

Occult Character Codex

Spiritualist



Julian Neale

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Occult Character Codex

SPIRITUALIST

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Welcome to Occult Plug-Ins!

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

Special Electronic Features

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

ABOUT LEGENDARY GAMES

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

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

ACG = Pathfinder Roleplaying Game Advanced Class Guide
 APG = Pathfinder Roleplaying Game Advanced Player's Guide
 ARG = Pathfinder Roleplaying Game Advanced Race Guide
 B1 = Pathfinder Roleplaying Game Bestiary
 B2 = Pathfinder Roleplaying Game Bestiary 2
 B3 = Pathfinder Roleplaying Game Bestiary 3
 B4 = Pathfinder Roleplaying Game Bestiary 4
 GMG = Pathfinder Roleplaying Game Gamemastery Guide
 OA = Pathfinder Roleplaying Game Occult Adventures
 PU = Pathfinder Roleplaying Game Pathfinder Unchained
 UCam = Pathfinder Roleplaying Game Ultimate Campaign
 UC = Pathfinder Roleplaying Game Ultimate Combat
 UE = Pathfinder Roleplaying Game Ultimate Equipment
 UM = Pathfinder Roleplaying Game Ultimate Magic

What You Will Find Inside the Occult Character Codex?

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

Occult Character Codex: Spiritualists contains 20 detailed spiritualist stat blocks, including a phantom for each and every one, for a total of 40 unique creatures and characters! The spiritualists tap into the power of raw unbridled emotion through their phantoms, channeling the power of dangerous impulses like **anger** and **fear** alongside **hatred**, **jealousy**, and **despair**, though some draw from the wells of **dedication** and **zeal** to wield their psychic powers! You'll find spiritualist humans, gnomes, half-orcs, and elves, but also stranger races like duergar, oreads, vanaras, and undines, running the gamut from good to evil and all points in between. With the *Occult Character Codex*, you'll have an entire arsenal of spiritualist characters waiting and ready to blow your players' minds!

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



Introduction

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

AUTOMATIC BONUS PROGRESSION

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

PLAYER USE AND GM USE

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

one level to match the expected abilities of player characters rather than NPCs.

COMBAT WITH CODEX CHARACTERS

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

TACTICS

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

Where the tactics say “The individual casts [x],” this refers to long-duration spells like *detect scrying*, *greater false life*, and so on. The effects of those

spells are included in the “before pre-buffing” section of the individual’s tactics. For the spells that are cast when combat is imminent, spells of 10 minutes per level duration are likely cast as soon as the individual is aware of intruders in their lair, while spells that last 1 round per level are likely cast when intruders are in the next room if they are fighting something, for example.

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

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

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



Spiritualists

Spiritualists draw their strength from the power of emotion, and they blend the power of pure thought with the raw strength of flowing emotions, allowing them to tap into the mysteries of the spirit world and the misplaced phantom vestiges of minds and hearts that linger throughout the world. These phantoms are not undead like most restless spirits, but are beings of pure psychic essence, and a spiritualist can tame these phantoms and fuse her consciousness with them, making them her guardian, guide, and stay as they seek esoteric truths of the manifold universe.

- * Spiritualists have fewer options in combat compared to some of the other new classes in *Pathfinder Roleplaying Game Occult Adventures*, but they still potentially have a wide range of spells, and managing their phantoms is key. It is important to know what these characters can do.
- * Allies of a spiritualist with the rapport discipline can use the emotional push ability.
- * Some spiritualists have divine training from the onmyoji archetype. The bonus spells granted by this archetype are indicated with a superscript ^{DT}, and they can be cast only while the character's phantom is merged with her consciousness.

Cazarez Varnado (CR 1/2; 200 XP)

Female human spiritualist 1
LN Medium humanoid (human)
Init +6; **Senses** Perception +3

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 10 (1d8+2)
Fort +3, **Ref** +2, **Will** +4
Defensive Ability shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness)

Offense

Speed 30 ft.
Melee kukri -1 (1d4-1/18-20)
Spiritualist Spells Known (CL 1st; concentration +3)
1st (2)—*cause fear* (W-DC 13), *cure light wounds*
0—*daze* (W-DC 12), *light*, *read magic*, *stabilize*

Tactics

Before Combat The spiritualist fully manifests her phantom in ectoplasmic form. She discusses what she will do with allies before taking action.

During Combat The spiritualist helps allies as best she can, casting spells as needed and trying to stay out of melee combat.

Statistics

Abilities Str 8, Dex 14, Con 13, Int 14, Wis 15, Cha 10
Base Atk +0; **CMB** -1; **CMD** 11
Feats Eschew Materials, Improved Initiative; plus Skill Focus (Acrobatics, Survival) when phantom is confined within consciousness
Skills Acrobatics +3, Heal +6, Knowledge (arcana, religion) +6, Perception +3, Spellcraft +6, Survival +3
Languages Celestial, Common, Infernal
SQ etheric tether, phantom
Gear mwk studded leather, kukri, dagger, pouch with 9 gp worth of mixed coins

Cazarez works as a minor functionary for a lawful organisation in a city, for which she provides various services, such as a healer, translator, or minor expert in the arcane and religion. She can also provide muscle in the form of her phantom, and tracking services when her spirit is within her consciousness.

Afexu, Cazarez's Phantom (CR -)

LN Small outsider
Init +2; **Senses** darkvision 60 ft.; Perception +4

Defense

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) in ectoplasmic form; 16, touch 16, flat-footed 14 (+3 deflection, +2 Dex, +1 size) in incorporeal form
hp 9 (1d10+4)
Fort +3, **Ref** +4, **Will** +0
Defensive Abilities Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 30 ft.
Melee 2 slams +3 (1d4+1/19-20)

Tactics

During Combat The phantom attacks as directed.

Statistics

Abilities Str 12, Dex 14, Con 13, Int 7, Wis 10, Cha 13
Base Atk +1; **CMB** +1; **CMD** 13
Feats Toughness
Skills Acrobatics +6, Perception +4, Stealth +10, Survival +4 (+5 track)
SQ emotional focus (zeal; Acrobatics, Survival), link, ruthless combatant, share spells, track +1



Devae Sensiney (CR 1; 400 XP)

Female halfling spiritualist 2
NE Small humanoid (halfling)
Init +6; **Senses** bonded senses (2 rounds/day);
Perception +6

Defense

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)
hp 16 (2d8+4)
Fort +5, **Ref** +3, **Will** +6; +2 vs fear
Defensive Ability shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness)

Offense

Speed 20 ft.
Melee kukri -1 (1d3-1/18-20)
Spiritualist Spells Known (CL 2nd; concentration +4)
1st (3)—*cause fear* (W-DC 13), *cure light wounds*, *obscuring mist*
0—*bleed* (W-DC 12), *daze* (W-DC 12), *light*, *mending*, *read magic*

Tactics

Before Combat The spiritualist fully manifests her phantom in ectoplasmic form.

During Combat The spiritualist helps allies as best she can, casting *cause fear* or *daze* while trying to stay out of melee combat.

Statistics

Abilities Str 6, Dex 14, Con 13, Int 14, Wis 15, Cha 12

Base Atk +1; **CMB** -2; **CMD** 10

Feats Improved Initiative; plus Skill Focus (Appraise, Bluff) when phantom is confined within consciousness

Skills Acrobatics +6, Appraise +3, Bluff +6, Knowledge (arcana) +7, Perception +6, Sense Motive +7; **Racial Modifier** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Gnome, Halfling

SQ etheric tether, phantom, weapon familiarity (halfling)

Gear potions of *cure light wounds* (2); **Gear** leather armor, kukri, dagger, *elixir of vision*, spell component pouch, pouch with 14 gp worth of mixed coins

Devae is a fence in a city, and operates a shop that sells all kinds of goods. Items stolen in her town are sent to distant cities, and she sells stolen goods received from other cities. She generally tries to be seen as an honest seller, but has contacts with multiple thieves' guilds.

Pumue, Devae's Phantom (CR -)

NE Small outsider
Init +2; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size) in ectoplasmic form; 19, touch 19, flat-footed 17 (+6 deflection, +2 Dex, +1 size) in incorporeal form
hp 16 (2d10+5)
Fort +1, **Ref** +5, **Will** +3
Defensive Abilities Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 30 ft.
Melee 2 slams +4 (1d4+1)
Special Attacks jealous combatant

Tactics

During Combat The phantom attacks as directed.

Statistics

Abilities Str 12, Dex 15, Con 13, Int 7, Wis 10, Cha 14

Base Atk +2; **CMB** +2; **CMD** 14

Feats Deceitful^B, Toughness

Skills Appraise +3, Bluff +7, Perception +5, Stealth +11

SQ emotional focus (jealousy; Appraise, Bluff), link, share spells

Jayade Nyrop

(CR 2; 600 XP)

Female **samsaran**^{ARG} spiritualist 3

NG Medium humanoid (samsaran)

Init +5; **Senses** bonded senses (3 rounds/day), low-light vision; Perception +9

Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 20 (3d8+4)

Fort +4, **Ref** +4, **Will** +6

Defensive Abilities bonded manifestation (3 rounds/day), lifebound, shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness)

Lifebound (Ex) Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Offense

Speed 30 ft.

Melee mwk spear +2 (1d8-1/x3)

Spiritualist Spells Known (CL 3rd; concentration +6)

1st (4)—*expeditious retreat*, *magic weapon*, *protection from evil*, *sanctify corpse*^{UM}

0—*daze* (W-DC 13), *light*, *mage hand*, *read magic*, *resistance*, *stabilize*

Tactics

Before Combat The spiritualist fully manifests her phantom in ectoplasmic form. She casts any requested spells when combat is imminent. She discusses what she will do with allies before taking action.

During Combat The spiritualist helps allies as best she can, casting spells as needed and trying to stay out of melee combat.

Statistics

Abilities Str 8, Dex 12, Con 12, Int 15, Wis 17, Cha 10

Base Atk +2; **CMB** +1; **CMD** 12

Feats Improved Initiative, Lightning Reflexes; plus Iron Will, Skill Focus (Diplomacy, Sense Motive) when phantom is confined within consciousness

Skills Diplomacy +8, Heal +9, Knowledge (arcana, local, planes) +7, Perception +9, Sense Motive +11;

Racial Modifier +2 Diplomacy, +2 Sense Motive

Languages Celestial, Common, Samsaran, Tengu

SQ etheric tether, phantom, shards of the past (Diplomacy, Sense Motive)

Gear potions of *cure light wounds* (4); **Gear** mwk chain shirt, mwk spear, dagger, spell component pouch, pouch with 65 gp worth of mixed coins and gems

Jayade is a healer in whatever location she is found. She is friendly to those in need or whom she perceives to have good hearts. For those that she knows are good-hearted adventurers, she will pass on any rumors that she has heard. She might make a good cohort for those seeking one.

Satuf, Jayade's Phantom

(CR -)

NG Small outsider

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

Defense

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size) in ectoplasmic form; 19, touch 19, flat-footed 17 (+6 deflection, +2 Dex, +1 size) in incorporeal form

hp 22 (3d10+6)

Fort +2, **Ref** +5, **Will** +5

Defensive Abilities Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 30 ft.

Melee 2 slams +5 (1d4+1), or 2 slams (with dutiful strike) +7 (1d6+1)

Special Attacks deliver touch spells, dutiful strike

Tactics

During Combat The phantom attacks as directed.

Statistics

Abilities Str 12, Dex 15, Con 13, Int 7, Wis 10, Cha 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Improved Initiative, Iron Will^B, Toughness

Skills Diplomacy +8, Perception +6, Sense Motive +6, Stealth +12

SQ emotional focus (dedication; Diplomacy, Sense Motive), link, share spells

Mileva Stigall

(CR 3; 800 XP)

Female **changeling**^{ARG} spiritualist 4
CE Medium humanoid (changeling)
Init +5; **Senses** bonded senses (4 rounds/day),
darkvision 60 ft.; Perception +9

Defense

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 natural); +2 deflection vs good
hp 29 (4d8+4)
Fort +8, **Ref** +8, **Will** +10
Defensive Abilities bonded manifestation (4 rounds/day), shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual interference

Offense

Speed 60 ft.
Melee 2 claws +6 (1d4+2)
Spiritualist Spells Known (CL 4th; concentration +7)
2nd (3)—*invisibility*, *scare* (W-DC 15)
1st (5)—*cause fear* (W-DC 14), *expeditious retreat*,
obscuring mist, *protection from good*
0—*bleed* (W-DC 13), *daze* (W-DC 13), *detect magic*,
mage hand, *message*, *virtue*

Tactics

Before Combat The spiritualist fully manifests her phantom in ectoplasmic form. She gives a potion of *heroism* to her phantom. She drinks a potion of *heroism*, and casts *expeditious retreat* and *protection from good* on herself, when combat is imminent.

During Combat The spiritualist attacks with her claws, but might cast *scare* on someone affected by her phantom's horrifying strike.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **Fort** +6, **Ref** +6, **Will** +8;
Speed 30 ft.; **Melee** 2 claws +4 (1d4+2); -2 to skills

Statistics

Abilities Str 12, Dex 15, Con 12, Int 10, Wis 16, Cha 10
Base Atk +3; **CMB** +4; **CMD** 16
Feats Improved Initiative, Lightning Reflexes; plus Skill Focus (Intimidate, Stealth) when phantom is confined within consciousness
Skills Intimidate +9, Knowledge (planes) +9, Perception +9, Stealth +7
Languages Common
SQ etheric tether, hulking hag, phantom
Gear potions of *cure light wounds* (3) and *heroism* (2); **Gear** mwk studded leather, dagger, *elixir of hiding*, spell component pouch, pouch with 17 gp



worth of mixed coins and gems; **Automatic Bonus Progression** resistance +1

Zeeb, Mileva's Phantom

(CR -)

CE Small outsider
Init +6; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size) in ectoplasmic form; 19, touch 19, flat-footed 17 (+6 deflection, +2 Dex, +1 size) in incorporeal form
hp 22 (3d10+6)
Fort +4, **Ref** +8, **Will** +6
Defensive Abilities Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 30 ft.

Melee 2 slams +7 (1d4+1)

Special Attacks deliver touch spells, horrifying strike (W-DC 13), magic attacks (ectoplasmic form only)

Tactics

Before Combat The phantom drinks a potion of *heroism* when combat is imminent.

During Combat The phantom attacks as directed.

Basic Statistics Without pre-buffing, the phantom's statistics are **Fort** +2, **Ref** +6, **Will** +4; **Melee** 2 slams +5 (1d4+1); -2 to skills

Statistics

Abilities Str 12, Dex 15, Con 13, Int 7, Wis 10, Cha 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Improved Initiative, Toughness, Stealthy^B

Skills Intimidate +10, Perception +8, Sense Motive +8, Stealth +14

SQ emotional focus (fear; Intimidate, Stealth), link, share spells

Vivan Ulibar

(CR 4; 1,200 XP)

Male undine^{ARG} spiritualist 5

N Medium outsider (native)

Init +6; **Senses** bonded senses (5 rounds/day), darkvision 60 ft.; Perception +11

Defense

AC 17, touch 12, flat-footed 14 (+5 armor, +2 Dex)
hp 38 (5d8+12)

Fort +9, **Ref** +8, **Will** +11

Defensive Abilities bonded manifestation (5 rounds/day), shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual interference; **Resist** cold 5

Offense

Speed 60 ft., swim 30 ft.

Melee +1 kukri +8 (1d4+1/18-20)

Spiritualist Spells Known (CL 5th; concentration +9)
2nd (3)—*gentle repose*, *purge spirit*^{OA} (W-DC 16), *scare* (W-DC 16)

1st (5)—*detect evil*, *endure elements*, *expeditious retreat*, *sanctuary* (W-DC 15)

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

Spiritualist Spell-Like Ability (CL 5th; concentration +5)

At will—*detect undead*

Undine Spell-Like Ability (CL 5th; concentration +5)

1/day—*hydraulic push*

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. He gives a potion of *heroism* to his phantom. He drinks a potion of *heroism* and casts *expeditious retreat* on himself if a powerful group of opponents is expected.

During Combat The spiritualist attacks with her kukri or casts spells as needed, but adjusts his actions as needed to best help his allies.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **Fort** +7, **Ref** +6, **Will** +9; **Speed** 30 ft.;

Melee +1 kukri +6 (1d4+1/18-20); -2 to skills

Statistics

Abilities Str 10, Dex 15, Con 14, Int 10, Wis 18, Cha 8

Base Atk +3; **CMB** +3; **CMD** 15

Feats Improved Initiative, Lightning Reflexes, Weapon Finesse; plus Skill Focus (Intimidate, Survival) when phantom is confined within consciousness

Skills Intimidate +9, Knowledge (planes) +10, Perception +11, Survival +11, Swim +12

Languages Aquan, Common

SQ etheric tether, phantom, water affinity

Gear potions of *heroism* (2), wand of *cure light wounds* (50 charges); **Gear** mwk chain shirt, kukri, dagger, spell component pouch, pouch with 109 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, resistance +1, weapon attunement +1

Vivan lives near a large body of water or river, where he tends to keep to himself. He is a bit of a loner, but helps his friends when or if they are in need. He is a useful person to know if waterways need to be explored.

Emnet, Vivan's Phantom

(CR -)

N Small outsider

Init +1; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size) in ectoplasmic form; 20, touch 20, flat-footed 19 (+8 deflection, +1 Dex, +1 size) in incorporeal form

hp 34 (4d10+12)

Fort +8, **Ref** +6, **Will** +6

Defensive Abilities Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 30 ft.

Melee 2 slams +10 (1d6+3)

Special Attacks deliver touch spells, powerful strike, magic attacks (ectoplasmic form only)

Tactics

Before Combat The phantom drinks a potion of *heroism* when combat is imminent.

During Combat The phantom attacks as directed, but does not use Power Attack.

Basic Statistics Without pre-buffing, the phantom's statistics are **Fort** +6, **Ref** +4, **Will** +4; **Melee** 2 slams +8 (1d6+3); -2 to skills

Statistics

Abilities Str 16, Dex 12, Con 14, Int 7, Wis 10, Cha 15

Base Atk +4; **CMB** +6; **CMD** 17

Feats Lightning Reflexes, Power Attack^B, Toughness

Skills Intimidate +11, Perception +9, Stealth +14, Survival +9

SQ emotional focus (anger; Intimidate, Survival), link, share spells, strength focus

Exere Avisside (CR 5; 1,600 XP)

Male elf spiritualist 6

CN Medium humanoid (elf)

Init +6; **Senses** bonded senses (6 rounds/day), low-light vision; Perception +11

Defense

AC 18, touch 13, flat-footed 16 (+1 deflection, +5 armor, +2 Dex)

hp 48 (6d8+18)

Fort +7, **Ref** +5, **Will** +9; +2 vs enchantment spells and effects

Defensive Abilities bonded manifestation (6 rounds/day), shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual interference; **Immune** magic sleep effects

Offense

Speed 30 ft.

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

Ranged mwk composite longbow +7 (1d8+1/x3)

Special Attacks phantom recall (1/day)

Spiritualist Spells Known (CL 6th; concentration +9)
2nd (4)—*calm spirit*^{OA} (W-DC 15), *lesser restoration*,
resist energy, *scare* (W-DC 15)

1st (5)—*burst of adrenaline*^{OA}, *comprehend languages*,
expeditious retreat, *identify*

0—*daze* (W-DC 13), *detect magic*, *light*, *message*,
read magic, *stabilize*

Spiritualist Spell-Like Ability (CL 6th;
concentration +5)

At will—*detect undead*

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. He gives his potions to the phantom. He casts *haste* from a scroll if a powerful group of opponents is expected.

During Combat The spiritualist tries to avoid melee combat and casts spells as needed, but adjusts his actions to best help his allies.

Statistics

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

Base Atk +4; **CMB** +5; **CMD** 17

Feats Improved Initiative, Toughness, Weapon Focus (longsword); plus Skill Focus (Acrobatics, Survival)

when phantom is confined within consciousness

Skills Knowledge (arcana, planes) +10, Perception +11, Spellcraft +10 (+12 to identify item properties), Survival +9; **Racial Modifier** +2 Perception

Languages Common, Elven, Sylvan

SQ elf magic, etheric tether, phantom, weapon familiarity (elf)

Gear potions of *bull's strength* (2) and *cure light wounds* (3), scrolls of *haste* (2); **Gear** mwk chain shirt, mwk longsword, mwk composite longbow and 20 arrows, dagger, spell component pouch, pouch with 61 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, resistance +1, weapon attunement +1

Exere lives alone in an area of forest that is sparsely populated by humanoids. Locals are aware of his existence, but try to avoid him as he is regarded as a little crazy; no one knows why. For those who visit his home and tolerate his strangeness, Name can be a goldmine of information.

Tuofu, Exere's Phantom (CR -)

CN Small outsider

Init +3; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 21, touch 15, flat-footed 17 (+3 Dex, +1 dodge, +6 natural, +1 size) in ectoplasmic form; 23, touch 23, flat-footed 19 (+8 deflection, +3 Dex, +1 dodge, +1 size) in incorporeal form

hp 42 (5d10+15)

Fort +6, **Ref** +8, **Will** +3; +4 morale bonus vs enchantment spells and effects

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 60 ft.

Melee 3 slams +10 (1d4+3/19-20)

Special Attacks deliver touch spells, powerful strike, magic attacks (ectoplasmic form only)

Tactics

Before Combat The phantom drinks a potion of *bull's strength* when combat is imminent. These statistics assume that it is *hasted* as well.

During Combat The phantom attacks as directed, using Power Attack (unless it keeps missing).

Basic Statistics Without pre-buffing, the phantom's statistics are 20, touch 14, flat-footed 17 in ectoplasmic form; 22, touch 22, flat-footed 19 in incorporeal form; **Ref** +7; **Speed** 30 ft.; **Melee** 2 slams +9 (1d4+1/19-20); **Str** 12; **CMB** +5; **CMD** 18

Statistics

Abilities Str 16, Dex 16, Con 14, Int 7, Wis 10, Cha 15

Base Atk +5; **CMB** +7; **CMD** 20

Feats Iron Will, Power Attack, Weapon Finesse

Skills Acrobatics +11, Perception +8, Stealth +15, Survival +8 (+10 track)

SQ emotional focus (zeal; Acrobatics, Survival), link, share spells, track +2

Tarshe

(CR 6; 2,400 XP)

Male **gripli**^{ARG} spiritualist 7

NG Small humanoid (gripli)

Init +6; **Senses** bonded senses (7 rounds/day), darkvision 60 ft.; Perception +11

Defense

AC 19, touch 14, flat-footed 17 (+1 deflection, +5 armor, +2 Dex, +1 size)

hp 70 (7d8+35)

Fort +9, **Ref** +7, **Will** +10

Defensive Abilities bonded manifestation (7 rounds/day), shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual interference

Offense

Speed 30 ft., climb 20 ft.; swamp stride

Melee +1 *scythe* +8 (1d6+1/x4)

Special Attacks phantom recall (1/day)

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

3rd (2)—*haste*, *remove disease*

2nd (4)—*false life*, *cure moderate wounds*, *lesser restoration*, *remove paralysis*

1st (5)—*expeditious retreat*, *magic fang*, *protection from evil*, *remove fear*, *ventriloquism* (W-DC 15)

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

Spiritualist Spell-Like Abilities (CL 7th; concentration +6)

At will—*detect undead*

1/day—*calm spirit*^{OA} (W-DC 11)

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. He casts *false life* on the phantom, and gives his potions to the phantom. The spiritualist also casts spells as requested on his allies when combat is imminent.

During Combat The spiritualist tries to avoid melee combat and casts spells as needed, but adjusts his actions to best help his allies.

Statistics

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

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

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (scythe); plus Skill Focus (Appraise, Bluff) when phantom is confined within consciousness

Skills Climb +8, Knowledge (nature) +10, Perception +11, Survival +10, Stealth +13 (+17 in marshes and forested areas)

Languages Common, Gripli

SQ camouflage, etheric tether, phantom, weapon familiarity (gripli)

Gear potions of *bull's strength* (2) and *heroism* (2), wand of *cure light wounds* (20 charges); **Gear** mithral shirt, mwk scythe, dagger, spell component pouch, pouch with 61 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, resistance +1, weapon attunement +1

Tarshe lives in a swamp with others of his race, where he acts as a highly experienced scout. He is fascinated by “big folk”, as he calls them, but avoids those who are evil. Name sometimes acts as a guide for big folk (humanoids) in his swamp.

Bok, Tarshe's Phantom

(CR -)

NG Medium outsider

Init +3; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural) in ectoplasmic form; 23, touch 23, flat-footed 20

(+10 deflection, +3 Dex) in incorporeal form
hp 51 (6d10+18; 63 with *false life*)
Fort +6, **Ref** +10, **Will** +9; +4 morale bonus vs enchantment spells and effects
Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 30 ft.
Melee 2 slams +11 (1d6+3)
Special Attacks deliver touch spells, jealous combatant, magic attacks (ectoplasmic form only), resentful aura (20 ft. radius; W-DC 15)

Tactics

Before Combat The phantom drinks a potion of *bull's strength* and *heroism* if a powerful group of opponents is expected.
During Combat The phantom attacks as directed, using its resentful aura to potentially hinder foes.
Basic Statistics Without pre-buffing, the phantom's statistics are **Fort** +4, **Ref** +8, **Will** +7; **Melee** 2 slams +9 (1d6+1); **Str** 12; **CMB** +7; **CMD** 20; -2 to skills

Statistics

Abilities Str 16, Dex 16, Con 14, Int 7, Wis 10, Cha 15
Base Atk +6; **CMB** +9; **CMD** 22
Feats Deceitful^B, Iron Will, Toughness, Weapon Finesse
Skills Appraise +9, Bluff +15, Perception +11, Stealth +14
SQ emotional focus (jealousy; Appraise, Bluff), link, share spells

Keyndal Frode (CR 7; 3,200 XP)

Male halfling spiritualist 8
CE Small humanoid (halfling)
Init +7; **Senses** bonded senses (8 rounds/day); Perception +12

Defense

AC 21, touch 16, flat-footed 17 (+1 deflection, +5 armor, +3 Dex, +1 dodge, +1 size)
hp 79 (8d8+40; 92 with *false life*)
Fort +11, **Ref** +10, **Will** +10; +2 vs fear
Defensive Abilities shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual interference

Offense

Speed 40 ft.

Melee +1 scythe +12/+12/+7 (1d6+4/x4)

Special Attacks bonded manifestation (8 rounds/day), phantom recall (1/day)

Spiritualist Spells Known (CL 8th; concentration +12)

3rd (3)—*animate dead**, *greater magic fang*, *haste*

2nd (5)—*false life*, *invisibility*, *locate object*, *phantom steed*

1st (5)—*burst of insight*^{OA}, *expeditious retreat*, *magic missile*, *obscuring mist*, *telepathic projection*^{OA}

0—*daze* (W-DC 14), *guidance*, *light*, *mage hand*, *message*, *virtue*

* Currently has no onyx gems for this spell on his person.

Spiritualist Spell-Like Abilities (CL 8th; concentration +8)

At will—*detect undead*

1/day—*calm spirit*^{OA} (W-DC 12)

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. He casts *false life* on himself, and *false life* and *greater magic fang* (twice) on the phantom, and gives his potions to the phantom. The occultist casts *expeditious retreat* and *haste* when combat is imminent.

During Combat The spiritualist attacks with his scythe.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **AC** 20, touch 15, flat-footed 17; **Ref** +9; **Speed** 20 ft.; **Melee** +1 scythe +11/+6 (1d6+4/x4)

Statistics

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

Base Atk +6; **CMB** +7; **CMD** 20

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (scythe); plus Skill Focus (Acrobatics, Perception) when phantom is confined within consciousness

Skills Bluff +11, Perception +12, Sense Motive +13, Stealth +13; **Racial Modifier** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ camouflage, etheric tether, phantom, weapon familiarity (halfling)

Gear potions of *bull's strength* (2), *cure moderate wounds* (4), and *heroism* (2); **Gear** mithral shirt, mwk scythe, dagger, spell component pouch, pouch with 74 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

Keyndal is a highly skilled thief who specialises in sneaking into places invisibly to steal items. He

scouts the targeted site first to ensure that he has suitable escape plans. Amongst his other allies, at his lair he has animated undead creatures and has onyx gems in his private quarters to potentially make more.

Ufaze, Keyndal's Phantom (CR -)

CE Medium outsider

Init +3; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural) in ectoplasmic form; 24, touch 25, flat-footed 22 (+11 deflection, +1 dodge, +3 Dex) in incorporeal form

hp 51 (6d10+18; 64 with *false life*)

Fort +9, **Ref** +11, **Will** +6; +4 morale bonus vs enchantment spells and effects

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 60 ft.

Melee 3 slams +15 (1d6+5)

Special Attacks deliver touch spells, hated target (move action; +2 attack/+3 damage), magic attacks (ectoplasmic form only), hateful aura (10 ft. radius)

Tactics

Before Combat The phantom drinks a potion of *bull's strength* and *heroism*, when combat is imminent. These statistics assume that it is *hasted* as well.

During Combat The phantom attacks enemies as directed, staying close to the occultist and using its hateful aura to potentially damage foes; it activates hated target as soon as possible.

Basic Statistics Without pre-buffing, the phantom's statistics are **AC** 21, touch 13, flat-footed 18 in ectoplasmic form; 24, touch 24, flat-footed 21 in incorporeal form; **Fort** +7, **Ref** +8, **Will** +4; **Speed** 30 ft.; **Melee** 2 slams +10 (1d6+1); **Str** 12; **CMB** +7; **CMD** 20; -2 to skills

Statistics

Abilities Str 16, Dex 17, Con 14, Int 7, Wis 10, Cha 16

Base Atk +6; **CMB** +9; **CMD** 22

Feats Iron Will, Toughness, Weapon Finesse^B, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +16, Perception +11, Stealth +14

SQ emotional focus (hatred; Acrobatics, Perception), link, share spells

Kaleja Tinamore (CR 8; 4,800 XP)

Female elf spiritualist (onmyoji) 9

CN Medium humanoid (elf)

Init +7; **Senses** bonded senses (9 rounds/day), low-light vision; Perception +13

Defense

AC 21, touch 15, flat-footed 17 (+1 deflection, +5 armor, +3 Dex, +1 dodge, +1 natural)

hp 80 (9d8+36; 94 with *false life*)

Fort +10, **Ref** +11, **Will** +10; +2 vs enchantment spells and effects

Defensive Abilities spiritual resistance (+3 vs spell-like and supernatural abilities of fey, outsiders, and incorporeal undead, when phantom is confined within consciousness); **Immune** magic sleep effects

Offense

Speed 30 ft.

Melee +1 *longsword* +17/+17/+12 (1d8+11/19-20) (used two-handed)

Special Attacks bonded manifestation (9 rounds/day), phantom recall (1/day)

Spiritualist Spells Known (CL 9th; concentration +11; ^{DT}= divine teaching spell)

3rd (4)—*analyze aura*^{OA}, *dispel magic*, *haste*, *phantom steed*

2nd (5)—*bull's strength*^{DT}, *false life*, *protection from arrows*, *remove paralysis*, *resist energy*

1st (6)—*cure light wounds*, *divine favor*^{DT}, *expeditious retreat*, *feather fall*, *identify*, *obscuring mist*

0—*daze* (W-DC 14), *detect magic*, *detect psychic significance*^{OA}, *light*, *message*, *read magic*

Spiritualist Spell-Like Abilities (CL 9th; concentration +8)

At will—*detect undead*

1/day—*calm spirit*^{OA} (W-DC 11), *see invisibility* (10-minute duration)

Tactics

Before Combat The spiritualist casts *false life* on herself. She casts *bull's strength*, *divine favor*, and *haste* when combat is imminent. She normally keeps her phantom within her consciousness, thus gaining the benefits of spiritual resistance and being able to cast her divine teaching spells (archetype abilities).

During Combat The spiritualist attacks with her sword, but casts other spells as needed.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **AC** 20, touch 14, flat-footed 17; **Ref** +10; **Speed** 30 ft.; **Melee** +1 *longsword* +11/+6 (1d8+5/19-20) (used two-handed); **Str** 16; **CMB** +9; **CMD** 22

Statistics

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

Base Atk +6; **CMB** +11; **CMD** 24

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (longsword); plus Skill Focus (Intimidate, Stealth) when phantom is confined within consciousness

Skills Knowledge (arcana, planes) +13, Perception +13, Spellcraft +13 (+15 to identify item properties), Stealth +17; **Racial Modifier** +2 Perception

Languages Common, Elven, Gnome

SQ divine spellcasting, divine teachings, elf magic, etheric tether, phantom, weapon familiarity (elven)

Gear wands of *cure light wounds* (50 charges) and *unseen servant* (20 charges); **Gear** mithral shirt, mwk longsword, dagger, *cloak of elvenkind*, metal ofuda, spell component pouch, pouch with 27 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

Kaleja tries to ensure that lawful spirits do not gain influence over the living, seeking to destroy them if possible. Depending on the power of potential spiritual threats, she might team up with others to offer support to combat threats. Her overriding goals are to fight lawful oppression and promote individualism.

Utaeo, Kaleja's Phantom (CR -)

CN Medium outsider

Init +3; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural) in ectoplasmic form; 24, touch 24, flat-footed 21 (+11 deflection, +3 Dex) in incorporeal form

hp 59 (7d10+21)

Fort +7, **Ref** +7, **Will** +5; +4 morale bonus vs enchantment spells and effects

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 30 ft., plus (incorporeal form only) fly 40 ft. (good)

Melee 2 slams +11 (1d6+1)

Special Attacks aura of despair (10 ft. radius), deliver touch spells, miserable strike (W-DC 16), strike, magic attacks (ectoplasmic form only), power from despair

Tactics

Before Combat The phantom normally stays within the spiritualist's consciousness. The full stat block is provided for convenience.

Statistics

Abilities Str 12, Dex 17, Con 14, Int 7, Wis 10, Cha 16

Base Atk +7; **CMB** +8; **CMD** 21

Feats Lightning Reflexes, Toughness, Weapon Finesse, Weapon Focus (slam)

Skills Intimidate +13, Fly +17, Perception +10, Stealth +13

SQ emotional focus (despair; Intimidate, Stealth), link, share spells

Gavrilla Glason (CR 9; 6,400 XP)

Female [oread](#)^{ARG} spiritualist 10

NE Medium outsider (native)

Init +6; **Senses** bonded senses (10 rounds/day), darkvision 60 ft., *see invisibility*; Perception +15

Defense

AC 25, touch 14, flat-footed 22 (+1 deflection, +6 armor, +2 Dex, +1 dodge, +1 natural, +4 shield)

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

Fort +12, **Ref** +10, **Will** +14

Defensive Abilities shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual interference; **Resist** acid 5

Offense

Speed 40 ft.

Melee +2 *scythe* +13/+13/+8 (2d4+5/x4)

Special Attacks bonded manifestation (10 rounds/day), phantom recall (2/day)

Spiritualist Spells Known (CL 10th; concentration +15)

4th (2)—[aura of doom](#)^{N,UM} (W-DC 20), *confusion* (W-DC 19)

3rd (4)—*animate dead*^{*N}, *greater magic fang*, *haste*

2nd (5)—[calm spirit](#)^{N,OA} (W-DC 18), *false life*, *resist energy*, *see invisibility*

1st (7)—*cause fear*^N (W-DC 17), *cure light wounds*, *expeditious retreat*, *mage armor*, *shield*

0—*bleed*^N (W-DC 16), *detect magic*, *mage hand*, *mending*, *open/close*, *read magic*

* Currently has no onyx gems for this spell on her person.

Spiritualist Spell-Like Abilities (CL 10th; concentration +8)

At will—*detect undead*

1/day—[calm spirit](#)^{OA} (W-DC 10), *see invisibility* (10-minute duration)



Oread Spell-Like Abilities (CL 10th; concentration +8)
1/day—*magic stone*

Tactics

Before Combat The spiritualist fully manifests her phantom in ectoplasmic form. She casts *false life* on herself, and *false life*, *mage armor*, and *greater magic fang* (twice) on the phantom, and gives her potions to the phantom. She casts *aura of doom*, *haste*, *see invisibility*, and *shield* when combat is imminent.

During Combat The spiritualist casts *confusion* in the first round, throws her *wasp nest of swarming* at the ground near enemy spellcasters on round two, and thereafter attacks with her scythe (while carefully avoiding the swarm).

Basic Statistics Without pre-buffing, the spiritualist's statistics are AC 20, touch 13, flat-footed 18; **Ref** +9; **Speed** 20 ft.; **Melee** +2 *scythe* +12/+7 (2d4+5/x4)

Statistics

Abilities Str 14, Dex 14, Con 16, Int 10, Wis 20, Cha 6
Base Atk +7; **CMB** +9; **CMD** 21
Feats Improved Initiative, Lightning Reflexes, Spell

Focus (necromancy), Toughness, Weapon Focus (scythe); plus Skill Focus (Intimidate, Survival) when phantom is confined within consciousness
Skills Knowledge (planes) +13, Perception +15, Spellcraft +13, Survival +15

Languages Common, Terran

SQ earth affinity, etheric tether, phantom

Gear *potions of bull's strength* (2) and *heroism* (2);

Gear mithral shirt, mwk scythe, dagger, *cloak of fiery vanishing*^{UE}, *wasp nest of swarming*^{UE}, spell

component pouch, pouch with 149 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

Gavrilla is an unfortunate soul who was either born corrupted by the influence of evil elemental spirits, or became so later on. Either way, Gavrilla has an angry nature, and fully embraces this. She works with Zara (page 20) to ensure their goals are met. Her lair is almost certainly underground.

Medaz, Gavrilla's Phantom

(CR -)

NE Medium outsider

Init +1; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 26, touch 12, flat-footed 24 (+1 Dex, +1 dodge, +4 *mage armor*, +10 natural) in ectoplasmic form; 29, touch 25, flat-footed 27 (+13 deflection, +1 Dex, +4 *mage armor*) in incorporeal form

hp 68 (8d10+24; 83 with *false life*)

Fort +10, **Ref** +8, **Will** +10; +4 morale bonus vs enchantment spells and effects

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 60 ft., plus (incorporeal form only) fly 70 ft. (good)

Melee 3 slams +20 (1d8+8)

Special Attacks aura of fury (20 ft. radius), deliver touch spells, magic attacks (ectoplasmic form only), powerful strike

Tactics

Before Combat The phantom drinks a potion of *bull's strength* and *heroism* when combat is imminent. These statistics assume that it is *hasted* as well.

During Combat The phantom attacks as directed. It does not use aura of fury or Power Attack.

Basic Statistics Without pre-buffing, the phantom's statistics are **AC** 25, touch 11, flat-footed 24 in ectoplasmic form; 28, touch 24, flat-footed 27 in incorporeal form; **Fort** +8, **Ref** +5, **Will** +8; **Speed** 30 ft., plus (incorporeal form only) fly 40 ft. (good); **Melee** 2 slams +15 (1d8+6); **Str** 18; **CMB** +14; **CMD** 25; -2 to skills

Statistics

Abilities Str 22, Dex 12, Con 15, Int 7, Wis 10, Cha 17
Base Atk +8; **CMB** +12; **CMD** 23
Feats Iron Will, Lightning Reflexes, Power Attack^B, Toughness, Weapon Focus (slam)
Skills Intimidate +16, Fly +18, Perception +13, Survival +16
SQ emotional focus (anger; Intimidate, Survival), link, share spells, strength focus

Tyricia Ottrix (CR 10; 9,600 XP)

Female gnome spiritualist 11
 CG Small humanoid (gnome)
Init +6; **Senses** bonded senses (unlimited use), low-light vision; Perception +15

Defense

AC 22, touch 15, flat-footed 20 (+2 deflection, +6 armor, +2 Dex, +1 natural, +1 size); +4 dodge vs giants
hp 119 (11d8+66; 134 with *false life*)
Fort +14, **Ref** +10, **Will** +14; +2 vs illusion spells and effects
Defensive Abilities fused consciousness, shared consciousness (+4 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual interference

Offense

Speed 20 ft.
Melee +2 *scythe* +11/+6 (1d6+2/x4)
Special Attacks +1 attack bonus vs humanoids (goblins and reptilians), bonded manifestation (11 rounds/day), phantom recall (2/day)
Spiritualist Spells Known (CL 11th; concentration +15)
 4th (3)—*neutralize poison*, *phantasmal killer*^I (W-DC 21), *shadow conjuration*^I (W-DC 21)
 3rd (5)—*haste*, *heroism*, *remove blindness/deafness*, *remove disease*
 2nd (5)—*false life*, *invisibility*, *misdirection*^I (W-DC 19), *phantom steed*, *purge spirit*^{OA} (W-DC 16)
 1st (6)—*alarm*, *comprehend languages*, *cure light wounds*, *endure elements*, *magic missile*, *remove fear*
 0—*detect magic*, *mage hand*, *mending*, *message*, *read magic*, *stabilize*
Spiritualist Spell-Like Abilities (CL 11th;

concentration +11)
 At will—*detect undead*
 2/day—*calm spirit*^{OA} (W-DC 12)
 1/day—*see invisibility* (10-minute duration)

Tactics

Before Combat The spiritualist fully manifests her phantom in incorporeal form. She casts *false life* on herself and the phantom. She casts any requested spells on her allies when combat is imminent.

During Combat The spiritualist tries to avoid melee combat and casts spells as needed, but adjusts her actions to best help her allies.

Statistics

Abilities Str 10, Dex 14, Con 18, Int 10, Wis 18, Cha 10
Base Atk +8; **CMB** +7; **CMD** 19
Feats Combat Casting, Greater Spell Focus (illusion), Improved Initiative, Lightning Reflexes, Spell Focus (illusion), Toughness; plus Skill Focus (Acrobatics, Survival) when phantom is confined within consciousness
Skills Knowledge (arcana, planes) +14, Perception +15, Spellcraft +14; **Racial Modifier** +2 Craft (jewelry), +2 Perception
Languages Common, Gnome, Sylvan
SQ gnome magic, etheric tether, phantom, weapon familiarity (gnome)
 Gear *wands of cure light wounds* (2; 30 and 50 charges); Gear mithral shirt, mwk scythe, dagger, *lesser reach metamagic rod*^{APG}, *spirit revivification incense*^{OA} (3), spell component pouch, pouch with 149 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

Tyricia is part of an organisation that helps provide relief to the suffering, and which tries to rescue those who are oppressed, such as slaves or the wrongly imprisoned. She tends to be a bit jumpy, on the look out for people seeking revenge for her rescues.

Coteo, Tyricia's Phantom (CR -)

CG Medium outsider
Init +8; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural) in ectoplasmic form; 27, touch 27, flat-footed 24 (+13 deflection, +4 Dex) in incorporeal form
hp 76 (9d10+27; 91 with *false life*)
Fort +10, **Ref** +12, **Will** +7; +4 morale bonus vs

enchantment spells and effects

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 30 ft., plus (incorporeal form only) fly 40 ft. (good)

Melee 2 slams +16 (1d6+1/19-20/x3)

Special Attacks deliver touch spells, determination aura (20 ft. radius; bonus included for phantom), magic attacks (ectoplasmic form only), ruthless combatant

Tactics

During Combat The phantom does not attack, but activates its determination aura and positions itself to help allies.

Statistics

Abilities Str 12, Dex 18, Con 15, Int 7, Wis 10, Cha 17

Base Atk +9; **CMB** +10; **CMD** 24

Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse, Weapon Focus (slam)

Skills Acrobatics +16, Fly +20, Perception +12, Survival +12 (+16 track)

SQ emotional focus (zeal; Acrobatics, Survival), link, share spells, track +4

Zara Zovorin

(CR 11; 12,800 XP)

Female oread^{ARG} spiritualist (onmyoji) 12

NE Medium outsider (native)

Init +6; **Senses** bonded senses (unlimited use), darkvision 60 ft., *see invisibility*; Perception +18

Defense

AC 25, touch 16, flat-footed 22 (+2 deflection, +8 armor, +2 Dex, +1 dodge, +1 natural, +1 size)

hp 117 (12d8+60; 132 with *false life*, 144 with *divine power*)

Fort +14, **Ref** +12, **Will** +17

Defensive Abilities spiritual resistance (+4 vs spell-like and supernatural abilities of fey, outsiders, and incorporeal undead, when phantom is confined within consciousness); **Resist** acid 5

Offense

Speed 40 ft.

Melee +2 *scythe* +21/+21/+16 (2d4+12/x4)

Special Attacks bonded manifestation (12 rounds/day), phantom recall (2/day)

Spiritualist Spells Known (CL 12th; concentration +18; ^{DT} = divine teaching spell)

4th (4)—*aura of doom*^{N, UM} (W-DC 21), *confusion* (W-

DC 20), *cure critical wounds*, *dimension door*, *divine power*^{DT}

3rd (5)—*analyze aura*^{OA}, *greater magic fang*, *haste*, *remove disease*^{DT}, *speak with dead*

2nd (7)—*bull's strength*^{DT}, *false life*, *invisibility*, *misdirection* (W-DC 18), *resist energy*, *see invisibility*

1st (7)—*cause fear*^N (W-DC 18), *comprehend languages*, *cure light wounds*, *mage armor*, *sanctuary* (W-DC 17), *unseen servant*

0—*detect magic*, *detect psychic significance*^{OA}, *mage hand*, *mending*, *read magic*, *stabilize*

Spiritualist Spell-Like Abilities (CL 12th; concentration +10)

At will—*detect undead*

2/day—*calm spirit*^{OA} (W-DC 10)

1/day—*see invisibility* (10-minute duration)

Oread Spell-Like Abilities (CL 12th; concentration +10)

1/day—*magic stone*

Tactics

Before Combat The spiritualist casts *false life* on herself. She casts *aura of doom*, *divine power*, *haste*, and *see invisibility*, and drinks a potion of *bull's strength*, when combat is imminent. She normally keeps her phantom within her consciousness, thus gaining the benefits of spiritual resistance and being able to cast her divine teaching spells (archetype abilities).

During Combat The spiritualist casts *confusion* in the first round, and thereafter attacks with her scythe using Power Attack.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **AC** 24, touch 15, flat-footed 22 (+2 deflection, +8 armor, +2 Dex, +1 natural, +1 size); **hp** 117 (12d8+60; 132 with *false life*); **Ref** +11; **Speed** 20 ft.; **Melee** +2 *scythe* +14/+9 (2d4+5/x4); **Str** 14

Statistics

Abilities Str 18, Dex 14, Con 16, Int 10, Wis 23, Cha 6

Base Atk +9; **CMB** +13; **CMD** 25

Feats Armor Proficiency (Medium), Improved Initiative, Lightning Reflexes, Power Attack, Spell Focus (necromancy), Toughness; plus Skill Focus (Intimidate, Stealth) when phantom is confined within consciousness

Skills Knowledge (arcana, planes) +15, Perception +18, Spellcraft +15

Languages Common, Terran

SQ divine spellcasting, divine teachings, earth affinity, etheric tether, phantom

Gear *potions of bull's strength* (2); Gear mithral breastplate, mwk scythe, dagger, *cloak of fiery vanishing*^{UE}, metal ofuda, necklace (worth 200 gp), *ring of sustenance*, spell component pouch,

pouch with 61 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

Like Gavrilla (page 17), Zara is a champion of evil elemental energy, and is a leader in a cult that venerates evil earth spirits. Zara dreams of creating a portal to a corrupted area of the elemental plane of earth to call forth more such spirits to allow her to further spread the cult. The cult's lair is underground.

Mobet, Zara's Phantom (CR -)

NE Medium outsider

Init +4; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural) in ectoplasmic form; 28, touch 28, flat-footed 24 (+14 deflection, +4 Dex) in incorporeal form
hp 76 (9d10+27; 91 with *false life*)

Fort +8, **Ref** +7, **Will** +8; +4 morale bonus vs enchantment spells and effects

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 30 ft., plus (incorporeal form only) fly 40 ft. (good)

Melee 2 slams +14 (1d6+1)

Special Attacks aura of despair (10 ft. radius), deliver touch spells, despairing shout (3/day; W-DC 18), miserable strike (W-DC 20), magic attacks (ectoplasmic form only), power from despair

Tactics

Before Combat The phantom normally stays within the spiritualist's consciousness. The full stat block is provided for convenience.

Statistics

Abilities Str 12, Dex 19, Con 15, Int 7, Wis 10, Cha 18

Base Atk +9; **CMB** +10; **CMD** 24

Feats Ability Focus^{B1} (miserable strike), Iron Will, Toughness, Weapon Finesse, Weapon Focus (slam)

Skills Intimidate +16, Fly +20, Perception +12, Stealth +16,

SQ emotional focus (despair; Intimidate, Stealth), link, share spells

Khil Duruvang (CR 12; 19,200 XP)

Male dwarf spiritualist 13

LN Medium humanoid (dwarf)

Init +6; **Senses** bonded senses (unlimited use), darkvision 60 ft., *see invisibility*; Perception +19 (+21 to notice unusual stonework)

Defense

AC 28, touch 15, flat-footed 25 (+2 deflection, +8 armor, +2 Dex, +1 dodge, +1 natural, +4 shield); +4 dodge vs giants

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

Fort +15, **Ref** +12, **Will** +17; +2 vs poison, spells, and spell-like abilities

Defensive Abilities fused consciousness, greater spiritual interference, shared consciousness (+8 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness)

Offense

Speed 40 ft.

Melee +2 *warhammer* +14/+14/+9 (1d8+5/x3)

Special Attacks +1 attack bonus vs humanoids (goblins and orcs), bonded manifestation (13 rounds/day), phantom recall (2/day)

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

5th (2)—*break enchantment*, *major curse*^{N, UM} (W-DC 22)

4th (4)—*aura of doom*^{N, UM} (W-DC 21), *enervation*, *sending*, *thoughtsense*^{OA}

3rd (5)—*analyze aura*^{OA}, *blindness/deafness*^N (F-DC 20), *greater invisibility*, *greater magic fang*, *haste*

2nd (7)—*calm spirit*^{N, OA} (W-DC 19), *false life*, *invisibility*, *resist energy*, *see invisibility*

1st (7)—*cure light wounds*, *endure elements*, *expeditious retreat*, *identify*, *mage armor*, *shield*

0—*daze* (W-DC 16), *detect magic*, *detect psychic significance*^{OA}, *mending*, *read magic*, *stabilize*

Spiritualist Spell-Like Abilities (CL 13th; concentration +11)

At will—*detect undead*

2/day—*calm spirit*^{OM} (W-DC 10)

1/day—*see invisibility* (10-minute duration)

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. He casts *false life* on himself, and *false life*, *mage armor*, and *greater magic fang* (twice) on the phantom, and gives his potions to the phantom. He casts *aura of doom*, *see invisibility*, and *shield* on himself, *greater invisibility* on the phantom, and *haste* on allies, when combat is imminent.

During Combat The spiritualist casts *blindness/deafness*,



enervation, or *major curse* throughout combat.

Basic Statistics Without pre-buffing, the spiritualist's statistics are AC 23, touch 14, flat-footed 21; **Ref** +11; **Speed** 20 ft.; **Melee** +2 warhammer +13/+8 (1d8+5/x3)

Statistics

Abilities Str 14, Dex 14, Con 18, Int 10, Wis 23, Cha 6
Base Atk +9; **CMB** +11; **CMD** 23 (27 vs bull rush and trip)

Feats Armor Proficiency (Medium), Heighten Spell, Improved Initiative, Lightning Reflexes, Phantom Fortification^{OA}, Spell Focus (necromancy), Toughness; plus Skill Focus (Acrobatics, Perception) when phantom is confined within consciousness

Skills Knowledge (arcana, planes) +16, Perception +19 (+21 to notice unusual stonework), Spellcraft +16

Languages Common, Dwarven

SQ etheric tether, phantom

Gear potions of *bull's strength* (4) and *heroism* (4);

Gear mithral breastplate, mwk warhammer, dagger, *gloves of arrow snaring*, *spirit revivification incense*^{OA} (4), spell component pouch, pouch with 180 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

Within his community, Khil tends to keep to himself, pondering the nature of occult matters and esoteric truths. He is very shy, but is proud of his community and seeks to protect it from threats of a supernatural nature. He knows his limits, however, and seeks help when he needs it to deal with a particular threat.

Hmezo, Khil's Phantom

(CR -)

LN Medium outsider

Init +8; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 31, touch 15, flat-footed 26 (+4 Dex, +1 dodge, +4 *mage armor*, +12 natural) in ectoplasmic form; 31, touch 29, flat-footed 28 (+14 deflection, +4 Dex, +1 dodge, +4 *mage armor*) in incorporeal form

hp 85 (10d10+30; 100 with *false life*)

Fort +11, **Ref** +14, **Will** +7; +4 morale bonus vs enchantment spells and effects

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 60 ft., plus (incorporeal form only) fly 70 ft. (good)

Melee 3 slams +18 (1d6+3)

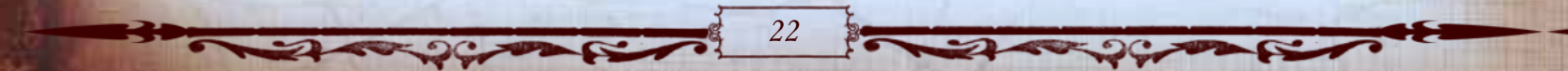
Special Attacks deliver touch spells, hated target (swift action; +2 attack/+5 damage), magic attacks (ectoplasmic form only), hateful aura (10 ft. radius), sneak attack +3d6

Tactics

Before Combat The phantom drinks a potion of *bull's strength* and *heroism* when combat is imminent. It activates hateful aura as soon as it manifests. These statistics assume that it is *hasted* as well.

During Combat The phantom attacks as directed, activating hated target as soon as it can. If the spiritualist didn't have time to cast *greater invisibility* on it, the phantom tries to flank targets so as to make sneak attacks.

Basic Statistics Without pre-buffing, the phantom's statistics are AC 26, touch 14, flat-footed 22 in ectoplasmic form; 28, touch 28, flat-footed 24 in incorporeal form; **Fort** +9, **Ref** +11, **Will** +5; **Speed** 30 ft., plus (incorporeal form only) fly 40 ft. (good); **Melee** 2 slams +15 (1d6+1); **Str** 12; **CMB** +11; **CMD** 25; -2 to skills



Statistics

Abilities Str 16, Dex 19, Con 15, Int 7, Wis 10, Cha 18
Base Atk +10; **CMB** +13; **CMD** 27
Feats Improved Initiative, Improved Will, Iron Will, Toughness, Weapon Finesse^B, Weapon Focus (slam)
Skills Acrobatics +19, Fly +23, Perception +15, Stealth +19
SQ emotional focus (hatred; Acrobatics, Perception), link, share spells

Nalin Tordreau (CR 13; 25,600 XP)

Male human spiritualist 14
NE Medium humanoid (human)
Init +7; **Senses** bonded senses (unlimited use), *see invisibility*; Perception +20

Defense

AC 30, touch 16, flat-footed 26 (+2 deflection, +8 armor, +3 Dex, +1 dodge, +2 natural, +4 shield)
hp 150 (14d8+84; 175 with *greater false life*)
Fort +17, **Ref** +13, **Will** +19
Defensive Abilities fused consciousness, greater spiritual interference, shared consciousness (+8 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual bond

Offense

Speed 30 ft., fly 60 ft. (good)
Melee +2 *scythe* +14/+9 (2d4+3/x4)
Special Attacks bonded manifestation (14 rounds/day), phantom recall (3/day)
Spiritualist Spells Known (CL 14th; concentration +20)
5th (3)—*nightmare*^I (W-DC 23), *scrying* (W-DC 21), *shadow evocation*^I (W-DC 23)
4th (5)—*death ward*, *greater false life*^{UM}, *locate creature*, *phantasmal killer*^I (W-DC 22)
3rd (5)—*analyze aura*^{OA}, *fly*, *greater magic fang*, *haste*, *heroism*
2nd (7)—*calm spirit*^{OA} (W-DC 18), *invisibility*, *lesser restoration*, *misdirection*^I (W-DC 20), *purge spirit*^{OA} (W-DC 18), *see invisibility*
1st (7)—*cause fear* (W-DC 17), *cure light wounds*, *expeditious retreat*, *magic missile*, *remove fear*, *shield*
0—*daze* (W-DC 16), *detect magic*, *detect psychic significance*^{OA}, *light*, *message*, *virtue*
Spiritualist Spell-Like Abilities (CL 14th; concentration +13)
At will—*detect undead*
2/day—*calm spirit*^{OA} (W-DC 11)
1/day—*see invisibility* (10-minute duration)

Tactics

Before Combat The spiritualist casts *greater false life*. He casts *fly*, *see invisibility*, and *shield* on himself, and any requested spells on allies, when combat is imminent. He normally keeps his phantom within his consciousness, thus gaining the benefits of shared consciousness.
During Combat The spiritualist casts spells to the best effect as he can, preferring to cast *phantasmal killer* or *shadow evocation*, but casting other spells on his allies if they need it.
Basic Statistics Without pre-buffing, the spiritualist's statistics are AC 26, touch 16, flat-footed 22

Statistics

Abilities Str 12, Dex 16, Con 18, Int 12, Wis 23, Cha 8
Base Atk +10; **CMB** +11; **CMD** 24
Feats Armor Proficiency (Medium), Dodge, Greater Spell Focus (illusion), Improved Initiative, Lightning Reflexes, Spell Focus (illusion), Toughness, Weapon Focus (scythe); plus Skill Focus (Intimidate, Stealth) when phantom is confined within consciousness
Skills Fly +20 (+31 with *fly* cast), Knowledge (arcana, planes) +17, Perception +20, Spellcraft +17, Stealth +17
Languages Common, Infernal
SQ etheric tether, phantom
Gear *scroll of plane shift**, *wand of cure light wounds* (50 charges); Gear mithral breastplate, mwk scythe, dagger, rings (worth 300 gp), *shirt of immolation*^{UE}, *spirit revivification incense*^{OA} (2), spell component pouch, silver mirror (worth 1,000 gp, focus for scrying) pouch with 61 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
* This scroll is cursed. If used, it takes the subjects to Hell instead of where they wanted to go.

Nalin is an agent of diabolic forces. He works for them willingly, for the promise of greater power. Who knows if he is deluded? In any case, Nalin has many contacts, both mortal and infernal, that make him incredibly dangerous. His scroll is a trap for those that might kill him.

Ieuma, Nalin's

Phantom (CR -)

NE Medium outsider
Init +8; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

in ectoplasmic form; 28, touch 28, flat-footed 24 (+14 deflection, +4 Dex) in incorporeal form
hp 93 (11d10+33)

Fort +7, **Ref** +11, **Will** +9; +4 morale bonus vs enchantment spells and effects

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 30 ft., plus (incorporeal form only) fly 40 ft. (good)

Melee 2 slams +16 (1d6+1)

Special Attacks deliver touch spells, frightful attack, increase fear (20 ft. radius; W-DC 19), horrifying strike (W-DC 19), magic attacks (ectoplasmic form only)

Tactics

Before Combat The phantom normally stays within the spiritualist's consciousness. The full stat block is provided for convenience.

Statistics

Abilities Str 12, Dex 19, Con 15, Int 7, Wis 10, Cha 18

Base Atk +11; **CMB** +12; **CMD** 26

Feats Great Fortitude, Improved Initiative, Iron Will, Stealthy^B, Toughness, Weapon Finesse, Weapon Focus (slam)

Skills Fly +22, Intimidate +18, Perception +14, Stealth +22

SQ emotional focus (fear; Intimidate, Stealth), link, share spells

Lydon Lamara (CR 14; 38,400 XP)

Male **aasimar**^{ARG} spiritualist (onmyoji) 15

LG Medium outsider (native)

Init +7; **Senses** bonded senses (unlimited use), darkvision 60 ft., *see invisibility*; Perception +23

Defense

AC 30, touch 15, flat-footed 26 (+2 deflection, +9 armor, +3 Dex, +2 natural, +4 shield)

hp 161 (15d8+90; 187 with *greater false life*)

Fort +18, **Ref** +15, **Will** +19

Defensive Abilities spiritual resistance (+4 vs spell-like and supernatural abilities of fey, outsiders, and incorporeal undead, when phantom is confined within consciousness), spiritual bond; **Resist** acid 5, cold 5, electricity 5

Offense

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

Melee +3 *scythe* +16/+11/+6 (2d4+4/x4)

Special Attacks bonded manifestation (15 rounds/day), phantom recall (3/day)

Spiritualist Spells Known (CL 15th; concentration +21; ^{DT} = divine teaching spell)

5th (4)—*break enchantment*, *breath of life*, *disrupting weapon* (W-DC 21), *flame strike*^{E, DT} (R-DC 23), *spell resistance*, *vampiric shadow shield*^{ACG}

4th (5)—*anti-incorporeal shell*^{ACG}, *cure critical wounds*, *death ward*, *greater false life*^{UM}, *holy smite*^{E, DT} (W-DC 22), *spell immunity*

3rd (6)—*cure light wounds*, *fly*, *greater magic fang*, *haste*, *heroism*, *remove disease*, *searing light*^{DT}

2nd (7)—*calm spirit*^{OA} (W-DC 18), *lesser restoration*, *phantom steed*, *remove paralysis*, *see invisibility*, *shield other*^{DT}, *spiritual weapon*, *status*

1st (7)—*alarm*, *cure light wounds*, *endure elements*, *expeditious retreat*, *invisibility alarm*^{ACG}, *remove fear*, *shield*

0—*detect magic*, *light*, *mage hand*, *mending*, *message*, *read magic*

Spiritualist Spell-Like Abilities (CL 15th; concentration +15)

At will—*detect undead*

3/day—*calm spirit*^{OA} (W-DC 12)

1/day—*see invisibility* (10-minute duration)

Aasimar Spell-Like Ability (CL 15th; concentration +15)

1/day—*daylight*

Tactics

Before Combat The spiritualist casts *greater false life*. He casts *fly*, *see invisibility*, and *shield* on himself, and any spells requested on his allies, when combat is imminent. He normally keeps his phantom within his consciousness, thus gaining the benefits of spiritual resistance and being able to cast his divine teaching spells (archetype abilities).

During Combat The spiritualist tries to avoid melee combat and casts spells as needed, but adjusts his actions to best help his allies. His preferred spells are *flame strike*, *holy smite*, and *searing light*.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **AC** 26, touch 15, flat-footed 22

Statistics

Abilities Str 12, Dex 16, Con 18, Int 12, Wis 23, Cha 10

Base Atk +11; **CMB** +12; **CMD** 25

Feats Armor Proficiency (Medium), *Emotional Conduit*^{OA}, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, Spell Focus (evocation), Toughness, Weapon Focus (*scythe*); plus Iron Will, Skill Focus (Intimidate, Survival) when phantom is confined within consciousness

Skills Fly +21 (+32 with *fly* cast), Heal +25, Knowledge (religion) +18, Perception +23, Stealth +18

Languages Celestial, Common

SQ divine spellcasting, divine teachings, etheric tether, phantom

Gear *scrolls of gentle repose* (2), *remove blindness/deafness* (2), and *remove curse*(2); Gear mithral breastplate, mwk scythe, dagger, [*lesser metamagic rod \(intensify\)*](#)^{APG} (2), metal ofuda, [*ring of curing*](#)^{UE}, spell component pouch, pair of platinum rings (worth 50 gp, focus for shield other), pouch with 61 gp worth of mixed coins and gems; Automatic Bonus Progression armor attunement +3, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +3

Lydon is a powerful force for good, seeking to hunt down evil spirits of all kinds. He enjoys working with others to help him on his missions, and hopes that his steadfast and goodly nature inspires others to the cause of righteousness. Lydon is not sanctimonious, but is humble and has a wry sense of humor.

Etema, Lydon's Phantom (CR -)

LG Medium outsider

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

Defense

AC 29, touch 15, flat-footed 24 (+5 Dex, +14 natural) in ectoplasmic form; 33, touch 33, flat-footed 28 (+18 deflection, +5 Dex) in incorporeal form

hp 114 (12d10+48; 140 with *greater false life*)

Fort +9, **Ref** +15, **Will** +10; +4 morale bonus vs enchantment spells and effects

Defensive Abilities devotion, defending aura (10 ft. radius), devoted servant; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 30 ft., plus (incorporeal form only) fly 40 ft. (good)

Melee 2 slams +18 (1d6+1), or 2 slams (with dutiful strike) +20 (1d8+1)

Special Attacks deliver touch spells, dutiful strike, magic attacks (ectoplasmic form only)

Tactics

Before Combat The phantom normally stays within the spiritualist's consciousness. The full stat block is provided for convenience.

Statistics

Abilities Str 12, Dex 20, Con 16, Int 7, Wis 10, Cha 19

Base Atk +12; **CMB** +13; **CMD** 28

Feats Great Fortitude, Iron Will^B, Lightning Reflexes, Power Attack, Toughness, Weapon Finesse, Weapon Focus (slam)

Skills Fly +24, Diplomacy +19, Perception +15, Sense Motive +15

SQ emotional focus (dedication; Diplomacy, Sense Motive), link, share spells

Thuzar Kalyk (CR 15; 51,200 XP)

Male [*duergar*](#)^{B1, ARG} spiritualist 16

LE Medium humanoid (dwarf)

Init +7; **Senses** bonded senses (unlimited use), darkvision 120 ft., *see invisibility*; Perception +24

Defense

AC 32, touch 16, flat-footed 28 (+10 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural, +4 shield)

hp 187 (16d8+112; 202 with *false life*)

Fort +20, **Ref** +15, **Will** +23; +2 vs spells and spell-like abilities

Defensive Abilities fused consciousness, greater spiritual interference, shared consciousness (+8 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual bond; **Immune** paralysis, phantasms, poison; **Weakness** light sensitivity

Offense

Speed 40 ft.

Melee +4 [*corrosive*](#)^{UE} scythe +18/+18/+13/+8 (2d4+4/x4 plus 1d6 acid)

Special Attacks bonded manifestation (16 rounds/day), phantom recall (3/day)

Spiritualist Spells Known (CL 16th; concentration +24)

6th (3)—*greater heroism*, *harm*^N (W-DC 25)

5th (5)—[*mass inflict pain*](#)^{N, OA} (W-DC 24), [*planar adaptation*](#)^{APG}, *plane shift* (W-DC 23), *spell resistance*

4th (6)—*confusion* (W-DC 22), *dimension door*, *enervation*, *greater invisibility*, *spell immunity*

3rd (7)—*animate dead**, *greater magic fang*, *haste*, *heroism*, *protection from energy*

2nd (7)—[*calm spirit*](#)^{N, OA} (W-DC 21), *false life*, *gentle repose*, *invisibility*, *protection from arrows*, *see invisibility*

1st (8)—*alarm*, *cure light wounds*, *expeditious retreat*, *mage armor*, *obscuring mist*, *shield*

0—*daze* (W-DC 18), *detect magic*, *mage hand*, *mending*, *message*, *read magic*

* Currently has no onyx gems for this spell on his person.

Spiritualist Spell-Like Abilities (CL 16th; concentration +15)

At will—*detect undead*

3/day—*calm spirit*^{OA} (W-DC 11)

1/day—*call spirits* (W-DC 14), *see invisibility* (10-minute duration)

Duergar Spell-Like Abilities (CL 16th; concentration +15)

1/day—*enlarge person* (self only), *invisibility* (self only)

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. He casts *false life* on himself, and *false life*, *mage armor*, and *greater magic fang* (twice) on the phantom, and gives his potions to the phantom. He casts *see invisibility* and *shield* on himself, *greater heroism* on the phantom, and *haste* on everyone (and other buffing spells if there is time), when combat is imminent.

During Combat The spiritualist casts *confusion* in the first round, and *mass inflict pain* in the second. In rounds 3 and 4, he casts *harm* through the phantom, and thereafter casts *enervation*. He changes this strategy if needed, and tries to avoid melee combat.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **AC** 27, touch 15, flat-footed 24; **Ref** +15; **Speed** 20 ft.; +4 *scythe* +17/+12/+7 (2d4+4/x4)

Statistics

Abilities Str 10, Dex 16, Con 20, Int 10, Wis 26, Cha 8

Base Atk +12; **CMB** +12; **CMD** 25 (29 vs bull rush and trip)

Feats Armor Proficiency (Medium), Improved Initiative, Lightning Reflexes, *Phantom Fighter*^{OA}, *Phantom Fortification*^{OA}, Spell Focus (necromancy), Toughness, Weapon Focus (scythe); plus Skill Focus (Intimidate, Stealth) when phantom is confined within consciousness

Skills Knowledge (dungeoneering, planes) +19, Perception +24, Stealth +19

Languages Common, Dwarven, Undercommon
SQ etheric tether, phantom

Gear *potions of bull's strength* (2) and *cure light wounds* (6); Gear mithral breastplate, mwk scythe, dagger, *deliquescent gloves*^{UE}, *earth root boots*^{UE}, *rod of lesser extend metamagic*, *spectacles of understanding*^{UE}, *spirit revivification incense*^{OA} (2), spell component pouch, one or more forked metal rods (focus for plane shift), pouch with 224 gp worth of mixed coins and gems; Automatic Bonus Progression armor attunement +4, deflection +2, mental prowess +6/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +4

Thuzar is the leader of a duergar cult that seeks to discover the mysteries of life, death, and undeath. Its members are mostly spiritualists but include other classes; all are duergar. Thuzar thus has a lot of influence, and uses it to enhance the position of duergars throughout the world.

Luzte, Thuzar's Phantom

(CR -)

LE Medium outsider

Init +5; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 34, touch 16, flat-footed 28 (+5 Dex, +1 dodge, +4 *mage armor*, +14 natural) in ectoplasmic form; 38, touch 34, flat-footed 32 (+18 deflection, +5 Dex, +1 dodge, +4 *mage armor*) in incorporeal form
hp 114 (12d10+48; 129 with *false life*, 145 with *greater heroism*)

Fort +17, **Ref** +14, **Will** +14; Note that the save bonus from *greater heroism* overlaps with the devotion save bonus

Defensive Abilities devotion; **Immunity** fear; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 60 ft., plus (incorporeal form only) fly 70 ft. (good)

Melee 3 slams +27 (1d6+7)

Special Attacks aura of despair (10 ft. radius), deliver touch spells, despairing shout (3/day; W-DC 20), miserable strike (W-DC 20), magic attacks (ectoplasmic form only), power from despair

Tactics

Before Combat The phantom drinks a potion of *bull's strength* when combat is imminent. It activates aura of despair as soon as it manifests. These statistics assume that it benefits from *greater heroism* and *haste* as well.

During Combat The phantom attacks enemies as directed. It always uses Power Attack.

Basic Statistics Without pre-buffing, the phantom's statistics are **AC** 33, touch 15, flat-footed 28 in ectoplasmic form; 37, touch 33, flat-footed 32 in incorporeal form; **Fort** +13, **Ref** +9, **Will** +10; loses immunity to fear; **Speed** 30 ft., plus (incorporeal form only) fly 40 ft. (good); **Melee** 2 slams +22 (1d6+5); **Str** 12; **CMB** +11; **CMD** 25; -4 to skills

Statistics

Abilities Str 16, Dex 20, Con 16, Int 7, Wis 10, Cha 19
Base Atk +12; **CMB** +15; **CMD** 30

Feats Great Fortitude, Iron Will, Power Attack, Toughness, Weapon Finesse, Weapon Focus (slam)
Skills Fly +28, Intimidate +23, Perception +19, Stealth +19
SQ emotional focus (despair; Intimidate, Stealth), link, share spells

Ajita Bakthavasalam (CR 16; 76,800 XP)

Female [vanara](#)^{ARG} spiritualist 17
N Medium humanoid (vanara)
Init +8; **Senses** bonded senses (unlimited use), low-light vision, *thoughtsense*; Perception +25

Defense

AC 31, touch 18, flat-footed 26 (+10 armor, +3 deflection, +4 Dex, +1 dodge, +3 natural)
hp 199 (17d8+119; 227 with *greater false life*)
Fort +20, **Ref** +16, **Will** +23
Defensive Abilities fused consciousness, greater spiritual interference, shared consciousness (+8 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual bond

Offense

Speed 60 ft., climb 60 ft., fly 90 ft. (good)
Melee +4 *scythe* +19/+19/+14/+9 (2d4+5/x4)
Special Attacks bonded manifestation (37 rounds/day), phantom recall (3/day)
Spiritualist Spells Known (CL 17th; concentration +25)
6th (3)—*analyze dweomer* (W-DC 24), *greater heroism*, *heal*, *unwilling shield*^{APG} (W-DC 24)
5th (5)—*disrupting weapon* (W-DC 23), *dominate person* (W-DC 23), *scrying* (W-DC 23), *shadow evocation* (W-DC 23), *spell resistance*
4th (6)—*anti-incorporeal shell*^{ACG}, *death ward*, *entrap spirit*^{OA} (W-DC 22), *freedom of movement*, *greater false life*^{UM}, *thoughtsense*^{OA}
3rd (7)—*displacement*, *ectoplasmic snare*^{OA} (R-DC 21), *fly*, *greater magic fang*, *haste*, *heroism*, *speak with dead*
2nd (7)—*calm spirit*^{OA} (W-DC 20), *cure moderate wounds*, *invisibility*, *lesser restoration*, *life pact*^{ACG}, *purge spirit*^{OA} (W-DC 20), *remove paralysis*
1st (8)—*compel hostility*^{UC} (W-DC 19), *comprehend languages*, *endure elements*, *mage armor*, *protection from evil*, *remove fear*, *sanctuary* (W-DC 19)
0—*daze* (W-DC 18), *detect magic*, *mage hand*, *message*, *read magic*, *virtue*
Spiritualist Spell-Like Abilities (CL 17th; concentration +16)
At will—*detect undead*
3/day—*calm spirit*^{OA} (W-DC 11)

1/day—*call spirits* (W-DC 14), *see invisibility* (10-minute duration)

Tactics

Before Combat The spiritualist fully manifests her phantom in ectoplasmic form. She casts *greater false life* on herself, and *greater false life*, *mage armor*, and *greater magic fang* (twice) on the phantom, and gives her potions to the phantom. She casts *fly*, *freedom of movement* and *thoughtsense* on herself, *greater heroism* on the phantom, and *haste* on everyone (and other buffing spells if there is time), when combat is imminent.

During Combat The spiritualist most likely casts *unwilling shield* in the first round, and either *dominate person* or *shadow evocation* in subsequent rounds. She changes this strategy as needed, and tries to avoid melee combat.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **AC** 30, touch 17, flat-footed 26; **Ref** +15; **Speed** 30 ft., climb 30 ft.; **Melee** +4 *scythe* +18/+13/+8 (2d4+5/x4)

Statistics

Abilities Str 12, Dex 18, Con 20, Int 10, Wis 26, Cha 8
Base Atk +12; **CMB** +13; **CMD** 26

Feats Armor Proficiency (Medium), Combat Casting, [Emotional Conduit](#)^{OA}, Improved Initiative, Lightning Reflexes, [Phantom Fighter](#)^{OA}, [Phantom Fortification](#)^{OA}, Toughness, Weapon Focus (scythe); plus Skill Focus (Appraise, Bluff) when phantom is confined within consciousness

Skills Climb +9, Fly +24 (+36 with *fly* cast), Knowledge (local) +20, Perception +25, Stealth +21; **Racial Modifier** +2 Acrobatics, +2 Stealth

Languages Common, Vanaran

SQ dual bond, etheric tether, phantom, prehensile tail

Gear potions of *bull's strength* (2), wands of *cure light wounds* (2; 50 charges); **Gear** mithral breastplate, mwk scythe, dagger, jewelry (necklace, rings, and so on, worth 350 gp), *necklace of adaptation*, *ring of curing*^{UE}, *sandals of quick reaction*^{UE}, *spirit revivification incense*^{OA} (5), spell component pouch, ruby dust (worth 1,000 gp, for *unwilling shield*), ruby and gold lens (worth 1,500 gp, focus for *analyze dweomer*), silver mirror (worth 1,000 gp, focus for *scrying*), pouch with 24 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +4, deflection +3, mental prowess +6/+2, physical prowess +6/+2, resistance +5, toughening +3, weapon attunement +4

Ajita lives in a large city, and knows a great deal about the place. It gives her great joy to spend time wandering amongst the inhabitants, listening to their talk, and getting a feel for the pulse of the city. She views herself as a defender of the city, and seeks to keep it independent.

Quezyo, Ajita's Phantom (CR -)

N Medium outsider

Init +9; **Senses** darkvision 60 ft.; Perception +20

Defense

AC 35, touch 15, flat-footed 30 (+5 Dex, +4 *mage armor*, +16 natural) in ectoplasmic form; 40, touch 36, flat-footed 35 (+21 deflection, +5 Dex, +4 *mage armor*) in incorporeal form

hp 123 (13d10+52; 151 with *greater false life*, 168 with *greater heroism*)

Fort +13, **Ref** +18, **Will** +14; Note that the save bonus from *greater heroism* overlaps with the devotion save bonus

Defensive Abilities devotion; **Immunity** fear; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 60 ft., plus (incorporeal form only) fly 70 ft. (good)

Melee 3 slams +28 (1d6+7)

Special Attacks deliver touch spells, jealous combatant, magic attacks (ectoplasmic form only), mine to take (1/day), resentful aura (20 ft. radius; W-DC 23), retribution

Tactics

Before Combat The phantom drinks a potion of *bull's strength* when combat is imminent. It activates aura of despair as soon as it manifests. These statistics assume that it benefits from *greater heroism* and *haste* as well.

During Combat The phantom attacks enemies as directed. It stays close to the spiritualist.

Basic Statistics Without pre-buffing, the phantom's statistics are **AC** 35, touch 15, flat-footed 30 in ectoplasmic form; 40, touch 36, flat-footed 35 in incorporeal form; **Fort** +9, **Ref** +13, **Will** +10; loses immunity to fear; **Speed** 30 ft., plus (incorporeal form only) fly 40 ft. (good); **Melee** 2 slams +23 (1d6+5); **Str** 12; **CMB** +14; **CMD** 29; -4 to skills

Statistics

Abilities Str 16, Dex 21, Con 16, Int 7, Wis 10, Cha 20

Base Atk +13; **CMB** +16; **CMD** 31

Feats Ability Focus^{B1} (resentful aura), Deceitful^B,

Great Fortitude, Improved Initiative, Iron Will, Toughness, Weapon Finesse, Weapon Focus (slam)
Skills Appraise +25, Bluff +24, Fly +29, Perception +20
SQ emotional focus (jealousy; Appraise, Bluff), link, share spells

Ergin Rogazur (CR 17; 102,400 XP)

Male half-orc spiritualist 18

CE Medium humanoid (human, orc)

Init +7; **Senses** bonded senses (unlimited use), darkvision 60 ft., *thoughtsense*; Perception +25

Defense

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

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

Fort +21, **Ref** +17, **Will** +24

Defensive Abilities fused consciousness, greater spiritual interference, orc ferocity, shared consciousness (+8 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual bond

Offense

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

Melee +5 *falchion* +22/+22/+17/+12 (2d4+8/18-20)

Special Attacks bonded manifestation (39 rounds/day), phantom recall (4/day)

Spiritualist Spells Known (CL 18th; concentration +26)
6th (4)—*greater dispel magic*, *greater heroism*, *harm*^N (W-DC 26), *heal*

5th (5)—*feeblemind* (W-DC 23), *major curse*^{N, UM} (W-DC 25), *overland flight*, *scrying* (W-DC 23), *spell resistance*

4th (7)—*aura of doom*^{N, UM} (W-DC 24), *enervation*, *freedom of movement*, *greater false life*^{UM}, *greater invisibility*

3rd (7)—*dispel magic*, *displacement*, *fly*, *greater magic fang*, *haste*, *heroism*

2nd (7)—*calm spirit*^{N, OA} (W-DC 22), *cure moderate wounds*, *invisibility*, *lesser restoration*, *purge spirit*^{N, OA} (W-DC 22), *see invisibility*

1st (8)—*comprehend languages*, *endure elements*, *mage armor*, *obscuring mist*, *remove fear*, *unseen servant*
0—*bleed*^N (W-DC 20), *daze* (W-DC 18), *message*, *open/close*, *read magic*, *virtue*

Spiritualist Spell-Like Abilities (CL 18th; concentration +18)

At will—*detect undead*

3/day—*calm spirit*^{OA} (W-DC 12)

1/day—*call spirits* (W-DC 15), *see invisibility* (10-minute duration)

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. He casts *greater false life* and *overland flight* on himself, and *greater false life*, *mage armor*, and *greater magic fang* (twice) on the phantom, and gives his potions and magic boots to the phantom. He casts *aura of doom*, *fly*, *freedom of movement* and *thoughtsense* on himself, *greater heroism* on the phantom, and *haste* on everyone (and other buffing spells if there is time), when combat is imminent.

During Combat The spiritualist prefers casting *enervation*, *feeblemind*, *harm* (through the phantom as an immediate action), or *major curse*, as suits his whim. He changes this strategy as needed, and tries to avoid melee combat.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **AC** 32, touch 17, flat-footed 29; **Ref** +16; **Speed** 30 ft., fly 40 ft. (good); +5 *falchion* +21/+16/+11 (2d4+8/18-20)

Statistics

Abilities Str 14, Dex 16, Con 20, Int 12, Wis 26, Cha 10
Base Atk +13; **CMB** +15; **CMD** 28

Feats Armor Proficiency (Medium), [Distant Delivery](#)^{OA}, Eschew Materials, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Spell Focus (necromancy), Toughness, Weapon Focus (scythe); plus Skill Focus (Acrobatics, Perception) when phantom is confined within consciousness

Skills Fly +24 (+37 with *fly* or *overland flight* cast), Intimidate +23, Knowledge (local) +21, Perception +26, Stealth +26; **Racial Modifier** +2 Intimidate

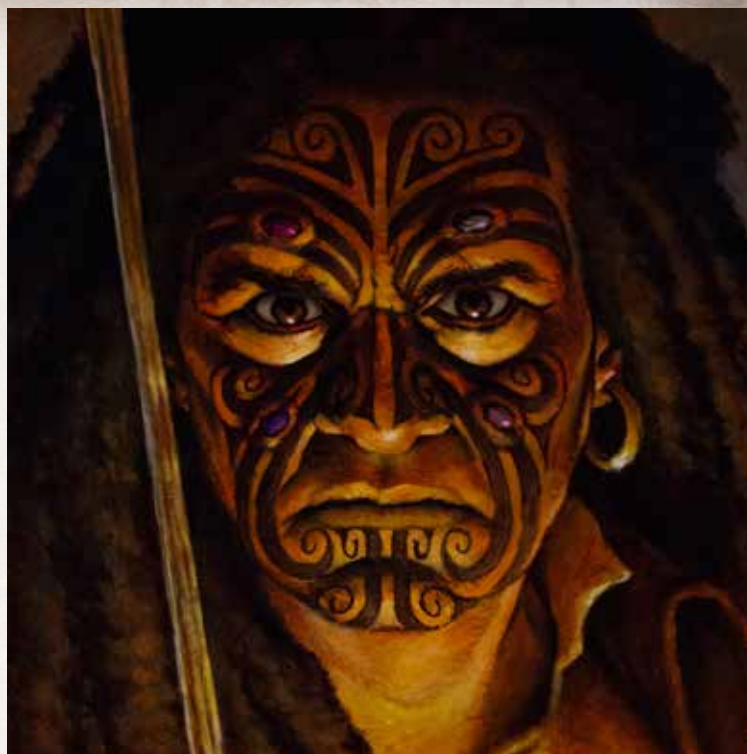
Languages Abyssal, Common, Orc

SQ dual bond, etheric tether, phantom, weapon familiarity (half-orc)

Gear *potions of bull's strength* (2); Gear mithral breastplate, mwk falchion, dagger, *cloak of elvenkind*, *gloves of arrow snaring*, [headband of deathless devotion](#)^{*UE}, [nightmare boots](#)^{UE}, *ring of mind shielding*, *ring of sustenance*, [shackles of durance vile](#)^{UE}, spell component pouch, silver mirror (worth 1,000 gp, focus for *scrying*), pouch with 117 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

* This item is cursed, having the requirement of worshipping an evil deity, or it does not function for the user.

Ergin might work as an investigator and killer for an evil organisation or individual, such as the high priest of an evil deity. He is very effective at whatever task



he is set, and despite his chaotic nature, he is still intelligent and takes care to research his targets well before he takes action against them.

Tixmo, Ergin's Phantom

(CR -)

CE Medium outsider

Init +9; **Senses** darkvision 60 ft.; Perception +21

Defense

AC 36, touch 16, flat-footed 30 (+5 Dex, +1 dodge, +4 *mage armor*, +16 natural) in ectoplasmic form; 41, touch 37, flat-footed 35 (+21 deflection, +5 Dex, +1 dodge, +4 *mage armor*) in incorporeal form

hp 133 (14d10+56; 162 with *greater false life*, 180 with *greater heroism*)

Fort +18, **Ref** +21, **Will** +10; Note that the save bonus from *greater heroism* overlaps with the devotion save bonus

Defensive Abilities devotion; **Immunity** fear; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 60 ft., plus (incorporeal form only) fly 70 ft. (good)

Melee 3 slams +29 (1d6+7)

Special Attacks deliver touch spells, hated target (swift action; +2 attack/+7 damage), magic attacks (ectoplasmic form only), hateful aura (10 ft. radius), shared hatred, sneak attack +5d6

Tactics

Before Combat The phantom drinks a potion of *bull's strength* when combat is imminent. It activates hateful aura as soon as it manifests. These statistics assume that it benefits from *greater heroism* and *haste* as well.

During Combat The phantom attacks enemies as directed, activating hated target and shared hatred as soon as it can. The phantom tries to flank targets so as to make sneak attacks, and makes good use of the *nightmare boots*.^{UE}

Basic Statistics Without pre-buffing, the phantom's statistics are **AC** 35, touch 15, flat-footed 30 in ectoplasmic form; 40, touch 36, flat-footed 35 in incorporeal form; **Fort** +14, **Ref** +16, **Will** +6; loses immunity to fear; **Speed** 30 ft., plus (incorporeal form only) fly 40 ft. (good); **Melee** 2 slams +23 (1d6+5); **Str** 12; **CMB** +15; **CMD** 30; -4 to skills

Statistics

Abilities Str 16, Dex 21, Con 16, Int 7, Wis 10, Cha 20

Base Atk +14; **CMB** +17; **CMD** 32

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Finesse^B, Weapon Focus (slam)

Skills Acrobatics +26, Fly +30, Knowledge (planes) +19, Perception +21

SQ emotional focus (hatred; Acrobatics, Perception), link, share spells

Exovar Kovarik (CR 18; 153,600 XP)

Male dwarf spiritualist 19

LE Medium humanoid (dwarf)

Init +7; **Senses** bonded senses (unlimited use), darkvision 60 ft., *thoughtsense*; Perception +27 (+29 to notice unusual stonework)

Defense

AC 35, touch 19, flat-footed 31 (+11 armor; +5 deflection, +3 Dex, +1 dodge, +5 natural); +4 dodge vs giants

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

Fort +22, **Ref** +17, **Will** +24; +2 vs poison, spells, and spell-like abilities

Defensive Abilities fused consciousness, greater spiritual interference, shared consciousness (+8 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual bond; **Resist** fire 10

Offense

Speed 20 ft.

Melee +5 *battleaxe* +24/+24/+19/+14 (1d8+9/x3) (used two-handed)

Special Attacks +1 attack bonus vs humanoids (goblins and orcs), bonded manifestation (41 rounds/day), phantom recall (4/day)

Spiritualist Spells Known (CL 19th; concentration +27)

6th (5)—*frightful aspect*^{UC}, *greater heroism*, *harm*^N (W-DC 26), *heal*, *telepathy*^{OA}

5th (6)—*major curse*^{N,UM} (W-DC 25), *mass inflict pain*^{N,OA} (W-DC 25), *nightmare* (W-DC 23), *plane shift* (W-DC 23), *spell resistance*, *sending*

4th (7)—*dimension door*, *enervation*, *feast on fear*^{N,ACG} (W-DC 25), *freedom of movement*, *greater false life*^{UM}, *thoughtsense*^{OA}

3rd (7)—*displacement*, *fear*^N (W-DC 24), *fly*, *greater magic fang*, *haste*, *heroism*, *protection from energy*

2nd (7)—*calm spirit*^{N,OA} (W-DC 22), *inflict moderate wounds*^N (W-DC 22), *invisibility*, *resist energy*, *scare*^N (W-DC 22), *see invisibility*, *purge spirit*^{N,OA} (W-DC 22)

1st (8)—*alarm*, *burst of insight*^{OA}, *heightened awareness*^{ACG}, *identify*, *expeditious retreat*, *mage armor*, *obscuring mist*

0—*bleed*^N (W-DC 20), *daze* (W-DC 18), *detect magic*, *message*, *read magic*, *stabilize*

Spiritualist Spell-Like Abilities (CL 19th; concentration +18)

At will—*detect undead*

4/day—*calm spirit*^{OA} (W-DC 11)

1/day—*call spirits* (W-DC 14), *see invisibility* (10-minute duration)

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. He casts *greater false life* on himself, and *greater false life*, *mage armor*, and *greater magic fang* (twice) on the phantom, and gives his potions to the phantom. He casts *fly*, *freedom of movement* and *thoughtsense* on himself, *frightful aspect* and *greater heroism* on the phantom, and *haste* on everyone (and other buffing spells if there is time), when combat is imminent.

During Combat The spiritualist most likely casts *major inflict pain* on round one. Thereafter, he prefers casting *enervation*, *fear*, *harm* (through the phantom as an immediate action), or *major curse*, as suits his whim. He changes this strategy as needed, and tries to avoid melee combat.

Basic Statistics Without pre-buffing, the spiritualist's statistics are **AC** 34, touch 18, flat-footed 31; **Ref** +16; **Speed** 20 ft.; **Melee** +5 *battleaxe* +23/+18/+13 (1d8+9/x3) (used two-handed)

Statistics

Abilities Str 16, Dex 16, Con 22, Int 14, Wis 26, Cha 8

Base Atk +14; **CMB** +17; **CMD** 30 (34 vs bull rush and trip)

Feats Armor Proficiency (Medium), [Emotional Conduit](#)^{OA}, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, [Phantom Fighter](#)^{OA}, Power Attack, Spell Focus (necromancy), Toughness, Weapon Focus (battleaxe); plus Skill Focus (Intimidate, Stealth) when phantom is confined within consciousness

Skills Fly +25 (+38 with *fly* cast), Intimidate +21, Knowledge (dungeoneering, planes) +24, Perception +27 (+29 to notice unusual stonework), Stealth +22

Languages Aklo, Common, Dwarven, Undercommon

SQ dual bond, etheric tether, phantom, weapon familiarity (dwarf)

Gear *potions of bull's strength* (2), *scrolls of heal* (2); Gear mithral breastplate, mwk battleaxe, dagger, *elixir of vision*, [iron circlet of guarded souls](#)^{UE}, [shoes of the firewalker](#)^{UE}, *spirit revivification incense*^{OA} (2), spell component pouch, one or more forked metal rods (focus for *plane shift*), pouch with 232 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

Exovar is the eldest nephew of Mursha (see below), and heir to her realm; therefore, he is prince of the realm. He is loyal to his aunt, and does whatever she requires of him. Exovar is somewhat arrogant as a result, confident in his current and future status, and in his occult abilities.

Lotte, Exovar's Phantom (CR -)

LE Large outsider

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

Defense

AC 41, touch 15, flat-footed 35 (+5 Dex, +1 dodge, +4 *mage armor*, +22 natural, -1 size) in ectoplasmic form; 40, touch 36, flat-footed 34 (+21 deflection, +5 Dex, +1 dodge, +4 *mage armor*, -1 size) in incorporeal form

hp 172 (15d10+90; 202 with *greater false life*, 221 with *greater heroism*)

Fort +16, **Ref** +19, **Will** +15; Note that the save bonus from *greater heroism* overlaps with the devotion save bonus

Defensive Abilities devotion, shelter allies; **DR** 10/magic; **SR** 19; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form- incorporeal subtype.

Offense

Speed 60 ft., plus (incorporeal form only) fly 70 ft. (good)

Melee 3 slams +30 (2d6+10)

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

Special Attacks deliver touch spells, frightful aspect aura (30 ft.), frightful attack, increase fear (20 ft. radius; W-DC 22), horrifying strike (W-DC 22), magic attacks (ectoplasmic form only)

Frightful Aspect Aura (Sp) Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits the spiritualist with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

Tactics

Before Combat The phantom drinks a potion of *bull's strength* when combat is imminent. It activates increase fear as soon as it manifests, which also activates shelter allies. These statistics assume that it benefits from *frightful aspect*, *greater heroism* and *haste* as well.

During Combat The phantom attacks enemies as directed, always using Power Attack (unless it keeps missing).

Basic Statistics Without pre-buffing, the phantom's statistics are Medium size; **AC** 35, touch 15, flat-footed 30 in ectoplasmic form; 40, touch 36, flat-footed 35 in incorporeal form; **Fort** +10, **Ref** +16, **Will** +11; loses immunity to fear, DR and SR; **Speed** 30 ft., plus (incorporeal form only) fly 40 ft. (good); **Melee** 2 slams +21 (1d6+5); **Str** 12, **Con** 16; **CMB** +16; **CMD** 31; -4 to skills, except -2 Fly, no change to Stealth

Statistics

Abilities Str 22, Dex 21, Con 20, Int 7, Wis 10, Cha 20
Base Atk +15; **CMB** +22; **CMD** 37

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Iron Will, Power Attack, Stealthy^B, Toughness, Weapon Focus (slam)

Skills Fly +29, Intimidate +27, Perception +22, Stealth +27

SQ emotional focus (fear; Intimidate, Stealth), link, share spells

Mursha Kovarik (CR 19; 204,800 XP)

Female dwarf spiritualist 20

LE Medium humanoid (dwarf)

Init +8; **Senses** all-around vision, bonded senses (unlimited use), darkvision 60 ft.; Perception +29 (+31 to notice unusual stonework)

Defense

AC 36, touch 20, flat-footed 31 (+5 deflection, +11 armor, +4 Dex, +1 dodge, +5 natural); +4 dodge vs giants

hp 273 (20d8+180; 304 with *greater false life*)

Fort +24, **Ref** +18 (evasion), **Will** +26; +2 vs poison, spells, and spell-like abilities

Defensive Abilities empowered consciousness, fused consciousness, greater spiritual interference, shared consciousness (+8 vs mind-affecting saves, and shunt effect 1/day, when phantom is confined within consciousness), spiritual bond

Offense

Speed 20 ft.

Melee +5 scythe +24/+24/+19/+14 (2d4+9/x4)

Special Attacks +1 attack bonus vs humanoids (goblins and orcs), bonded manifestation (43 rounds/day), phantom recall (4/day)

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

6th (6)—*greater dispel magic*, *greater heroism*, *harm*^N (W-DC 27), *heal*, *unwilling shield*^{N, APG} (W-DC 27)

5th (7)—*mage's private sanctum*, *major curse*^{N, UM} (W-DC 26), *plane shift* (W-DC 24), *teleport* (W-DC 24), *vampiric shadow shield*^{ACG}

4th (7)—*aura of doom*^{N, UM} (W-DC 25), *black tentacles*, *debilitating portent*^{UC} (W-DC 23), *freedom of movement*, *greater false life*^{UM}, *greater invisibility*

3rd (7)—*clairaudience/clairvoyance*, *displacement*, *fly*, *greater magic fang*, *haste*, *heroism*

2nd (7)—*calm spirit*^N (W-DC 23), *cure moderate wounds*, *invisibility*, *lesser restoration*, *resist energy*, *see invisibility*

1st (8)—*alarm*, *burst of adrenaline*^{OA}, *cause fear*^N (W-DC 22), *endure elements*, *expeditious retreat*, *sanctuary* (W-DC 20)

0—*bleed*^N (W-DC 21), *daze* (W-DC 19), *mage hand*, *mending*, *message*, *read magic*

** needs ruby dust worth 250 gp per casting

Spiritualist Spell-Like Abilities (CL 20th; concentration +19)

At will—*detect undead*

4/day—*calm spirit*^{OA} (W-DC 11)

1/day—*call spirits* (W-DC 14), *see invisibility* (10-minute duration)

Tactics

Before Combat The spiritualist fully manifests his phantom in ectoplasmic form. She casts *greater false life* on herself, and *greater false life*, *mage armor*, and *greater magic fang* (twice) on the phantom, and gives her potions to the phantom. She casts *aura of doom*, *fly*, and *greater invisibility* on herself, *greater*

invisibility and *greater heroism* on the phantom, and *haste* on everyone (and other buffing spells if there is time), when combat is imminent.

During Combat The spiritualist most likely casts *unwilling shield* on round one. Thereafter, she prefers casting *greater dispel magic*, *harm* (through the phantom as an immediate action), or *major curse*, as suits her whim. She changes this strategy as needed, and tries to avoid melee combat.

Basic Statistics Without pre-buffing, the spiritualist's statistics are AC 35, touch 19, flat-footed 31; Ref +17; Speed 20 ft.; Melee +5 scythe +23/+18/+13 (2d4+9/x4)

Statistics

Abilities Str 14, Dex 18, Con 24, Int 14, Wis 28, Cha 8

Base Atk +15; **CMB** +17; **CMD** 31 (35 vs bull rush and trip)

Feats Armor Proficiency (Medium), Combat Casting, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, *Phantom Fighter*^{OA}, *Phantom Fortification*^{OA}, Spell Focus (necromancy), Toughness, Weapon Focus (scythe); plus Skill Focus (Intimidate, Survival) when phantom is confined within consciousness

Skills Fly +27 (+41 with *fly* cast), Intimidate +22, Knowledge (local, planes) +25, Perception +29 (+31 to notice unusual stonework), Stealth +24

Languages Common, Dwarven, Undercommon, Terran

SQ dual bond, etheric tether, phantom, weapon familiarity (dwarf)

Gear *potions of bull's strength* (2), *scrolls of anti-incorporeal shell*^{ACG} (2) and *heal* (2); Gear mithral breastplate, mwk scythe, dagger, *arachnid goggles*^{UE}, *bracelet of second chances*^{UE} (7 beads), necklace (worth 1,200 gp), *ring of evasion*, *ring of foe focus*^{UE}, *spirit revivification incense*^{OA} (2), spell component pouch, one or more forked metal rods (focus for *plane shift*), ruby dust (worth 1,000 gp, for *unwilling shield*), pouch with 61 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

Mursha is the queen of an evil dwarf kingdom, and aunt of Exovar (page 30). She is childless, which is why he is her heir. The royal bloodline of that kingdom have strong tendencies towards the spiritualist class. She is a cunning ruler and wields power with finesse.

Lotek, Mursha's Phantom (CR -)

LE Medium outsider

Init +5; **Senses** darkvision 60 ft.; Perception +22

Defense

AC 34, touch 12, flat-footed 32 (+1 Dex, +1 dodge, +4 *mage armor*, +18 natural) in ectoplasmic form; 39, touch 35, flat-footed 37 (+23 deflection, +1 Dex, +1 dodge, +4 *mage armor*) in incorporeal form

hp 142 (15d10+60; 173 with *greater false life*, 193 with *greater heroism*)

Fort +18, **Ref** +13, **Will** +15; Note that the save bonus from *greater heroism* overlaps with the devotion save bonus

Defensive Abilities devotion; Ectoplasmic form-phase lurch and DR 5/slashing; Incorporeal form-incorporeal subtype.

Offense

Speed 60 ft., plus (incorporeal form only) fly 70 ft. (good)

Melee 3 slams +34 (1d8+13)

Special Attacks aura of fury (20 rounds/day; 40 ft. radius), deliver touch spells, ferocious mein (1/day), furious wail (1/day; F-DC 22), magic attacks (ectoplasmic form only), powerful strike

Tactics

Before Combat The phantom drinks a potion of *bull's strength* when combat is imminent. These statistics assume that it benefits from *greater heroism* and *haste* as well.

During Combat The phantom attacks enemies as directed, always using Power Attack (unless it keeps missing).

Basic Statistics Without pre-buffing, the phantom's statistics are **AC** 34, touch 12, flat-footed 32 in ectoplasmic form; 39, touch 35, flat-footed 37 in incorporeal form; **Fort** +14, **Ref** +8, **Will** +11; loses immunity to fear; **Speed** 30 ft., plus (incorporeal form only) fly 40 ft. (good); **Melee** 2 slams +27 (1d8+11); **Str** 12; **CMB** +21; **CMD** 36; -4 to skills

Statistics

Abilities Str 26, Dex 12, Con 16, Int 7, Wis 10, Cha 21

Base Atk +15; **CMB** +23; **CMD** 38

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack^B, Toughness, Weapon Focus (slam)

Skills Fly +27, Intimidate +27, Perception +22, Survival +22

SQ emotional focus (anger; Intimidate, Survival), link, share spells, strength focus

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