

## Akoran, the Mad Mage

*"I care not for the depredations of good or of evil. I have suffered grievously from both."*

Once a brilliant young woman full of joy, Akoran is now an empty husk tediously striving towards her next arcane achievement, whatever it takes. Having seen the best and the worst of the world during her life and unlife, Akoran has long since grown cynical. She throws herself into her research and has since become emotionally withdrawn. Despite her reputation, Akoran is not mad, merely absorbed by her drive for answers.

As a girl, Akoran was raised by her grandmother (her parents having been murdered by bandits) and they lived together happily in relative peace for many years. Shortly after Akoran became a young woman, however, her grandmother fell terribly ill. Knowing what was to come, the dying woman sent her grandchild out into the woods to gather medicinal herbs—the better to prevent her from witnessing her passing. Much like the ivory bowl full of herbs that slipped from her grasp, Akoran's heart shattered upon her return.

Having never coped with death well, Akoran broke down and became terrified over the inevitability of death. She grew paranoid, believing that death was waiting around every corner. In desperation she joined up with a peaceful cult in a nearby city seeking answers of the afterlife. Ultimately, concerned city authorities sabotaged the cult by planting seeds of discord causing the otherwise peaceful group to fracture and turn to violent infighting.

Akoran, trying to salvage the group's ties, was soon caught up in the violence. Forced by unknown attackers to undergo a dark ritual, she was brutally tortured and then sacrificed. When she next awoke, she not only found her organization destroyed by the authorities (who swooped in upon them in their weakened state), but also that she had been transformed into an undead monster (as evidenced by the large spike protruding from her stilled heart). To this day she does not know whether her kidnappers were opposing cult members trying to sacrifice her, friends trying to protect her from the guild's inevitable collapse in their own way, or corrupt city authorities simply trying to set up the cult with an incriminating "murder." Anyone with knowledge of the incident either fled the area or was killed in the raid shortly afterwards—leaving Akoran with far too many questions without answers. Her life, having once again fallen apart, Akoran took what little she knew about the arts of necromancy and dedicated her life to learning its most powerful secrets. For decades she has adventured abroad in hopes that her growing power will one day reveal to her the attackers who betrayed her to the cold eternity of undeath and the secrets of the terrible ritual they performed.



## Akoran

Female human lich, necromancer 13

N Medium undead (augmented humanoid)

**Init** +2; **Senses** darkvision 60 ft., life sight 20 ft., low-light vision; Perception +27

**Aura** fear (60 ft. radius, DC 24)

**Languages** Abyssal, Common, Dark Folk, Infernal

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### DEFENSE

**AC** 31, touch 17, flat-footed 29 (+4 armor, +5 deflection, +2 Dex, +10 natural);  
*mage armor*

**hp** 151 plus *false life* (13 HD)

**Fort** +14, **Ref** +11, **Will** +16

**Defensive Abilities** channel resistance +4; **DR** 15/bludgeoning and magic;

**Immunities** cold, electricity, undead traits

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### OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** grave touch +8 touch (shaken for 6 rounds/frightened for 1 round, also see paralyzing touch)  
paralyzing touch +8 touch (1d8+6 negative energy plus paralysis, also see grave touch)

**Ranged** by weapon +8/+3

**Special Attacks** grave touch (14/day), paralyzing touch (DC 24), power over undead (DC 24, 14/day)

**Wizard Spells Prepared** (CL 13<sup>th</sup>; Concentration +22)

7<sup>th</sup> (3/day) – *finger of death*, *project image*, *waves of exhaustion*

6<sup>th</sup> (5/day) – *circle of death*<sup>M</sup>, *eyebite*, *flesh to stone*, *veil* (2)

5<sup>th</sup> (6/day) – *dominate person*, *hold monster*, *magic jar*<sup>F</sup>, *telekinesis*, *teleport* (2)

4<sup>th</sup> (7/day) – *bestow curse*, *contagion*, *enervation* (2), *greater invisibility* (2), *phantasmal killer*

3<sup>rd</sup> (7/day) – *fly* (2), *haste* (2), *phantom steed*, *slow*, *vampiric touch*

2<sup>nd</sup> (8/day) – *blindness/deafness*, *false life* (2), *hideous laughter*, *rope trick*, *see invisibility*, *web* (2)

1<sup>st</sup> (8/day) – *comprehend languages*, *feather fall*, *identify*, *mage armor* (2), *ray of enfeeblement*, *shield*,  
*true strike*

0 (at will) – *bleed*, *detect magic*, *mage hand*, *prestidigitation*

**Arcane School** necromancy; **Opposition Schools** abjuration, evocation

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### STATISTICS

**Abilities** Str 15 (+2), Dex 14 (+2), Con –, Int 32 (+11), Wis 16 (+3), Cha 22 (+6); +2 strength from *greater hat of disguise*

**Base Atk** +6; **CMB** +8; **CMD** 25

**Feats** Ability Focus (fear aura, paralyzing touch), Command Undead<sup>B</sup>, Craft Staff, Craft Wondrous Item<sup>B</sup>, Deceitful, Greater Spell Focus (necromancy), Scribe Scroll<sup>B</sup>, Skill Focus (disguise<sup>B</sup>, spellcraft<sup>B</sup>), Spell Focus (necromancy), Spell Mastery<sup>B</sup> (spells marked by asterisks below), Undead Master

**Skills** Appraise +27, Bluff +23, Craft (alchemy) +27, Craft (trapmaking) +27, Disguise +42, Fly +18, Intimidate +22, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +27, Sense Motive +27, Spellcraft +33, Stealth +26; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**SQ** arcane bond (ring), focused study, rejuvenation

**Combat Gear** material components (*animate undead/create undead* [3,000gp worth], *circle of death* [3,000gp worth], *simulacrum* [3,500gp worth], *symbol spells* [6,000gp worth]), *staff of abjuration* (10 charges);

**Other Gear** *amulet of natural armor* +5, *cloak of resistance* +5, *darkskull* (keyed to *discern lies*), *greater hat of disguise* (appears elven), *headband of vast intellect* +6 (disguise, perception, sense motive), *lich's phylactery* (hidden away), *magic jar* focus, *ring of mind shielding*, *ring of protection* +5 (bonded object), spellbooks (3) (41 pages remaining), spell component pouch, tender (488gp), *tome of clear thought* +4 (already read), *tome of leadership and influence* +4 (already read), troll fighter simulacrum bodyguards (4, see below)



**Spellbook** 7<sup>th</sup>—*control undead, finger of death, insanity, mass hold person, project image, reverse gravity, simulacrum<sup>M</sup>, symbol of stunning, symbol of weakness, waves of exhaustion*; 6<sup>th</sup>—*circle of death<sup>M</sup>, create undead<sup>M</sup>, disintegrate, eyebite, flesh to stone, symbol of fear<sup>M</sup>, symbol of persuasion<sup>M</sup>, veil*; 5<sup>th</sup>—*dominate person, feeblemind, hold monster, magic jar<sup>F\*</sup>, permanency<sup>M</sup>, symbol of pain<sup>M</sup>, symbol of sleep<sup>M</sup>, telekinesis, teleport\**; 4<sup>th</sup>—*animate dead<sup>M</sup>, bestow curse\*, charm monster\*, contagion, enervation\*, fear, greater invisibility\*, phantasmal killer*; 3<sup>rd</sup>—*fly\*, haste, phantom steed, slow, vampiric touch\**; 2<sup>nd</sup>—*blindness/deafness\*, command undead, detect thoughts, false life, ghoul touch, hideous laughter, rope trick, see invisibility\*, web*; 1<sup>st</sup>—*comprehend languages, decompose corpse<sup>UM</sup>, detect secret doors, detect undead, feather fall, identify, mage armor, ray of enfeeblement\*, restore corpse<sup>UM</sup>, shield, true strike, unseen servant*; 0—all but abjuration and evocation

**Encumbrance** light 66 lb., medium 133 lb., heavy 200 lb.; **Weight Carried** 23 lb. (excluding tender)

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## SPECIAL ABILITIES

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**Bonded Object (Sp)** If you attempt to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. A bonded object can be used once per day to cast any one spell that you have in your spellbook and are capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by you, including casting time, duration, and other effects dependent on your caster level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from your opposition schools. The magic properties of your bonded object, including any magic abilities added to the object, only function for you.

**Fear Aura (Su)** Creatures of less than 5 HD in a 60-foot radius that look at you must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save (see above) or be shaken for 13 rounds. A creature that successfully saves cannot be affected again by your aura for 24 hours. This is a mind-affecting fear effect.

**Grave Touch (Sp)** Fourteen times per day you can make a melee touch attack as a standard action that causes a living creature to become shaken for 6 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 11 Hit Dice.

**Life Sight (Su)** You gain blindsight to a range of 20 feet for 13 rounds per day. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability.

**Paralyzing Touch (Su)** Any living creature you hit with a touch attack must succeed on a Fortitude save (DC 24) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

**Power Over Undead (Su)** You receive Command Undead as a bonus feat. You can channel energy 14 times per day, but only to command undead. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The base DC to save against these feats is equal to 20.

**Rejuvenation (Su)** When you are destroyed, your phylactery immediately begins to rebuild your undead body nearby. This process takes 1d10 days—if your body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, you awaken fully healed (albeit without any gear from your old body).

**Undead Traits (Ex)** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

## Akora's Simulacrum Bodyguards

Troll, fighter 1

N Large humanoid (giant)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

**Languages** Giant

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### DEFENSE

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**AC** 22, touch 13, flat-footed 18 (+4 armor, +4 Dex, +5 natural, -1 size)

**hp** 88 (7 HD); regeneration 5 (acid or fire)

**Fort** +14, **Ref** +6, **Will** +4

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### OFFENSE

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**Speed** 30 ft. (6 squares)

**Melee** bite +11 (1d8+7) and

2 claws +11/+11 (1d6+11 plus rend) or

bite +9 (1d8+7) and

2 claws +9/+9 (1d6+11 plus rend) with Power Attack, or

masterwork longspear +12 (2d6+10/×3) or

masterwork longspear +10 (2d6+16/×3) with Power Attack

**Ranged** javelin +9 (1d8+7)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with long spear)

**Special Attacks** rend (2 claws, 1d6+10)

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### STATISTICS

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**Abilities** Str 25 (+7), Dex 19 (+4), Con 25 (+7), Int 6 (-2), Wis 11 (+0), Cha 4 (-3)

**Base Atk** +5; **CMB** +13; **CMD** 27

**Feats** Combat Reflexes (5 AoO's/round), Lunge<sup>B</sup>, Power Attack, Stand Still, Toughness

**Skills** Perception +7

**Gear** chain shirt, masterwork long spear, javelins (4)

**Encumbrance** light 532 lb., medium 1,066 lb., heavy 1,600 lb.; **Weight Carried** 84 lb.

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### SPECIAL ABILITIES

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**Infected** Akora uses regular castings of her *contagion* spell to infect her simulacrum bodyguards with the mindfire disease. As such, they are highly infectious to those around them. Due to their high resistance to the disease, repeated castings are often necessary and the above stats do not reflect any ability damage.

**Regeneration (Ex)** Akora's troll simulacrums heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Fire and acid cause a troll's regeneration to stop functioning on the round following the attack. During this round, the troll does not heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Trolls can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

**Rend (Ex)** If it hits with two or more claw attacks in 1 round, a troll can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional 1d6+7 points of damage, but no more than once per round.

