Occult Character Codex
Occultists
Masters of the Occult!

Julian Neale

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Occult Character Codex

Occultists

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Welcome to Occult Plug-Ins!

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

Special Electronic Features

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

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

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!
Introduction
Much like the Pathfinder Roleplaying Game NPC Codex, each Occult Character Codex contains 20 stat blocks, one at each level from 1st to 20th, with each installment focusing on one of the new classes presented in that book. Most of the characters presented herein are single-classed, though some have a small number of levels in other classes if it suits their theme and role. With few exceptions, the Occult Character Codex does not use archetypes for the new occult and psychic classes, instead focusing on the classes themselves and the inherent variety of options available to each one. While these characters are not specifically built to use the rituals system introduced in Pathfinder Roleplaying Game Occult Adventures, they can certainly make use of them if the GM decides to make rituals a feature of an occult campaign.

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

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

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

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

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

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

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

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

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

* Occults are very intelligent. They should be able to adapt to changing circumstances and change their strategies if needed. Play them smart.

* Occultists have a lot of potential options in combat (depending on the stat block), from attacking with melee and/or ranged weapons, casting spells, using focus powers, and more. It is even more important to know what these characters can do compared to the other new classes.

* Remember that that occultists of level 5 and higher can use the light matrix evocation focus power to potentially blind an opponent temporarily.

Tanasesou Zuviel  (CR 1/2; 200 XP)

Female elf occultist 1
CG Medium humanoid (elf)

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

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 10 (1d8+2)
Fort +3, Ref +2, Will +4; +2 vs enchantment spells and effects
Immunity magic sleep effects

Offense

Speed 30 ft.
Melee rapier +2 (1d6/18-20)
Ranged shortbow +2 (1d6/x3)

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

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

1st (2)—burning hands (R-DC 13), sleep (W-DC 13)
0—daze (W-DC 12), light

Tactics

Before Combat Tanasesou discusses what she will do with allies before taking action.
During Combat Tanasesou helps allies as best she can, attacking with her weapons, casting spells, or using her focus powers as needed.

Statistics

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 15, Cha 8
Base Atk +0; CMB +0; CMD 12

Feats Weapon Finesse

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

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

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

On the whole, elves embrace all kinds of magic. Some communities solely embrace psychic magic,
while most adopt a mix of types. Tanasesou is from a community that includes occultists, where she is a trainee soldier. Such soldiers receive training in a wide range of skills.

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

Male *sylph* AGC occultist 2

N Medium outsider (native)

Init +6; *Senses* darkvision 60 ft.; Perception +7 (+8 with goggles)

**Defense**

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

hp 16 (2d8+4)

Fort +4, Ref +2, Will +5

Resist electricity 5

**Offense**

Speed 30 ft.

Melee greatsword +2 (2d6/19-20)

Ranged longbow +3 (1d8/x3)

Special Attacks focus powers (divination-sudden insight (+1); transmutation-legacy weapon (+1), sudden speed), mental focus (4 points; boots (tra)-physical enhancement 2, goggles (div)-third eye 2, vest-0))

Occultist Spells Known (CL 2nd; concentration +4)

1st (3)—comprehend languages, magic weapon, pass without trace

0—mending, purify food and drink, read magic

Sylph Spell-Like Ability (CL 2nd; concentration +4)

1/day—feather fall

**Tactics**

Before Combat Quenoy usually discusses what he will do with allies before taking action.

During Combat The occultist helps allies as best he can, attacking with his weapons, casting spells, or using his focus powers as needed, but he looks out for himself and avoids getting into too dangerous a position.

**Statistics**

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

Base Atk +1; CMB +3; CMD 15

Feats Weapon Focus (greatsword)

Skills Knowledge (history, religion) +7, Knowledge (geography) +4, Perception +7 (+8 with goggles), Spellcraft +7, Survival +4

Languages Auran, Common, Gnome, Halfling

SQ focus power (sudden speed), implements (divination-goggles (read magic, comprehend languages); transmutation-boots (mending, pass without trace), vest (purify food and drink, magic)

Jetonia van Karp (CR 2; 600 XP)

Female human occultist 3

N Medium humanoid (human)

Init +6; *Senses* Perception +5

**Defense**

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

hp 20 (3d8+3)

Fort +5, Ref +4, Will +4; +1 resistance bonus to saves from amulet (bonus included)

**Offense**

Speed 30 ft.

Melee masterwork falchion +5 (2d4+3/18-20)

Ranged composite longbow +4 (1d8+2/x3)

Special Attacks focus powers (abjuration-energy shield (15 hp), mind barrier (6 hp); conjuration-servitor; illusion-cloak image, minor figment (W-DC 13), mental focus (5 points; amulet (abj)-warding talisman 2 (+1), compass (con)-casting focus 2 (+1 round), mask (ill)-distortion 1 (5% miss chance)))

Occultist Spells Known (CL 3rd; concentration +5)

1st (4)—alarm, cure light wounds, silent image (W-DC 13)

0—ghost sound (W-DC 12), resistance, stabilize

**Tactics**

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

During Combat Jetonia helps allies as best she can, attacking with her weapons (using Deadly Aim.

Sylphs love to investigate matters of any kind, and Quenoy is no exception. With his occultist training, this curiosity is heightened even more. He joined a university archaeology department as soon as he could, and now travels with teams digging up old objects and establishing what buildings were used for.
Jetonia is a teacher at the local school of magic, but is also usually assigned to supervise the security detail there. She enjoys her job, as it allows her to meet a variety of people, and as a result, she understands her city and its people more deeply.

**Nargus Maxon**  
**Male dwarf occultist 4**  
LE Medium humanoid (dwarf)  
Init +6; Senses darkvision 60 ft.; Perception +7 (+9 to notice unusual stonework)  
**Defense**  
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex); +4 dodge vs giants  
hp 29 (4d8+8)  
**Fort +6, Ref +4, Will +5; +2 vs poison, spells, and spell-like abilities**  
**Offense**  
Speed 20 ft.  
Melee +1 battleaxe +6 (2d6+4/x3) (used two-handed)  
Ranged masterwork composite longbow +6 (1d8+2/x3)  
Special Attacks +1 attack bonus vs humanoids (goblins and orcs), focus powers (illusion-cloak image, minor figment (W-DC 14), unseen; necromancy-mind fear (W-DC 14); transmutation-legacy weapon (+1)), mental focus (6 points; mask (ill)-distortion 2 (5% miss chance), robe (nec)-necromantic focus 2, sandals (tra)-physical enhancement 2), shift focus  
**Occultist Spells Known** (CL 4th; concentration +6)  
2nd (2)—chill metal (W-DC 14), mirror image, scare (W-DC 14)  
1st (4)—cause fear (W-DC 13), lead bladesAPG, silent image (W-DC 13)  
0—bleed (W-DC 12), ghost sound (W-DC 12), message  
**Tactics**  
**Before Combat** Nargus casts lead bladesAPG and mirror image, and activates legacy weapon on his battleaxe when combat is imminent.  
**During Combat** Nargus prefers attacking with his battleaxe using Power Attack, but might cast spells, use his focus powers, or attack with his bow instead.  
**Basic Statistics** Without pre-buffing, Nargus’ statistics are **Melee** masterwork battleaxe +6 (1d8+3/x3) (used two-handed)  
**Jetonia** is part of a criminal gang that engages in burglary, smuggling, the fencing of illicit foods, and maybe other illicit activities. With his engineering knowledge, he is responsible for the construction and maintenance of the gang’s tunnels under the city walls and elsewhere. The CR 2 kineticist from the upcoming Occult Character Codex: Kineticists might be part of this gang.
**Ivica Skorr**  
**(CR 4; 1,200 XP)**

Female half-orc occultist 5  
LN Medium humanoid (human, orc)  
**Init +2; Senses** darkvision 60 ft., low-light vision*;  
Perception +9 (+10 with headband)  
* Granted by the headband

**Defense**

<table>
<thead>
<tr>
<th>AC</th>
<th>touch</th>
<th>flat-footed</th>
<th>+5 armor, +2 Dex</th>
<th>hp</th>
<th>41 (5d8+15)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fort</td>
<td>+7, Ref</td>
<td>+5, Will</td>
<td>+7; +2 resistance bonus to saves from cloak (bonus included)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Defensive Ability**  
ocrc ferocity

**Offense**

<table>
<thead>
<tr>
<th>Speed</th>
<th>30 ft.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>+1 falchion +8 (2d4+7/18-20)</td>
</tr>
<tr>
<td>Ranged</td>
<td>masterwork composite longbow +6 (1d8+2/x3)</td>
</tr>
</tbody>
</table>

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

**Occultist Spells Known** (CL 5th; concentration +7)  
2nd (3)—arcane lock, find traps, resist energy  
1st (5)—alarm, detect secret doors, hexward  
0—guidance, resistance

**Tactics**

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

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

**Statistics**

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

**Feats**  
Furious FocusAPG, Power Attack, Toughness

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

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

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

**Combat Gear** oil of magic weapon, potion of bull’s strength; **Gear** masterwork chain shirt, masterwork falchion, masterwork falchion, masterwork falchion, masterwork falchion

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

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

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

**Defense**

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

**Immune** magic sleep effects

**Offense**

Speed 20 ft. in armor (base 30 ft.)
**Melee** +1 elven curve blade +9 (1d10+7/18-20)
**Ranged** masterwork composite longbow +7 (1d8+2/x3)

**Special Attacks** aura sight, focus powers (divination-sudden insight +3; evocation-energy blast (R-DC 16, 5d6+3)), energy ray (3d6+3), light matrix (R-DC 16), shape mastery), mental focus (9 points; crystal ball, 0, gloves (evo)-intense focus 6 (+3 damage), goggles (div)-third eye 3, headband-0), shift focus

**Occultist Spells Known** (CL 6th; concentration +9)
2nd (4)—augury, locate object, see invisibility, sound burst (F-DC 15)
1st (5)—burning hands (R-DC 14), comprehend languages, detect secret doors, identify
0—detect magic, detect poison, flare (F-DC 13), read magic

**Tactics**

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

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

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

**Statistics**

**Abilities** Str 19, Dex 14, Con 12, Int 16, Wis 10, Cha 8
**Base Atk +4; CMB +8; CMD 20**

**Feats** Furious Focus (APG), Power Attack, Toughness

**Skills** Knowledge (arcana, history, planes) +12, Perception +11 (+12 with goggles), Ride +5, Sense Motive +9, Spellcraft +12 (+14 to identify item properties); **Racial Modifier +2 Perception**

**Languages** Celestial, Common, Draconic, Elvish, Sylvan
**SQ** elf magic, focus powers (energy blast, light matrix, shape mastery), implements (divination-crystal ball (read magic, identify, augury), goggles (detect magic, detect secret doors, see invisibility)), headband (detect poison, comprehend languages, locate object); evocation-gloves (flare, burning hands, sound burst)), magic item skill +3, object reading, weapon familiarity (elf)

**Combat Gear** potions of bull’s strength (2) and cure light wounds (4); Gear masterwork breastplate, masterwork elven curve blade, masterwork composite longbow with 40 arrows, dagger, implements (crystal ball, gloves, goggles, headband), spell component pouch, incense (worth 100 gp, for augury), pouch with 45 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, resistance +1, weapon attunement +1

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

**Kreesek** (CR 6; 2,400 XP)

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

**Defense**

AC 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 size)
hp 63 (7d8+28; 75 with false life)
Fort +10, Ref +7, Will +8

Offense

Speed 40 ft.
Melee +3 longsword +14/+14 (1d6+6/19-20) (used two-handed)
Ranged masterwork composite longbow +12/+12 (1d8+2/x3)

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

Occultist Spells Known (CL 7th; concentration
+10)
3rd (2)—gentle repose, haste, phantom steed,
suggestion (W-DC 16)
2nd (4)—calm emotions (W-DC 15), false life,
glitterdust (W-DC 15), rope trick
1st (5)—cause fear (W-DC 14), cure light wounds,
expeditious retreat, sleep (W-DC 14)
0—daze (W-DC 13), message, stabilize, touch of
fatigue (F-DC 13)

Tactics

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

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

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

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

Statistics

Abilities Str 15*, Dex 14, Con 14, Int 16, Wis 10, Cha
10
* Includes a +2 bonus from her belt (resonant
power).

Base Atk +5; CMB +6; CMD 18

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

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

Languages Common, Dwarven, Gnome, Halfling

SQ focus powers (mind slumber, pain wave,
purge corruption, sudden speed), implements
(conjuration-figurine (stabilize, cure light wounds,
glitterdust, phantom steed); enchantment-
necklace (daze, sleep, calm emotions, suggestion);
necromancy-robe (touch of fatigue, cause fear, false
life, gentle repose); transmutation-belt (message,
expeditious retreat, rope trick, haste)), magic item
Kreesek owns an undertaking service. Knowing that some people dislike ratfolk, she employs other races to act as the public face of the business. She uses some of the profits to help the local ratfolk community. She has an alchemist lab in her business where she makes embalming fluid (and sometimes other things), but does not carry it with her on day-to-day business.

### Sirjo Azhenchek  
**CR 7; 3,200 XP**

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

### Defense

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

### Offense

| Speed | 30 ft. |
| Melee | +1 greatsword +13/+8 (2d6+7/19-20) |
| Ranged | masterwork composite longbow +11/+6 (1d8+3/x3) |

### Special Attacks

- focus powers (abjuration-energy shield (40 hp), loci sentry (W-DC 18), mind barrier (16 hp); divination-sudden insight (+4); necromancy-mind fear (W-DC 18), pain wave (W-DC 18), psychic curse (W-DC 18)), ghostly horde (1/day), life drain (1/day), magic circles, mental focus (12 points; bone (unc)-necromantic focus 6, cloak (abi)-warding talisman 3 (+1), headband (div)-third eye 3, robe-0), shift focus |

### Occultist Spells Known

- (CL 8th; concentration +12) 1st (6) - animate dead, bestow curse (W-DC 18), command undead (W-DC 16), false life, find traps, ghoul touch (F-DC 16), resist energy, scaring (W-DC 16), spectral hand |
- 2nd (5) - command undead (W-DC 16), false life, find traps, ghoul touch (F-DC 16), resist energy, scaring (W-DC 16), spectral hand |
- 3rd (3) - animate dead, bestow curse (W-DC 18), clairaudience/clairvoyance, gentle repose, halt undead (W-DC 17), protection from energy |
- 4th (2) - animate dead, bestow curse (W-DC 18), darkvision 60 ft., low-light vision*; Init +1, mental prowess +2, resistance +1, weapon attunement +1 |

### Tactics

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

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

**Basic Statistics** Without pre-buffing, the occultist’s statistics are AC 18, touch 13, flat-footed 16; Fort +9, Ref +5, Will +7; Melee +1 greatsword +11/+6 (2d6+7/19-20); Ranged masterwork composite longbow +9/+4 (1d8+3/x3); -2 to skills
Sirjo is a necromancer and a thief. He might be his own boss, backed up with living and undead allies and minions, or he could be part of an evil organization; for example, a cult devoted to a deity allies and minions, or he could be part of an evil organization; for example, a cult devoted to a deity...
way, he has picked up a little knowledge about the people everywhere he has been. His work is pricey, but the results are good. He spends much of his spare time contemplating the mysteries of occultism.

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

Male half-orc occultist (battle host) 10
LG Medium humanoid (human, orc)
Init +5; Senses darkvision 60 ft.; Perception +15

**Defense**

AC 24, touch 13, flat-footed 22 (+6 armor; +1 deflection, +1 Dex, +1 dodge, +1 natural, +4 shield)
hp 98 (10d8+50; 113 with *false life*)
Fort +14, Ref +11, Will +13

**Offense**

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

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

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

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

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

4th (2)—death ward, dimensional anchor, fire shield, freedom of movement
3rd (4)—fly, gentle repose, invisibility purge, protection from energy
2nd (5)—chill metal (W-DC 17), false life, flaming sphere (R-DC 17), resist energy
1st (7)—burning hands (R-DC 16), cause fear (W-DC 16), pass without trace, shield
0—bleed (W-DC 15), flare (F-DC 15), message, resistance

**Tactics**

**Before Combat** Zoram casts false life at the beginning of each day. If expecting to fight a powerful opponent, he drinks a potion of *heroism*, casts *fly, haste* (from a scroll) and *shield*, and activates legendary weapon to give his weapon a +2 enhancement bonus* (or endows it with +1 *bane* if he knows what is being encountered) when combat is imminent. The occultist has a variety of spells that can help in a number of circumstances, and does his best to help his allies; he discusses what he will do with allies before taking action. Ideally, he has an ally who can cast *haste* so that he doesn’t have to use a scroll.

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

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

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

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

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

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

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

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

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

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

**Combat Gear** potions of *heroism* (4), scrolls of *haste* (4; CL 10); **Gear** mithral shirt, masterwork falchion, masterwork composite longbow with 20 arrows, dagger, spell component pouch, pouch with 91 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +1,
mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +2

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

Yelena Slorescu

Female tiefling\(^{\text{ARC}}\) occultist 11
CE Medium outsider (native)
Init +7; Senses darkvision 60 ft., see invisibility; Perception +21 (+22 with crystal ball)

Defense

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

Offense

Speed 30 ft.
Melee +2 dagger +10/+5 (1d4+2/19-20)
Special Attacks aura sight, focus powers (divination-sudden insight (+5), mind eye, object see; illusion-minor figment (W-DC 20), shadow beast (W-DC 20; as summon monster VI), unseen; necromancy-mind fear (W-DC 20), pain wave (W-DC 20); transmutation-legacy weapon (+2), sudden speed), magic circles, mental focus (16 points; belt (tra)-physical enhancement 3, crystal-0, crystal ball (div)-third eye 2, ring-0, robe-0; generic 13), shift focus

Occultist Spells Known (CL 11th; concentration +16)
4th (3)—arcane eye, fear (W-DC 19), freedom of movement, greater invisibility, illusory wall (W-DC 19)
3rd (5)—arcane sight, aura alteration\(^{\text{OA}}\), bestow curse (W-DC 18), major image (W-DC 18), slow (W-DC 18)
2nd (5)—false life, invisibility, misdirection, see invisibility, spider climb
1st (7)—cause fear (W-DC 16), comprehend languages, disguise self, erase, silent image (W-DC 16)
0—bleed (W-DC 15), ghost sound (W-DC 15), mending, read magic

Tiefling Spell-Like Ability (CL 11th; concentration +9)
1/day—darkness

Tactics

Before Combat Yelena casts false life each day, and also normally has altered various aspects of her aura using aura alteration. She casts freedom of movement, greater invisibility, and see invisibility when combat is imminent. She also uses the shadow beast illusion focus power to create four shadow demons\(^{\text{OA}}\).

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

Statistics

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

Base Atk +8; CMB +8; CMD 21
Feats Implement Focus\(^{\text{OA}}\) (divination, illusion), Improved Initiative, Iron Will, Lightning Reflexes, Toughness

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

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

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

Combat Gear potions of cure moderate wounds (3), scrolls of spectral hand (3); Gear mithral breastplate, dagger, eyes of the eagle, implements (belt, crystal, crystal ball, ring, robe), spell component pouch, pouch with 67 gp worth of mixed coins and gems; Automatic Bonus

Progression armor attunement +2, deflection +2, mental prowess +2, physical prowess +2, resistance +3, toughening +1, weapon attunement +2
Yelena tries to maintain a “crazy old woman who lives alone” public image; some of the local children think she is a witch. This is a ruse. Still, she has a way of knowing things, and makes herself appear as an old human woman when dealing with others. Who knows what she is up to?

Roric Givaldin  (CR 11; 12,800 XP)

Male elf occultist 12  
NG Medium humanoid (elf)  
Init +6; Senses low-light vision; Perception +20

Defense

AC 28, touch 14, flat-footed 26 (+8 armor, +2 deflection, +2 Dex, +4 natural, +2 shield)  
hp 105 (12d8+48; 120 with false life)  
Fort +13, Ref +11, Will +14; +2 vs enchantment spells and effects  
Immune magic sleep effects

Offense

Speed 30 ft.  
Melee +2 longsword +11/+6 (1d8+2/19-20)

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

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

4th (4)—confusion (W-DC 21), cure critical wounds, death ward, dimension door, sending

3rd (5)—cure serious wounds, gentle repose, invisibility purge, phantom steed, suggestion (W-DC 20)

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

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

0—create water, daze (W-DC 17), light, stabilize, touch of fatigue (F-DC 16)

Tactics

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

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

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

Statistics

Abilities Str 10, Dex 14, Con 14, Int 21, Wis 16, Cha 8  
Base Atk +9; CMB +9; CMD 21

Feats Efficient Focus Shift OA, Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (enchantment), Toughness

Skills Diplomacy +14, Knowledge (arcana, planes) +20, Knowledge (nature) +17, Perception +20, Sense Motive +18, Spellcraft +20 (+22 to identify item properties), Stealth +16, Use Magic Device +20; Racial Modifiers +2 Perception
Roric is an accomplished adventurer, and could be a magical advisor attached to the ruler of a realm. Alternatively, he could be a senior officer in an elven army or a magical advisor attached to the ruler of a realm.

**Roric**

Female half-elf occultist (necrorcivist) 13
CE Medium humanoid (elf, human)
Init +6; Senses darkvision 60 ft.*, low-light vision; Perception +19 (+22 with headband)
* Granted by the headband

**Defense**

AC 27, touch 14, flat-footed 25 (+8 armor, +2 deflection, +2 Dex, +1 natural, +4 shield)
hp 140 (13d8+78; 164 with greater false life)
Fort +15, Ref +11, Will +14; +2 vs enchantment spells and effects
Immune magic sleep effects

**Offense**

Speed 30 ft.
Melee +2 rapier +11/+6 (1d6+2/18-20)
Special Attacks binding circles (R-DC 22), focus powers (abjuration-energy shield (65 hp), globe of negation, loci sentry (W-DC 22), mind barrier (26 hp)); divination-sudden insight (+6), mind viewer; evocation-energy blast (R-DC 22, 9d6+2), energy ray (7d6+2), energy ward, wall of power; necromancy-mind fear (W-DC 22), ghostly horde (2/day, F-DC 22, 6d6), life drain (2/day), magic circles, mental focus (21 points; amulet (abi)-warding talisman 6 (+3), headband (div)-third eye 6 (+3), robe-necromantic focus 5, skull-0, wand (evo)-intense focus 4 (+2 damage)), shift focus

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

5th (2)—commune, major curse (W-DC 22), spell resistance, symbol of weakness (F-DC 22), wall of force, waves of fatigue
4th (4)—death ward, detect scrying, enervation, fear (W-DC 21), etheric shards (R-DC 20), greater false life (W-DC 20), stoneskin, wall of blindness/deafness (W-DC 20)
3rd (5)—animate dead, arcane sight, bestow curse (W-DC 20), gentle repose, hold undead (W-DC 20), invisibility purge, protection from energy, ray of exhaustion (W-DC 20)
2nd (7)—analyze aura, command undead (W-DC 19),false life, flaming sphere (R-DC 18), ghouls touch (F-DC 19), resist energy, scare (W-DC 19), spectral hand
1st (7)—cause fear (W-DC 18), decompose corpse (W-DC 18), divide, identify, inflict light wounds (W-DC 18), restore corpse (W-DC 18), sculpt corpse (W-DC 18), shield, shocking grasp
0—bleed (W-DC 17), detect psychic significance (W-DC 16), flares (F-DC 16), resistance, touch of fatigue (F-DC 17)
* She has no expensive materials for this spell on her person. That does not mean that she has not created (permanent) symbols in her lair!

**Tactics**

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

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

**Basic Statistics** Without pre-buffing, Neceri's statistics are AC 23, touch 14, flat-footed 21
Neceri was fascinated by ghost stories and taxidermy as a child. When she grew older, her village was struck down by disease. One of the other survivors, a visitor who turned out to be a necrooccultist, taught her all he knew, and she is now a lieutenant in a cult devoted to a deity of disease and undeath.
he is highly intelligent. Some people underestimate him, not realising that his insights and skills worthwhile, and the feeling is mutual.

Soltegu is the personal bodyguard of Neceri Ramance. He was awarded to Neceri as a reward for service to her deity. She finds his insights interesting and he (preferably activated as a swift action rather than as an immediate action). He tries to avoid melee combat, but if attacked uses casting spells or using his focus powers as needed. He avoids combat as much as possible, and uses mind barrier ability every round someone attacks him (preferably activated as a swift action rather than as an immediate action). He tries to avoid melee combat, but if attacked uses casting spells or using his focus powers as needed.

Tactics

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

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

Basic Statistics Without pre-buffing, Jarib's statistics are AC 28, touch 16, flat-footed 24
Jarib makes his living as a divination specialist, but in his spare time he hunts down evil tieflings, whether they are alone or in gangs. He doesn’t always kill them, and is just as likely to hand them over to relevant authorities, depending on their crimes. He maintains many official offices and safe houses in various towns and cities. He is usually disguised as a non-tiefling, and travels frequently (via teleport).

**Statistics**

**Abilities** Str 10, Dex 18, Con 18, Int 23, Wis 14, Cha 6  
**Base Atk** +10; CMB +10; CMD 24  
**Feats** Efficient Focus Shift\(^a\), Extra Mental Focus\(^a\), Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (enchantment), Toughness  
**Skills** Bluff +17 (+21 with necklace), Diplomacy +15 (+19 with necklace), Knowledge (arcana, planes) +23, Knowledge (local) +20, Perception +19 (+22 with headband), Sense Motive +19, Spellcraft +23, Stealth +19, Use Magic Device +22 (+26 with necklace); **Racial Modifiers** +2 Bluff, +2 Stealth  
**Languages** Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Infernal  
**SQ** fiendish sorcery, focus powers (binding pattern, danger sight, forced alliance, globe of negation, mind slumber; unraveling, watchful eye), implements (abjur - amulet (resistance, alarm, resist energy, protection from energy, spell immunity, greater dispel magic); conj - compass (create water, unseen servant, glider, phantom steed, cure critical wounds, teleport); divi - crystal ball (detect magic, comprehend languages, find traps, arcane sight, locate creature, commune), headband (read magic, identify, locate object, clairaudience/clairvoyance, detect scrying, prying eyes); enchantment-helm (daze, sleep, calm emotions, deep slumber, confusion, dominate person), necklace (daze, hypnotism, daze monster, suggestion, charm monster, mass suggestion), magic item skill +7, object reading, outside contact 2  
**Combat Gear** potions of barks (2), scrolls of phantom steed (4), wand of cure light wounds (50 charges); **Gear** mithral breastplate, heavy mithral shield, masterwork rapier, dagger, hat of disguise, implements (amulet, compass, crystal ball, headband, helm, necklace), refocusing rod\(^a\), spell component pouch, holy water and incense (worth 2,000 gp, for commune), pouch with 142 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2, weapon attunement +2

**Nurita Kulongosk**

**CR 14; 38,400 XP**  
Female **hobgoblin**\(^a/c\) occultist 15  
LN Medium humanoid (goblinoid)  
**Init** +8; **Senses** darkvision 90 ft.*, low-light vision*; **Perception** +20 (+23 with goggles)  
* Granted by the goggles

**Defense**  
AC 30, touch 18, flat-footed 26 (+8 armor, +2 deflection, +4 Dex, +2 natural, +4 shield)  
**hp** 176 (15d8+105; 191 with **false life**)

**Offense**  
**Speed** 30 ft.  
**Melee** +3 longsword +14/+9/+4 (1d8+3/19-20)

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

**Occultist Spells Known** (CL 15th; concentration +20)  
5th (4)—greater object possession\(^a\), interposing hand, seeming (W-DC 20), teleport, true seeing, wall of force  
4th (5)—cure critical wounds (W-DC 19), death ward, fire shield, greater invisibility, locate creature, sending  
3rd (6)—bestow curse (W-DC 18), clairaudience/clairvoyance, create food and water, displacement, lightning bolt (R-DC 18), tiny hut  
2nd (6)—analyze aura\(^a\), cure moderate wounds (W-DC 17), false life, flaming sphere (R-DC 17), gust of wind (F-DC 17), invisibility  
1st (7)—burning hands (R-DC 16), cause fear (W-DC 16), comprehend languages, disguise self, shocking grasp, unseen servant  
0—dancing lights, detect magic, flare (F-DC 15), ghost sound (W-DC 15), stabilize, touch of fatigue (F-DC 15)

**Tactics**  
**Before Combat** Nurita casts false life. Nurita has a variety of spells that can help in a number of circumstances, and does her best to help her allies perhaps buffing them with spells such as displacement or greater invisibility when combat is imminent; she discusses what she will do with
wealth, and she has invested a great deal in the city’s civic buildings and infrastructure. Sometimes she takes one or two golems with her when adventuring.

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<tr>
<th>Abilities</th>
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<tr>
<td>Str 10, Dex 18, Con 20, Int 21, Wis 14, Cha 8</td>
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<tr>
<td>Base Atk +11; CMB +11; CMD 25</td>
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**Nurita** helps allies as best she can, casting spells or using focus powers as needed. She tries to avoid melee combat.

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

**Statistics**

- **Abilities** Str 10, Dex 18, Con 20, Int 21, Wis 14, Cha 8
- **Base Atk** +11; **CMB** +11; **CMD** 25
- **Feats** Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Eschew Materials, Extra Mental Focus, Improved Initiative, Lightning Reflexes, Toughness
- **Skills** Appraise +23, Disguise +20, Knowledge (arcana, engineering) +23, Perception +20 (+23 with goggles), Sense Motive +20, Spellcraft +23, Stealth +25, Use Magic Device +24
- **Racial Modifiers** +4 Stealth
- **Languages** Common, Draconic, Dwarven, Goblin, Infernal, Giant, Orc
- **SQ** focus powers (energy blast, energy ward), implements (conjunction-compass (stabilize, unseen servant, cure moderate wounds, create food and water, cure critical wounds, teleport), divination-goggles (detect magic, comprehend languages, analyze aura), clairaudience/clairvoyance, true seeing); illusion-ring (ghost sound, disguise self, invisibility, displacement, greater invisibility, seeming); evocation-gloves (flare, shocking grasp, gust of wind, lightning bolt, sending, wall of force), wand (dancing lights, burning hands, flaming sphere, tiny hut, fire shield, interposing hand); necromancy-robe (touch of fatigue, cause fear, false life, bestow curse, death ward, greater object possession), magic item skill +7, object reading, outside contact 2
- **Combat Gear** scroll of sending, wand of cure light wounds (40 charges); **Gear** mithral breastplate, heavy mithril shield, masterwork longsword, dagger, circlet of persuasion, figurine of wondrous power (bronze griffon), implements (compass, gloves, goggles, ring, robe, wand), spell component pouch, eye ointment (worth 1,000 gp, for true seeing), pouch with 107 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2/+2, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +3 (longsword)

Nurita makes magic items, but most especially constructs. She lives in a city of (non-evil) mostly humans where she is accepted as much as anyone else. Of course, making constructs brings her a lot of wealth, and she has invested a great deal in the city’s civic buildings and infrastructure. Sometimes she takes one or two golems with her when adventuring.

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

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

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

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

**Defense**

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

**Offense**

- **Speed** 30 ft., fly 40 ft. (good)**
- **Melee** +4 scimitar +19/+14/+9 (1d6+8/18-20)**

**Special Attacks** aura sight, binding circles (R-DC 25), fast circles, focus powers (abjuration-energy shield (80 hp), globe of location, loci sentry, unraveling, mind barrier (32 hp)); enchantment-cloud mind (W-DC 25); evocation-energy ray (8d6); transmutation-mind over gravity, legacy weapon (+3), quickness, sudden speed, telekinetic
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mastery (W-DC 25), magic circles, mental focus (25 points; armor-0, amulet (abj)-warding talisman 12, belt (tra)-physical enhancement 13, necklace-0, scimitar-0, wand-0), shift focus

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

6th (2)—animate objects, blade barrier\textsuperscript{6} (R-DC 24), disintegrate\textsuperscript{7} (F-DC 24), globe of invulnerability, mass charm monster\textsuperscript{8} (W-DC 24), repulsion\textsuperscript{4} (W-DC 24)

5th (4)—control winds, greater dispel magic, mass suggestion\textsuperscript{5} (W-DC 23), overland flight, spell resistance, wall of force

4th (5)—confusion\textsuperscript{4} (W-DC 22), dimensional anchor, greater darkvision\textsuperscript{10}, planar adaptation\textsuperscript{9}, sending, stoneskin

3rd (7)—deep slumber\textsuperscript{4} (W-DC 21), fly, haste, invisibility purge, nondetection, protection from energy

2nd (7)—chill metal\textsuperscript{7} (W-DC 20), darkness, darkvision, calm emotions\textsuperscript{5} (W-DC 20), node of blasting\textsuperscript{4,oa} (W-DC 20), resist energy

1st (7)—alarm, burning hands\textsuperscript{5} (R-DC 19), erase, expeditious retreat, shield, sleep\textsuperscript{2} (W-DC 19)

0—daze\textsuperscript{5} (W-DC 18), light, message, purify food and drink, resistance

Tactics

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

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

Statistics

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

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

Base Atk +12; CMB +15; CMD 28

Feats Extra Mental Focus\textsuperscript{oa}, Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (abjuration, enchantment, evocation, transmutation), Toughness

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

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

SQ focus powers (energy shield, globe of negation, loci sentry, mind over gravity, quickness, sudden speed, unraveling, telekinetic mastery), implements (abjuration-armor (resistance, alarm, node of blasting\textsuperscript{oa}, nondetection, dimensional anchor, greater dispel magic, globe of invulnerability), amulet (resistance, hold portal, resist energy, protection from energy, stoneskin, spell resistance, repulsion); enchantment-necklace (daze, sleep, calm emotions, deep slumber, confusion, mass suggestion, mass charm monster); evocation-wand (light, burning hands, darkness, invisibility purge, sending, wall of force, blade barrier); transmutation-belt
Brandis is the leader of a religious sect called Ordo Metamorphic Mundi (see the sidebar). As such he is a priest of chaos, and even though he does not have clerical training, he is fully devout and knows a great deal about religion. He and the organisation can be a wild card in many campaigns or circumstances.

Aldea Tretheway  (CR 16; 76,800 XP)

Old female half-elf occultist 17
NG Medium humanoid (elf, human)
Init +7; Senses low-light vision; Perception +25

Defense

AC 33, touch 16, flat-footed 30 (+9 armor; +3 deflection, +3 Dex, +3 natural, +5 shield)
hp 216 (17d8+136)
Fort +21, Ref +15, Will +20; +2 vs enchantment spells and effects
Immune magic sleep effects

Offense

Speed 30 ft.
Melee +4 longsword +19/+14/+9 (1d8+7/19-20)
Special Attacks aura sight, binding circles (R-DC 26), fast circles, focus powers (conjunction-conjure implement, flesh mend (4d8+17), psychic fog, purge corruption, servitor, side step); transmutation-mind over gravity, legacy weapon (+3), quickness, sudden speed, telekinetic mastery (W-DC 26), magic circles, mental focus (25 points; compass (con)-casting focus 12 (+6 rounds), figurine-0, mirror-0, boots-0, belt (tra)-physical enhancement 13, longsword-0), shift focus

Occultist Spells Known (CL 17th; concentration +25)
6th (3)—disintegrate*(F-DC 25), heal, ironwood, mass cure moderate wounds, statue, wall of iron
5th (5)—control winds, mass cure light wounds, teleport, transmute mud to rock, transmute rock to mud, wall of stone
4th (5)—age resistance*(Rm), air walk, cure critical wounds, dimension door, freedom of movement, major creation
3rd (7)—create food and water, cure serious wounds, fly, haste, greater magic weapon, phantom steed
2nd (7)—cure moderate wounds, darkvision, delay poison, glitterdust (W-DC 20), knock, wood shape
1st (7)—cure light wounds, erase, feather fall, mage armor, pass without trace, unseen servant
0—create water, mage hand, message, purify food and drink, stabilize

Tactics

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

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

Statistics

Abilities Str 16*, Dex 16, Con 22, Int 26, Wis 16, Cha 10
* Includes a +6 enhancement bonus from her belt (resonant power).

Base Atk +12; CMB +15; CMD 28

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

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

Languages Aldo, Common, Dwarven, Elven, Giant, Goblin, Halfling, Orc, Sylvan

SQ focus powers (conjure implement, flesh mend, mind over gravity, psychic fog, purge corruption, quickness, side step, sudden speed, telekinetic mastery), implements (conjunction-compass (stabilize, mage armor, glitterdust, phantom steed, dimension door, teleport, heal), figurine (create water, unseen servant, delay poison, create food and
water, major creation, wall of stone, wall of iron), mirror (stabilize, cure light wounds, cure moderate wounds, cure serious wounds, cure critical wounds, mass cure light wounds, mass cure moderate wounds); transmutation-belt (message, feather fall, darkvision, fly, air walk, control winds, disintegrate), boots (mage hand, pass without trace, knock, haste, freedom of movement, transmute mud to rock, ironwood), longsword (purify food and drink, erase, wood shape, greater magic weapon, age resistance††, transmute rock to mud, statue), magic item skill +8, object reading, outside contact 3

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

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

Markell Katandin       (CR 17; 102,400 XP)

Male hobgoblin††† occultist 18
LE Medium humanoid (goblinoid)
Init +8; Senses darkvision 60 ft.; Perception +23

Defense

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

Offense

Speed 30 ft.
Melee +5 longsword +19/+14/+9 (1d8+6/19-20)
Special Attacks aura sight, binding circles (R-DC 26), fast circles, focus powers (abjuration-energy shield (90 hp), globe of negation, unraveling, mind barrier (36 hp); enchantment-binding pattern (W-DC 26), cloud mind (W-DC 26), forced alliance (W-DC 26), mind slumber (W-DC 26); evocation-energy blast (R-DC 26, 11d6+4), energy ray (9d6+4), energy ward, light matrix (F-DC 26), wall of power; illusion-minor figment (W-DC 26), magic circles, mental focus (27 points; armor (abj)-warding talisman 9 (+4), gloves (evo)-intense focus 10 (+5 damage), helm-0, necklace (enc)-glorious presence 8 (+4), ring-0, rod-0, wand-0), shift focus
Occultist Spells Known (CL 18th; concentration +25)

6th (4)—blade barrier† (R-DC 25), forceful hand, freezing sphere† (R-DC 25), mass charm monster† (W-DC 25), project image (W-DC 23), repulsion (W-DC 23), sympathy†† (W-DC 25)
5th (5)—cone of cold† (R-DC 24), greater forbid action††, ††† (W-DC 24), interposing hand, mass suggestion† (W-DC 24), persistent image (W-DC 22), spell resistance, wall of force
4th (6)—charm monster† (W-DC 23), confusion† (W-DC 23), etheric shards††, ††† (R-DC 23), fire shield, greater invisibility, resilient sphere† (R-DC 23), stoneskin
3rd (7)—deep slumber† (W-DC 22), explosive runes
(R-DC 20), fireball (R-DC 22), invisibility purge, major image (W-DC 20), suggestion (W-DC 22), wind wall (R-DC 22) 2nd (7)—arcane lock, calm emotions (W-DC 21), aversion (W-DC 21), darkness, flaming sphere (R-DC 21), gust of wind (F-DC 21), mirror image 1st (7)—alarm, burning hands (R-DC 20), disguise self, floating disk, hypnotism (W-DC 20), shocking grasp, sleep (W-DC 20) 0—dancing lights, daze (W-DC 19), flare (F-DC 19), ghost sound (W-DC 17), light, resistance

Tactics

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

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

Statistics

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

Base Atk +13; CMB +14; CMD 27

Feats Extra Mental Focus™, Greater Spell Focus (enchantment, evocation), Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (enchantment, evocation), Toughness

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

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

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

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

Combat Gear potions of cure moderate wounds (7); Gear mithral breastplate, masterwork longsword, dagger, bracelet of second chances, (3 beads), eyes of the eagle, implements (armor, helm, gloves, necklace, ring, rod, wand), periapt of protection from curses, refocusing rod, metamagic rod (furious), spell component pouch, drops of honey and crushed pearls (worth 3,000 gp, for sympathy), granite and diamond dust (worth 1,000 gp, for stoneskin), pair of canine statuettes (worth 50 gp, for repulsion), 4 replicas of the hobgoblin (worth 20 gp, for project image), pouch with 27 gp worth of mixed coins and gems; Automatic Bonus

Progression armor attunement +5, deflection +4, mental prowess +6/+2/+2, physical prowess +6/+2/+2, resistance +5, toughening +4, weapon attunement +5 (longsword)

* As the Furious Spell™ metamagic feat.

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

Tydora Lugibith (CR 18; 153,600 XP)

Female human occultist 19
NE Medium humanoid (human)
Init +8; Senses Perception +24

Defense

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

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

Fort +21, Ref +17, Will +20

DR 10/adamantine (150 hp remaining)

Offense

Speed 30 ft.
Melee +5 heavy flail +20/+15/+10 (1d10+6/19-20)

Special Attacks aura sight, binding circles (R-DC 27), fast circles, focus powers (abjuration- aegis (+4), energy shield (95 hp), globe of negation, loci sentry, unraveling, mind barrier (38 hp); conjuration-flesh mend (5d8+19), purge corruption, side step, servitor; illusion-minor figment (W-DC 27), shadow beast; necromancy-mind fear (W-DC 27), pain wave (W-DC 27), psychic curse (W-DC 27)), magic circles, mental focus (27 points; amulet (abj)-warding talisman 16, armor-0, compass (con)-casting focus 4 (+2 rounds), crystal-0, mirror-0, ring-0, skull (nec)-necromantic focus 7), shift focus

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

6th (5)—forbiddance* (W-DC 24), harm* (W-DC 26)
heal, permanent image (W-DC 24), project image (W-DC 24), repulsion (W-DC 24), wall of iron

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

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

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

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

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

0—bleed* (W-DC 20), create water, ghost sound (W-DC 18), resistance, stabilize

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

Tactics

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

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

Statistics

Abilities Str 12, Dex 18, Con 20, Int 26, Wis 14, Cha 12

Base Atk +14; CMB +15; CMD 29

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

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

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

SQ focus powers (aegis, energy shield, flesh mend, globe of negation, loci sentry, pain wave, psychic curse, purge corruption, shadow beast, side step,
unraveling), implements (abjuration-amulet (resistance, alarm, resist energy, protection from energy, break enchantment, greater dispel magic, forbiddance), armor (resistance, hold portal, obscure object, nondetection, stoneskin, spell resistance, repulsion); conjuration-compass (create water, cure light wounds, glitterdust, create food and water, cure critical wounds, teleport, heal), mirror (stabilize, unseen servant, cure moderate wounds, cure serious wounds, major creation, wall of stone, wall of iron); illusion-crystal (ghost sound, disguise self, invisibility, invisibility sphere, greater invisibility, mislead, permanent image), ring (ghost sound, silent image, mirror image, displacement, illusory wall, seeming, project image); necromancy-skull (bleed, inflict light wounds, spectral hand, animate dead, greater false life™, major curse™, harm)), magic item skill +9, object reading, outside contact 3

**Combat Gear** wand of cure light wounds (50 charges); **Gear** mithral breastplate, masterwork heavy flail, dagger, cloak of the diplomat™, implements (amulet, armor, compass, crystal, mirror, ring, skull), iron circle of guarded souls™, spellguard bracers™, spell component pouch, granite and diamond dust (worth 1,000 gp, for stoneskin), pair of canine statuettes (worth 50 gp, for repulsion), 4 replicas of the human (worth 20 gp, for project image), pouch with 97 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +5, mental prowess +6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5 (heavy flail)

Tydora focuses on necromancy and has animated a great many undead creatures. However, she is good at healing, very knowledgeable, and highly diplomatic as well, but still ultimately a villain.

Perhaps she is the follower of a god of undead or the leader of a daemonic cult; either way, she has nefarious plans.

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

Male wayang™ occultist 20

NE Small humanoid (wayang)

**Init** +9; **Senses** darkvision 90 ft.*, low-light vision*, see invisibility*; Perception +26 (+31 with headband)

* Granted by headband.

**Defense**

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

**hp** 253 (20d8+133; 284 with greater false life)

**Fort** +23, **Ref** +19, **Will** +20; +2 vs spells of the shadow subschool

**Offense**

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

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

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

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

6th (6)—antipathy² (W-DC 26), cloak of dreams², animate dead (W-DC 26), disintegrate (F-DC 25), harm (W-DC 25), mass charm monster² (W-DC 26), prediction of failure mañana (W-DC 25), statue

5th (7)—commune, control winds (F-DC 24), dominate person² (W-DC 25), major curse mañana (W-DC 24), mass inflict pain moda (W-DC 25), mass suggestion² (W-DC 25), overland flight

4th (7)—arcane eye, charm monster² (W-DC 24), confusion² (W-DC 24), freedom of movement, greater false life mañana, hold monster² (W-DC 24), rusting grasp

3rd (7)—bestow curse (W-DC 22), deep slumber¹ (W-DC 23), fly, haste, hold person² (W-DC 23), retrocognition moda, suggestion² (W-DC 23)

2nd (7)—calm emotions² (W-DC 22), chill metal (W-DC 21), daze monster² (W-DC 22), find traps, heat metal (W-DC 21), spectral hand

1st (8)—cause fear (W-DC 20), charm person² (W-DC 21), comprehend languages, erasure, expeditious retreat, hypnotism² (W-DC 21), sleep² (W-DC 21)

0—bleed (W-DC 19), daze² (W-DC 20), detect magic, mending, message

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

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

**Tactics**

**Before Combat** Kurshawu casts greater false life and overland flight at the beginning of every day. He casts fly and freedom of movement on himself
and haste on everyone when combat is imminent, and ensures that his rapier is in hand. He might also cast control winds* depending on where he is and the situation, or might do so during combat, to “surprise” opponents. * Note: If Kurshawu plans to use this spell to create tornado-speed winds, he should have allies of Gargantuan or Colossal size, so that they are unaffected by the wind (at least for purposes of melee and land-based movement).

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

**Statistics**

**Abilities** Str 12, Dex 20, Con 22, Int 28, Wis 12, Cha 12

**Base Atk** +15; **CMB** +15; **CMD** 30

**Feats** Combat Casting, Efficient Focus Shift OA, Eschew Materials, Extra Mental Focus OA, Improved Initiative, Iron Will, Lightning Reflexes, Rapid Focus Shift OA, Spell Focus (enchantment), Toughness

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

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

**SQ** focus powers (binding pattern, danger sight, forced alliance, mind slumber, object seer, pain wave, psychic curse, quickness, telekinetic mastery, watchful eye), implement mastery (enchantment), implements (divination-headband (detect magic, comprehend languages, find traps, retrocognition OA, arcane eye, commune, prediction of failure³⁴⁵); enchantment-censer (daze, sleep, calm emotions, deep slumber, charm monster, dominate person, antipathy), necklace A (daze, hypnotism, calm emotions, hold person, confusion, mass inflict pain OA, mass charm monster), necklace B (daze, charm person, daze monster, suggestion, hold monster, mass suggestion, cloak of dreams); necromancy robe (bleed, cause fear, spectral hand, bestow curse, greater false life³⁴⁵, major curse³⁴⁵, harm); transmutation-belt (message, expeditious retreat, chill metal, fly, freedom of movement, control winds, disintegrate), rapier (mending, erase, heat metal, haste, rusting grasp, overland flight, statue)), magic item skill +10, object reading, outside contact 4

**Gear** mithral breastplate, masterwork rapier, dagger, implements (belt, censer, headband, 2 necklaces, robe, rapier), bracelet of second chances¹², quick runner’s shirt¹⁰, rod of enemy detection, metamagic rod (persistent)¹⁶, spell component pouch, incense and unholy water (worth 2,000 gp, for commune), pouch with 162 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +5, legendary gifts (ability (Con +2, Int +1)), mental prowess +6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5

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