

Occult Character Codex

Mesmerists



Julian Neale

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Occult Character Codex

MESMERISTS

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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

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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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: Mesmerists contains 20 detailed mesmerist stat blocks, including both ordinary mesmerists using their hypnotic stare to cloud and delude the minds of those that oppose them, alongside the spirit walkers that master the séance and conniving cult masters spinning their webs of intrigue. You'll find mesmerist humans, gnomes, half-orcs, and elves, but also stranger races like kitsune, nagaji, changelings, and doppelgangers, running the gamut from good to evil and all points in between. With the *Occult Character Codex*, you'll have an entire arsenal of mesmerist 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.



Mesmerists

Here are some notes that may be helpful in running encounters with mesmerists (these points are mentioned here to avoid repetition):

- * Mesmerists activate implanted tricks when they deem it best.
- * The mesmerist focuses his or her hypnotic stare on the enemy they deem most appropriate, whether that is the enemy who is closest, a martialist/brute, a spellcaster, or someone else.
- * Mesmerists that have painful stare use it when they or an ally hits the target of their hypnotic stare (although it can only be used once per round).



Kinne Rolfe

(CR 1/2; 200 XP)

Male human mesmerist 1
NE Medium humanoid (human)
Init +6; **Senses** Perception +6

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 10 (1d8+2)
Fort +1, **Ref** +4, **Will** +4

Offense

Speed 30 ft.
Melee shortspear +0 (1d6)
Special Attacks hypnotic stare (-2), mesmerist trick (2/day; 110 ft. range; compel alacrity (10 ft.)), painful stare (+1)
Mesmerist Spells Known (CL 1st; concentration +2)
1st (2)—*charm person* (W-DC 12), *color spray* (W-DC 12)
0—*light*, *mage hand*, *message*, *prestidigitation*

Tactics

Before Combat Kinne implants compel alacrity on himself.

During Combat Kinne uses either attack spell as best fits his situation, but if he uses *color spray*, does so in such a way as to affect as many enemies as possible while avoiding his allies (if he can). Ultimately though, he is a coward, and activates his trick to help him escape if or when it seems likely he will die.

Statistics

Abilities Str 10, Dex 14, Con 12, Int 10, Wis 15, Cha 13
Base Atk +0; **CMB** +0; **CMD** 12
Feats Improved Initiative, Skill Focus (Bluff)
Skills Appraise +4, Bluff +9, Diplomacy +5, Escape Artist +6, Knowledge (local) +4, Perception +6, Sense Motive +6
Languages Common
SQ consummate liar (+1)
Gear masterwork studded leather, shortspear, dagger, pouch with 17 gp worth of mixed coins

Kinne is an apprentice con artist learning his “trade”. He is part of a guild of thieves in the town or city where he lives. He is not allowed to approach rich targets yet; rather, he is tasked with conning lowly travellers to his town.

Omotosho (CR 1; 400 XP)

Female [kitsune](#)^{ARG} mesmerist 2
NG Medium humanoid (kitsune, shapeshifter)
Init +6; **Senses** low-light vision; Perception +5

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 16 (2d8+4)
Fort +2, **Ref** +5, **Will** +5
Defensive Ability towering ego

Offense

Speed 30 ft.
Melee heavy mace +2 (1d8+1), or bite +2 (1d4+1), or heavy mace +2 (1d8+1) and bite -3 (1d4)
Special Attacks hypnotic stare (-2), mesmerist trick (3/day; 120 ft. range; misdirection, spectral smoke), painful stare (+1)
Mesmerist Spells Known (CL 2nd; concentration +4)
1st (3)—*charm person*^E (W-DC 14), *sleep*^E (W-DC 14), *vanish*^{APG}
0—*daze*^E (W-DC 13), *dancing lights*, *lullaby*^E (W-DC 13), *mage hand*, *prestidigitation*
Kitsune Spell-Like Ability (CL 2nd; concentration +4)
3/day—*dancing lights*

Tactics

Before Combat Omotosho implants spectral smoke on herself. She discusses what she will do with allies before taking action.
During Combat Omotosho helps allies as best she can, attacking with her mace or casting spells as needed.

Statistics

Abilities Str 13, Dex 14, Con 14, Int 8, Wis 10, Cha 15
Base Atk +1; **CMB** +2; **CMD** 14
Feats Improved Initiative
Skills Acrobatics +6, Bluff +8, Craft (painting) +5, Disguise+7, Perception +5, Sense Motive +5; **Racial Modifiers** +2 Acrobatics
Languages Common, Sylvan
SQ change shape (specific human; *alter self* [no ability score adjustments]), consummate liar (+1), kitsune magic
Combat Gear potions of *cure light wounds* (3); **Gear** masterwork studded leather, heavy mace, dagger, pouch with 50 gp worth of mixed coins and gems

Omotosho is a painter, and manages to get by on day to day living. Like all kitsune, she has a good sense of humor and insatiable curiosity. She wants to become skilled enough to have her paintings shown in bigger galleries. She has a range of skills that might help a group of kindly adventurers.

Eason Tayla (CR 2; 600 XP)

Male halfling mesmerist 3
N Small humanoid (halfling)
Init +5; **Senses** low-light vision; Perception +10

Defense

AC 15, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 size)
hp 20 (3d8+3)
Fort +3, **Ref** +6, **Will** +8; +2 vs fear
Defensive Ability towering ego

Offense

Speed 20 ft.
Melee masterwork spear +5 (1d6+1/x3)
Special Attacks bold stare (allure), hypnotic stare (-2), mesmerist trick (3/day; 130 ft. range; compel alacrity, levitation buffer), painful stare (+1 or (self) +1d6)
Mesmerist Spells Known (CL 3rd; concentration +5)
1st (4)—*expeditious retreat*, *grease* (R-DC 13), *hypnotism* (W-DC 13), *ill omen*^{APG}
0—*detect magic*, *detect poison*, *ghost sound* (R-DC 13), *light*, *message*, *prestidigitation*

Tactics

Before Combat Eason implants levitation buffer on himself. He discusses what he will do with allies before taking action.
During Combat Eason helps allies as best he can, attacking with his spear (using Power Attack) or casting spells as needed.

Statistics

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 14, Cha 15
Base Atk +2; **CMB** +2; **CMD** 13
Feats Improved Initiative, Power Attack
Skills Acrobatics +6, Bluff +7, Climb +5, Knowledge (local) +5, Perception +10, Perform (singing) +7, Stealth +11; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling
SQ consummate liar (+1), touch treatment (5/day), weapon familiarity (halfling)
Combat Gear potions of *cure light wounds* (6);
Gear masterwork studded leather, spear, dagger, spell component pouch, pouch with 40 gp worth of mixed coins and gems

Eason is a professional singer, and travels from place to place with a group of other performers. Because of this, he has picked up a little knowledge about many different places. Along the way, he has also learned to use a spear, in order to defend himself and his friends from unsavoury types.

Masel Durk (CR 3; 800 XP)

Female *changeling*^{ARG} mesmerist 4
 CG Medium humanoid (changeling)
Init +5; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)
hp 29 (4d8+8)
Fort +3, **Ref** +6, **Will** +9
Defensive Ability towering ego

Offense

Speed 30 ft.
Melee masterwork spear +6 (1d8+4/x3), or 2 claws +6 (1d4+4)
Special Attacks bold stare (disorientation), hypnotic stare (-2), mesmerist trick (5/day; 140 ft. range; compel alacrity, psychosomatic surge (1d8+2 hp), spectral smoke), painful stare (+2 or (self) +1d6)
Mesmerist Spells Known (CL 4th; concentration +7)
 2nd (2)—*mirror image*, *pyrotechnics* (F or W-DC 15)
 1st (4)—*charm person* (W-DC 14), *grease* (R-DC 14), *silent image* (W-DC 14), *undetected alignment*
 0—*bleed* (W-DC 13), *daze* (W-DC 13), *ghost sound* (W-DC 13), *mage hand*, *prestidigitation*

Tactics

Before Combat Masel implants compel alacrity on herself. If action is planned against a powerful opponent (or group of opponents), she casts *mirror image* when combat is imminent. She discusses what she will do with allies before taking action.
During Combat Masel helps allies as best she

can, attacking with her claws or casting spells as needed.

Statistics

Abilities Str 15, Dex 12, Con 12, Int 8, Wis 12, Cha 16
Base Atk +3; **CMB** +5; **CMD** 16
Feats Improved Initiative, *Mother's Gift* (hag claws)^{ARG}
Skills Bluff +9, Diplomacy +10, Knowledge (arcana) +6, Perception +8, Stealth +7, Survival +4
Languages Common
SQ consummate liar (+2), hulking hag, touch treatment (6/day)
Combat Gear wands of *faerie fire* (20 charges) and *telepathic projection*^{*OA} (20 charges); **Gear** masterwork chain shirt, masterwork spear, dagger, spell component pouch, pouch with 45 gp worth of mixed coins and gems; **Automatic Bonus Progression** resistance +1
 * Normally used to assist Diplomacy checks so no saving throw is needed.

Masel normally wears gloves and a robe to disguise her changeling heritage to those she doesn't know and trust. She knows that her mother is part of a coven that has been responsible for many deaths and cruelties, and seeks a group of trustworthy adventurers to bring an end to that coven.

Feeney McMicken (CR 4; 1,200 XP)

Male half-elf mesmerist 5
 LN Medium humanoid (elf, human)
Init +5; **Senses** low-light vision; Perception +10

Defense

AC 16, touch 11, flat-footed 16 (+5 armor, +1 Dex)
hp 41 (5d8+15)
Fort +4, **Ref** +6, **Will** +8; +2 vs enchantment spells and effects
Defensive Ability towering ego; **Immune** magic sleep effects

Offense

Speed 30 ft.
Melee +1 *spear* +8 (1d8+7/x3)
Special Attacks bold stare (allure), hypnotic stare (-2), manifold tricks (2), mental potency +1, mesmerist trick (5/day; 150 ft. range; false flanker, gift of will, psychosomatic surge (1d8+2 hp)), painful stare (+2 or (self) +1d6)

Mesmerist Spells Known (CL 5th; concentration +8)
 2nd (3)—*glitterdust* (W-DC 15), *suggestion* (W-DC 15), *tongues*
 1st (5)—*color spray* (W-DC 14), *comprehend languages*, *expeditious retreat*, *faerie fire*
 0—*detect magic*, *detect poison*, *light*, *mage hand*, *message*, *read magic*

Tactics

Before Combat Feeney implants a trick on two allies, as they prefer. If planning to engage in melee combat rather than spellcasting, he drinks a potion of *bull's strength* when combat is imminent. He discusses what he will do with allies before taking action.

During Combat Feeney helps allies as best he can, attacking with his spear using Power Attack (with Furious Focus) or casting spells as needed.

Basic Statistics Without pre-buffing, Feeney's statistics are **Melee** +1 *spear* +6 (1d8+4/x3); **Str** 15; **CMB** +5; **CMD** 16

Statistics

Abilities Str 19, Dex 12, Con 14, Int 8, Wis 10, Cha 16
Base Atk +3; **CMB** +7; **CMD** 18

Feats *Furious Focus*^{APG}, Improved Initiative, Power Attack, Skill Focus (Spellcraft)

Skills Bluff +9, Knowledge (arcana, history) +7, Perception +10, Perform (oratory) +9, Spellcraft +7 (+9 to identify item properties); **Racial Modifier** +2 Perception

Languages Common, Elf

SQ consummate liar (+2), elf magic, touch treatment (6/day)

Combat Gear potions of *bull's strength* (2), scrolls of *knock* (3); **Gear** masterwork chain shirt, masterwork spear, dagger, spell component pouch, pouch with 115 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, resistance +1, weapon attunement +1 (spear)

Feeney is an assistant at a museum of history and magic, and is friendly towards anyone who visits it, as long as they have a serious interest in learning. He remains wary of those who might vandalise the place. As part of his job he also gives lectures at the local university.

Usiasi

(CR 5; 1,600 XP)

Female *doppelganger*^{B1} mesmerist 2
 LE Medium monstrous humanoid (shapechanger)
Init +6; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 18, touch 13, flat-footed 16 (+1 armor, +1 deflection, +2 Dex, +4 natural)

hp 53 (2d8+4d10+8)

Fort +7, **Ref** +10, **Will** +12

Defensive Ability towering ego; **Immune** charm, sleep

Offense

Speed 30 ft.

Melee +1 *greatsword* +13 (2d6+10/19-20), or 2 claws +11 (1d8+6)

Special Attacks hypnotic stare (-2), mesmerist trick (4/day; 120 ft. range; compel alacrity, misdirection), painful stare (+1)

Mesmerist Spells Known (CL 2nd; concentration +5)

1st (3)—*hideous laughter* (W-DC 14), *undetectable alignment*, *vanish*^{APG}

0—*ghost sound* (W-DC 13), *mage hand*, *message*, *prestidigitation*, *read magic*

Doppelganger Spell-Like Ability (CL 18th; concentration +21)

At will—*detect thoughts* (W-DC 15)

Tactics

Before Combat Usiasi implants compel alacrity on herself, and casts *undetectable alignment*. She drinks a potion of *bull's strength* when combat is imminent.

During Combat If Usiasi is disguised as someone else and maintaining cover is important, she attacks with her greatsword, or seeks 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 mesmerist makes full attacks with her claws. If a number of these creatures are encountered at the same time, then one or more might try using spells such as *hideous laughter* against their enemies.

Basic Statistics Without pre-buffing, Usiasi's statistics are **Melee** +1 *greatsword* +11 (2d6+7/19-20), or 2 claws +9 (1d8+4); **Str** 18; **CMB** +9; **CMD** 21

Statistics

Abilities Str 22, Dex 15, Con 16, Int 15, Wis 12, Cha 17
Base Atk +5; **CMB** +11; **CMD** 23

Feats Great Fortitude, Improved Initiative, Weapon Focus (greatsword)

Skills Bluff +17 (+21 while using change shape ability), Diplomacy +12, Disguise +14 (+34 while using change shape ability), Knowledge (local) +11, Knowledge (nobility) +7, Perception +10, Sense

Motive +10, Stealth +11; **Racial Modifier** +4 Bluff, +4 Disguise

Languages Aklo, Common

SQ change shape (*alter self*), consummate liar (+1), mimicry, perfect copy

Combat Gear potions of *bull's strength* (2) and *cure light wounds* (6); **Gear** masterwork greatsword, dagger, *elixirs of hiding* (2), *elixirs of vision* (2), spell component pouch, pouch with 67 gp worth of mixed coins and gems; **Automatic Bonus**

Progression armor attunement +1 (clothes), deflection +1, resistance +1, weapon attunement +1 (greatsword)

Whereas most doppelgangers are generally out for themselves, Usiasi is part of an evil network of doppelgangers that also includes the CR 9 and 13 mesmerists (pages 14 and 18). She could be the lowest part of the chain, or perhaps ordinary doppelgangers are, in which case she would be a sergeant in the organisation.



Bebo Littleton

(CR 6; 2,400 XP)

Male gnome mesmerist 7

CG Small humanoid (gnome)

Init +6; **Senses** low-light vision; Perception +11

Defense

AC 19, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 size); +4 dodge vs giants
hp 70 (7d8+35)

Fort +8, **Ref** +8, **Will** +9; +2 vs illusion spells and effects

Defensive Ability towering ego

Offense

Speed 20 ft.

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

Special Attacks +1 attack bonus vs humanoids (goblins and reptilians), bold stare (disorientation, sapped magic), hypnotic stare (-2), manifold tricks (2), mental potency +1, mesmerist trick (7/day; free action; 170 ft. range; compel alacrity, mesmeric mirror, psychosomatic surge (1d8+3 hp), spectral smoke), painful stare (+3 or (self) +2d6)

Mesmerist Spells Known (CL 7th; concentration +11)

3rd (2)—*confusion* (W-DC 17), *major image*¹ (W-DC 18)

2nd (4)—*calm emotions* (W-DC 16), *hypnotic pattern*¹ (W-DC 17), *invisibility*, *lesser restoration*

1st (5)—*charm person* (W-DC 15), *color spray*¹ (W-DC 16), *comprehend languages*, *hideous laughter* (W-DC 15), *remove fear*

0—*daze* (W-DC 14), *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

Gnome Spell-Like Abilities (CL 7th; concentration +11)

1/day—*dancing lights*, *ghost sound*¹ (W-DC 15), *prestidigitation*, *speak with animals*

Tactics

Before Combat Bebo implants a trick on two allies, as they prefer. He discusses what he will do with allies before taking action.

During Combat Bebo helps allies as best he can, casting spells as needed, or performing other actions.

Statistics

Abilities Str 10, Dex 15, Con 16, Int 10, Wis 8, Cha 18

Base Atk +5; **CMB** +4; **CMD** 16

Feats Combat Casting, Great Fortitude, Improved

Initiative, Toughness

Skills Bluff +11, Knowledge (arcana, dungeoneering, history, religion) +10, Perception +11, Profession (academic) +10, Stealth +9; **Racial Modifier** +2 Perception, +2 Profession (academic)

Languages Common, Gnome

SQ consummate liar (+3), gnome magic, touch treatment (7/day; moderate), weapon familiarity (gnome)

Combat Gear potions of *cure moderate wounds* (6), wand of *grease* (40 charges; R-DC 11); **Gear** masterwork chain shirt, masterwork spear, dagger, spell component pouch, pouch with 40 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, resistance +1, weapon attunement +1 (spear)

Bebo makes his living as an academic in a famous university. He might make a good mentor for the player characters. On the other hand, perhaps he likes to be accompanied by trustworthy adventurers when he investigates particular locations or knowledge. Either way, he is a useful ally.

Yamanoha (CR 7; 3,200 XP)

Female kitsune^{ARG} mesmerist 8

CN Medium humanoid (kitsune, shapechanger)

Init +7; **Senses** low-light vision; Perception +11

Defense

AC 21, touch 14, flat-footed 18 (+5 armor, +1 deflection, +3 Dex, +2 shield)

hp 79 (8d8+40)

Fort +8, **Ref** +10, **Will** +12

Defensive Ability towering ego

Offense

Speed 30 ft.

Melee +1 *sword cane*^{UE} +7/+2 (1d6+1), or bite +6 (1d4), or +1 *sword cane*^{UE} +7/+2 (1d6+1) and bite +1 (1d4)

Special Attacks bold stare (sluggishness, susceptibility), hypnotic stare (-3), manifold tricks (2), mental potency +1, mesmerist trick (9/day; free action; 180 ft. range; levitation buffer, mesmeric mirror, misdirection, psychosomatic surge (1d8+4 hp), spectral smoke), painful stare (+4 or (self) +2d6)

Mesmerist Spells Known (CL 8th; concentration +13)

3rd (3)—*charm monster*^E (W-DC 19), *confusion*^E (W-DC 19), *invisibility sphere*

2nd (5)—*hold person*^E (W-DC 18), *minor image* (W-DC 17), *mirror image*, *suggestion*^E (W-DC 18)

1st (6)—*expeditious retreat*, *hypnotism*^E (W-DC 17), *unseen servant*, *vanish*^{APG}, *ventriloquism* (W-DC 16)

0—*detect magic*, *flare* (F-DC 15), *light*, *message*, *read magic*, *touch of fatigue* (F-DC 15)

Kitsune Spell-Like Ability (CL 8th; concentration +13)

3/day—*dancing lights*

Tactics

Before Combat Yamanoha implants levitation buffer on herself and a trick on an ally, as they prefer. If action is planned against a powerful opponent (or group of opponents), she casts *mirror image* when combat is imminent. She discusses what she will do with allies before taking action.

During Combat Yamanoha helps allies as best she can, casting spells as needed, or performing other actions.

Statistics

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

Base Atk +6; **CMB** +6; **CMD** 19

Feats Great Fortitude, Improved Initiative, Shield Proficiency, Toughness

Skills Acrobatics +13, Bluff +20, Disguise+16, Perception +11, Sense Motive +11; **Racial Modifiers** +2 Acrobatics

Languages Common, Sylvan

SQ change shape (specific human; *alter self* [no ability score adjustments]), consummate liar (+4), kitsune magic, touch treatment (8/day; moderate)

Combat Gear potions of *cure moderate wounds* (2) and *invisibility* (2); **Gear** mithral shirt, heavy mithral shield, masterwork sword cane^{UE}, dagger, rings (worth 200 gp), spell component pouch, pouch with 27 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 (sword cane)

Yamanoha matches the classic trickster stereotype of kitsunes, in that she likes to learn about people, play tricks, and travel from place to place. Perhaps this is a cover for her real goal; for example, perhaps she knows of the existence of an evil group of doppelgangers and seeks to help defeat them.

Deonta Vitae (CR 8; 4,800 XP)

Male [aasimar](#)^{ARG} mesmerist 9
NG Medium outsider (native)
Init +6; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 22, touch 13, flat-footed 20 (+5 armor, +1 deflection, +2 Dex, +1 natural, +3 shield)
hp 89 (9d8+45; 103 with *false life*)
Fort +10, **Ref** +10, **Will** +13
Defensive Ability towering ego; **Resistances** acid 5, cold 5, electricity 5

Offense

Speed 30 ft.
Melee +1 *morningstar* +7/+2 (1d8+2)
Special Attacks bold stare (disorientation, psychic inception), hypnotic stare (-3), manifold tricks (3), mental potency +1, mesmerist trick (9/day; free action; 190 ft. range; gift of will, levitation buffer, mesmeric mirror, psychosomatic surge (1d8+4 hp), reflection of weakness), painful stare (+4 or (self) +3d6; plus *Fatiguing Stare*^{OA} (W-DC 19))
Mesmerist Spells Known (CL 9th; concentration +14)
3rd (4)—*charm monster* (W-DC 18), *clairaudience/clairvoyance*, *mindscape door*^{OA}, *remove blindness/deafness*
2nd (5)—*glitterdust* (W-DC 17), *false life*, *lesser restoration*, *locate object*
1st (7)—*color spray* (W-DC 16), *expeditious retreat*, *faerie fire*, *hideous laughter* (W-DC 16), *obscuring mist*
0—*detect poison*, *flare* (F-DC 15), *light*, *mage hand*, *message*, *prestidigitation*
Aasimar Spell-Like Ability (CL 9th; concentration +14)
1/day—*daylight*

Tactics

Before Combat Deonta casts *false life* on himself and implants a trick on three allies, as they prefer. He discusses what he will do with allies before taking action.
During Combat Deonta helps allies as best he can, casting spells as needed, or performing other actions.

Statistics

Abilities Str 12, Dex 14, Con 16, Int 10, Wis 10, Cha 20
Base Atk +6; **CMB** +7; **CMD** 19

Feats *Fatiguing Stare*^{OA}, Great Fortitude, Improved Initiative, Shield Proficiency, Toughness
Skills Appraise +12, Bluff +13, Diplomacy +19, Knowledge (local) +12, Perception +14, Profession (merchant) +11, Sense Motive +12; **Racial Modifiers** +2 Diplomacy, +2 Perception
Languages Celestial, Common
SQ consummate liar (+4), touch treatment (8/day; moderate)
Combat Gear wand of *blindness/deafness* (28 charges; F-DC 13); **Gear** mithral shirt, heavy mithral shield, masterwork morningstar, dagger, spell component pouch, pouch with 69 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1/+1, deflection +1, mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +1 (morningstar)

Deonta is a merchant, but that is partially a cover for him to do good deeds as he travels from place to place, or to at least learn information for him to pass on to others. He realises that because aasimars can stick out as “goody-goodies”, he has established contacts with others who sometimes gather information for him.

Adewala (CR 9; 6,400 XP)

Male [doppelganger](#)^{B1} mesmerist 6
LE Medium monstrous humanoid (shapechanger)
Init +6; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 23, touch 13, flat-footed 21 (+5 armor, +1 deflection, +2 Dex, +5 natural)
hp 109 (6d8+4d10+56)
Fort +9, **Ref** +13, **Will** +17
Defensive Ability towering ego; **Immune** charm, sleep

Offense

Speed 30 ft.
Melee +2 *greatsword* +18/+13 (2d6+12/19-20), or 2 claws +15 (1d8+7)
Special Attacks bold stare (disorientation), hypnotic stare (-2), manifold tricks (2), mental potency +1, mesmerist trick (8/day; 160 ft. range; compel alacrity, false flanker, levitation buffer, misdirection), painful stare (+3 or (self) +2d6)
Mesmerist Spells Known (CL 6th; concentration +11)
2nd (4)—*knock*, *mirror image*, *silence* (W-DC 17),

suggestion (W-DC 17)

1st (6)—*color spray* (W-DC 16), *hideous laughter* (W-DC 16), *undetectable alignment*, *vanish*^{APG}

0—*detect magic*, *ghost sound* (W-DC 15), *mage hand*, *message*, *prestidigitation*, *read magic*

Doppelganger Spell-Like Ability (CL 18th; concentration +23)

At will—*detect thoughts* (W-DC 17)

Tactics

Before Combat Adewala implants compel alacrity on herself, and casts *undetectable alignment*. He drinks a potion of *bull's strength* and casts *mirror image* when combat is imminent.

During Combat Adewala attacks with his greatsword using Power Attack (with Furious Focus) and Vital Strike. If a number of these creatures are encountered at the same time, then one or more might try using their attack spells against their enemies.

Basic Statistics Without pre-buffing, Adewala's statistics are **Melee** +2 *greatsword* +16/+11 (2d6+9/19-20), or 2 claws +13 (1d8+5); **Str** 20; **CMB** +13; **CMD** 25

Statistics

Abilities Str 24, Dex 15, Con 18, Int 13, Wis 12, Cha 20

Base Atk +8; **CMB** +15; **CMD** 27

Feats *Furious Focus*^{APG}, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (greatsword)

Skills Bluff +21 (+25 while using change shape ability), Diplomacy +18, Disguise +16 (+36 while using change shape ability), Knowledge (local) +14, Knowledge (nobility) +10, Perception +19, Sense Motive +10, Stealth +20; **Racial Modifier** +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), consummate liar (+3), mimicry, perfect copy, touch treatment (8/day; moderate)

Combat Gear potions of *bull's strength* (2) and *cure light wounds* (3); **Gear** masterwork studded leather, masterwork greatsword, dagger, spell component pouch, pouch with 92 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 (greatsword)

Adewala is part of an evil network of doppelgangers that also includes the CR 5 and 13 mesmerists (pages 11 and 18). He is part of the middle rank within the organisation. This organisation could be a private



mercenary group with an insidious agenda, but would be much more interesting as a branch of a LE deity's religion.

Camillani Xo (CR 10; 9,600 XP)

Female *nagaji*^{ARG} mesmerist 11

N Medium humanoid (reptilian)

Init +6 (+8 when a trick is implanted); **Senses** low-light vision; Perception +15

Defense

AC 24, touch 13, flat-footed 20 (+6 armor, +2 deflection, +2 Dex, +2 natural, +2 shield)

hp 108 (11d8+55; 130 with *greater false life*)

Fort +11, **Ref** +12, **Will** +14; +2 vs mind-affecting effects and poison

Defensive Ability towering ego

Offense

Speed 60 ft.

Melee +2 *heavy mace* +11/+6 (1d8+3)

Special Attacks bold stare (disorientation, sapped magic, susceptibility), hypnotic stare (-3), manifold tricks (3), mental potency +2, mesmerist trick (10/day; free action; 210 ft. range; false flanker,

gift of will, levitation buffer, mesmeric mirror, misdirection, reflection of weakness), painful stare (+5 or (self) +3d6)

Mesmerist Spells Known (CL 11th; concentration +16)

4th (3)—*greater invisibility*, *hold monster*^E (W-DC 20), *modify memory*^E (W-DC 20)

3rd (5)—*confusion*^E (W-DC 19), *dispel magic*, *node of blasting*^{OA} (W-DC 18), *greater false life*^{UM}

2nd (5)—*enter image*^{APG}, *invisibility*, *locate object*, *suggestion*^E (W-DC 18), *tongues*

1st (7)—*charm person*^E (W-DC 17), *color spray* (W-DC 16), *comprehend languages*, *disguise self*, *expeditious retreat*, *sleep*^E (W-DC 17)

0—*light*, *lullaby*^E (W-DC 16), *mage hand*, *message*, *prestidigitation*, *touch of fatigue* (F-DC 15)

Mesmerist Spell-Like Ability (CL 11th; concentration +16)
Constant—*glibness*

Tactics

Before Combat Camillani casts *greater false life* on herself, and implants levitation buffer on herself and two allies. She casts *expeditious retreat* and *greater invisibility* on herself when combat is imminent. She discusses what she will do with allies before taking action.

During Combat Camillani helps allies as best she can, casting spells as needed, such as *confusion*, *hold monster*, or *suggestion*, or performing other actions. (Note that *modify memory* is reserved for noncombat situations.)

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

Statistics

Abilities Str 12, Dex 14, Con 16, Int 10, Wis 8, Cha 20

Base Atk +8; **CMB** +9; **CMD** 21

Feats Great Fortitude, Improved Initiative, *Ready For Battle*^{OA}, Shield Proficiency, Spell Focus (enchantment), Toughness

Skills Bluff +24, Knowledge (arcane) +14, Perception +15, Sense Motive +13, Spellcraft +14, Stealth +16; **Racial Modifiers** +2 Handle Animal vs reptiles only, +2 Perception

Languages Common, Draconic

SQ consummate liar (+5), glib lie, touch treatment (8/day; greater)

Combat Gear potions of *cure moderate wounds* (4); **Gear** mithral shirt, heavy mithral shield, masterwork heavy mace, dagger, *hat of disguise*, *rod of lesser extend metamagic*^{UE}, spell component pouch, pouch with 39 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 (heavy mace)

Camillani is intended as a mysterious agent of others (maybe some kind of naga), or mercenary. Who knows what her goals are? Normally, she disguises herself to appear as a member of another race, using her magic hat. The nagaji is intended as a "wild card" type of NPC.

Vua Kize

(CR 11; 12,800 XP)

Female half-orc mesmerist (*cult master*) 12

NE Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 24, touch 15, flat-footed 21 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +1 natural)

hp 117 (12d8+60; 140 with *greater false life*)

Fort +12, **Ref** +13, **Will** +16

Defensive Abilities orc ferocity, towering ego

Offense

Speed 60 ft.

Melee +2 *greataxe* +12/+7 (1d12+3/x3)

Special Attacks bold stare (allure, sapped magic), fanatical stare (+3), hypnotic stare (-3), manifold tricks (3), mental potency +2, mesmerist trick (12/day; free action; 220 ft. range; compel alacrity, false flanker, levitation buffer, mesmeric mirror, psychosomatic surge (1d8+6 hp), spectral smoke; masterful: cursed sanction (W-DC 22))

Mesmerist Spells Known (CL 12th; concentration +18)

4th (4)—*dominate person*^E (W-DC 20), *dimension door*, *enervation*, *greater synaptic pulse*^{E, OA} (W-DC 20)

3rd (5)—*charm monster*^E (W-DC 19), *clairaudience/clairvoyance*, *fear* (W-DC 19), *greater false life*^{UM}

2nd (7)—*hypnotic pattern* (W-DC 18), *invisibility*, *lesser restoration*, *levitate*, *pyrotechnics* (F or W-DC 18)

1st (7)—*comprehend languages*, *expeditious retreat*, *faerie fire*, *invigorate*^{APG}, *ray of enfeeblement* (F-DC 17), *silent image* (W-DC 17)

0—*daze*^E (W-DC 17), *detect poison*, *message*, *open/close*, *prestidigitation*, *read magic*

Mesmerist Spell-Like Ability (CL 12th; concentration +18)

Constant—*glibness*

Tactics

Before Combat Vua casts *greater false life* on herself, and grants her cohort the benefits of false healing. She implants cursed sanction on herself, her cohort, and one other ally. She casts *expeditious retreat* and *invisibility* on herself when combat is imminent. She should have several fire sources in her lair so that she can use *pyrotechnics*. Ideally, the mesmerist has undead allies that are immune to *fear* and *greater synaptic pulse*.

During Combat If Vua has no allies within a 30-foot radius, or her allies are close to her but immune to stunning, she casts *greater synaptic pulse* with abandon. Otherwise, she casts *charm monster*, *dominate person*, *enervation*, *fear*, or *pyrotechnics* as seems most appropriate to her at the time. If in serious danger of losing her life, she flees as quickly as possible by casting *dimension door*, hoping to regroup and seek revenge another time.

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

Statistics

Abilities Str 12, Dex 14, Con 16, Int 10, Wis 8, Cha 23

Base Atk +9; **CMB** +10; **CMD** 23

Feats Armor Proficiency (Medium), Dodge, Great Fortitude, Improved Initiative, Spell Focus (enchantment), Toughness

Skills Bluff +13, Diplomacy +30, Intimidate +26, Knowledge (local) +15, Perception +14, Sense Motive +13, Stealth +17; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ cohort (10th-level), faithful followers (Leadership score 18), false healing (9/day; 2d8+12 hp or 1d4 ability damage), fanatical devotion, glib lie, insidious personality (+6; bonus included), masterful tricks, weapon familiarity (half-orc)

Combat Gear potions of *cure moderate wounds* (4);

Gear mithral breastplate, masterwork greataxe, dagger, *circlet of persuasion*, necklace (worth 200 gp), spell component pouch, pouch with 72 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 (greataxe)

Vua was raised and lives in an orc city. She uses her abilities and skills to wield power over others and manipulate the course of the city. She has been most successful at this, and few of the city's inhabitants

dare to cross her. If caught, any who betray her suffer imaginative deadly punishments.

Tal Orapp

(CR 12; 19,200 XP)

Male half-orc mesmerist 13

LG Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft., *see invisibility*;

Perception +16

Defense

AC 27, touch 15, flat-footed 24 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +4 natural)

hp 140 (13d8+78; 155 with *false life*)

Fort +13, **Ref** +13, **Will** +17; +1 luck bonus vs traps

Defensive Abilities orc ferocity, towering ego

Offense

Speed 30 ft.

Melee +2 *heavy mace* +10/+5 (1d8+1)

Special Attacks bold stare (allure, psychic inception, susceptibility), hypnotic stare (-3), manifold tricks (4), mental potency +2, mesmerist trick (12/day; free action; 230 ft. range; compel alacrity, gift of will, levitation buffer, psychosomatic surge (1d8+6 hp), reflection of weakness, spectral smoke; masterful: cursed sanction (W-DC 22)), painful stare (+6 or (self) +4d6)

Mesmerist Spells Known (CL 13th; concentration +19)

5th (2)—*mass suggestion*^E (W-DC 22), *prying eyes*

4th (4)—*denounce*^{E, APG} (W-DC 21), *greater invisibility*, *locate creature*, *serenity*^{E, UM} (W-DC 21)

3rd (5)—*analyze aura*^{OA}, *confusion*^E (W-DC 20), *remove blindness/deafness*, *remove curse*, *see invisibility*

2nd (7)—*false life*, *invisibility*, *locate object*, *perceive cues*^{APG}, *suggestion*^E (W-DC 19)

1st (7)—*animate rope*, *comprehend languages*, *detect secret doors*, *remove fear*, *sleep*^E (W-DC 18), *ventriloquism* (W-DC 17)

0—*detect magic*, *detect psychic significance*^{OA}, *flare* (F-DC 16), *mage hand*, *message*, *read magic*

Mesmerist Spell-Like Ability (CL 13th; concentration +19)

Constant—*glibness*

Tactics

Before Combat Tal casts *false life* and implants cursed sanction on himself, and implants a trick on three allies, as they prefer. He drinks a potion of *barkskin* and casts *greater invisibility* and *see invisibility* on himself when combat is imminent, if

expecting to fight powerful opponents, otherwise, he just casts *see invisibility*. He discusses what he will do with allies before taking action.

During Combat Tal helps allies as best he can, casting spells as needed, such as *confusion*, *mass suggestion*, or *serenity*, or performing other actions. (Note that *denounce* is reserved for noncombat situations.)

Basic Statistics Without pre-buffing, the mesmerist's statistics are 24, touch 15, flat-footed 21

Statistics

Abilities Str 8, Dex 14, Con 18, Int 12, Wis 10, Cha 23

Base Atk +9; **CMB** +10; **CMD** 23

Feats Armor Proficiency (Medium), Dodge, Great Fortitude, Improved Initiative, Skill Focus (Disable Device), Spell Focus (enchantment), Toughness

Skills Bluff +16, Disable Device +21 (+26 to disarm traps), Diplomacy +22, Intimidate +12, Knowledge (local, nobility) +17, Perception +16, Sense Motive +14, Stealth +18; **Racial Modifiers** +2 Intimidate

Languages Common, Draconic, Orc

SQ consummate liar (+6), glib lie, masterful tricks, touch treatment (9/day; greater), weapon familiarity (half-orc)

Combat Gear potions of *barkskin* (2; +3, CL 6) and *cure moderate wounds* (4); **Gear** *benevolent*^{UE} mithral breastplate, masterwork heavy mace, dagger, *elixirs of hiding* (2), *trapspringer's gloves*^{UE}, spell component pouch, pouch with 80 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 (heavy mace)

Tal was raised and lives in a human city. He uses his abilities and skills to work as a private investigator or officer of the law. He is humble, incorruptible, and lives for the job. He is bright enough to ask for help when he needs it.

Chenakkatt (CR 13; 25,600 XP)

Female *doppelganger*^{B1} mesmerist 10
LE Medium monstrous humanoid (shapechanger)
Init +7 (+9 when a trick is implanted); **Senses** darkvision 60 ft.; Perception +20

Defense

AC 30, touch 16, flat-footed 26 (+8 armor, +2 deflection, +3 Dex, +1 dodge, +6 natural)
hp 151 (10d8+4d10+80; 166 with *false life*)

Fort +14, **Ref** +21, **Will** +24

Defensive Ability towering ego; **Immune** charm, sleep

Offense

Speed 30 ft.

Melee +2 *greatsword* +24/+24/+19/+14 (2d6+12/19-20), or 3 claws +21 (1d8+7)

Special Attacks bold stare (allure, sapped magic), hypnotic stare (range 50 ft.; -3), manifold tricks (3), mental potency +2, mesmerist trick (11/day; free action; 200 ft. range; compel alacrity, false flanker, gift of will, levitation buffer, mesmeric mirror, misdirection), painful stare (+5 or (self) +3d6)

Mesmerist Spells Known (CL 10th; concentration +16)

4th (1)—*dominate person*^E (W-DC 21), *enervation*

3rd (3)—*charm monster*^E (W-DC 20), *displacement*, *dispel magic*, *major curse*^{UM} (W-DC 19)

2nd (4)—*false life*, *knock*, *mirror image*, *silence* (W-DC 18), *suggestion*^E (W-DC 19)

1st (6)—*color spray* (W-DC 17), *expeditious retreat*, *hideous laughter*^E (W-DC 18), *undetectable alignment*, *vanish*^{APG}

0—*detect magic*, *ghost sound* (W-DC 16), *mage hand*, *message*, *prestidigitation*, *read magic*

Doppelganger Spell-Like Ability (CL 18th; concentration +24)

At will—*detect thoughts* (W-DC 18)

Tactics

Before Combat Chenakkatt implants compel alacrity on herself, and casts *undetectable alignment*. She drinks a potion of *haste* and *heroism*, and casts *mirror image* when combat is imminent.

During Combat Chenakkatt attacks with her greatsword using Power Attack. If a number of these creatures are encountered at the same time, then one or more might try using their attack spells against their enemies, such as *charm monster*, *dominate person*, or *major curse*.

Basic Statistics Without pre-buffing, the mesmerist's statistics are **AC** 29, touch 15, flat-footed 26; **Fort** +12, **Ref** +18, **Will** +22; **Melee** +2 *greatsword* +21/+16/+11 (2d6+12/19-20), or 2 claws +18 (1d8+7); -2 to skills

Statistics

Abilities Str 24, Dex 16, Con 18, Int 15, Wis 12, Cha 22

Base Atk +11; **CMB** +18; **CMD** 31

Feats *Extended Stare*^{OA} (2), Improved Initiative, Power Attack, *Ready For Battle*^{OA}, Spell Focus (enchantment), Weapon Focus (greatsword)

Skills Bluff +36 (+40 while using change shape

ability), Diplomacy +28, Disguise +25 (+45 while using change shape ability), Knowledge (local, nobility) +21, Perception +25, Sense Motive +20, Stealth +26; **Racial Modifier** +4 Bluff, +4 Disguise

Languages Aklo, Common

SQ change shape (*alter self*), consummate liar (+5), mimicry, perfect copy, touch treatment (9/day; greater)

Combat Gear potions of *cure moderate wounds* (4), *haste* (2), and *heroism* (2); **Gear** mithral breastplate, masterwork greatsword, dagger, *circlet of persuasion*, *cloak of elvenkind*, *eyes of the eagle*, spell component pouch, pouch with 42 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 (greatsword)

Chenakkatt is part of an evil network of doppelgangers that also includes the CR 5 and 13 mesmerists (pages 11 and 14). She is part of the leadership of the organisation. This organisation could be a private mercenary group with an insidious agenda, but would be much more interesting as a branch of a LE deity's religion.

Jarett Hattenbarger (CR 14; 38,400 XP)

Male human fighter 1/mesmerist (spirit walker) 14
CN Medium humanoid (human)

Init +7 (+9 when a trick is implanted); **Senses** *see invisibility*; Perception +17

Defense

AC 30, touch 16, flat-footed 26 (+8 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural, +4 shield)
hp 163 (14d8+1d10+90; 188 with *greater false life*)
Fort +17, **Ref** +17, **Will** +19
Defensive Abilities towering ego

Offense

Speed 60 ft.
Melee +3 *morningstar* +14/+9/+4 (1d8+3)
Special Attacks bold stare (disorientation, sapped magic, sluggishness), continued animation (W-DC 23), hypnotic stare (-3), manifold tricks (4), mesmerist trick (13/day; free action; 240 ft. range; compel alacrity, free in body, gift of will, levitation buffer, mesmeric mirror, psychosomatic surge (1d8+7 hp), reflection of weakness; masterful: cursed sanction (W-DC 23)), painful stare (+7 or (self) +4d6; plus Bleeding Stare^{OA} (4 bleed),

Compounded Pain^{OA}, Excoriating Stare^{OA} (W-DC 23)), undead inception

Mesmerist Spells Known (CL 14th; concentration +20)

5th (3)—*mage's private sanctum*, *mass inflict pain*^{OA} (W-DC 21), *shadow evocation* (W-DC 21)

4th (5)—*bestow curse*^N (W-DC 22), *greater invisibility*, *old salt's curse*^{N, ARG} (W-DC 22), *solid fog*
3rd (5)—*clairaudience/clairvoyance*, *fear*^N (W-DC 21), *halt undead*^N (W-DC 21), *greater false life*^{UM}, *see invisibility*

2nd (7)—*command undead*^N (W-DC 20), *hold person* (W-DC 18), *locate object*, *misdirection* (W-DC 18), *tongues*, *touch of idiocy*

1st (7)—*color spray* (W-DC 17), *expeditious retreat*, *grease* (R-DC 17), *hide from undead* (W-DC 17), *ray of enfeeblement*^N (F-DC 19), *undetectable alignment*
0—*bleed*^N (W-DC 18), *light*, *message*, *prestidigitation*, *read magic*, *touch of fatigue*^N (F-DC 18)

Mesmerist Spell-Like Ability (CL 15th; concentration +21)
Constant—*glibness*

Tactics

Before Combat Jarett casts *greater false life* and *undetectable alignment* on himself, and implants cursed sanction on himself and three allies. He casts *expeditious retreat*, *greater invisibility*, and *see invisibility* when combat is imminent.

During Combat Jarett starts combat by casting *solid fog*, following up with *shadow invocations* into the fog effect, or he might start combat with *mass inflict pain*, following up with his curse spells. In either case, he uses his spells and abilities as best fits the situation.

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

Statistics

Abilities Str 10, Dex 16, Con 18, Int 14, Wis 8, Cha 23
Base Atk +11; **CMB** +11; **CMD** 25

Feats Bleeding Stare^{OA}, Command Undead^B (7/day, W-DC 25), Compounded Pain^{OA}, Dodge^B, Excoriating Stare^{OA}, Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative, Ready For Battle^{OA}, Spell Focus (necromancy), Toughness

Skills Appraise +20, Bluff +24, Knowledge (arcana, religion) +19, Knowledge (geography) +17, Perception +17, Profession (sailor) +17, Spellcraft +19, Swim +18

Languages Common, Dwarven, Elven

SQ command undead, glib lie, masterful tricks

Combat Gear potions of *barkskin* (2) and *cure light wounds* (8); **Gear** mithral breastplate, heavy

mithral shield, masterwork morningstar, dagger, necklace of adaptation, ring of swimming, [wind-caller compass](#)^{UE}, spell component pouch, pouch with 60 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2/+2, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +3 (morningstar)

Jarett is a ship's captain. He is not "nice", but he is not evil either! He loathes undead creatures for some reason; maybe his family has a history of being spirit walkers. Note: Even though he can cast *command undead*, it doesn't mean that he controls a band of undead monsters. He only uses it to enable an undead creature to be more easily destroyed.



Sifa Fuavan

(CR 15; 51,200 XP)

Female [changeling](#)^{ARG} mesmerist 16
CN Medium humanoid (changeling)
Init +7 (+9 when a trick is implanted); **Senses**
darkvision 60 ft.; Perception +18

Defense

AC 32, touch 15, flat-footed 29 (+9 armor, +2 deflection, +3 Dex, +3 natural, +5 shield)
hp 171 (16d8+96; 198 with *greater false life*)
Fort +16, **Ref** +18, **Will** +21
Defensive Abilities towering ego

Offense

Speed 30 ft.
Melee +4 morningstar +15/+10/+5 (1d8+5), or claw +11 (1d4+1)
Special Attacks bold stare (allure, disorientation, psychic inception, sapped magic), hypnotic stare (-3), manifold tricks (4), mental potency +3, mesmerist trick (15/day; free action; 260 ft. range; compel alacrity, false flanker, gift of will, psychosomatic surge (1d8+8 hp), reflection of weakness, spectral smoke; masterful: cursed sanction (W-DC 25), faked death, spatial switch), painful stare (+8 or (self) +5d6)
Mesmerist Spells Known (CL 16th; concentration +23)
6th (2)—*irresistible dance*^E (W-DC 24), *mass charm monster*^E (W-DC 24)
5th (4)—*cloak of dreams*^{E, APG} (W-DC 23), *feeblemind*^E (W-DC 23), *mass suggestion*^E (W-DC 23), *shadow walk*
4th (5)—*dimension door*, *detect scrying*, *enervation*, *greater forbid action*^{E, UM} (W-DC 22), *greater synaptic pulse*^{E, OA} (W-DC 22)
3rd (7)—*analyze aura*^{OA}, *dispel magic*, *greater false life*^{UM}, *invisibility sphere*, *node of blasting*^{OA} (W-DC 21)
2nd (7)—*glitterdust* (W-DC 19), *invisibility*, *lesser restoration*, *levitate*, *minor image* (W-DC 19), *perceive cues*^{APG}
1st (7)—*charm person*^E (W-DC 19), *disguise self*, *grease* (R-DC 18), *hideous laughter*^E (W-DC 19), *obscuring mist*, *undetactable alignment*
0—*detect magic*, *detect psychic significance*^{OA}, *flare* (F-DC 17), *lullaby*^E (W-DC 18), *mage hand*, *prestidigitation*
Mesmerist Spell-Like Ability (CL 16th; concentration +23)
Constant—*glibness*

Tactics

Before Combat Sifa casts *detect scrying*, *greater false life* and *undetectable alignment*. She implants faked death on herself and spatial switch on three allies. She casts *cloak of dreams* and *invisibility* when combat is imminent.

During Combat Sifa begins combat with *greater forbid action* ("attack"), and thereafter casts her spells to good effect, as best fits what she is facing at the time. She tries to avoid melee combat.

Statistics

Abilities Str 10, Dex 16, Con 18, Int 14, Wis 8, Cha 24

Base Atk +11; **CMB** +11; **CMD** 25

Feats Armor Proficiency (Medium), Heighten Spell, Great Fortitude, Improved Initiative, Ready For Battle^{OA}, Shield Proficiency, Spell Focus (enchantment), Toughness

Skills Bluff +19, Intimidate +26, Knowledge (arcana) +21, Knowledge (geography, nature) +18, Perception +18, Stealth +21, Spellcraft +21, Survival +14

Languages Aklo, Common, Goblin

SQ consummate liar (+8), glib lie, hulking hag, masterful tricks, touch treatment (10/day; greater and *break enchantment*)

Combat Gear potions of *cure moderate wounds* (3); **Gear** *glamered mithral breastplate*, heavy mithral shield, masterwork morningstar, dagger, *cap of the free thinker*^{UE}, *shirt of immolation*^{UE}, spell component pouch, pouch with 114 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 (morningstar)

Sifa could be a more powerful version of Masel Durk, the CR 3 changeling mesmerist, (page xx), encountered years later after the PCs first found her and hardened and fallen from her former good alignment, or she could be an entirely different character. Either way, she could be an NPC who needs the player characters' help, or someone who opposes them in some other way.

Ivea Kintrell

(CR 16; 76,800 XP)

Female *aasimar*^{ARG} mesmerist 17

LG Medium outsider (native)

Init +7 (+9 when a trick is implanted); **Senses** darkvision 60 ft., *see invisibility*; Perception +22

Defense

AC 31, touch 16, flat-footed 28 (+10 armor, +3 deflection, +3 Dex, +3 natural, +2 shield)

hp 216 (17d8+136; 244 with *greater false life*)

Fort +18, **Ref** +18, **Will** +22

Defensive Abilities towering ego; **Resistances** acid 5, cold 5, electricity 5

Offense

Speed 30 ft.

Melee +4 *heavy mace* +16/+11/+6 (1d8+4)

Special Attacks bold stare (allure, psychic inception, sapped magic, susceptibility), hypnotic stare (range 40 ft.; -3), manifold tricks (5), mental potency +3, mesmerist trick (15/day; free action; 270 ft. range; compel alacrity, false flanker, gift of will, psychosomatic surge (1d8+8 hp), reflection of weakness, spectral smoke; masterful: cursed sanction (W-DC 25), free in body, vision of blood (W-DC 25)), painful stare (+8 or (self) +5d6)

Mesmerist Spells Known (CL 17th; concentration +24)

6th (3)—*getaway*^{APG}, *power word blind*, *waves of exhaustion*

5th (5)—*mass suggestion*^E (W-DC 24), *mage's private sanctum*, *shadow evocation* (W-DC 24), *shadow walk*

4th (5)—*freedom of movement*, *hold monster*^E (W-DC 23), *restoration*, *serenity*^{E,UM} (W-DC 23), *telepathic bond*

3rd (7)—*confusion*^E (W-DC 22), *dispel magic*, *greater false life*^{UM}, *remove blindness/deafness*, *remove curse*, *see invisibility*

2nd (7)—*aversion*^{E,OA} (W-DC 21), *calm emotions*^E (W-DC 21), *delay poison*, *lesser restoration*, *locate object*, *tongues*

1st (7)—*color spray* (W-DC 18), *detect undead*, *expeditious retreat*, *faerie fire*, *remove fear*, *unseen servant*

0—*detect poison*, *flare* (F-DC 17), *light*, *mage hand*, *message*, *prestidigitation*

Aasimar Spell-Like Ability (CL 17th; concentration +24)

1/day—*daylight*

Mesmerist Spell-Like Ability (CL 17th; concentration +24)

Constant—*glibness*

Tactics

Before Combat Ivea casts *greater false life* and implants cursed sanction on herself, and implants a trick on four allies, as they prefer. She casts *freedom of movement* and *see invisibility* when combat is imminent. She discusses what she will do with allies before taking action.

During Combat Ivea helps allies as best she can, casting spells as needed or performing other actions.

Statistics

Abilities Str 10, Dex 16, Con 22, Int 14, Wis 10, Cha 24

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

Feats Armor Proficiency (Medium), [Extended Stare](#)^{OA}, Great Fortitude, Greater Spell Focus (enchantment), Improved Initiative, [Ready For Battle](#)^{OA}, Shield Proficiency, Spell Focus (enchantment), Toughness

Skills Bluff +19, Diplomacy +29, Knowledge (local, nobility, religion) +22, Knowledge (planes) +19, Perception +22, Sense Motive +19, Spellcraft +21;

Racial Modifiers +2 Diplomacy, +2 Perception

Languages Celestial, Common, Halfling, Sylvan



SQ consummate liar (+8), glib lie, masterful tricks, touch treatment (10/day; greater and *break enchantment*)

Gear mithral breastplate, heavy mithral shield, heavy mace, dagger, *necklace of adaptation*, rings (worth 200 gp), *rod of cancellation*, *metamagic rod (furious*)*, spell component pouch, diamond dust (worth 1,000 gp, for *restoration*), pouch with 64 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 (heavy mace)

* Based on [Furious Spell](#)^{OA}

Ivea retired to a monastery after a life of successful adventuring, where she teaches those young people who would become kindly mesmerists. This does not mean that she would not leave if a dire situation arises in the world outside that needs her help. People also visit the monastery seeking her wisdom and knowledge.

Tervaris Vanover (CR 17; 102,400 XP)

Male halfling mesmerist ([spirit walker](#)) 18

CE Small humanoid (halfling)

Init +8; **Senses** *true seeing*; Perception +23

Defense

AC 34, touch 19, flat-footed 30 (+11 armor, +4 deflection, +4 Dex, +4 natural, +1 size)

hp 228 (18d8+144; 257 with *greater false life*)

Fort +20, **Ref** +21, **Will** +24; +2 vs fear

Defensive Abilities towering ego

Offense

Speed 40 ft.

Melee +5 *spear* +19/+14/+9 (1d6+5/x3)

Special Attacks bold stare (allure, disorientation, sapped magic, susceptibility), continued animation (W-DC 26), hypnotic stare (range 40 ft.; -3), manifold tricks (5), mental potency +3, mesmerist trick (16/day; free action; 280 ft. range; compel alacrity, false flanker, gift of will, misdirection, psychosomatic surge (1d8+9 hp), spectral smoke; masterful: cursed sanction (W-DC 26), faked death, free in body, vision of blood (W-DC 26)), painful stare (+9 or (self) +6d6; plus *Bleeding Stare*^{OA} (5 bleed), *Compounded Pain*^{OA}, *Excoriating Stare*^{OA} (W-DC 26)), undead inception

Mesmerist Spells Known (CL 18th; concentration +25)

6th (4)—*overwhelming presence*^{E,UM} (W-DC 25), *project image* (W-DC 23), *true seeing*, *waves of exhaustion*
 5th (5)—*feeblemind*^E (W-DC 24), *mage's private sanctum*, *mislead*, *nightmare* (W-DC 22)
 4th (6)—*detect scrying*, *dimension door*, *enervation*, *riding possession*^{OA} (W-DC 21), *serenity*^{E,UM} (W-DC 23)
 3rd (7)—*clairaudience/clairvoyance*, *confusion*^E (W-DC 22), *displacement*, *greater false life*^{UM}, *mindscape door*^{OA}, *see invisibility*
 2nd (7)—*detect mindscape*^{OA}, *invisibility*, *lesser restoration*, *tongues*, *touch of idiocy*, *whispering wind*
 1st (7)—*color spray* (W-DC 18), *expeditious retreat*, *grease* (R-DC 18), *obscuring mist*, *thought echo*^{OA}, *undetectable alignment*
 0—*daze*^E (W-DC 19), *detect magic*, *ghost sound* (W-DC 17), *light*, *mage hand*, *message*
Mesmerist Spell-Like Ability (CL 18th; concentration +25)
 Constant—*glibness*

Tactics

Before Combat Tervaris casts *detect scrying*, *greater false life* and *undetectable alignment*. He implants cursed sanction on himself twice (thanks to his magic mask) and implants a trick on four allies, as they prefer. He casts *displacement*, *expeditious retreat*, *project image* and *true seeing* when combat is imminent.

During Combat Tervaris first casts *overwhelming presence*, and follows it up with *serenity*. Thereafter, he uses his other spells to good effect, such as *enervation*, *feeblemind*, and *waves of exhaustion*.

Basic Statistics Without pre-buffing, Tervaris' statistics are **Speed** 20 ft.

Statistics

Abilities Str 10, Dex 18, Con 22, Int 14, Wis 10, Cha 24
Base Atk +13; **CMB** +12; **CMD** 26
Feats Armor Proficiency (Medium), *Bleeding Stare*^{OA}, Command Undead^B (8/day, W-DC 28), *Compounded Pain*^{OA}, *Excoriating Stare*^{OA}, Great Fortitude, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Toughness
Skills Acrobatics +23, Bluff +33, Diplomacy +15, Climb +19, Perception +23, Perform (comedy, dance) +28, Sense Motive +26, Stealth +28; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception
Languages Common, Dwarven, Halfling, Goblin
SQ command undead, glib lie, masterful tricks
Combat Gear potions of *cure moderate wounds* (6);
Gear mithral breastplate, heavy mithral shield,

masterwork spear, dagger, *mask of the mesmerist*^{OA}, spell component pouch, eye ointment (worth 1,000, for *true seeing*), 4 replicas of the halfling (worth 20 gp, for *project image*), pouch with 144 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +4, mental prowess +6/+2/+2, physical prowess +6/+2/+2, resistance +5, toughening +4, weapon attunement +5 (spear)

In Tervaris' youth, he was apprenticed to another mesmerist, and quickly excelled his old master, but he also discovered that he could easily influence undead creatures. Over time, he explored this ability and became more powerful. He now serves as a lieutenant to a legendary vampire (or other higher CR undead).

Maque Soedertin (CR 18; 153,600 XP)

Male half-elf mesmerist 19

LN Medium humanoid (elf, human)

Init +8 (+10 when a trick is implanted); **Senses** low-light vision, *see invisibility*; Perception +24

Defense

AC 35, touch 19, flat-footed 31 (+11 armor, +5 deflection, +4 Dex, +5 natural)

hp 241 (19d8+152; 271 with *greater false life*)

Fort +19, **Ref** +20, **Will** +23; +2 vs enchantment spells and effects

Defensive Abilities towering ego; **Immune** magic sleep effects

Offense

Speed 30 ft.

Melee +5 *heavy mace* +19/+15/+10 (1d8+5)

Special Attacks bold stare (allure, disorientation, sapped magic, sluggishness, susceptibility), hypnotic stare (range 60 ft.; -3), manifold tricks (5), mental potency +3, mesmerist trick (16/day; free action; 290 ft. range; compel alacrity, delay misery, false flanker, gift of will, psychosomatic surge (1d8+9 hp), spectral smoke; masterful: cursed sanction (W-DC 26), free in body, greater delay misery, vision of blood (W-DC 26)), painful stare (+9 or (self) +6d6)

Mesmerist Spells Known (CL 19th; concentration +26)

6th (5)—*dream travel*^{OA} (W-DC 23), *greater scrying* (W-DC 23), *mass charm monster*^E (W-DC 25), *power word blind*

5th (6)—*mage's private sanctum*, *mass inflict pain*^E.

^{0A} (W-DC 24), *mass suggestion*^E (W-DC 24), *prying eyes*, *shadow walk*
 4th (6)—*dream*, *dominate person*^E (W-DC 23), *freedom of movement*, *greater invisibility*, *telepathic bond*
 3rd (7)—*communal tongues*^{UC}, *deep slumber*^E (W-DC 22), *dispel magic*, *fear* (W-DC 20), *greater false life*^{UM}, *see invisibility*
 2nd (7)—*aversion*^{E, 0A} (W-DC 21), *delay poison*, *lesser restoration*, *mirror image*, *silence* (W-DC 19), *tongues*
 1st (7)—*charm person*^E (W-DC 20), *comprehend languages*, *detect undead*, *ray of enfeeblement* (W-DC 18), *sleep*^E (W-DC 20), *unseen servant*
 0—*detect magic*, *light*, *lullaby*^E (W-DC 19), *message*, *prestidigitation*, *read magic*
Mesmerist Spell-Like Ability (CL 19th; concentration +26)
 Constant—*glibness*



Tactics

Before Combat Maque casts *greater false life* and implants vision of blood on himself twice (thanks to his magic mask), and implants a trick on four allies, as they prefer. He casts *greater invisibility*, *see invisibility*, and *telepathic bond* when combat is imminent. He discusses what he will do with allies before taking action.

During Combat Maque helps allies as best he can, casting spells as needed or performing other actions.

Statistics

Abilities Str 12, Dex 18, Con 22, Int 16, Wis 10, Cha 24

Base Atk +14; **CMB** +15; **CMD** 29

Feats Armor Proficiency (Medium), *Extended Stare*^{0A} (2), Great Fortitude, Greater Spell Focus (enchantment), Improved Initiative, Intimidating Glance^{0A}, *Ready For Battle*^{0A}, Skill Focus (Linguistics), Spell Focus (enchantment), Toughness

Skills Bluff +20, Diplomacy +29, Intimidate +29, Knowledge (arcana) +25, Linguistics +31, Perception +24, Sense Motive +21, Spellcraft +25, Stealth +29, Use Magic Device +29; **Racial Modifiers** +2 Perception

Languages Common, Elven plus 21 more

SQ consummate liar (+9), glib lie, masterful tricks, touch treatment (10/day; greater and *break enchantment*)

Combat Gear scrolls of *dream voyage*^{0A} (3); **Gear** mithral breastplate, heavy mithral shield, masterwork heavy mace, dagger, *bracelet of second chances*^{UE} (7 beads), *dream catcher*^{0A}, *mask of the mesmerist*^{0A}, spell component pouch, silver mirror (worth 1,000 gp, focus for *greater scrying*), pouch with 239 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 (heavy mace)

Maque is a world-renowned linguistics expert, perhaps the most famous. He belongs to the most prestigious linguistics department in the world, which is mainly due to him. He only teaches post-graduate or doctorate-level students. From time to time he examines particularly rare or controversial texts to establish their authenticity. He is much in demand for his skills.

Emandrea Turlington (CR 19; 204,800 XP)

Female gnome mesmerist (*cult master*) 20

NE Small humanoid (gnome)

Init +8 (+10 when a trick is implanted); **Senses** low-light vision, *see invisibility*; Perception +25

Defense

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

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

Fort +19, **Ref** +21 (evasion), **Will** +26; +2 vs illusion spells and effects

Defensive Abilities towering ego

Offense

Speed 20 ft.

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

Special Attacks +1 attack bonus vs. humanoids (goblins and reptilians), bold stare (allure, disorientation, psychic inception, sapped magic), fanatical stare (+4), hypnotic stare (range 60 ft.; -3), manifold tricks (5), mental potency +4, mesmerist trick (19/day; free action; 300 ft. range; compel alacrity, false flanker, gift of will, levitation buffer, psychosomatic surge (1d8+10 hp), spectral smoke; masterful: cursed sanction (W-DC 29), faked death, free in body, spatial switch, vision of blood (W-DC 29))

Mesmerist Spells Known (CL 20th; concentration +29)

6th (6)—*getaway*^{APG}, *greater scrying* (W-DC 25), *irresistible dance*^E (W-DC 27), *overwhelming presence*^{E,UM} (W-DC 27), *power word blind*

5th (7)—*cloak of dreams*^{E,APG} (W-DC 26), *mass suggestion*^E (W-DC 26), *psychic surgery*^{OA}, *shadow walk*, *unwilling shield*^{E,APG} (W-DC 26)

4th (7)—*dimension door*, *dream*, *greater forbid action*^{E,UM} (W-DC 25), *greater invisibility*, *solid fog*, *telepathic bond*

3rd (7)—*analyze aura*^{OA}, *displacement*, *greater false life*^{UM}, *mindscape door*^{OA}, *remove curse*, *see invisibility*

2nd (7)—*calm emotions*^E (W-DC 23), *invisibility*, *lesser restoration*, *locate object*, *mirror image*, *whispering wind*

1st (8)—*faerie fire*, *hideous laughter*^E (W-DC 22), *obscuring mist*, *remove fear*, *sleep*^E (W-DC 22), *undetectable alignment*

0—*detect psychic significance*^{OA}, *flare* (F-DC 19), *ghost sound*^I (W-DC 20), *light*, *message*, *read magic*

Gnome Spell-Like Abilities (CL 20th; concentration +29)

1/day—*dancing lights*, *ghost sound* (W-DC 20), *prestidigitation*, *speak with animals*

Mesmerist Spell-Like Ability (CL 20th; concentration +29)

Constant—*glibness*

Tactics

Before Combat Emandrea casts *greater false life* and *undetectable alignment*, and grants her cohort the benefits of false healing. She implants

cursed sanction on herself twice (thanks to her magic mask), and levitation buffer on her cohort and three other allies. She casts *cloak of dreams*, *displacement*, and *see invisibility* on herself when combat is imminent.

During Combat Emandrea first casts *overwhelming presence*, and follows it up with *unwilling shield*. Thereafter, she uses her other spells to good effect.

Statistics

Abilities Str 10, Dex 18, Con 22, Int 16, Wis 10, Cha 28

Base Atk +15; **CMB** +14; **CMD** 27

Feats Armor Proficiency (Medium), *Extended Stare*^{OA} (2), Great Fortitude, Greater Spell Focus (enchantment), Heighten Spell, Improved Initiative, Leadership^B, *Ready For Battle*^{OA}, Spell Focus (enchantment), Toughness

Skills Appraise +26, Bluff +32, Craft (armor) +9, Craft (jewelry, sculptures, weapons) +26, Diplomacy +42 (+47 when wielding scepter), Perception +25, Sense Motive +23, Spellcraft +26;

Racial Modifiers +2 Craft (armor), +2 Perception

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

SQ cohort (18th-level), faithful followers (Leadership score 25+), false healing (12/day; 2d8+20 hp or 1d4 ability damage), fanatical devotion, glib lie, gnome magic, insidious personality (+10; bonus included), masterful tricks, reborn (the ritual has been performed), weapon familiarity (gnome)

Combat Gear potions of *cure moderate wounds* (6);

Gear mithral breastplate, masterwork morningstar, dagger, *mask of the mesmerist*^{OA}, *ring of evasion*, *suzerain scepter*^{UE}, spell component pouch, diamond dust (worth 1,000 gp, for *psychic surgery*), ruby dust (worth 1,000 gp, for *unwilling shield*), silver mirror (worth 1,000 gp, focus for *greater scrying*), pouch with 184 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 (morningstar)

Emandrea has reached the heights of mesmerism after years of slowly building up a power base and gathering a cult around her, together with her husband. That they have done so is testament to their skill; after all, who suspects gnomes of nefarious purposes? She is married to the gnome medium 20 (see the forthcoming *Occult Character Codex: Mediums*).

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