

# Occult Character Codex

## Occultists



Julian Neale





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## OCCULTISTS

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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.

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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: Occultists* contains 20 detailed occultist stat blocks, including both ordinary occultists with an array of implements as well as lich-loving necroccultists dabbling with the dead! You'll find occultist humans, gnomes, half-orcs, and elves, but also stranger races like hobgoblins, tieflings, ratfolk, and wayangs, running the gamut from good to evil and all points in between. With the *Occult Character Codex*, you'll have an entire arsenal of occultist 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



A decorative horizontal border with a repeating floral and scrollwork pattern in a dark red or maroon color.

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.



## Occultists

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

- \* Occults are very intelligent. They should be able to adapt to changing circumstances and change their strategies if needed. Play them smart.
- \* Occultists have a lot of potential options in combat (depending on the stat block), from attacking with melee and/or ranged weapons, casting spells, using focus powers, and more. It is even more important to know what these characters can do compared to the other new classes.
- \* Remember that that occultists of level 5 and higher can use the *light matrix* evocation focus power to potentially blind an opponent temporarily.



### Tanasesou Zuviel (CR 1/2; 200 XP)

Female elf occultist 1

CG Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +8

#### Defense

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

**hp** 10 (1d8+2)

**Fort** +3, **Ref** +2, **Will** +4; +2 vs enchantment spells and effects

**Immunity** magic sleep effects

#### Offense

**Speed** 30 ft.

**Melee** rapier +2 (1d6/18-20)

**Ranged** shortbow +2 (1d6/x3)

**Special Attacks** focus powers (enchantment-*cloud mind* (W-DC 12); evocation-*energy ray* (1d6+1), *shape mastery*), mental focus (3 points; necklace (enc)-*glorious presence* 1, wand (evo)-*intense focus* 2 (+1 damage))

**Occultist Spells Known** (CL 1st; concentration +3)

1st (2)—*burning hands* (R-DC 13), *sleep* (W-DC 13)

0—*daze* (W-DC 12), *light*

#### Tactics

**Before Combat** Tanasesou discusses what she will do with allies before taking action.

**During Combat** Tanasesou helps allies as best she can, attacking with her weapons, casting spells, or using her focus powers as needed.

#### Statistics

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

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Weapon Finesse

**Skills** Knowledge (arcana, history) +6, Perception +8, Profession (soldier) +6, Spellcraft +6 (+8 to identify item properties), Survival +3; **Racial Modifer** +2 Perception

**Languages** Common, Elf, Orc, Sylvan

**SQ** elf magic, focus power (*shape mastery*), implements (enchantment- necklace (*daze*, *sleep*); evocation- wand (*light*, *burning hands*)), weapon familiarity (elf)

**Combat Gear** potion of *cure light wounds*; **Gear** studded leather, rapier, shortbow with 40 arrows, dagger, implements (necklace, wand), spell component pouch, pouch with 40 gp worth of mixed coins and gems

On the whole, elves embrace all kinds of magic. Some communities solely embrace psychic magic,



while most adopt a mix of types. Tanasesou is from a community that includes occultists, where she is a trainee soldier. Such soldiers receive training in a wide range of skills.

### Quenoy Kavvi (CR 1; 400 XP)

Male **sylph**<sup>ARG</sup> occultist 2  
N Medium outsider (native)  
**Init** +6; **Senses** darkvision 60 ft.; Perception +7 (+8 with goggles)

#### Defense

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

#### Offense

**Speed** 30 ft.  
**Melee** greatsword +2 (2d6/19-20)  
**Ranged** longbow +3 (1d8/x3)  
**Special Attacks** focus powers (divination-*sudden insight* (+1); transmutation-*legacy weapon* (+1), *sudden speed*), mental focus (4 points; boots (tra)-*physical enhancement* 2, goggles (div)-*third eye* 2, vest-0))  
**Occultist Spells Known** (CL 2nd; concentration +4)  
1st (3)—*comprehend languages*, *magic weapon*, *pass without trace*  
0—*mending*, *purify food and drink*, *read magic*  
**Sylph Spell-Like Ability** (CL 2nd; concentration +4)  
1/day—*feather fall*

#### Tactics

**Before Combat** Quenoy usually discusses what he will do with allies before taking action.  
**During Combat** The occultist helps allies as best he can, attacking with his weapons, casting spells, or using his focus powers as needed, but he looks out for himself and avoids getting into too dangerous a position

#### Statistics

**Abilities** Str 10, Dex 14, Con 12, Int 15, Wis 15, Cha 8  
**Base Atk** +1; **CMB** +3; **CMD** 15  
**Feats** Weapon Focus (greatsword)  
**Skills** Knowledge (history, religion) +7, Knowledge (geography) +4, Perception +7 (+8 with goggles), Spellcraft +7, Survival +4  
**Languages** Auran, Common, Gnome, Halfling  
**SQ** focus power (*sudden speed*), implements (divination-goggles (*read magic*, *comprehend languages*); transmutation-boots (*mending*, *pass without trace*), vest (*purify food and drink*, *magic*

*weapon*)), magic item skill +1, object reading, storm in the blood

**Storm in the Blood:** The sylph gains fast healing 2 for 1 round anytime he takes electricity damage (whether or not this electricity damage gets through his electricity resistance). The sylph can heal up to 4 hit points per day with this ability, after which it ceases to function. (This racial trait replaces air affinity.)

**Combat Gear** potions of *cure light wounds* (3); **Gear** studded leather, greatsword, longbow with 40 arrows, dagger, implements (boots, goggles, vest), spell component pouch, pouch with 50 gp worth of mixed coins and gems

Sylphs love to investigate matters of any kind, and Quenoy is no exception. With his occultist training, this curiosity is heightened even more. He joined a university archaeology department as soon as he could, and now travels with teams digging up old objects and establishing what buildings were used for.

### Jetonia van Karp (CR 2; 600 XP)

Female human occultist 3  
N Medium humanoid (human)  
**Init** +6; **Senses** Perception +5

#### Defense

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)  
**hp** 20 (3d8+3)  
**Fort** +5, **Ref** +4, **Will** +4; +1 resistance bonus to saves from amulet (bonus included)

#### Offense

**Speed** 30 ft.  
**Melee** masterwork falchion +5 (2d4+3/18-20)  
**Ranged** composite longbow +4 (1d8+2/x3)  
**Special Attacks** focus powers (abjuration-*energy shield* (15 hp), *mind barrier* (6 hp); conjuration-*servitor*; illusion-*cloak image*, *minor figment* (W-DC 13), mental focus (5 points; amulet (abj)-*warding talisman* 2 (+1), compass (con)-*casting focus* 2 (+1 round), mask (ill)-*distortion* 1 (5% miss chance)))  
**Occultist Spells Known** (CL 3rd; concentration +5)  
1st (4)—*alarm*, *cure light wounds*, *silent image* (W-DC 13)  
0—*ghost sound* (W-DC 12), *resistance*, *stabilize*

#### Tactics

**Before Combat** Jetonia discusses what she will do with allies before taking action.  
**During Combat** Jetonia helps allies as best she can, attacking with her weapons (using Deadly Aim



with her longbow if using that weapon), casting spells, or using her focus powers as needed while remaining safely out of reach herself if at all possible.

### Statistics

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

**Base Atk** +2; **CMB** +4; **CMD** 16

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

**Skills** Diplomacy +5, Knowledge (arcana, religion) +8, Knowledge (local) +5, Perception +9, Sense Motive +6, Spellcraft +8, Survival +3

**Languages** Common, Elven, Dwarven

**SQ** focus powers (cloak image, energy shield), implements (abjuration-amulet (*resistance, alarm*); conjuration-compass (*stabilize, cure light wounds*); illusion-mask (*ghost sound, silent image*)), magic item skill +1, object reading

**Combat Gear** potion of *cure light wounds*; **Gear** studded leather, masterwork falchion, longbow with 40 arrows, dagger, implements (amulet, compass, mask), spell component pouch, pouch with 15 gp worth of mixed coins

Jetonia is a teacher at the local school of magic, but is also usually assigned to supervise the security detail there. She enjoys her job, as it allows her to meet a variety of people, and as a result, she understands her city and its people more deeply.

### Nargus Maxon

(CR 3; 800 XP)

Male dwarf occultist 4

LE Medium humanoid (dwarf)

**Init** +6; **Senses** darkvision 60 ft.; Perception +7 (+9 to notice unusual stonework)

### Defense

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

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

**Fort** +6, **Ref** +4, **Will** +5; +2 vs poison, spells, and spell-like abilities

### Offense

**Speed** 20 ft.

**Melee** +1 battleaxe +6 (2d6+4/x3) (used two-handed)

**Ranged** masterwork composite longbow +6 (1d8+2/x3)

**Special Attacks** +1 attack bonus vs humanoids (goblins and orcs), focus powers (illusion-cloak image, minor figment (W-DC 14), unseen;

necromancy-mind fear (W-DC 14); transmutation-legacy weapon (+1)), mental focus (6 points; mask (ill)-distortion 2 (5% miss chance), robe (nec)-necromantic focus 2, sandals (tra)-physical enhancement 2), shift focus

**Occultist Spells Known** (CL 4th; concentration +6) 2nd (2)—*chill metal* (W-DC 14), *mirror image*, *scare* (W-DC 14)

1st (4)—*cause fear* (W-DC 13), *lead blades*<sup>APG</sup>, *silent image* (W-DC 13)

0—*bleed* (W-DC 12), *ghost sound* (W-DC 12), *message*

### Tactics

**Before Combat** Nargus casts *lead blades*<sup>APG</sup> and *mirror image*, and activates legacy weapon on his battleaxe when combat is imminent.

**During Combat** Nargus prefers attacking with his battleaxe using Power Attack, but might cast spells, use his focus powers, or attack with his bow instead.

**Basic Statistics** Without pre-buffing, Nargus' statistics are **Melee** masterwork battleaxe +6 (1d8+3/x3) (used two-handed)

### Statistics

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

**Base Atk** +3; **CMB** +5; **CMD** 17 (21 vs bull rush and trip)

**Feats** Improved Initiative, Power Attack

**Skills** Disable Device +9, Knowledge (engineering, religion) +9, Knowledge (dungeoneering) +6, Perception +7 (+9 to notice unusual stonework), Spellcraft +9

**Languages** Common, Dwarven, Terran, Undercommon

**SQ** focus powers (cloak image, unseen), implements (illusion-mask (*ghost sound, disguise self, mirror image*); necromancy-robe (*bleed, cause fear, scare*); transmutation-sandals (*ghost sound, lead blades*<sup>APG</sup>, *chill metal*)), magic item skill +2, object reading, weapon familiarity (dwarf)

**Gear** masterwork chain shirt, masterwork battleaxe, masterwork composite longbow with 40 arrows, implements (mask, robe, sandals), spell component pouch, pouch with 2 gp worth of mixed coins;

**Automatic Bonus Progression** resistance +1

Nargus is part of a criminal gang that engages in burglary, smuggling, the fencing of illicit foods, and maybe other illicit activities. With his engineering knowledge, he is responsible for the construction and maintenance of the gang's tunnels under the city walls and elsewhere. The CR 2 kineticist from the upcoming *Occult Character Codex: Kineticists* might be part of this gang.



## Ivica Skorr

(CR 4; 1,200 XP)

Female half-orc occultist 5

LN Medium humanoid (human, orc)

**Init** +2; **Senses** darkvision 60 ft., low-light vision\*;

Perception +9 (+10 with headband)

\* Granted by the headband

### Defense

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

**hp** 41 (5d8+15)

**Fort** +7, **Ref** +5, **Will** +7; +2 resistance bonus to saves from cloak (bonus included)

**Defensive Ability** orc ferocity

### Offense

**Speed** 30 ft.

**Melee** +1 *falchion* +8 (2d4+7/18-20)

**Ranged** masterwork composite longbow +6 (1d8+2/x3)

**Special Attacks** aura sight, focus powers (abjuration-*energy shield* (25 hp), *mind barrier* (10 hp), *unraveling*; divination-*sudden insight* (+2), *watchful eye*), mental focus (7 points; amulet-0, cloak (abj)-*warding talisman* 4, headband (div)-*third eye* 3), shift focus

**Occultist Spells Known** (CL

5th; concentration +7)

2nd (3)—*arcane lock*, *find traps*, *resist energy*

1st (5)—*alarm*, *detect secret doors*, *hex ward*<sup>UM</sup>

0—*guidance*, *resistance*

### Tactics

#### Before Combat

If Ivica is expecting to fight a creature that is known to deal some type of energy damage, she casts *resist energy* on herself and allies when combat is imminent. If expecting to fight a powerful opponent, Ivica drinks her potion of *bull's strength*. The occultist discusses what she will do with allies before taking action.

**During Combat** Ivica

helps allies as best she can, attacking with her weapons (using Power Attack and Furious Focus with her falchion if using that weapon) or using her focus powers as needed.

**Basic Statistics** Without pre-buffing, the occultist's statistics are **Melee** +1 *falchion* +6 (2d4+4/18-20); **Str** 15; **CMD** +5; **CMD** 17

### Statistics

**Abilities** Str 19, Dex 14, Con 12, Int 14, Wis 12, Cha 8

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** *Furious Focus*<sup>APC</sup>, Power Attack, Toughness

**Skills** Diplomacy +7, Disable Device +10, Knowledge (local) +7, Perception +9 (+10 with headband), Sense Motive +9, Stealth +6; **Racial Modifier** +2 Intimidate

**Languages** Common, Draconic, Goblin, Orc

**SQ** focus powers (energy shield, unraveling, watchful eye), implements (abjuration-amulet (*resistance*, *alarm*, *arcane lock*), cloak (*resistance*, *hex ward*<sup>UM</sup>, *resist energy*); divination-headband (*guidance*, *detect secret doors*, *find traps*)), magic item skill +2, object reading, weapon familiarity (half-orc)

**Combat Gear** oil of *magic weapon*, potion of *bull's strength*; **Gear**

masterwork chain shirt, masterwork falchion, masterwork





composite longbow with 40 arrows, dagger, implements (amulet, cloak, headband), spell component pouch, gold dust (worth 100 gp, for *arcane lock*), pouch with 10 gp worth of mixed coins; **Automatic Bonus Progression** armor attunement +1, resistance +1, weapon attunement +1

Ivica was raised and lives in a human city. She uses her abilities and skills to work as a security consultant. Occasionally people assume that, based on her appearance, she is a dumb brute- to their loss. She might be the younger sister of the CR 12 mesmerist in the upcoming *Occult Character Codex: Mesmerists*.

### Ilturen Masyal (CR 5; 1,600 XP)

Male elf occultist 6  
CG Medium humanoid (elf)  
**Init** +2; **Senses** low-light vision; Perception +11 (+12 with goggles)

#### Defense

**AC** 20, touch 13, flat-footed 18 (+7 armor, +1 deflection, +2 Dex)  
**hp** 48 (6d8+18)  
**Fort** +7, **Ref** +5, **Will** +6; +2 vs enchantment spells and effects  
**Immune** magic sleep effects

#### Offense

**Speed** 20 ft. in armor (base 30 ft.)  
**Melee** +1 *elven curve blade* +9 (1d10+7/18-20)  
**Ranged** masterwork composite longbow +7 (1d8+2/x3)  
**Special Attacks** aura sight, focus powers (divination-*sudden insight* (+3); evocation-*energy blast* (R-DC 16, 5d6+3)), *energy ray* (3d6+3), *light matrix* (R-DC 16), *shape mastery*, mental focus (9 points; crystal ball-0, gloves (evo)-*intense focus* 6 (+3 damage), goggles (div)-*third eye* 3, headband-0), shift focus  
**Occultist Spells Known** (CL 6th; concentration +9)  
2nd (4)—*augury*, *locate object*, *see invisibility*, *sound burst* (F-DC 15)  
1st (5)—*burning hands* (R-DC 14), *comprehend languages*, *detect secret doors*, *identify*  
0—*detect magic*, *detect poison*, *flare* (F-DC 13), *read magic*

#### Tactics

**Before Combat** If expecting to fight a powerful opponent, Ilturen drinks a potion of *bull's strength* when combat is imminent. He typically offers up tactical advice and suggestions based on his research and analysis, though he can be persuaded

toward other courses of action.

**During Combat** Ilturen helps allies as best he can, attacking with his weapons (using Power Attack and Furious Focus with his elven curve blade if using that weapon), casting spells, or using his focus powers as needed.

**Basic Statistics** Without pre-buffing, Ilturen's statistics are **Melee** +1 *elven curve blade* +7 (1d10+4/18-20); **Str** 15; **CMB** +6; **CMD** 18

#### Statistics

**Abilities** Str 19, Dex 14, Con 12, Int 16, Wis 10, Cha 8  
**Base Atk** +4; **CMB** +8; **CMD** 20  
**Feats** *Furious Focus*<sup>APG</sup>, Power Attack, Toughness  
**Skills** Knowledge (arcana, history, planes) +12, Perception +11 (+12 with goggles), Ride +5, Sense Motive +9, Spellcraft +12 (+14 to identify item properties); **Racial Modifier** +2 Perception  
**Languages** Celestial, Common, Draconic, Elf, Sylvan  
**SQ** elf magic, focus powers (energy blast, light matrix, shape mastery), implements (divination-crystal ball (*read magic*, *identify*, *augury*), goggles (*detect magic*, *detect secret doors*, *see invisibility*), headband (*detect poison*, *comprehend languages*, *locate object*); evocation-gloves (*flare*, *burning hands*, *sound burst*)), magic item skill +3, object reading, weapon familiarity (elf)  
**Combat Gear** potions of *bull's strength* (2) and *cure light wounds* (4); **Gear** masterwork breastplate, masterwork elven curve blade, masterwork composite longbow with 40 arrows, dagger, implements (crystal ball, gloves, goggles, headband), spell component pouch, incense (worth 100 gp, for *augury*), pouch with 45 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, resistance +1, weapon attunement +1

Ilturen is a professional diviner and academic. In normal day-to-day activities, he does not wear his armor or carry his weapons, but they will be nearby, ready for use if needed. Alternatively, he could be a sergeant in an elven community like that noted for Tanasesou Zuviel (see page 8).

### Kreeseck (CR 6; 2,400 XP)

Female *ratfolk*<sup>ARG</sup> occultist 7  
LG Small humanoid (ratfolk)  
**Init** +6; **Senses** darkvision 60 ft.; Perception +14

#### Defense

**AC** 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 size)



**hp** 63 (7d8+28; 75 with *false life*)  
**Fort** +10, **Ref** +7, **Will** +8

### Offense

**Speed** 40 ft.

**Melee** +3 *longsword* +14/+14 (1d6+6/19-20) (used two-handed)

**Ranged** masterwork composite longbow +12/+12 (1d8+2/x3)

**Special Attacks** aura sight, focus powers (conjunction-*purge corruption*, *servitor*; enchantment-*cloud mind* (W-DC 16), *mind slumber* (W-DC 16); necromancy-*mind fear* (W-DC 16), *pain wave* (W-DC 16); transmutation-*legacy weapon* (+2), *sudden speed*), mental focus (10 points; belt (tra)-*physical enhancement* 4, figurine-0, necklace-0, robe-0, generic 6), shift focus, swarming

**Occultist Spells Known** (CL 7th; concentration +10)

3rd (2)—*gentle repose*, *haste*, *phantom steed*, *suggestion* (W-DC 16)

2nd (4)—*calm emotions* (W-DC 15), *false life*, *glitterdust* (W-DC 15), *rope trick*

1st (5)—*cause fear* (W-DC 14), *cure light wounds*, *expeditious retreat*, *sleep* (W-DC 14)

0—*daze* (W-DC 13), *message*, *stabilize*, *touch of fatigue* (F-DC 13)

### Tactics

**Before Combat** Kreesek casts *false life* when about to start an adventure.

If expecting to fight a powerful opponent, Kreesek drinks her potion of *heroism*, casts *haste*, and activates legendary weapon to give her sword a +2 enhancement bonus (which stacks) when combat is imminent. Kreesek discusses what she will do with allies before taking action and tries to help build consensus and agreement.

**During Combat** Kreesek helps allies as best she can, attacking with her weapons (using Power Attack with her longsword if using that weapon), casting spells, or using her focus powers as needed.

**Basic Statistics** Without pre-buffing, Kreesek's statistics are **AC** 19, touch 14, flat-footed 17; **Fort** +8, **Ref** +5, **Will** +6; **Speed** 20 ft.; **Melee** +1

*longsword* +9 (1d6+4/19-20) (used two-handed); **Ranged** masterwork composite longbow +9 (1d8+2/x3); -2 to skills

### Statistics

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

\* Includes a +2 bonus from her belt (resonant power).

**Base Atk** +5; **CMB** +6; **CMD** 18

**Feats** Implement Focus (necromancy), Improved Initiative, Power Attack, Toughness

**Skills** Craft (alchemy) +17, Diplomacy +12, Knowledge (religion) +15, Perception +14, Profession (undertaker) +12, Sense Motive +12, Use Magic Device +17; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

**Languages** Common, Dwarven, Gnome, Halfling

**SQ** focus powers (mind slumber, pain wave, purge corruption, sudden speed), implements (conjunction-figurine (*stabilize*, *cure light wounds*, *glitterdust*, *phantom steed*); enchantment-necklace (*daze*, *sleep*, *calm emotions*, *suggestion*); necromancy-robe (*touch of fatigue*, *cause fear*, *false life*, *gentle repose*); transmutation-belt (*message*, *expeditious retreat*, *rope trick*, *haste*)), magic item





skill +3, object reading, rodent empathy  
**Combat Gear** potions of *heroism* (2), wand of *cure light wounds* (50 charges); **Gear** masterwork chain shirt, masterwork longsword, masterwork composite longbow with 40 arrows, dagger, *elixir of vision*, implements (belt, figurine, necklace, robe), spell component pouch, pouch with 185 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, resistance +1, weapon attunement +1

Kreeseek owns an undertaking service. Knowing that some people dislike ratfolk, she employs other races to act as the public face of the business. She uses some of the profits to help the local ratfolk community. She has an alchemist lab in her business where she makes embalming fluid (and sometimes other things), but does not carry it with her on day-to-day business.

### Sirjo Azhenchek (CR 7; 3,200 XP)

Male *tiefling*<sup>ARG</sup> occultist (necroccultist) 8  
 CE Medium outsider (native)  
**Init** +2; **Senses** darkvision 60 ft., low-light vision\*; Perception +13 (+14 with headband)  
 \* Granted by the headband

### Defense

**AC** 22, touch 13, flat-footed 20 (+5 armor, +1 deflection, +2 Dex, +4 shield)  
**hp** 71 (8d8+32; 84 with *false life*)  
**Fort** +11, **Ref** +7, **Will** +9  
**Resist** cold 5, electricity 5, fire 5

### Offense

**Speed** 30 ft.  
**Melee** +1 *greatsword* +13/+8 (2d6+7/19-20)  
**Ranged** masterwork composite longbow +11/+6 (1d8+3/x3)  
**Special Attacks** focus powers (abjuration-*energy shield* (40 hp), *loci sentry* (W-DC 18), *mind barrier* (16 hp); divination-*sudden insight* (+4); necromancy-*mind fear* (W-DC 18), *pain wave* (W-DC 18), *psychic curse* (W-DC 18)), ghostly horde (1/day, F-DC 18, 4d6), life drain (1/day), magic circles, mental focus (12 points; bone (nec)-*necromantic focus* 6, cloak (abj)-*warding talisman* 3 (+1), headband (div)-*third eye* 3, robe-0), shift focus  
**Occultist Spells Known** (CL 8th; concentration +12)  
 3rd (3)—*animate dead*, *bestow curse* (W-DC 17), *clairaudience/clairvoyance*, *gentle repose*, *halt undead* (W-DC 17), *protection from energy*

2nd (5)—*command undead* (W-DC 16), *false life*, *find traps*, *ghoul touch* (F-DC 16), *resist energy*, *scare* (W-DC 16), *spectral hand*  
 1st (5)—*cause fear* (W-DC 15), *decompose corpse*<sup>UM</sup>, *detect secret doors*, *inflict light wounds*, *restore corpse*<sup>UM</sup>, *sculpt corpse*<sup>APG</sup> (W-DC 15), *shield*  
 0—*bleed* (W-DC 14), *detect magic*, *resistance*, *touch of fatigue* (F-DC 14)  
**Tiefling Spell-Like Ability** (CL 8th; concentration +7)  
 1/day—*darkness*

### Tactics

**Before Combat** Sirjo casts *false life* at the beginning of each day. He drinks a potion of *heroism* and casts *shield* when combat is imminent.

**During Combat** Sirjo begins combat by using the pain wave, then attacks with his greatsword using Power Attack (with Furious Focus) and Vital Strike. When reduced to fewer than 50 hp, he uses life drain (the necroccultist class feature). He also uses his mind barrier ability every round someone attacks him, preferably activated as a swift action rather than as an immediate action.

**Basic Statistics** Without pre-buffing, the occultist's statistics are **AC** 18, touch 13, flat-footed 16; **Fort** +9, **Ref** +5, **Will** +7; **Melee** +1 *greatsword* +11/+6 (2d6+7/19-20); **Ranged** masterwork composite longbow +9/+4 (1d8+3/x3); -2 to skills

### Statistics

**Abilities** Str 18, Dex 14, Con 14, Int 18, Wis 10, Cha 6  
**Base Atk** +6; **CMB** +10; **CMD** 22  
**Feats** *Furious Focus*<sup>APG</sup>, Power Attack, Vital Strike, Toughness  
**Skills** Bluff +10, Disable Device +15, Knowledge (arcana, religion) +17, Perception +13 (+14 with headband), Spellcraft +17, Stealth +17, Use Magic Device +15; **Racial Modifiers** +2 Bluff, +2 Stealth  
**Languages** Abyssal, Common, Draconic, Infernal, Goblin, Orc  
**SQ** deadspeaker (4/day), fiendish sorcery, focus powers (energy shield, loci sentry, pain wave, psychic curse), implements (abjuration-cloak (*resistance*, *shield*, *resist energy*, *protection from energy*); divination-headband (*detect magic*, *detect secret doors*, *find traps*, *clairaudience/clairvoyance*); necromancy-bone (*bleed*, *inflict light wounds*, *scare*, *animate dead*), robe (*touch of fatigue*, *cause fear*, *false life*, *bestow curse*)), magic item skill +4, necromantic bond (3rd- *gentle repose*, *halt undead*; 2nd- *command undead*, *ghoul touch*, *spectral hand*; 1st-*decompose corpse*<sup>UM</sup>, *restore corpse*<sup>UM</sup>, *sculpt corpse*<sup>APG</sup>)



**Combat Gear** potions of *cure light wounds* (3) and *heroism* (2); **Gear** mithral shirt, masterwork greatsword, masterwork composite longbow with 40 arrows, dagger, *elixir of hiding*, *elixir of vision*, implements (bone, cloak, headband, robe), spell component pouch, onyx gems (worth 300 gp, for *animate dead*), pouch with 50 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

Sirjo is a necromancer and a thief. He might be his own boss, backed up with living and undead allies and minions, or he could be part of an evil organization; for example, a cult devoted to a deity of disease and undeath, such as that mentioned for Neceri Ramance (see page 19).

### Safa Brirynildsen (CR 8; 4,800 XP)

Female gnome occultist 9  
NG Small humanoid (gnome)  
**Init** +5; **Senses** low-light vision; Perception +16

#### Defense

**AC** 22, touch 13, flat-footed 21 (+5 armor, +1 deflection, +1 Dex, +1 natural, +3 shield, +1 size)  
**hp** 98 (9d8+54)  
**Fort** +12, **Ref** +8, **Will** +10; +2 vs illusion spells and effects

#### Offense

**Speed** 20 ft.  
**Melee** +1 *longsword* +7/+2 (1d6/19-20)  
**Ranged** +1 *composite longbow* +9/+4 (1d6/x3)  
**Special Attacks** +1 attack bonus vs humanoids (goblins and reptilians), aura sight, focus powers (conjunction-*purge corruption*, *servitor*, *sidestep*; enchantment-*cloud mind* (W-DC 19); evocation-*energy blast* (R-DC 19, 7d6+3), *energy ray* (5d6+3), *light matrix* (F-DC 19); illusion-*minor figment* (W-DC 19), *unseen*), magic circles, mental focus (15 points; compass (con)-*casting focus* 5 (+2 rounds), mask (ill)-*distortion* 2 (5% miss chance), necklace (enc)-*glorious presence* 2, wand (evo)-*intense focus* 6 (+3 damage)), shift focus  
**Occultist Spells Known** (CL 9th; concentration +14)  
3rd (4)—*cure serious wounds*, *daylight*, *deep slumber*<sup>E</sup> (W-DC 18), *displacement*  
2nd (5)—*calm emotions*<sup>E</sup> (W-DC 17), *glitterdust* (W-DC 16), *mirror image*, *sound burst* (F-DC 16)  
1st (6)—*charm person*<sup>E</sup> (W-DC 16), *disguise self*, *shocking grasp*, *unseen servant*

0—*create water*, *daze*<sup>E</sup> (W-DC 15), *flare* (F-DC 14), *ghost sound* (W-DC 15)

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

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

#### Tactics

**Before Combat** If expecting to fight a powerful opponent, Safa casts *displacement* on one or two martial allies and activates light matrix when combat is imminent. The occultist discusses what she will do with allies before taking action.

**During Combat** Safa helps allies as best she can, casting spells or using her focus powers as needed. She tries to avoid melee combat.

#### Statistics

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

**Base Atk** +6; **CMB** +4; **CMD** 15

**Feats** [Extra Mental Focus](#)<sup>OA</sup>, Improved Initiative, Lightning Reflexes, Spell Focus (enchantment), Toughness

**Skills** Appraise +16, Craft (carpentry) +18, Knowledge (arcana, engineering, history) +16, Knowledge (local) +13, Perception +16, Stealth +17; **Racial Modifiers** +2 Craft (carpentry), +2 Perception

**Languages** Common, Dwarven, Giant, Gnome, Goblin, Orc, Sylvan

**SQ** focus powers (energy blast, light matrix, purge corruption, sidestep, unseen), gnome magic, implements (conjunction-compass (*create water*, *unseen servant*, *glitterdust*, *cure serious wounds*); enchantment-necklace (*daze*, *charm person*, *calm emotions*, *deep slumber*); evocation-wand (*flare*, *shocking grasp*, *sound burst*, *daylight*); illusion-mask (*ghost sound*, *disguise self*, *mirror image*, *displacement*)), magic item skill +4, object reading, outside contact 1, weapon familiarity (gnome)

**Combat Gear** scrolls of *gust of wind* (5; F-DC 13), wand of *cure light wounds* (2, 40 and 50 charges); **Gear** mithral shirt, heavy mithral shield, masterwork longsword, masterwork composite longbow with 40 arrows, dagger, implements (compass, necklace, wand, mask), spell component pouch, pouch with 50 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/+1

Safa is a master carpenter, completing exquisite pieces of work throughout the continent. Along the



way, he has picked up a little knowledge about the people everywhere he has been. His work is pricey, but the results are good. He spends much of his spare time contemplating the mysteries of occultism.

## Zoram Tantulif (CR 9; 6,400 XP)

Male half-orc occultist (battle host) 10

LG Medium humanoid (human, orc)

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

### Defense

**AC** 24, touch 13, flat-footed 22 (+6 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural, +4 shield)

**hp** 98 (10d8+50; 113 with *false life*)

**Fort** +14, **Ref** +11, **Will** +13

**Defensive Ability** orc ferocity

### Offense

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

**Melee** +4 *falchion* +18/+18/+13 (2d4+10/18-20)

**Ranged** masterwork composite longbow +12/+12/+7 (1d8+2/x3)

**Special Attacks** focus powers (abjuration-*mind barrier* (20 hp); evocation-*energy blast* (R-DC 20, 7d6+4), *energy ray* (5d6+4), *energy ward*, *light matrix* (F-DC 20), *radiance*, *wall of power*; necromancy-*mind fear* (W-DC 20); transmutation-*legacy weapon* (+2)), heroic splendor (2/day), mental focus (15 points; falchion; abjuration-0, evocation-*intense focus* 8 (+4 damage), necromancy-0, transmutation-*physical enhancement* 7 (+4)), spirit warrior (2/day)

**Occultist Spells Known** (CL 10th; concentration +15)

4th (2)—*death ward*, *dimensional anchor*, *fire shield*, *freedom of movement*

3rd (4)—*fly*, *gentle repose*, *invisibility purge*, *protection from energy*

2nd (5)—*chill metal* (W-DC 17), *false life*, *flaming sphere* (R-DC 17), *resist energy*

1st (7)—*burning hands* (R-DC 16), *cause fear* (W-DC 16), *pass without trace*, *shield*

0—*bleed* (W-DC 15), *flare* (F-DC 15), *message*, *resistance*

### Tactics

**Before Combat** Zoram casts *false life* at the beginning of each day. If expecting to fight a powerful opponent, he drinks a potion of *heroism*, casts *fly*, *haste* (from a scroll) and *shield*, and activates legendary weapon to give his weapon a +2 enhancement bonus\* (or endows it with +1 *bane* if he knows what is being encountered) when combat

is imminent. The occultist has a variety of spells that can help in a number of circumstances, and does his best to help his allies; he discusses what he will do with allies before taking action. Ideally, he has an ally who can cast *haste* so that he doesn't have to use a scroll.

\* This stat block assumes that the falchion is boosted, but the details can be easily changed for the bow.

**During Combat** Zoram is bold and courageous, diving into the thick of the fighting to aid his allies. He attacks with his falchion (using Power Attack) or other weapons as needed, interspersing attacks with spells and focus powers as needed. Against a powerful opponent (or group of creatures), he activates *heroic splendor* to gain +4 Strength (as a swift action; this bonus is not included).

**Basic Statistics** Without pre-buffing, Zoram's statistics are AC 19, touch 12, flat-footed 18; Fort +12, Ref +8, Will +11; Speed 30 ft.; Melee +2 falchion +13/+8 (2d4+8/18-20); Ranged masterwork composite longbow +9/+4 (1d8/x3); -2 to skills

### Statistics

**Abilities** Str 18\*, Dex 12, Con 16, Int 20, Wis 10, Cha 8

\* Includes a +4 bonus from his belt (resonant power).

**Base Atk** +7; **CMB** +12; **CMD** 23

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stand Still, Toughness

**Skills** Diplomacy +14, Fly +16 (+25 with *fly* spell), Knowledge (arcana, religion, planes) +20, Knowledge (nature) +17, Perception +15, Sense Motive +15, Use Magic Device +14 (+19 with armor, shields, and weapons); **Racial Modifiers** +2 Intimidate

**Languages** Abyssal, Common, Draconic, Giant, Gnoll, Goblin, Orc

**SQ** battle reading, battle skill +5, focus powers (energy blast, energy ward, light matrix, radiance, wall of power), panoply bond (falchion; abjuration (*resistance*, *shield*, *resist energy*, *protection from energy*, *dimensional anchor*), evocation (*flare*, *burning hands*, *flaming sphere*, *invisibility purge*, *fire shield*), necromancy (*bleed*, *cause fear*, *false life*, *gentle repose*, *death ward*), transmutation (*message*, *pass without trace*, *chill metal*, *fly*, *freedom of movement*)), weapon familiarity (half-orc)

**Combat Gear** potions of *heroism* (4), scrolls of *haste* (4; CL 10); **Gear** mithral shirt, masterwork falchion, masterwork composite longbow with 20 arrows, dagger, spell component pouch, pouch with 91 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

Zoram is a monster hunter for hire. However, he does not take on such tasks alone; he prefers to use his spells to help himself and allies, and his focus powers and falchion to attack opponents. Along the way, he has picked up all sorts of knowledge to help him identify monsters.

### Yelena Slorescu (CR 10; 9,600 XP)

Female **tiefling**<sup>ARG</sup> occultist 11  
CE Medium outsider (native)  
**Init** +7; **Senses** darkvision 60 ft., *see invisibility*;  
Perception +21 (+22 with crystal ball)

#### Defense

**AC** 24, touch 15, flat-footed 21 (+8 armor, +2 deflection, +3 Dex, +1 natural)  
**hp** 108 (11d8+55; 123 with *false life*)  
**Fort** +13, **Ref** +10, **Will** +14  
**Resist** cold 5, electricity 5, fire 5

#### Offense

**Speed** 30 ft.  
**Melee** +2 *dagger* +10/+5 (1d4+2/19-20)  
**Special Attacks** aura sight, focus powers (divination-*sudden insight* (+5), *mind eye*, *object seer*; illusion-*minor figment* (W-DC 20), *shadow beast* (W-DC 20; as *summon monster VI*), *unseen*; necromancy-*mind fear* (W-DC 20), *pain wave* (W-DC 20); transmutation-*legacy weapon* (+2), *sudden speed*), magic circles, mental focus (16 points; belt (tra)-*physical enhancement* 3, crystal-0, crystal ball (div)-*third eye* 2, ring-0, robe-0; generic 13), shift focus  
**Occultist Spells Known** (CL 11th; concentration +16)  
4th (3)—*arcane eye*, *fear* (W-DC 19), *freedom of movement*, *greater invisibility*, *illusory wall* (W-DC 19)  
3rd (5)—*arcane sight*, *aura alteration*<sup>OA</sup>, *bestow curse* (W-DC 18), *major image* (W-DC 18), *slow* (W-DC 18)  
2nd (5)—*false life*, *invisibility*, *misdirection*, *see invisibility*, *spider climb*  
1st (7)—*cause fear* (W-DC 16), *comprehend languages*, *disguise self*, *erase*, *silent image* (W-DC 16)  
0—*bleed* (W-DC 15), *ghost sound* (W-DC 15), *mending*, *read magic*  
**Tiefling Spell-Like Ability** (CL 11th; concentration +9)  
1/day—*darkness*

#### Tactics

**Before Combat** Yelena casts *false life* each day, and also normally has altered various aspects of her aura using *aura alteration*. She casts *freedom of movement*, *greater invisibility*, and *see invisibility* when combat is imminent. She also uses the shadow beast illusion focus power to create four *shadow demons*<sup>B1</sup>.

**During Combat** Yelena begins combat by using the pain wave focus power, and in round two uses a scroll to cast *spectral hand*. Thereafter she casts *bestow curse* repeatedly, using the *spectral hand* to deliver the attacks. She avoids melee if she can, directing her demons to fight in her stead. They cannot use their *teleport* or *magic jar* (the latter uses pricy material components) spell-like abilities, but can use others.

#### Statistics

**Abilities** Str 10, Dex 16\*, Con 16, Int 20, Wis 14, Cha 6  
\* Includes a +2 bonus from her belt (resonant power).

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

**Feats** *Implement Focus*<sup>OA</sup> (divination, illusion), Improved Initiative, Iron Will, Lightning Reflexes, Toughness

**Skills** Disguise +12, Knowledge (arcana, religion, planes) +19, Knowledge (local) +16, Perception +21 (+22 with crystal ball), Sense Motive +16, Spellcraft +16, Stealth +18; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Infernal

**SQ** fiendish sorcery, focus powers (mind eye, object seer, pain wave, shadow beast, sudden speed, unseen), implements (divination-crystal ball (*read magic*, *comprehend languages*, *see invisibility*, *arcane sight*, *arcane eye*); illusion-crystal (*ghost sound*, *silent image*, *invisibility*, *aura alteration*<sup>OA</sup>, *illusory wall*), ring (*ghost sound*, *disguise self*, *misdirection*, *major image*, *greater invisibility*); necromancy-robe (*bleed*, *cause fear*, *false life*, *bestow curse*, *fear*); transmutation-belt (*mending*, *erase*, *spider climb*, *haste*, *freedom of movement*)), magic item skill +5, object reading, outside contact 1

**Combat Gear** potions of *cure moderate wounds* (3), scrolls of *spectral hand* (3); **Gear** mithral breastplate, dagger, *eyes of the eagle*, implements (belt, crystal, crystal ball, ring, robe), spell component pouch, pouch with 67 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



Yelena tries to maintain a “crazy old woman who lives alone” public image; some of the local children think she is a witch. This is a ruse. Still, she has a way of knowing things, and makes herself appear as an old human woman when dealing with others. Who knows what she is up to?

## Roric Givaldin (CR 11; 12,800 XP)

Male elf occultist 12

NG Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +20

### Defense

**AC** 28, touch 14, flat-footed 26 (+8 armor, +2 deflection, +2 Dex, +4 natural, +2 shield)

**hp** 105 (12d8+48; 120 with *false life*)

**Fort** +13, **Ref** +11, **Will** +14; +2 vs enchantment spells and effects

**Immune** magic sleep effects

### Offense

**Speed** 30 ft.

**Melee** +2 *longsword* +11/+6 (1d8+2/19-20)



**Special Attacks** aura sight, binding circles (R-DC 21), focus powers (conjunction-*flesh mend* (3d8+12), *purge corruption*, *servitor*, *sidestep*); enchantment-*cloud mind* (W-DC 21); evocation-*energy blast* (R-DC 21, 8d6+3), *energy ray* (6d6+3), *light matrix* (F-DC 21); necromancy-*mind fear* (W-DC 21), *pain wave* (W-DC 21)), magic circles, mental focus (17 points; compass (con)-*casting focus* 5 (+2 rounds), mirror-0, necklace-0, robe (nec)-*necromantic focus* 5, rod (evo)-*intense focus* 7 (+3 damage)), shift focus

**Occultist Spells Known** (CL 12th; concentration +17)

4th (4)—*confusion*<sup>E</sup> (W-DC 21), *cure critical wounds*, *death ward*, *dimension door*, *sending*

3rd (5)—*cure serious wounds*, *gentle repose*, *invisibility purge*, *phantom steed*, *suggestion*<sup>E</sup> (W-DC 20)

2nd (5)—*calm emotions*<sup>E</sup> (W-DC 19), *cure moderate wounds*, *delay poison*, *false life*, *gust of wind* (F-DC 17)

1st (7)—*burning hands* (R-DC 16), *cause fear* (W-DC 16), *cure light wounds*, *sleep*, *unseen servant*

0—*create water*, *daze*<sup>E</sup> (W-DC 17), *light*, *stabilize*, *touch of fatigue*<sup>N</sup> (F-DC 16)

### Tactics

**Before Combat** Roric casts *false life* each day. If expecting to fight a powerful opponent, he drinks a potion of *barkskin* when combat is imminent. The occultist has a variety of spells that can help in a number of circumstances, and does his best to help his allies; he discusses what he will do with allies before taking action.

**During Combat** Roric protects his allies as best he can, stopping to heal their wounds in preference to attacking if an ally is in dire need. Roric is cautious and skilled but willing to risk much to help his friends, whether by fighting, casting spells, or using his focus powers as needed. He tries to avoid melee combat.

**Basic Statistics** Without pre-buffing, Roric's statistics are **AC** 26, touch 14, flat-footed 24

### Statistics

**Abilities** Str 10, Dex 14, Con 14, Int 21, Wis 16, Cha 8

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

**Feats** Efficient Focus Shift<sup>OA</sup>, Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (enchantment), Toughness

**Skills** Diplomacy +14, Knowledge (arcana, planes) +20, Knowledge (nature) +17, Perception +20, Sense Motive +18, Spellcraft +20 (+22 to identify item properties), Stealth +16, Use Magic Device +20; **Racial Modifiers** +2 Perception



**Languages** Celestial, Common, Elven, Gnome, Goblin, Orc, Sylvan

**SQ** elf magic, focus powers (energy blast, flesh mend, light matrix, pain wave, purge corruption, sidestep), implements (divination-compass (*create water, unseen servant, delay poison, phantom steed, dimension door*), mirror (*stabilize, cure light wounds, cure moderate wounds, cure serious wounds, cure critical wounds*); enchantment-necklace (*daze, sleep, calm emotions, suggestion, confusion*); evocation-rod (*light, burning hands, gust of wind, invisibility purge, sending*); necromancy-robe (*touch of fatigue, cause fear, false life, gentle repose, death ward*)), magic item skill +6, object reading, outside contact 2, weapon familiarity (elf)

**Combat Gear** potions of barkskin (4), scrolls of tiny hut (4) and wind wall (2), wand of cure light wounds (2; 40 and 50 charges); **Gear** mithral breastplate, heavy mithril shield, masterwork longsword, dagger, implements (compass, mirror, necklace, robe, rod), spell component pouch, pouch with 107 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

Roric is an accomplished adventurer, and could be a magical advisor attached to the ruler of a realm. Alternatively, he could be a senior officer in an elven community like that noted for the Tanasesou Zuviel (see page 8). Either way, he could be a useful ally to a group of PCs.

## Neceri Ramance (CR 12; 19,200 XP)

Female half-elf occultist (necrooccultist) 13  
CE Medium humanoid (elf, human)

**Init** +6; **Senses** darkvision 60 ft.\*, low-light vision; Perception +19 (+22 with headband)

\* Granted by the headband

### Defense

**AC** 27, touch 14, flat-footed 25 (+8 armor, +2 deflection, +2 Dex, +1 natural, +4 shield)

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

**Fort** +15, **Ref** +11, **Will** +14; +2 vs enchantment spells and effects

**Immune** magic sleep effects

### Offense

**Speed** 30 ft.

**Melee** +2 rapier +11/+6 (1d6+2/18-20)

**Special Attacks** binding circles (R-DC 22), focus

powers (abjuration-*energy shield* (65 hp), *globe of negation, loci sentry* (W-DC 22), *mind barrier* (26 hp)); divination-*sudden insight* (+6), *mind eye*; evocation-*energy blast* (R-DC 22, 9d6+2), *energy ray* (7d6+2), *energy ward, wall of power*; necromancy-*mind fear* (W-DC 22)), ghostly horde (2/day, F-DC 22, 6d6), life drain (2/day), magic circles, mental focus (21 points; amulet (abj)-*warding talisman* 6 (+3), headband (div)-*third eye* 6 (+3), robe-*necromantic focus* 5, skull-0, wand (evo)-*intense focus* 4 (+2 damage)), shift focus

**Occultist Spells Known** (CL 13th; concentration +19)

5th (2)—*commune*, *major curse*<sup>N, UM</sup> (W-DC 22), *spell resistance, symbol of weakness*<sup>N\*</sup> (F-DC 22), *wall of force, waves of fatigue*

4th (4)—*death ward, detect scrying, enervation, fear*<sup>N</sup> (W-DC 21), *etheric shards*<sup>OA</sup> (R-DC 20), *greater false life*<sup>UM</sup>, *stoneskin, wall of blindness/deafness*<sup>N, ACG</sup> (F-DC 21)

3rd (5)—*animate dead, arcane sight, bestow curse*<sup>N</sup> (W-DC 20), *gentle repose, halt undead*<sup>N</sup> (W-DC 20), *invisibility purge, protection from energy, ray of exhaustion*<sup>N</sup> (F-DC 20)

2nd (7)—*analyze aura*<sup>OA</sup>, *command undead*<sup>N</sup> (W-DC 19), *false life, flaming sphere* (R-DC 18), *ghoul touch*<sup>N</sup> (F-DC 19), *resist energy, scare*<sup>N</sup> (W-DC 19), *spectral hand*

1st (7)—*cause fear*<sup>N</sup> (W-DC 18), *decompose corpse*<sup>UM</sup>, *identify, inflict light wounds*<sup>N</sup> (W-DC 18), *restore corpse*<sup>UM</sup>, *sculpt corpse*<sup>N, APG</sup> (W-DC 18), *shield, shocking grasp*

0—*bleed*<sup>N</sup> (W-DC 17), *detect psychic significance*<sup>OA</sup>, *flare* (F-DC 16), *resistance, touch of fatigue*<sup>N</sup> (F-DC 17)

\* She has no expensive materials for this spell on her person. That does not mean that she has not created (permanent) symbols in her lair!

### Tactics

**Before Combat** Neceri casts *greater false life* on herself. She casts *invisibility purge* and *shield* when combat is imminent.

**During Combat** Neceri begins combat by casting *etheric shards*, and on the second round summons ghostly horde (archetype ability) to attack her foes, which she maintains as long as possible. From round three and onwards, she most likely uses *energy blast* (acid) against the largest group of enemies, or casts *fear* hoping to send them running through the area of *etheric shards*. She also uses her *mind barrier* ability every round someone attacks her (activated as a swift action rather than as an immediate action, unless maintaining ghostly horde).

**Basic Statistics** Without pre-buffing, Neceri's statistics are **AC** 23, touch 14, flat-footed 21



## Statistics

**Abilities** Str 10, Dex 14, Con 18, Int 23, Wis 12, Cha 8  
**Base Atk** +9; **CMB** +9; **CMD** 21

**Feats** Eschew Materials, Extra Mental Focus<sup>OA</sup>, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Diplomacy), Spell Focus (necromancy), Toughness

**Skills** Appraise +22, Diplomacy +21, Knowledge (arcana, religion) +22, Knowledge (local, nobility) +19, Perception +19 (+22 with headband), Sense Motive +17, Spellcraft +22, Use Magic Device +21;

**Racial Modifiers** +2 Perception

**Languages** Abyssal, Common, Draconic, Elven, Giant, Infernal, Goblin, Sylvan

**SQ** deadspeaker (6/day), focus powers (energy blast, energy shield, energy ward, globe of negation, loci sentry, mind eye, wall of power), implements (abjuration-amulet (*resistance, alarm, resist energy, protection from energy, stonesskin, spell resistance*); divination-headband (*detect psychic significance*<sup>OA</sup>, identify, *analyze aura*<sup>OA</sup>, arcane sight, detect scrying, commune); evocation-wand (*flare, shocking grasp, flaming sphere, invisibility purge, etheric shards*<sup>OA</sup>, wall of force); necromancy-robe (*touch of fatigue, cause fear, spectral hand, animate dead, fear, symbol of weakness*), skull (*bleed, inflict light wounds, false life, bestow curse, death ward, major curse*<sup>UM</sup>), magic item skill +6, necromantic bond (5th-waves of fatigue; 4th-enervation, *greater false life*<sup>UM</sup>, *wall of blindness/deafness*<sup>ACG</sup>; 3rd- gentle repose, halt undead, ray of exhaustion; 2nd- command undead, ghoul touch, scare; 1st-*decompose corpse*<sup>UM</sup>, *restore corpse*<sup>UM</sup>, *sculpt corpse*<sup>APG</sup>)

**Combat Gear** potions of *cure moderate wounds* (3); **Gear** mithral breastplate, masterwork rapier, dagger, implements (amulet, headband, robe, skull, wand), *refocusing rod*<sup>OA</sup>, granite and diamond dust (worth 1,000 gp, for *stonesskin*), unholy water and incense (worth 2,000 gp, for *commune*), pouch with 22 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 (rapier)

Neceri was fascinated by ghost stories and taxidermy as a child. When she grew older, her village was struck down by disease. One of the other survivors, a visitor who turned out to be a necroccultist, taught her all he knew, and she is now a lieutenant in a cult devoted to a deity of disease and undeath.

## Soltegu, Neceri's Baykok Ally (CR 10; 9,600 XP)

Male advanced [baykok](#)<sup>B3</sup>

NE Medium undead

**Init** +14; **Senses** darkvision 60 ft.; Perception +20

## Defense

**AC** 31, touch 22, flat-footed 19 (+10 Dex, +2 dodge, +9 natural)

**hp** 127 (15d8+60)

**Fort** +9, **Ref** +16, **Will** +11

**Immune** undead traits

## Offense

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

**Melee** 3 claws +19 (1d6+7)

**Ranged** +1 [adaptive](#)<sup>UE</sup> *composite longbow* +25/+25/+20/+15 (1d8+8/19-20/x3 plus 1d6 negative energy and paralysis)

**Special Attacks** devour soul, dread howl, infused arrows

## Tactics

**Before Combat** Soltegu drinks a potion of *bull's strength*, *cat's grace*, and *haste*, and moves to an advantageous position, when combat is imminent.

**During Combat** Soltegu attacks as directed by Neceri, using his bow and staying out of the way of the Neceri's area effects. If Soltegu can use his dread howl early in combat without affecting Neceri, then he does so. He does not use Rapid Shot unless enemies prove very easy to hit.

**Basic Statistics** Without pre-buffing, Soltegu's statistics are **Init** +12; **AC** 28, touch 19, flat-footed 17; **Ref** +13; **Speed** 30 ft., fly 60 ft. (good); **Melee** +2 claws +16 (1d6+5); **Ranged** +1 [adaptive](#)<sup>UE</sup> *composite longbow* +22/+17/+12 (1d8+6/19-20/x3 plus 1d6 negative energy and paralysis (F-DC 21)); **CMB** +18; **CMD** 35; -2 to Dex-based skills

## Statistics

**Abilities** Str 25, Dex 30, Con —, Int 15, Wis 14, Cha 19

**Base Atk** +11; **CMB** +18; **CMD** 39

**Feats** Dodge, Improved Critical (composite longbow), Improved Initiative, Point-Blank Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow)

**Skills** Fly +32, Intimidate +22, Knowledge (arcana, religion) +20, Perception +20, Stealth +28

**Languages** Abyssal, Common, Elven

**Combat Gear** potions of *bull's strength* (2), *cat's grace* (2), *haste* (2), and *inflict moderate wounds* (4); **Gear** masterwork [adaptive](#)<sup>UE</sup> *composite longbow*, pouch with 149 gp worth of mixed coins and gems



## Special Abilities

**Devour Soul (Su)** A baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a DC 21 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via *raise dead* (*resurrection* and more powerful effects work normally). When a baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hasted for 4 rounds (as if affected by *haste*). This is a death effect.

**Dread Howl (Su)** Once per day, a baykok can unleash a blood-curdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a DC 21 Will save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect.

**Infused Arrows (Su)** A baykok creates arrows of bone as it fires its bow—it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of negative energy on a hit. Further, the first creature struck in a round by a baykok's arrow must make a DC 21 Fortitude save to avoid being paralyzed for 1d3 rounds. A baykok can fire normal arrows from its bow if it wishes—such arrows, however, do not gain the special negative energy damage or paralysis effects.

Soltegu is the personal bodyguard of Neceri Ramance. He was awarded to Neceri as a reward for service to her deity. She finds his insights interesting and skills worthwhile, and the feeling is mutual. Some people underestimate him, not realizing that he is highly intelligent.

## Jarib Xenical (CR 13; 25,600 XP)

Male **tiefling**<sup>ARG</sup> occultist 14

N Medium outsider (native)

**Init** +8; **Senses** darkvision 90\* ft., low-light vision\*; Perception +19 (+22 with headband)

\* Granted by the headband

## Defense

**AC** 30, touch 16, flat-footed 26 (+8 armor, +2 deflection, +4 Dex, +4 natural, +2 shield)  
**hp** 150 (14d8+84)

**Fort** +17, **Ref** +14, **Will** +17

**Resist** cold 5, electricity 5, fire 5

## Offense

**Speed** 30 ft.

**Melee** +2 rapier +12/+7 (1d6+2/18-20)

**Special Attacks** aura sight, binding circles (R-DC 23), focus powers (*abjuration-globe of negation, unraveling, mind barrier* (28 hp); *divination-danger sight, sudden insight* (+7), *watchful eye*; *conjunction-servitor*; *enchantment-binding pattern* (W-DC 23), *cloud mind* (W-DC 23), *forced alliance* (W-DC 23), *mind slumber* (W-DC 23)), magic circles, mental focus (22 points; amulet (abj)-*warding talisman* 8 (+4), compass-0, crystal ball-0, headband (div)-*third eye* 6 (+3), helm-0, necklace (enc)-*glorious presence* 8 (+4)), shift focus

**Occultist Spells Known** (CL 14th; concentration +20)

5th (3)—*commune, dominate person*<sup>E</sup> (W-DC 22), *greater dispel magic, mass suggestion*<sup>E</sup> (W-DC 22), *prying eyes, teleport*

4th (5)—*charm monster*<sup>E</sup> (W-DC 21), *confusion*<sup>E</sup> (W-DC 21), *cure critical wounds* (W-DC 20), *detect scrying, arcane eye, spell immunity*

3rd (5)—*arcane sight, clairsentience/clairvoyance, deep slumber*<sup>E</sup> (W-DC 20), *phantom steed, protection from energy, suggestion*<sup>E</sup> (W-DC 20)

2nd (7)—*calm emotions*<sup>E</sup> (W-DC 19), *daze monster*<sup>E</sup> (W-DC 19), *find traps, glitterdust* (W-DC 18), *locate object, resist energy*

1st (7)—*alarm, comprehend languages, hypnotism* (W-DC 17), *identify, sleep*<sup>E</sup> (W-DC 18), *unseen servant*

0—*create water, daze*<sup>E</sup> (W-DC 17), *detect magic, identify, read magic, resistance*

**Tiefling Spell-Like Ability** (CL 14th; concentration +12)

1/day—*darkness*

## Tactics

**Before Combat** Jarib casts *detect scrying* every day. If expecting to fight a powerful opponent, he drinks a potion of *barkskin* when combat is imminent. The occultist has a variety of spells that can help in a number of circumstances, and does his best to help his allies; he discusses what he will do with allies before taking action.

**During Combat** Jarib helps allies as best he can, casting spells or using his focus powers as needed. He tries to avoid melee combat, but if attacked uses mind barrier ability every round someone attacks him (preferably activated as a swift action rather than as an immediate action).

**Basic Statistics** Without pre-buffing, Jarib's statistics are **AC** 28, touch 16, flat-footed 24



## Statistics

**Abilities** Str 10, Dex 18, Con 18, Int 23, Wis 14, Cha 6

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

**Feats** [Efficient Focus Shift](#)<sup>OA</sup>, [Extra Mental Focus](#)<sup>OA</sup>,

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

**Skills** Bluff +17 (+21 with necklace), Diplomacy +15 (+19 with necklace), Knowledge (arcana, planes) +23, Knowledge (local) +20, Perception +19 (+22 with headband), Sense Motive +19, Spellcraft +23, Stealth +19, Use Magic Device +22 (+26 with necklace); **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Infernal

**SQ** fiendish sorcery, focus powers (binding pattern, danger sight, forced alliance, globe of negation, mind slumber, unraveling, watchful eye), implements (abjuration-amulet (*resistance, alarm, resist energy, protection from energy, spell immunity, greater dispel magic*); conjuration-compass (*create water, unseen servant, glitterdust, phantom steed, cure critical wounds, teleport*); divination-crystal ball (*detect magic, comprehend languages, find traps, arcane sight, locate creature, commune*), headband (*read magic, identify, locate object, clairaudience/clairvoyance, detect scrying, prying eyes*); enchantment-helm (*daze, sleep, calm emotions, deep slumber, confusion, dominate person*), necklace (*daze, hypnotism, daze monster, suggestion, charm monster, mass suggestion*)), magic item skill +7, object reading, outside contact 2

**Combat Gear** potions of *barkskin* (2), scrolls of *phantom steed* (4), wand of *cure light wounds* (50 charges); **Gear** mithral breastplate, heavy mithril shield, masterwork rapier, dagger, *hat of disguise*, implements (amulet, compass, crystal ball, headband, helm, necklace), *refocusing rod*<sup>OA</sup>, spell component pouch, holy water and incense (worth 2,000 gp, for *commune*), pouch with 142 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

Jarib makes his living as a divination specialist, but in his spare time he hunts down evil tieflings, whether they are alone or in gangs. He doesn't always kill them, and is just as likely to hand them over to relevant authorities, depending on their crimes. He maintains many official offices and safe houses in various towns and cities. He is usually disguised as a non-tiefling, and travels frequently (via *teleport*).

## Nurita Kulongosk (CR 14; 38,400 XP)

Female [hobgoblin](#)<sup>ARG</sup> occultist 15

LN Medium humanoid (goblinoid)

**Init** +8; **Senses** darkvision 90 ft.\*, low-light vision\*, Perception +20 (+23 with goggles)

\* Granted by the goggles

## Defense

**AC** 30, touch 18, flat-footed 26 (+8 armor, +2 deflection, +4 Dex, +2 natural, +4 shield)

**hp** 176 (15d8+105; 191 with *false life*)

**Fort** +19, **Ref** +16, **Will** +16

## Offense

**Speed** 30 ft.

**Melee** +3 *longsword* +14/+9/+4 (1d8+3/19-20)

**Special Attacks** aura sight, binding circles (R-DC 22), focus powers (conjuration-*flesh mend* (4d8+15), *purge corruption, servitor, side step*); divination-*sudden insight* (+7), *watchful eye*; evocation-*energy blast* (R-DC 22, 10d6+4), *energy ray* (8d6+4), *energy ward, light matrix* (F-DC 22), *wall of power*; illusion-*minor figment* (W-DC 22); necromancy-*mind fear* (W-DC 22)), magic circles, mental focus (22 points; compass (con)-*caster focus* 8 (+4 rounds), gloves-0, goggles (div)-*third eye* 6 (+3), ring-0, robe-0, wand (evo)-*intense focus* 8 (+4 damage)), shift focus

**Occultist Spells Known** (CL 15th; concentration +20)

5th (4)—[greater object possession](#)<sup>OA</sup>, *interposing hand, seeming* (W-DC 20), *teleport, true seeing, wall of force*

4th (5)—*cure critical wounds* (W-DC 19), *death ward, fire shield, greater invisibility, locate creature, sending*

3rd (6)—*bestow curse* (W-DC 18), *clairaudience/clairvoyance, create food and water, displacement, lightning bolt* (R-DC 18), *tiny hut*

2nd (6)—[analyze aura](#)<sup>OA</sup>, *cure moderate wounds* (W-DC 17), *false life, flaming sphere* (R-DC 17), *gust of wind* (F-DC 17), *invisibility*

1st (7)—*burning hands* (R-DC 16), *cause fear* (W-DC 16), *comprehend languages, disguise self, shocking grasp, unseen servant*

0—*dancing lights, detect magic, flare* (F-DC 15), *ghost sound* (W-DC 15), *stabilize, touch of fatigue* (F-DC 15)

## Tactics

**Before Combat** Nurita casts *false life*. Nurita has a variety of spells that can help in a number of circumstances, and does her best to help her allies perhaps buffing them with spells such as *displacement* or *greater invisibility* when combat is imminent; she discusses what she will do with



allies before taking action.

**During Combat** Nurita helps allies as best she can, casting spells or using focus powers as needed. She tries to avoid melee combat.

### Statistics

**Abilities** Str 10, Dex 18, Con 20, Int 21, Wis 14, Cha 8

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

**Feats** Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Eschew Materials, [Extra Mental Focus](#)<sup>OA</sup>, Improved Initiative, Lightning Reflexes, Toughness

**Skills** Appraise +23, Disguise +20, Knowledge (arcana, engineering) +23, Perception +20 (+23 with goggles), Sense Motive +20, Spellcraft +23, Stealth +25, Use Magic Device +24; **Racial Modifiers** +4 Stealth

**Languages** Common, Draconic, Dwarven, Goblin, Infernal, Giant, Orc

**SQ** focus powers (energy blast, energy ward, flesh mend, light matrix, purge corruption, side step, wall of power, watchful eye), implements (conjunction-compass (*stabilize, unseen servant, cure moderate wounds, create food and water, cure critical wounds, teleport*); divination-goggles (*detect magic, comprehend languages, [analyze aura](#)*<sup>OA</sup>, *clairaudience/clairvoyance, locate creature, true seeing*); illusion-ring (*ghost sound, disguise self, invisibility, displacement, greater invisibility, seeming*); evocation-gloves (*flare, shocking grasp, gust of wind, lightning bolt, sending, wall of force*), wand (*dancing lights, burning hands, flaming sphere, tiny hut, fire shield, interposing hand*); necromancy-robe (*touch of fatigue, cause fear, false life, bestow curse, death ward, [greater object possession](#)*<sup>OA</sup>)), magic item skill +7, object reading, outside contact 2

**Combat Gear** scroll of *sending*, wand of *cure light wounds* (40 charges); **Gear** mithral breastplate, heavy mithril shield, masterwork longsword, dagger, *circlet of persuasion*, *figurine of wondrous power (bronze griffon)*, implements (compass, gloves, goggles, ring, robe, wand), spell component pouch, eye ointment (worth 1,000 gp, for *true seeing*), pouch with 107 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 (longsword)

Nurita makes magic items, but most especially constructs. She lives in a city of (non-evil) mostly humans where she is accepted as much as anyone else. Of course, making constructs brings her a lot of wealth, and she has invested a great deal in the city's

### Ordo Metamorphic Mundi (The Order of the Changing World)

This is a religious sect that venerates several nonevil chaos deities (as varies by campaign setting). Its ethos focuses on the ideas of individuals changing themselves for the better, trying to combat stagnation in overly organised societies, and a metaphysical exploration of what chaos means. Its attitude is best summed up as "Times change and we change with them." The Order is just as opposed to evil chaos- ie. destruction for its own sake, fiends, and rampant anarchy- as it is to oppressive societies. While many of its members are intellectual, they are not afraid to take external action when needed, and the order has representatives from many different classes. More than a few of its good members have set up (grief) counselling services. It has connections throughout many different organisations and societies. The Order's domains are: Chaos, Healing, Knowledge, Liberation, and Protection.

civic buildings and infrastructure. Sometimes she takes one or two golems with her when adventuring.

### Brandis Kaeya (CR 15; 51,200 XP)

Male human occultist 16  
CN Medium humanoid (human)  
**Init** +7; **Senses** Perception +21

### Defense

**AC** 31, touch 15, flat-footed 28 (+9 armor, +2 deflection, +3 Dex, +2 natural, +5 shield)  
**hp** 187 (16d8+112)  
**Fort** +20, **Ref** +15, **Will** +19  
**DR** 10/adamantine (150 hp remaining)

### Offense

**Speed** 30 ft., fly 40 ft. (good)  
**Melee** +4 *scimitar* +19/+14/+9 (1d6+8/18-20)  
**Special Attacks** aura sight, binding circles (R-DC 25), fast circles, focus powers (abjuration-*energy shield* (80 hp), *globe of negation, loci sentry, unraveling, mind barrier* (32 hp)); enchantment-*cloud mind* (W-DC 25); evocation- *energy ray* (8d6); transmutation-*mind over gravity, legacy weapon* (+3), *quickness, sudden speed, telekinetic*



mastery (W-DC 25)), magic circles, mental focus (25 points; armor-0, amulet (abj)-warding talisman 12, belt (tra)-physical enhancement 13, necklace-0, scimitar-0, wand-0), shift focus

**Occultist Spells Known** (CL 16th; concentration +23)

6th (2)—*animate objects*, *blade barrier*<sup>E</sup> (R-DC 24), *disintegrate*<sup>T</sup> (F-DC 24), *globe of invulnerability*, *mass charm monster*<sup>E</sup> (W-DC 24), *repulsion*<sup>A</sup> (W-DC 24)

5th (4)—*control winds*, *greater dispel magic*, *mass suggestion*<sup>E</sup> (W-DC 23), *overland flight*, *spell resistance*, *wall of force*



4th (5)—*confusion*<sup>E</sup> (W-DC 22), *dimensional anchor*, *greater darkvision*<sup>UM</sup>, *planar adaptation*<sup>APG</sup>, *sending*, *stoneskin*

3rd (7)—*deep slumber*<sup>E</sup> (W-DC 21), *fly*, *haste*, *invisibility purge*, *nondetection*, *protection from energy*

2nd (7)—*chill metal*<sup>T</sup> (W-DC 20), *darkness*, *darkvision*, *calm emotions*<sup>E</sup> (W-DC 20), *node of blasting*<sup>A, OA</sup> (W-DC 20), *resist energy*

1st (7)—*alarm*, *burning hands*<sup>E</sup> (R-DC 19), *erase*, *expeditious retreat*, *shield*, *sleep*<sup>E</sup> (W-DC 19)

0—*daze*<sup>E</sup> (W-DC 18), *light*, *message*, *purify food and drink*, *resistance*

## Tactics

**Before Combat** Brandis casts *overland flight*.

He casts *stoneskin* on himself when combat is imminent, and maybe *repulsion* as well. He has a variety of spells that can help in a number of circumstances, and does his best to help her allies perhaps buffing them when combat is imminent; he discusses what he will do with allies before taking action.

**During Combat** Brandis helps allies as best he can, casting spells or using focus powers as needed. He tries to avoid melee combat.

## Statistics

**Abilities** Str 16\*, Dex 16, Con 20, Int 24, Wis 14, Cha 8

\* Includes a +6 enhancement bonus from his belt (resonant power).

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** *Extra Mental Focus*<sup>OA</sup>, Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (abjuration, enchantment, evocation, transmutation), Toughness

**Skills** Fly +22 (+34 with *fly* or *overland flight* cast), Knowledge (arcana, engineering, history, planes, religion) +26, Knowledge (local, nobility) +23, Perception +21, Sense Motive +21, Stealth +26, Use Magic Device +26

**Languages** Aquan, Auran, Common, Draconic, Dwarven, Elven, Ignan, Terran

**SQ** focus powers (energy shield, globe of negation, loci sentry, mind over gravity, quickness, sudden speed, unraveling, telekinetic mastery), implements (abjuration-armor (*resistance*, *alarm*, *node of blasting*<sup>OA</sup>, *nondetection*, *dimensional anchor*, *greater dispel magic*, *globe of invulnerability*), amulet (*resistance*, *hold portal*, *resist energy*, *protection from energy*, *stoneskin*, *spell resistance*, *repulsion*); enchantment-necklace (*daze*, *sleep*, *calm emotions*, *deep slumber*, *confusion*, *mass suggestion*, *mass charm monster*); evocation-wand (*light*, *burning hands*, *darkness*, *invisibility purge*, *sending*, *wall of force*, *blade barrier*); transmutation-belt



(message, expeditious retreat, darkvision, fly, *planar adaptation*<sup>APG</sup>, overland flight, disintegrate), scimitar (purify food and drink, erase, chill metal, haste, *greater darkvision*<sup>UM</sup>, control winds, animate objects)), magic item skill +8, object reading, outside contact 3

**Combat Gear** potions of cure moderate wounds (2); **Gear** mithral breastplate, heavy mithral shield, masterwork scimitar, dagger, implements (amulet, armor, belt, necklace, scimitar, wand), rod of cancellation, rod of disruptive\* metamagic, spell component pouch, granite and diamond dust (worth 1,000 gp, for stonewall), pair of canine statuettes (worth 50 gp, focus for repulsion), pouch with 17 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 (scimitar)

\* Based on Disruptive Spell<sup>APG</sup>

Brandis is the leader of a religious sect called Ordo Metamorphic Mundi (see the sidebar). As such he is a priest of chaos, and even though he does not have clerical training, he is fully devout and knows a great deal about religion. He and the organisation can be a wild card in many campaigns or circumstances.

### Aldea Tretheway (CR 16; 76,800 XP)

Old female half-elf occultist 17  
NG Medium humanoid (elf, human)

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

#### Defense

**AC** 33, touch 16, flat-footed 30 (+9 armor, +3 deflection, +3 Dex, +3 natural, +5 shield)

**hp** 216 (17d8+136)

**Fort** +21, **Ref** +15, **Will** +20; +2 vs enchantment spells and effects

**Immune** magic sleep effects

#### Offense

**Speed** 30 ft.

**Melee** +4 longsword +19/+14/+9 (1d8+7/19-20)

**Special Attacks** aura sight, binding circles (R-DC 26), fast circles, focus powers (conjunction-conjure implement, flesh mend (4d8+17), psychic fog, purge corruption, servitor, side step); transmutation-mind over gravity, legacy weapon (+3), quickness, sudden speed, telekinetic mastery (W-DC 26)), magic circles, mental focus (25 points; compass (con)-casting focus 12 (+6 rounds), figurine-0, mirror-0, boots-0, belt (tra)-physical enhancement 13, longsword-0), shift focus

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

6th (3)—disintegrate<sup>T</sup> (F-DC 25), heal, ironwood,

mass cure moderate wounds, statue, wall of iron

5th (5)—control winds, mass cure light wounds, teleport, transmute mud to rock, transmute rock to mud, wall of stone

4th (5)—age resistance<sup>UM</sup>, air walk, cure critical wounds, dimension door, freedom of movement, major creation

3rd (7)—create food and water, cure serious wounds, fly, haste, greater magic weapon, phantom steed

2nd (7)—cure moderate wounds, darkvision, delay poison, glitterdust (W-DC 20), knock, wood shape

1st (7)—cure light wounds, erase, feather fall, mage armor, pass without trace, unseen servant

0—create water, mage hand, message, purify food and drink, stabilize

#### Tactics

**Before Combat** Aldea casts *age resistance*<sup>UM</sup> every day, cancelling the penalties to her physical ability scores caused by her old age. She has a variety of spells that can help in a number of circumstances, and does her best to help her allies perhaps buffing them with spells such as *fly* or *haste* when combat is imminent; she discusses what she will do with allies before taking action.

**During Combat** Aldea helps allies as best she can, casting spells or using focus powers as needed. She tries to avoid melee combat.

#### Statistics

**Abilities** Str 16\*, Dex 16, Con 22, Int 26, Wis 16, Cha 10

\* Includes a +6 enhancement bonus from her belt (resonant power).

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Brew Potion, Craft Wand, Craft Wondrous Item, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Skill Focus (Diplomacy), Spell Focus (transmutation), Toughness

**Skills** Appraise +28, Diplomacy +26, Disable Device +23, Fly +23 (+35 with *fly* cast), Knowledge (arcana) +28, Knowledge (geography, local, nature, nobility) +25, Perception +25, Sense Motive +23, Stealth +19, Use Magic Device +28; **Racial Modifiers** +2 Perception

**Languages** Aklo, Common, Dwarven, Elven, Giant, Goblin, Halfling, Orc, Sylvan

**SQ** focus powers (conjure implement, flesh mend, mind over gravity, psychic fog, purge corruption, quickness, side step, sudden speed, telekinetic mastery), implements (conjunction-compass (stabilize, mage armor, glitterdust, phantom steed, dimension door, teleport, heal), figurine (create water, unseen servant, delay poison, create food and





water, major creation, wall of stone, wall of iron), mirror (stabilize, cure light wounds, cure moderate wounds, cure serious wounds, cure critical wounds, mass cure light wounds, mass cure moderate wounds); transmutation-belt (message, feather fall, darkvision, fly, air walk, control winds, disintegrate), boots (mage hand, pass without trace, knock, haste, freedom of movement, transmute mud to rock, ironwood), longsword (purify food and drink, erase, wood shape, greater magic weapon, [age resistance](#)<sup>UM</sup>, transmute rock to mud, statue)), magic item skill +8, object reading, outside contact 3

**Combat Gear** scrolls of heal (6), wand of cure light wounds (50 charges); **Gear** mithral breastplate, heavy mithral shield, masterwork longsword, dagger, implements (belt, boots, compass, figurine, longsword, mirror), [ring of curing](#)<sup>UE</sup>, [metamagic rod \(reach\)](#)<sup>UE</sup>, rings (nonmagical; worth 250 gp), spell component pouch, pouch with 7 gp worth of mixed coins; **Automatic Bonus Progression** armor attunement +3/+3, deflection +3, mental prowess +6/+2, physical prowess +6/+2, resistance +5, toughening +3, weapon attunement +4 (longsword)

Aldea used to be an adventurer, and fought well against the forces of darkness. She now lives quietly in a city somewhere, where she is a healer and magic item creator, and sometimes diplomat/mediator. She keeps in touch with her former adventuring allies, the CR 15 and 17 kineticists and CR 16 medium from the forthcoming *Occult Character Codex: Kineticists and Mediums*.

### Markell Katandin (CR 17; 102,400 XP)

Male [hobgoblin](#)<sup>ARG</sup> occultist 18  
LE Medium humanoid (goblinoid)  
**Init** +8; **Senses** darkvision 60 ft.; Perception +23

#### Defense

**AC** 33, touch 18, flat-footed 29 (+11 armor, +4 deflection, +4 Dex, +4 natural)  
**hp** 228 (18d8+144)  
**Fort** +22, **Ref** +17, **Will** +20  
**DR** 10/adamantine (150 hp remaining)

#### Offense

**Speed** 30 ft.

**Melee** +5 longsword +19/+14/+9 (1d8+6/19-20)

**Special Attacks** aura sight, binding circles (R-DC 26), fast circles, focus powers (abjuration-energy shield (90 hp), globe of negation, unraveling, mind barrier (36 hp); enchantment-binding pattern (W-DC 26), cloud mind (W-DC 26), forced alliance (W-DC 26), mind slumber (W-DC 26); evocation-energy blast (R-DC 26, 11d6+4), energy ray (9d6+4), energy ward, light matrix (F-DC 26), wall of power; illusion-minor figment (W-DC 26)), magic circles, mental focus (27 points; armor (abj)-warding talisman 9 (+4), gloves (evo)-intense focus 10 (+5 damage), helm-0, necklace (enc)-glorious presence 8 (+4), ring-0, rod-0, wand-0), shift focus

**Occultist Spells Known** (CL 18th; concentration +25)

6th (4)—*blade barrier*<sup>E</sup> (R-DC 25), *forceful hand*, *freezing sphere*<sup>E</sup> (R-DC 25), *mass charm monster*<sup>E</sup> (W-DC 25), *project image* (W-DC 23), *repulsion* (W-DC 23), *sympathy*<sup>E</sup> (W-DC 25)

5th (5)—*cone of cold*<sup>E</sup> (R-DC 24), [greater forbid action](#)<sup>E, UM</sup> (W-DC 24), *interposing hand*, *mass suggestion*<sup>E</sup> (W-DC 24), *persistent image* (W-DC 22), *spell resistance*, *wall of force*

4th (6)—*charm monster*<sup>E</sup> (W-DC 23), *confusion*<sup>E</sup> (W-DC 23), [ethereal shards](#)<sup>E, OA</sup> (R-DC 23), *fire shield*, *greater invisibility*, *resilient sphere*<sup>E</sup> (R-DC 23), *stoneskin*

3rd (7)—*deep slumber*<sup>E</sup> (W-DC 22), *explosive runes*



(R-DC 20), *fireball*<sup>E</sup> (R-DC 22), *invisibility purge*, *major image* (W-DC 20), *suggestion*<sup>E</sup> (W-DC 22), *wind wall*<sup>E</sup> (R-DC 22)  
 2nd (7)—*arcane lock*, *calm emotions*<sup>E</sup> (W-DC 21), *aversion*<sup>E, OA</sup> (W-DC 21), *darkness*, *flaming sphere*<sup>E</sup> (R-DC 21), *gust of wind*<sup>E</sup> (F-DC 21), *mirror image*  
 1st (7)—*alarm*, *burning hands*<sup>E</sup> (R-DC 20), *disguise self*, *floating disk*, *hypnotism*<sup>E</sup> (W-DC 20), *shocking grasp*, *sleep*<sup>E</sup> (W-DC 20)  
 0—*dancing lights*, *daze*<sup>E</sup> (W-DC 19), *flare*<sup>E</sup> (F-DC 19), *ghost sound* (W-DC 17), *light*, *resistance*

## Tactics

**Before Combat** Markell casts *greater invisibility* and *stoneskin* when combat is imminent, and also casts *repulsion* if his allies can make ranged attacks with weapons or spells, or may cast other battlefield control spells.

**During Combat** Markell has a very wide array of spells, and generally begins combat by casting *greater forbid action* (“attack”) in round one, and in round two cast either *blade barrier* or *freezing sphere*. Thereafter, he alternates between spells that require Will saves and Reflex saves. If his enemies seem to more easily succumb to one type of spell over another, in terms of failing more of one type of saving throw than another, he focuses on those types of spells. He avoids melee if she can, and if attacked personally via damaging spell or weapon, activates mind barrier every such round (preferably activated as a swift action).

## Statistics

**Abilities** Str 12, Dex 18, Con 22, Int 24, Wis 14, Cha 10

**Base Atk** +13; **CMB** +14; **CMD** 27

**Feats** *Extra Mental Focus*<sup>OA</sup>, Greater Spell Focus (enchantment, evocation), Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (enchantment, evocation), Toughness

**Skills** Acrobatics +25, Diplomacy +21 (+25 with necklace), Disguise +21 (+25 with necklace), Intimidate +18 (+22 with necklace), Knowledge (arcana, planes) +28, Perception +28, Sense Motive +23, Spellcraft +28, Stealth +24, Use Magic Device +30 (+34 with necklace); **Racial Modifiers** +4 Stealth

**Languages** Common, Draconic, Dwarven, Infernal, Giant, Goblin, Orc

**SQ** focus powers (binding pattern, energy shield, energy ward, forced alliance, globe of negation, light matrix, mind slumber, unraveling, wall of power), implements (abjuration-armor (*resistance*, *alarm*, *arcane lock*, *explosive runes*, *stoneskin*, *spell resistance*, *repulsion*); enchantment-helm (*daze*, *hypnotism*, *calm emotions*, *deep slumber*, *confusion*, *mass suggestion*, *mass charm monster*), necklace

(*daze*, *sleep*, *aversion*<sup>OA</sup>, *suggestion*, *charm monster*, *greater forbid action*<sup>UM</sup>, *sympathy*); evocation-gloves (*flare*, *floating disk*, *flaming sphere*, *invisibility purge*, *etheric shards*<sup>OA</sup>, *interposing hand*, *forceful hand*), rod (*dancing lights*, *burning hands*, *darkness*, *fireball*, *fire shield*, *cone of cold*, *blade barrier*), wand (*light*, *shocking grasp*, *gust of wind*, *wind wall*, *resilient sphere*, *wall of force*, *freezing sphere*); illusion-ring (*ghost sound*, *disguise self*, *mirror image*, *major image*, *greater invisibility*, *persistent image*, *project image*)), magic item skill +9, object reading, outside contact 3

**Combat Gear** potions of *cure moderate wounds* (7);

**Gear** mithral breastplate, masterwork longsword, dagger, *bracelet of second chances*<sup>UE</sup> (3 beads), *eyes of the eagle*, implements (armor, helm, gloves, necklace, ring, rod, wand), *periapt of protection from curses*<sup>UE</sup>, *refocusing rod*<sup>OA</sup>, *metamagic rod (furious)*, spell component pouch, drops of honey and crushed pearls (worth 3,000 gp, for *sympathy*), granite and diamond dust (worth 1,000 gp, for *stoneskin*), pair of canine statuettes (worth 50 gp, for *repulsion*), 4 replicas of the hobgoblin (worth 20 gp, for *project image*), pouch with 27 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 (longsword)

\* As the *Furious Spell*<sup>OA</sup> metamagic feat.

Markell is the power behind the throne of a (LE) city of hobgoblins and other races; he prefers that position because he doesn't want the pomp and hassles that accompany ruling. He is a distant cousin of Nurita Kulangosk (see page 22), and while they respect each other, they don't see eye-to-eye on many issues so don't see each other very often.

## Tydora Lugibith (CR 18; 153,600 XP)

Female human occultist 19

NE Medium humanoid (human)

**Init** +8; **Senses** Perception +24

## Defense

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

**hp** 222 (19d8+133; 252 with *greater false life*)

**Fort** +21, **Ref** +17, **Will** +20

**DR** 10/adamantine (150 hp remaining)

## Offense

**Speed** 30 ft.





**Melee** +5 *heavy flail* +20/+15/+10 (1d10+6/19-20)

**Special Attacks** *aura sight*, *binding circles* (R-DC 27), *fast circles*, *focus powers* (*abjuration- aegis* (+4), *energy shield* (95 hp), *globe of negation*, *loci sentry*, *unraveling*, *mind barrier* (38 hp); *conjunction-flesh mend* (5d8+19), *purge corruption*, *side step*, *servitor*; *illusion-minor figment* (W-DC 27), *shadow beast*; *necromancy-mind fear* (W-DC 27), *pain wave* (W-DC 27), *psychic curse* (W-DC 27)), *magic circles*, *mental focus* (27 points; *amulet* (abj)-*warding talisman* 16, *armor*-0, *compass* (con)-*casting focus* 4 (+2 rounds), *crystal*-0,

*mirror*-0, *ring*-0, *skull* (nec)-*necromantic focus* 7), *shift focus*

**Occultist Spells Known**

(CL 19th; *concentration* +27)

6th (5)—*forbiddance*\* (W-DC 24), *harm*<sup>N</sup> (W-DC 26), *heal*, *permanent image* (W-DC 24), *project image* (W-DC 24),

*repulsion* (W-DC 24), *wall of iron*

5th (6)—*greater dispel magic*, *major curse*<sup>N</sup> (W-DC 25), *mislead*, *seeming* (W-DC 23), *spell resistance*, *teleport*, *wall of stone*

4th (7)—*break enchantment*, *cure critical wounds*, *greater false life*<sup>UM</sup>, *greater invisibility*, *illusory wall* (W-DC 22), *major creation*, *stoneskin*

3rd (7)—*animate dead*\*, *create food and water*, *cure serious wounds*, *displacement*, *invisibility sphere* (W-DC 21), *nondetection*, *protection from energy*

2nd (7)—*cure moderate wounds*, *glitterdust* (W-DC 20), *invisibility*, *mirror image*, *obscure object*, *resist energy*, *spectral hand*

1st (7)—*alarm*, *cure light wounds*, *disguise self*, *hold portal*, *inflict light wounds*<sup>N</sup> (W-DC 21), *silent image* (W-DC 19), *unseen servant*

0—*bleed*<sup>N</sup> (W-DC 20), *create water*, *ghost sound* (W-DC 18), *resistance*, *stabilize*

\* Currently has no high value material components for these spells on her person. That does not mean that she has not cast these spells in her lair!

**Tactics**

**Before Combat** Tydora uses the *aegis* focus power to gain the *moderate fortification* quality, and casts *mislead*, *spectral hand*, and *stoneskin* when combat is imminent. She may also cast *repulsion* if her allies can make ranged attacks with weapons or spells, or may cast other battlefield control spells before combat begins.

**During Combat** Tydora uses the *pain wave* focus power on enemies in round one. Thereafter, she prefers to use the *mind fear* focus power, or cast *harm* (through *spectral hand*) or *major curse* on her enemies. She avoids melee if she can. She uses the *mind barrier* focus power whenever she needs to.

**Statistics**

**Abilities** Str 12, Dex 18, Con 20, Int 26, Wis 14, Cha 12  
**Base Atk** +14; **CMB** +15; **CMD** 29

**Feats** *Combat Casting*, *Craft Wondrous Item*, *Eschew Materials*, *Extra Focus Power*<sup>OA</sup> (*aegis*), *Greater Spell Focus* (necromancy), *Improved Initiative*, *Iron Will*, *Lightning Reflexes*, *Quicken Spell*, *Spell Focus* (necromancy), *Toughness*

**Skills** *Appraise* +30, *Diplomacy* +28, *Disguise* +23, *Intimidate* +20, *Knowledge* (arcana, religion) +30, *Knowledge* (engineering, history, planes) +18, *Knowledge* (dungeoneering, geography, local, history, nobility) +15, *Perception* +24, *Ride* +4, *Sense Motive* +29, *Use Magic Device* +32

**Languages** Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Infernal, Orc

**SQ** focus powers (*aegis*, *energy shield*, *flesh mend*, *globe of negation*, *loci sentry*, *pain wave*, *psychic curse*, *purge corruption*, *shadow beast*, *side step*,



unraveling), implements (abjuration-amulet (*resistance, alarm, resist energy, protection from energy, break enchantment, greater dispel magic, forbiddance*), armor (*resistance, hold portal, obscure object, nondetection, stonesskin, spell resistance, repulsion*); conjuration-compass (*create water, cure light wounds, glitterdust, create food and water, cure critical wounds, teleport, heal*), mirror (*stabilize, unseen servant, cure moderate wounds, cure serious wounds, major creation, wall of stone, wall of iron*); illusion-crystal (*ghost sound, disguise self, invisibility, invisibility sphere, greater invisibility, mislead, permanent image*), ring (*ghost sound, silent image, mirror image, displacement, illusory wall, seeming, project image*); necromancy-skull (*bleed, inflict light wounds, spectral hand, animate dead, greater false life<sup>UM</sup>, major curse<sup>UM</sup>, harm*)), magic item skill +9, object reading, outside contact 3

**Combat Gear** wand of *cure light wounds* (50 charges); **Gear** mithral breastplate, masterwork heavy flail, dagger, cloak of the diplomat<sup>UE</sup>, implements (amulet, armor, compass, crystal, mirror, ring, skull), iron circlet of guarded souls<sup>UE</sup>, spellguard bracers<sup>UE</sup>, spell component pouch, granite and diamond dust (worth 1,000 gp, for *stonesskin*), pair of canine statuettes (worth 50 gp, for *repulsion*), 4 replicas of the human (worth 20 gp, for *project image*), pouch with 97 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 flail)

Tydora focuses on necromancy and has animated a great many undead creatures. However, she is good at healing, very knowledgeable, and highly diplomatic as well, but still ultimately a villain. Perhaps she is the follower of a god of undeath or the leader of a daemonic cult; either way, she has nefarious plans.

### Kurshawu Paramurth (CR 19; 204,800 XP)

Male wayang<sup>ARG</sup> occultist 20  
NE Small humanoid (wayang)  
**Init** +9; **Senses** darkvision 90 ft.\*, low-light vision\*, *see invisibility*\*; Perception +26 (+31 with headband)  
\* Granted by headband.

### Defense

**AC** 38, touch 22, flat-footed 32 (+11 armor, +5 deflection, +5 Dex, +1 dodge, +5 natural, +1 size)

**hp** 253 (20d8+133; 284 with *greater false life*)  
**Fort** +23, **Ref** +19, **Will** +20; +2 vs spells of the shadow subschool

### Offense

**Speed** 40 ft., fly 70 ft. in armor (base 90 ft.) (good maneuverability)

**Melee** +5 rapier +23/+23/+18/+13 (1d4+6/18-20)

**Special Attacks** aura sight, binding circles (R-DC 29), fast circles, focus powers (divination-*danger sight* (+10), *sudden insight* (+10), *object seer, watchful eye*; enchantment-*binding pattern* (W-DC 33), *cloud mind* (W-DC 33), *forced alliance* (W-DC 33), *mind slumber* (W-DC 33); necromancy-*mind fear* (W-DC 29), *pain wave* (W-DC 29), *psychic curse* (W-DC 29); transmutation-*legacy weapon* (+4), *quickness, telekinetic mastery* (W-DC 29)), magic circles, mental focus (31 points (+4; enchantment only); belt-0, censer-*glorious presence* 1, headband (div)-*third eye* 10 (+5), necklace A (enc)-*glorious presence* 14 (+6), necklace B-*glorious presence* 1, robe (nec)-*necromantic focus* 10, rapier-0), light and dark 1/day, shift focus

**Occultist Spells Known** (CL 20th; concentration +29)

6th (6)—*antipathy*<sup>E</sup> (W-DC 26), *cloak of dreams*<sup>E</sup> <sup>APG</sup> (W-DC 26), *disintegrate* (F-DC 25), *harm* (W-DC 25), *mass charm monster*<sup>E</sup> (W-DC 26), *prediction of failure*<sup>UM</sup> (W-DC 25), *statue*

5th (7)—*commune, control winds* (F-DC 24), *dominate person*<sup>E</sup> (W-DC 25), *major curse*<sup>UM</sup> (W-DC 24), *mass inflict pain*<sup>E,OA</sup> (W-DC 25), *mass suggestion*<sup>E</sup> (W-DC 25), *overland flight*

4th (7)—*arcane eye, charm monster*<sup>E</sup> (W-DC 24), *confusion*<sup>E</sup> (W-DC 24), *freedom of movement, greater false life*<sup>UM</sup>, *hold monster*<sup>E</sup> (W-DC 24), *rusting grasp*  
3rd (7)—*bestow curse* (W-DC 22), *deep slumber*<sup>E</sup> (W-DC 23), *fly, haste, hold person*<sup>E</sup> (W-DC 23), *retroognition*<sup>OA</sup>, *suggestion*<sup>E</sup> (W-DC 23)

2nd (7)—*calm emotions*<sup>E</sup> (W-DC 22), *chill metal* (W-DC 21), *daze monster*<sup>E</sup> (W-DC 22), *find traps, heat metal* (W-DC 21), *spectral hand*

1st (8)—*cause fear* (W-DC 20), *charm person*<sup>E</sup> (W-DC 21), *comprehend languages, erase, expeditious retreat, hypnotism*<sup>E</sup> (W-DC 21), *sleep*<sup>E</sup> (W-DC 21)

0—*bleed* (W-DC 19), *daze*<sup>E</sup> (W-DC 20), *detect magic, mending, message*

**Wayang Spell-Like Abilities** (CL 20th; concentration +21)

1/day—*ghost sound* (W-DC 11), *pass without trace, ventriloquism* (W-DC 11)

### Tactics

**Before Combat** Kurshawu casts *greater false life* and *overland flight* at the beginning of every day. He casts *fly* and *freedom of movement* on himself



and *haste* on everyone when combat is imminent, and ensures that his rapier is in hand. He might also cast *control winds*\* depending on where he is and the situation, or might do so during combat, to “surprise” opponents.

\* Note: If Kurshawu plans to use this spell to create tornado-speed winds, he should have allies of Gargantuan or Colossal size, so that they are unaffected by the wind (at least for purposes of melee and land-based movement).

**During Combat** Kurshawu uses the pain wave focus power on enemies in round one. Thereafter, he uses the binding pattern focus power on enemies, but might cast *prediction of failure* beforehand on a target to make the focus power more likely to work. He avoids melee if he can, but if someone tries to attack him he might cast *harm* against them. If he has lost a lot of hit points, he might activate the light and dark racial ability and cast *harm* on himself. He uses the danger sight focus power whenever he needs to.

## Statistics

**Abilities** Str 12, Dex 20, Con 22, Int 28, Wis 12, Cha 12  
**Base Atk** +15; **CMB** +15; **CMD** 30

**Feats** Combat Casting, [Efficient Focus Shift](#)<sup>OA</sup>, Eschew Materials, [Extra Mental Focus](#)<sup>OA</sup>, Improved Initiative, Iron Will, Lightning Reflexes, [Rapid Focus Shift](#)<sup>OA</sup>, Spell Focus (enchantment), Toughness

**Skills** Diplomacy +24 (+30 with necklace A), Disable Device +28, Fly +30 (+44 with *fly* cast), Intimidate +21 (+27 with necklace A), Knowledge (arcana, planes, religion) +32, Knowledge (local, nobility) +29, Perception +26 (+31 with headband), Sense Motive +24, Stealth +30, Use Magic Device +34 (+40 with necklace A); **Racial Modifiers** +2 Perception, +2 Stealth

**Languages** Abyssal, Aklo, Common, Draconic, Goblin, Infernal, Nagaji, Samsaran, Tengu, Wayang, and one other human language.

**SQ** focus powers (binding pattern, danger sight, forced alliance, mind slumber, object seer, pain wave, psychic curse, quickness, telekinetic mastery, watchful eye), implement mastery (enchantment), implements (divination-headband (*detect magic*, *comprehend languages*, *find traps*, [retroognition](#)<sup>OA</sup>, *arcane eye*, *commune*, [prediction of failure](#)<sup>UM</sup>); enchantment-censer (*daze*, *sleep*, *calm emotions*, *deep slumber*, *charm monster*, *dominate person*, *antipathy*), necklace A (*daze*, *hypnotism*, *calm emotions*, *hold person*, *confusion*, [mass inflict pain](#)<sup>OA</sup>, *mass charm monster*), necklace B (*daze*, *charm person*, *daze monster*, *suggestion*, *hold monster*, *mass suggestion*, *cloak of dreams*); necromancy-robe (*bleed*, *cause fear*, *spectral hand*, *bestow*

*curse*, [greater false life](#)<sup>UM</sup>, [major curse](#)<sup>UM</sup>, *harm*); transmutation-belt (*message*, *expeditious retreat*, *chill metal*, *fly*, *freedom of movement*, *control winds*, *disintegrate*), rapier (*mending*, *erase*, *heat metal*, *haste*, *rusting grasp*, *overland flight*, *statue*)), magic item skill +10, object reading, outside contact 4  
**Gear** mithral breastplate, masterwork rapier, dagger, implements (belt, censer, headband, 2 necklaces, robe, rapier), [bracelet of second chances](#)<sup>UE</sup> (7 beads), [quick runner's shirt](#)<sup>UE</sup>, *rod of enemy detection*, [metamagic rod \(persistent\)](#)<sup>UE</sup>, spell component pouch, incense and unholy water (worth 2,000 gp, for *commune*), pouch with 162 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +5, legendary gifts (ability (Con +2, Int +1)), mental prowess +6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5 (scimitar)

Marshawu is an archetypal evil mastermind, orchestrating grand alliances for whatever foul goals he has in mind. Perhaps he is the leader of an organisation on the Material Plane that is working with a cabal of kytons, shadow lords, and/or vampires to bring a (large) section of the Shadow Plane to the Material Plane.





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