, *sending*

2nd (4)—[analyze aura](#)<sup>OA</sup>, *darkvision*, *false life*, *gentle repose*, *heroism*, [speak with haunt](#)<sup>ACG</sup> (W-DC 15)

1st (4)—[calm spirit](#)<sup>OA</sup> (W-DC 14), *detect undead*, *expeditious retreat*, [heightened awareness](#)<sup>APG</sup>, *identify*, *remove fear*

0—[detect psychic significance](#)<sup>OA</sup>, *light*, *message*, *prestidigitation*, [sift](#)<sup>APG</sup>, *stabilize*

### Tactics

**Before Combat** Tyroc casts *false life*. He casts *heroism* when combat is imminent. If expecting to fight opponents with damage reduction, he also drinks a potion of *bull's strength*. He casts other spells as discussed with his allies.

**During Combat** Tyroc makes full attacks with his weapons, but adjusts his actions as needed to best help his allies.

**Basic Statistics** Without pre-buffing, Tyroc's statistics are **Fort** +21, **Ref** +15, **Will** +16; **Melee** +4 *longsword* +26/+26/+21/+16 (1d8+16/19-20); **Str** 20; **CMB** +17; **CMD** 30; reduce skills by -2

### Statistics

**Abilities** Str 24, Dex 16, Con 18, Int 10, Wis 12, Cha 16  
**Base Atk** +12; **CMB** +19; **CMD** 32

**Feats** Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Nimble Moves, Shield Proficiency, Skill Focus (Spellcraft), Toughness

**Skills** Fly +6 (+12 with *fly*), Knowledge (arcana, planes) +21, Perception +25, Spellcraft +31; **Racial**





**Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** ask the spirits, astral journey, champion's prowess (elven curve blade), connection channel, location channel (16 rounds), propitiation, séance boon (+2 bonus to non-spell damage rolls\*), shared séance, spirit (Champion, influence 1), spirit bonus (+5 to attack rolls\*, non-spell damage rolls\*, Strength checks, Strength-based skill checks, and Fortitude saves\*), spirit surge (1d8), trance of three  
\* Bonuses included.

**Combat Gear** potion of *bull's strength* (4) and *cure moderate wounds* (4), scrolls of *death ward* (6), wand of *fly* (20 charges); **Gear** mithral breastplate, heavy mithral shield, mwk adamantite longsword,

dagger, *necklace of adaptation*, *silversheen*, spell component pouch, pouch with 107 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +3/+3, deflection +2, mental prowess +6/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +4 (longsword)

Tyroc is the abbot in a monastery that trains paladins and other virtuous mediums, and teaches combat as well as other skills. The monastery could be based in a city (or the outskirts), or in a secluded area. Rulon Meclenbar (page 15) is one of the teachers at the monastery.

Pietra Sibble

(CR 16; 76,800 XP)

Female human medium 17

LN Medium humanoid (human)

**Init** +7; **Senses** Perception +26

### Defense

**AC** 32, touch 16, flat-footed 29 (+10 armor, +3 deflection, +3 Dex, +6 natural)

**hp** 199 (17d8+119; 227 with *greater false life*)

**Fort** +17, **Ref** +15, **Will** +21

### Offense

**Speed** 30 ft.

**Melee** +4 *morningstar* +17/+12/+7 (1d8+4/x3) (used two-handed)

**Special Attacks** channel positive energy (9/day; W-DC 26; 10d6), haunt channeler (8d6), legendary hierophant

**Medium Spells Known** (CL 17th; concentration +25)

6th (3)—*heal*\*, *mass cure moderate wounds*\*

5th (5)—*flame strike*\* (R-DC 23), *mass cure light wounds*\*

4th (6)—*cure critical wounds*\*, *feblemind* (F-DC 22), *greater false life*<sup>UM</sup>, *greater magic weapon*\*, *mage's private sanctum*, *telepathic bond*

3rd (7)—*cure serious wounds*\*, *detect scrying*, *dimension door*, *displacement*, *dream*, *greater invisibility*, *water breathing*\*

2nd (7)—*analyze aura*<sup>OA</sup>, *bull's strength*, *cast out*<sup>APG</sup> (W-DC 20), *cognitive block*<sup>OA</sup> (W-DC 20), *cure moderate wounds*\*, *haste*, *heroism*, *shield other*\*

1st (7)—*ant haul*<sup>APG</sup>, *burst of insight*<sup>OA</sup>, *calm spirit*<sup>OA</sup> (W-DC 19), *charge object*<sup>OA</sup>, *cure light wounds*\*, *expeditious retreat*, *protection from chaos*, *sanctuary*\* (W-DC 19)

0—*detect magic*, *detect psychic significance*<sup>OA</sup>, *light*, *mage hand*, *sift*<sup>APG</sup>, *stabilize*

\* These are divine spells



## Tactics

**Before Combat** Pietra casts *detect scrying* and *greater false life* on herself, and *greater magic weapon* on any allies' weapons that need it. She drinks a potion of *barkskin* and casts various buff spells on her allies when combat is imminent, and might cast *sanctuary* or *shield other*. She discusses what she will do with allies before taking action.

**During Combat** Pietra helps any allies as best he can, either fighting defensively to help set up flanking positions, using healing effects on allies, or casting offensive spells like *feblemind* or *flame strike*. The legendary hierophant ability is reserved for emergencies.

**Basic Statistics** Without pre-buffing, Pietra's statistics are **AC** 29, touch 16, flat-footed 26 (+10 armor, +3 deflection, +3 Dex, +3 natural)

## Statistics

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

**Base Atk** +12; **CMB** +12; **CMD** 25

**Feats** Combat Casting, Combat Reflexes, Dodge, Empower Spell, Great Fortitude, Heighten Spell, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (morningstar)

**Skills** Diplomacy +28, Knowledge (arcana, religion) +20, Perception +26, Spellcraft +20

**Languages** Common

**SQ** ask the spirits, astral journey, connection channel, energy font (positive), location channel (14 rounds), overflowing grace, propitiation, séance boon (+2 hp healed for healing spells per target), shared séance, spirit (Hierophant, influence 1), spirit bonus (+5 to Wisdom checks, Wisdom-based skill checks\*, and Will saves\*), spirit surge (1d8)

\* Bonus included.

**Combat Gear** potion of *barkskin* (2; +3, CL 6);

**Gear** mithral breastplate, morningstar, dagger, *phylactery of positive channeling*, *ring of curing*<sup>UE</sup>, *rod of extend metamagic*, silver holy symbol, spell component pouch, pair of platinum rings (worth 50 gp, focus for *shield other*), pouch with 9 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +4, deflection +3, mental prowess +6/+2, physical prowess +6/+2, resistance +5, toughening +3, weapon attunement +4 (morningstar)

Pietra used to be an adventurer, and fought well against the forces of darkness. She now lives quietly in a city somewhere, where she is part of a religious community. She keeps in touch with her former adventuring allies (which include the CR 15 and 17 kineticists in *Occult Character Codex: Kineticists*).

## Scathe Dargard

(CR 17; 102,400 XP)

Male half-orc medium (reanimated medium) 18

LE Medium humanoid (human, orc)

**Init** +7; **Senses** darkvision 60 ft.; Perception +28

## Defense

**AC** 33, touch 18, flat-footed 29 (+11 armor, +4 deflection, +3 Dex, +1 dodge, +4 natural)

**hp** 210 (18d8+126; 239 with *greater false life*)

**Fort** +23, **Ref** +16, **Will** +18

**Defensive Abilities** lingering spirit, spirit warding;

**Immunities** possession, death effects, negative energy

## Offense

**Speed** 30 ft., fly 60 ft. (good)

**Melee** +5 *impervious adamantine falchion* +30/+30/+25/+20 (2d4+25/18-20)

**Special Attacks** fleet charge, sudden attack

**Medium Spells Known** (CL 18th; concentration +21)

4th (2)—*battlemind link*<sup>UM</sup>, *break enchantment*, *freedom of movement*, *mage's private sanctum*, *teleport*

3rd (3)—*dimensional anchor*, *displacement*, *fly*, *greater false life*<sup>UM</sup>, *retroognition*<sup>OA</sup>, *sending*

2nd (4)—*clairaudience/clairvoyance*, *find traps*, *locate creature*, *heroism*, *speak with dead*, *tactical acumen*<sup>UC</sup>

1st (5)—*calm spirit*<sup>OA</sup> (W-DC 14), *deathwatch*, *disguise self*, *ill omen*<sup>APG</sup>, *mindlink*<sup>OA</sup>, *remove fear*

0—*dancing lights*, *detect magic*, *flare* (F-DC 13), *message*, *prestidigitation*, *read magic*

## Tactics

**Before Combat** Scathe casts *greater false life*.

Each day after channeling his self, he uses spirit surge once to reduce his influence to 2. He casts *battlemind link*, *displacement*, *fly*, and *tactical acumen* when combat is imminent.

**During Combat** Scathe makes full attacks with his weapons.

## Statistics

**Abilities** Str 22, Dex 16, Con 20, Int 10, Wis 14, Cha 16

**Base Atk** +13; **CMB** +19; **CMD** 32

**Feats** Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Great Fortitude, Greater Weapon Specialization (falchion)<sup>B</sup>, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion)<sup>B</sup>

**Skills** Fly +24 (+37 with *fly* cast), Intimidate +29, Knowledge (arcana) +12, Perception +28, Spellcraft +12; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc





Scathe was once a heroic figure, fighting the forces of darkness. But then he was killed, and reanimated.

He has since drifted into lawful evil, because he's trying to do the right thing about some cause or other, but has become a bit too ruthless. He should be a "sympathetic" villain, and possibly redeemable.

## Vakka (CR 18; 153,600 XP)

Female *berbalang*<sup>B3</sup> medium 16

CE Medium undead

**Init** +18; **Senses** blindsense 30 ft.\*, darkvision 60 ft.; Perception +37

\* Granted by the *circlet of mindsight*; the blindsight is conditional.

## Defense

**AC** 36, touch 21, flat-footed 30 (+5 armor, +5 deflection, +5 Dex, +1 dodge, +10 natural); incorporeal form: **AC** 27, touch 27, flat-footed 21 (+11 deflection, +5 Dex, +1 dodge)

**hp** 279 (24d8+168)

**Fort** +21, **Ref** +20, **Will** +31

**Defensive Ability** projection; **DR** 10/good or silver; **Immune** undead traits

## Offense

**Speed** 40 ft., fly 60 ft. (good)

**Melee** 2 bites +33 (1d6+15 plus paralysis) and 2 claws +33 (1d6+15 plus paralysis), or 2 incorporeal touches +28 (1d4 Con)

**Special Attacks** channel negative energy (8/day; W-DC 25; 10d6), haunt channeler (8d6), legendary hierophant, paralysis (1d4+1 rounds, F-DC 23)

**Medium Spells Known** (CL 16th; concentration +23)  
6th (2)—*harm*<sup>N\*</sup> (W-DC 25), *mass inflict moderate wounds*<sup>N\*</sup> (W-DC 25)

5th (4)—*major curse*<sup>N, UM\*</sup> (W-DC 24), *mass inflict light wounds*<sup>N\*</sup> (W-DC 24)

4th (4)—*break enchantment*, *inflict critical wounds*<sup>N\*</sup> (W-DC 23), *planar adaptation*<sup>APG</sup>, *plane shift* (W-DC 22), *spell immunity*\*, *teleport*

3rd (5)—*detect scrying*, *inflict serious wounds*<sup>N\*</sup> (W-DC 22), *invisibility purge*\*, *locate creature*, *mindscape door*<sup>OA</sup>, *node of blasting*<sup>OA</sup> (W-DC 20), *sending*

2nd (7)—*analyze aura*<sup>OA</sup>, *darkness*\*, *detect mindscape*<sup>OA</sup>, *haste*, *hideous laughter* (W-DC 19), *inflict moderate wounds*<sup>N\*</sup> (W-DC 21), *instigate psychic duel*<sup>OA</sup> (W-DC 19), *speak with dead*

1st (7)—*anticipate peril*<sup>UM</sup>, *decompose corpse*<sup>UM\*</sup>, *expeditious retreat*, *ill omen*<sup>APG</sup>, *inflict light wounds*<sup>N\*</sup> (W-DC 20), *silent image* (W-DC 18), *restore corpse*<sup>UM</sup>, *ventriloquism* (W-DC 18)

0—*detect magic*, *detect psychic significance*<sup>OA</sup>, *flare* (W-DC 16), *mending*\*, *message*, *prestidigitation*, *read magic*

**SQ** champion's prowess (bastard sword), ask the spirits, astral journey, channel self, ease passage, legendary champion, nothing is taboo, propitiation, séance boon (+2 bonus to non-spell damage rolls\*), shared séance, spirit (Champion, influence 2), spirit bonus (+5 to attack rolls\*, non-spell damage rolls\*, Strength checks, Strength-based skill checks, and Fortitude saves\*), spirit surge (1d8), trance of three, weapon familiarity (half-orc)

\* Bonuses included.

**Combat Gear** potion of *cure moderate wounds* (5); **Gear** mithral breastplate, *impervious adamantine falchion*, mwk falchion, dagger, *circlet of persuasion*, *eyes of the eagle*, *periapt of wound closure*, *ring of mind shielding*, *ring of sustenance*, *rod of lesser extend metamagic*, pouch with 47 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +4, mental prowess +6/+2/+2 or +4/+4/+2, physical prowess +4/+2, resistance +5, toughening +4, weapon attunement +5 (falchion)



\* These are divine spells

**Berbalang Spell-Like Abilities** (CL 9th; concentration +16)

At will—*bleed* (W-DC 17), *ghost sound* (W-DC 17)

3/day—*alter self*, *charm person* (W-DC 18)

## Tactics

**Before Combat** Vakka casts *anticipate peril* and *haste* when combat is imminent.

**During Combat** Vakka makes full attacks with his natural weapons, using Power Attack. If a number of these creatures are encountered at the same time, then one or more might try using spells such as *darkness* (on the floor), *ill omen* and/or *major curse* against their enemies. The legendary hierophant ability is reserved for emergencies, while the scrolls are intended to heal the berbalang (and possibly her allies) if needed.

**Basic Statistics** Without pre-buffing, Vakka's statistics are **Init** +13; **AC** 35, touch 20, flat-footed 30; incorporeal form: **AC** 26, touch 26, flat-footed 21; **Ref** +19; **Melee** bite +33 (1d6+15 plus paralysis) and 2 claws +33 (1d6+15 plus paralysis), or incorporeal touch +28 (1d4 Con)

## Statistics

**Abilities** Str 30, Dex 21, Con —, Int 20, Wis 20, Cha 24

**Base Atk** +18; **CMB** +28 (+30 disarm); **CMD** 49 (51 vs disarm)

**Feats** Ability Focus<sup>B1</sup> (paralysis), Combat Casting, Defensive Combat Training, Eschew Materials, Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Power Attack, [Psychic Combatant](#)<sup>OA</sup>, [Psychic Defender](#)<sup>OA</sup>, Spell Focus (necromancy)

**Skills** Bluff +26, Escape Artist +13, Fly +36, Knowledge (arcana, planes) +24, Knowledge (local, nobility) +29, Knowledge (religion) +32, Perception +37, Spellcraft +24, Stealth +32, Use Magic Device +26

**Languages** Abyssal, Common, Dwarven, Infernal, Orc  
**SQ** ask the spirits, astral journey, connection channel, energy font (positive), location channel (14 rounds), overflowing grace, propitiation, séance boon (+2 hp healed for healing spells per target), shared séance, spirit (Hierophant, influence 1), spirit bonus (+5 to Wisdom checks, Wisdom -based skill checks\*, and Will saves\*), spirit surge (1d8)

\* Bonus included.

**Combat Gear** scrolls\* of *harm* (3; CL 15); **Gear** dagger, *amulet of mighty fists*\* ([dueling](#)<sup>UE</sup>), [circlet of mindsight](#)<sup>UE</sup>, *elixir of hiding* (2), [longarm bracers](#)<sup>UE</sup>, *phylactery of negative channeling*, silver unholy symbol, one or more forked metal rods (focus for *plane shift*), pouch with 22 gp worth of mixed coins; **Automatic Bonus Progression** armor attunement +5 (clothes), deflection +5, mental prowess

+6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5 (amulet)

\* These items are cursed, having the requirement of worshipping an evil deity of undeath, or they do not function for the user.

Vakka is part of a network of berbalangs that also includes the CR 10 and 14 mediums (pages 15 and 18). She is part of the leadership of the organisation. This organization is a branch of an evil deity of undeath's religion. See the sidebar (page 15) for more about these berbalangs' lairs.

## Caractacus Panza (CR 19; 204,800 XP)

Male gnome medium 20

NE Small humanoid (gnome)

**Init** +8; **Senses** darkvision 60 ft.\*, low-light vision; Perception +27 (+32 to notice haunts)

\* Granted by the goggles.

## Defense

**AC** 36, touch 20, flat-footed 32 (+11 armor, +5 deflection, +4 Dex, +5 natural, +1 size)

**hp** 253 (20d8+160; 284 with *greater false life*)

**Fort** +19, **Ref** +17, **Will** +19; +2 vs illusion spells and effects

## Offense

**Speed** 30 ft., fly 60 ft. (good)

**Melee** +5 *spear* +21/+16/+11 (1d6+5/x3)

**Special Attacks** +1 attack bonus vs humanoids (goblins and reptilians), haunt channeler (10d6)

**Medium Spells Known** (CL 20th; concentration +30)  
6th (7)—*disintegrate*\* (F-DC 26)

5th (7)—*shadow evocation*<sup>1\*</sup> (F-DC 26)

4th (7)—*enervation*\*, *freedom of movement*, *mage's private sanctum*, [mass inflict pain](#)<sup>OA</sup> (F-DC 24), *nightmare*<sup>1</sup> (F-DC 25), *teleport*

3rd (7)—[call spirit](#)<sup>OA</sup> (W-DC 23), fly, [greater false life](#)<sup>UM</sup>, *greater invisibility*, *invisibility sphere*\*, [mindscape door](#)<sup>OA</sup>, [possession](#)<sup>OA</sup> (W-DC 23)

2nd (8)—[analyze aura](#)<sup>OA</sup>, *bestow curse* (F-DC 22), [detect mindscape](#)<sup>OA</sup>, *haste*, *heroism*, [tactical acumen](#)<sup>UC</sup>, *whispering wind*\*

1st (8)—[burst of insight](#)<sup>OA</sup>, [calm spirit](#)<sup>OA</sup> (W-DC 21), [charge object](#)<sup>OA</sup>, *comprehend languages*\*, *expeditious retreat*, *identify*, *unseen servant*

0—*daze* (W-DC 20), *detect magic*, [detect psychic significance](#)<sup>OA</sup>, *light*, *ray of frost*\*, *read magic*, *sift*<sup>APG</sup>

\* These are arcane spells

**Gnome Spell-Like Abilities** (CL 20th; concentration +30)

1/day—*dancing lights*, *ghost sound*<sup>1</sup> (W-DC 21), *prestidigitation*, *speak with animals*



## Tactics

**Before Combat** Caractacus casts *greater false life*.

He casts *fly*, *freedom of movement*, and *greater invisibility* when combat is imminent, and buffs allies with as many spells as possible.

**During Combat** Caractacus begins combat using his legendary archmage ability to cast either *mage's disjunction* or *overwhelming presence*<sup>UM</sup> (W-DC 29). On subsequent rounds, he buffs allies with *haste* if he hasn't already done so, but otherwise casts attack spells such as *disintegrate*, *enervation*, *mass inflict pain*, and *shadow evocation*.

## Statistics

**Abilities** Str 10, Dex 18, Con 22, Int 12, Wis 14, Cha 30

**Base Atk** +15; **CMB** +14; **CMD** 28

**Feats** Combat Casting, Dodge, Great Fortitude, Heighten Spell, *Hidden Presence*<sup>OA</sup>, Improved Initiative, Lightning Reflexes, *Manipulative Presence*<sup>OA</sup>, *Spirit Sense*<sup>OA</sup>, Toughness

**Skills** Appraise +27, Diplomacy +28, Fly +19 (+33 with *fly* cast), Perception +27 (+32 to notice haunts), Profession (merchant) +27, Sense Motive +30; **Racial Modifiers** +2 Perception, +2 Profession (merchant)

**Languages** Common, Gnome, Infernal, Sylvan

**SQ** archmage arcana, arcane surge, ask the spirits, astral beacon, astral journey, connection channel, gnome magic, legendary archmage, location channel (20 rounds), propitiation, séance boon (+2 bonus to spell damage for spells that deal damage (to each target)), shared séance, spacious soul, spirit (Archmage, influence 1), spirit bonus (+6 to concentration checks, Intelligence checks, and Intelligence-based skill checks\*), spirit mastery, spirit surge (1d10), trance of three, weapon familiarity (gnome), wild arcana

\* Bonus included.

**Gear** mithral breastplate, mwk spear, dagger, *bracelet of bargaining*<sup>UE</sup>, *goggles of night*, necklace and rings (worth 450 gp), *ring of sustenance*, *rod of enemy detection*, *rod of furious\* metamagic* (2), pouch with 40 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +5, legendary gifts (ability (Cha +3)), mental prowess +6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5 (spear)

\* Based on *Furious Spell*<sup>OA</sup>

gnomes of nefarious purposes? He is married to the gnome mesmerist 20 (see *Occult Character Codex: Mesmerists*).

Caractacus has become a master merchant over the years with the help of his wife, and at the same time helped his wife to build up a cult. That they have done so is testament to their skill; after all, who suspects



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