

## Kokoro Reese

Male human enchanter 15

LE Medium humanoid

**Init** +2; **Senses** Perception +15

**Languages** Common, Giant, Goblin, Orc

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### DEFENSE

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

**hp** 144 plus *false life* (15 HD)

**Fort** +15, **Ref** +12, **Will** +14; +2 vs. mind-affecting effects

**Defensive Abilities** *mind blank*; **SR** 21

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### OFFENSE

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

**Melee** by weapon +7/+2

**Ranged** by weapon +9/+4

**Special Attacks** irresistible demand (DC 26, 15 rounds)

**Arcane School Spell-Like Ability** (CL 15<sup>th</sup>; Concentration +24)

12/day – dazing touch

**Wizard Spells Prepared** (CL 15<sup>th</sup>; Concentration +24)

8<sup>th</sup> (3/day) – ~~mind blank~~, *power word stun*, *summon monster VIII*

7<sup>th</sup> (4/day) – *finger of death*, *insanity*, *mass hold person\**, *waves of exhaustion*

6<sup>th</sup> (5/day) – *circle of death*, *conjure black pudding*<sup>UM</sup>, *guards and wards*, *mass suggestion*, *unwilling shield*<sup>APG</sup>

5<sup>th</sup> (7/day) – *mass pain strike*<sup>APG</sup>, *persistent deep slumber*, *reach vampiric touch* (medium range) (2), *suffocation*<sup>APG</sup>, *teleport* (2)

4<sup>th</sup> (11/day) – *crushing despair* (2), *lesser geas*, *persistent blindness/deafness* (2), *reach ghoul touch* (medium range) (2), *reach vampiric touch* (close range) (2), *shadow projection*<sup>APG</sup> (2)

3<sup>rd</sup> (7/day) – *deep slumber*, *lightning bolt* (2), *pain strike*<sup>APG</sup>, *phantom steed*, *suggestion* (2)

2<sup>nd</sup> (7/day) – *disguise other*<sup>UM O</sup>, *false life* (2), *hideous laughter*, *reach chill touch* (close range), *reach unseen servant* (medium range)

1<sup>st</sup> (8/day) – *disguise self*<sup>O</sup>, *feather fall*, ~~*mage armor*~~, *magic missile* (2), *shield* (2)

0 (at will) – *acid splash*, *arcane mark*, *detect poison*, *prestidigitation*

**Arcane School** enchantment (controller); **O** Opposition school spell; **Opposition Schools** illusion, transmutation

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### STATISTICS

**Abilities** Str 10 (+0), Dex 14 (+2), Con 20 (+5), Int 28 (+9), Wis 10 (+0), Cha 14 (+5); *circlet of persuasion*

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

**Feats** Craft Wondrous Items, Greater Spell Focus (enchantment), Heighten Spell<sup>B</sup>, Persistent Spell<sup>B</sup>, Preferred Spell (*bestow curse*, *charm monster*, *dominate person*, *enervation*, *hold monster*), Reach Spell<sup>B</sup>, Scribe Scroll<sup>B</sup>, Spell Focus (enchantment), Spell Mastery<sup>B</sup> (mastered spells marked with asterisks below)

**Skills** Appraise +27, Bluff +20, Diplomacy +20, Intimidate +20, Knowledge (arcana) +27, Knowledge (local) +27, Knowledge (nobility) +27, Perception +15, Sense Motive +15, Spellcraft +27, Stealth +17

**SQ** arcane bond (object), force of will

**Gear** attendant slaves (3) (use village idiot stats from the GameMastery Guide), *belt of mighty constitution* +6, *blessed book* (654 pages left), *circlet of persuasion*, *cloak of resistance* +5, dominated hill giant bodyguard (see Bestiary), *eyes of charming*, *hand of glory*, *headband of vast intelligence* +6 (perception, sense motive, stealth), *jailer's dungeon ring*, *manacles of cooperation* (2), *mantle of spell resistance*, *metamagic rod* (lesser maximize), *prisoner's dungeon rings* (8), *ring of mind shielding*, *ring of wizardry IV* (bonded object), spell component pouch, tender (340gp), *tome of clear thought* +1 (already read)

**Spellbook** 8<sup>th</sup>—*binding*<sup>M</sup>, *demand*, *discern location*, *euphoric tranquility*<sup>APG</sup>, *mass charm monster*, *mind blank*, *power word stun*, *summon monster VIII*; 7<sup>th</sup>—*finger of death*, *insanity*, *mass hold person\**, *phantasmal revenge*<sup>APG</sup>, *sequester*, *waves of ecstasy*<sup>UM</sup>, *waves of exhaustion*; 6<sup>th</sup>—*circle of death*, *cloak of*



*dreams*<sup>APG</sup>, *conjure black pudding*<sup>UM</sup>, *envious urge*<sup>UM</sup>, *guards and wards*, *mass suggestion*, *serenity*<sup>UM</sup>, *unwilling shield*<sup>APG</sup>, *utter contempt*<sup>UM</sup>; 5<sup>th</sup>—*curse of disgust*<sup>UM</sup>, *dominate person*<sup>\*</sup>, *hold monster*<sup>\*</sup>, *mass pain strike*<sup>APG</sup>, *smug narcissism*<sup>UM</sup>, *suffocation*<sup>APG</sup>, *teleport*<sup>\*</sup>; 4<sup>th</sup>—*agonize*<sup>UM</sup>, *bestow curse*<sup>\*</sup>, *charm monster*<sup>\*</sup>, *confusion*, *control summoned creature*<sup>UM</sup>, *crushing despair*, *lesser geas*, *malicious spite*<sup>UM</sup>, *mass daze*<sup>UM</sup>, *overwhelming grief*<sup>UM</sup>, *shadow projection*<sup>APG</sup>, *terrible remorse*<sup>UM</sup>, *touch of slime*<sup>UM</sup>; 3<sup>rd</sup>—*deep slumber*, *hold person*, *howling agony*<sup>UM</sup>, *lightning bolt*, *pain strike*<sup>APG</sup>, *phantom steed*, *rage*, *reckless infatuation*<sup>UM</sup>, *slow*<sup>O</sup>, *suggestion*, *unadulterated loathing*<sup>UM</sup>, *vampiric touch*; 2<sup>nd</sup>—*bestow weapon proficiency*<sup>UC</sup>, *blindness/deafness*, *compassionate ally*<sup>UM</sup>, *daze monster*, *disguise other*<sup>UM</sup>, *ghoul touch*, *false life*, *hideous laughter*, *miserable pity*<sup>UM</sup>, *oppressive boredom*<sup>UM</sup>, *qualm*<sup>UC</sup>, *share memory*<sup>UM</sup>; 1<sup>st</sup>—*charm person*, *chill touch*, *delusional pride*<sup>UM</sup>, *disguise self*<sup>O</sup>, *feather fall*, *identify*, *interrogation*<sup>UM</sup>, *lock gaze*<sup>UM</sup>, *mage armor*, *magic missile*, *memory lapse*<sup>APG</sup>, *shield*, *moment of greatness*<sup>UC</sup>, *unseen servant*; 0—all non-evocation/illusion spells

**Encumbrance** light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 19 lb. (excluding tender)

## SPECIAL ABILITIES

**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.

**Dazing Touch (Sp)** You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your wizard level are unaffected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Force of Will (Su)** You can send thoughts and instructions telepathically to any creature within 60 feet that you have charmed or dominated as though you shared a common language. Affected creatures can communicate back to you via the telepathic link as well.

**Irresistible Demand (Sp)** You can force others to do your bidding. As a standard action, you attempt to dominate a creature as though using the *dominate monster* spell, except that the creature must have a number of Hit Dice equal to or less than your wizard level. The targeted creature receives a Will saving throw each round to negate the effect. The DC is equal to 10 + ½ your wizard level + your Intelligence modifier. You can dominate creatures for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. You must concentrate as a standard action to maintain control over a dominated creature.