

OCCULTIST LEVEL 1

Quick with his strange but fascinating stories, Mavaro knows much about the world but speaks little of his past. His obsession with finding esoteric relics makes him invaluable to the Pathfinder Society.

MAVARO

Male human occultist 1

N Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

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

hp 11 (1d8+3)

Fort +4, **Ref** +1, **Will** +4; +2 vs. emotions

OFFENSE

Speed 30 ft.

Melee one-eyed sword +3 (1d8+3/19-20)

Ranged sling +1 (1d4+3)

Implement Schools

Necromancy (Mother Wren's skull, 3 points)—*Resonant* necromantic focus; *Focus* mind fear (DC 13)

Transmutation (one-eyed sword, 3 points)—*Resonant* physical enhancement (+2 Str); *Focus* legacy weapon (+1), philosopher's touch (1 minute)

Occultist Spells Known (CL 1st; concentration +4)

1st (2/day)—*inflict light wounds* (DC 14), *lead blades*^{APG}

0—*mage hand*, *touch of fatigue* (DC 13)

TACTICS

Base Statistics If Mavaro's mental focus points are unassigned, his statistics are **Melee** one-eyed sword +2 (1d8+2/19-20); **Ranged** sling +1 (1d4+2); **Str** 15; **CMD** +2; **CMD** 13.

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 16, **Wis** 10, **Cha** 11

Base Atk +0; **CMB** +3; **CMD** 14

Feats Extra Mental Focus^{OA*}, Iron Will*

Skills Appraise +7, Diplomacy +4, Knowledge (history) +7, Knowledge (religion) +7, Linguistics +7, Perception +4, Spellcraft +7, Use Magic Device +4; **Armor Check Penalty** -2

Traits grief-filled^{UCA*}, spirit sense

Languages Abyssal, Celestial, Common, Infernal, Thassilonian, Varisian

SQ implements 2, mental focus (6)

Combat Gear acid (2); **Other Gear** chain shirt, one-eyed sword (longsword), sling with 10 bullets, backpack, dagger, hemp rope (50 ft.), grappling hook, Mother Wren's skull, torches (5), trail rations (4), waterskin, 4 gp.

* The effects of this ability have already been calculated into Mavaro's statistics.

SPECIAL ABILITIES

Implements Mavaro can access the necromancy school of magic through Mother Wren's skull and the transmutation school of magic through his one-eyed sword. If these items are not in his possession, he must succeed at a DC 21 concentration (1d20+4) check to cast *inflict light wounds* (without the skull) or *lead blades* (without the sword), or a DC 20 concentration check to cast *mage hand* (without the sword) or *touch of fatigue* (without the skull).

Legacy Weapon If Mavaro expends 1 point of mental focus from his one-eyed sword, as a standard action he can touch a weapon and grant it a +1 enhancement bonus. The bonus lasts for 1 minute.

Mental Focus Mavaro has 6 points of mental focus, which he can invest into his implements at the beginning of the day to access his implement schools' resonant and focus powers. He can divide the focus in any way he desires. It takes 1 hour for Mavaro to invest his implements with mental focus.

Once Mavaro invests mental focus in an implement, the implement gains its school's resonant power, and Mavaro can spend mental focus stored in the implement to access its focus powers. The implement grants its resonant power to whoever possesses it (allowing Mavaro to aid allies, but making his spells more difficult to cast; see Implements above). Mavaro must be holding his implements to expend their focus powers.

Mavaro can choose to save generic mental focus inside his own body instead of investing it. He can expend generic focus on any focus power he knows, but doing so costs twice as many points of mental focus, and an implement into which he did not invest mental focus grants no resonant power. If one of his implements is lost or destroyed, the invested mental focus is lost. Mental focus refreshes once each day after Mavaro sleeps for at least 8 hours.

In the statistics above, Mavaro has invested 3 points of mental focus in Mother Wren's skull and 3 points in his one-eyed sword.

Mind Fear As a standard action, Mavaro can expend 1 point of mental focus from Mother Wren's skull to cause creatures within 30 feet with 1 Hit Die to become frightened for 1d4 rounds (DC 13 Will save negates). A frightened creature flees; if unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. Creatures with more than 1 Hit Die affected by this ability are instead shaken (shaken creatures simply take the penalties, but do not flee). This is a mind-affecting fear effect.

Necromantic Focus If Mavaro invested mental focus into Mother Wren's skull, undead take a -1 penalty on saving throws against the skull's bearer long as Mavaro invested at least 4 points of



"All objects tell stories, friend. You just need to listen when they speak."

mental focus in it. Additionally, the bearer can control an additional 2 Hit Dice of undead for every point of mental focus invested (maximum 4). A spellcaster who uses the skull as an additional focus for a necromancy spell to create undead can create an additional 4 Hit Dice of undead.

OCCULTIST LEVEL 1

Philosopher's Touch If Mavaro expends 1 point of mental focus from his one-eyed sword, as a standard action he can touch a weapon and cause it to gain the properties of cold iron or silver for 1 minute.

Physical Enhancement When Mavaro invests mental focus into his one-eyed sword, he can select Strength, Dexterity, or Constitution. The sword grants a +2 temporary enhancement bonus to that score for every 3 points of mental focus invested (maximum +2). Mavaro has chosen Strength in the statistics above.

Spells Mavaro can cast the following spells. For the full descriptions of the spells listed below, see Chapter 10 of the *Pathfinder RPG Core Rulebook* or Chapter 5 of the *Pathfinder RPG Advanced Player's Guide*.

Inflict Light Wounds: Creature touched takes 1d8+1 points of damage (Will DC 14 half). This spell heals undead creatures instead of damaging them.

Lead Blades: For 1 minute, Mavaro's sword deals 2d6+2 points of damage. His dagger deals 1d6+2 points of damage. Mavaro must be wielding the weapons for them to deal this amount of damage.

Mage Hand: Mavaro can point at one object up to 25 feet away that weighs up to 5 pounds and move it as far as 15 feet in any direction. The spell ends if the object travels more than 25 feet away from Mavaro.

Touch of Fatigue: A creature touched becomes fatigued (it cannot run or charge and take a -2 penalty to Strength and Dexterity). Anything that would cause the creature to become fatigued instead makes it exhausted. A successful DC 13 Reflex save negates this spell.

Spirit Sense Mavaro gains a +2 bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

Combat Gear Mavaro's combat gear is detailed below.

Acid: Mavaro can throw a flask of acid as a splash weapon with a +1 attack bonus and a range increment of 10 feet. A direct hit deals 1d6 points of acid damage, and every creature within 5 feet of where the acid hits takes 1 point of acid damage from the splash.

Mavaro spent his youth and young adulthood with his mother, in the silent seclusion of a Pharasmin convent deep in Varisia's Mindspin Mountains. Quiet and reserved, Mavaro quickly learned that the esoteric books and scrolls in the convent's great library were his only friends. As he grew older, he began to secretly navigate the convent's forbidden halls, ignoring the tales of horrors stalking them. There, he regularly bore witness to the nuns' strange ceremonies.

Of all the rituals he saw, the most baffling one involved the nuns' participation in a period of severe fasting and meditation. After their bodies wasted, the nuns gathered in a hushed chamber, where novices unveiled the yellowed, sigil-scripted skull of the order's founding abbess, Mother Wren. A ghostly whisper emanated from the skull, indicating a worthy candidate. The nuns then adorned the chosen sister's body with strange sigils and specially cast silver talismans, wrapped her in fresh linens, and carried her into a hidden catacomb to place her among generations of similarly mummified worshippers.

In Mavaro's twenty-second year, Varisian traders arrived at the abbey. The nuns took the opportunity to restock their food stores and other essentials, but Mavaro was fascinated by the traders' other goods—relics that represented cultures Mavaro had only read about. He coveted these esoteric items, particularly a strange sword with a carved face and red gems for eyes. Lacking any money, Mavaro stole into the forbidden catacombs and took the silver talismans from the sisters' starved bodies. He bought his sword, but little did Mavaro know that disturbing the nuns' bodies unraveled the binding magic that had long kept an evil force at bay. As the caravan trundled away with the convent's traded relics, the entity's spiritual corruption leaked forth.

The deaths began slowly, secretly, but soon the evil being began openly murdering the nuns. The prioress finally realized Mavaro's folly, but it was too late, and the malevolent presence possessed her. Wrenching back control of her body for a brief moment, the prioress set fire to the convent in hopes of destroying the entity of rust and chains, which Mavaro came to call the Thorn Priest.

It and Mavaro survived, though, and as it stalked toward him viciously, its vestments of razor wire glowing red, Mavaro tried to gather any relics he could find to defend himself. He would have died, but Mavaro heard the skull of Mother Wren whisper to him in the ashes; the ancient holy woman commanded him to open his soul to the power of the items he had collected. Trembling, but full of strange power, Mavaro struck. A red gem shattered in the sword's hilt and the dark thing shrieked, flailing jangling fetters as it retreated through the ruins.

Twenty years have passed, and Mavaro is now a man of many indulgences, making up for his modest childhood with good food and raucous company. He deflects questions about his youth with inconsistent yet entertaining tales about his collection of strange objects. Quietly, though, he seeks the relics he traded away long ago, and this mission has led him to join the Pathfinder Society. Ultimately, Mavaro seeks to undo the folly of his youth and to finally face the Thorn Priest, which stalks him still.



"All objects tell stories, friend. You just need to listen when they speak."

OCCULTIST **LEVEL 4**

Quick with his strange but fascinating stories, Mavaro knows much about the world but speaks little of his past. His obsession with finding esoteric relics makes him invaluable to the Pathfinder Society.

MAVARO

Male human occultist 4

N Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)

hp 32 (4d8+9)

Fort +8, **Ref** +4, **Will** +8; +2 vs. emotions

OFFENSE

Speed 20 ft.

Melee +1 *one-eyed sword* +9 (1d8+5/19-20)

Ranged sling +4 (1d4+4)

Implement Schools

Abjuration (talisman clasp, 4 points)—*Resonant* warding talisman; *Focus* mind barrier (8 points)

Necromancy (Mother Wren's skull, 2 points)—*Resonant* necromantic focus; *Focus* mind fear (DC 15)

Transmutation (one-eyed sword, 3 points)—*Resonant* physical enhancement (+2); *Focus* legacy weapon (+1), philosopher's touch (2 weapons, 4 minutes), sudden speed

Occultist Spells Known (CL 4th; concentration +7)

2nd (2/day)—*false life*, *levitate*, *resist energy*

1st (4/day)—*inflict light wounds* (DC 14), *lead blades*^{APG}, *shield*

0—*mage hand*, *resistance*, *touch of fatigue* (DC 13)

TACTICS

Base Statistics If Mavaro's mental focus points are unassigned, his statistics are **Fort** +6, **Ref** +2, **Will** +6; **Melee** +1 *one-eyed sword* +8 (1d8+4/19-20); **Ranged** sling +4 (1d4+3); **Str** 16; **CMD** +6; **CMD** 18.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 16, **Wis** 10, **Cha** 11

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

Feats Extra Mental Focus^{DA*}, Iron Will*, Weapon Focus (longsword)*

Skills Appraise +8, Diplomacy +7, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +7, Perception +7, Spellcraft +7, Use Magic Device +9;

Armor Check Penalty -3

Traits grief-filled^{UCA*}, spirit sense

Languages Abyssal, Celestial, Common, Infernal, Thassilonian, Varisian

SQ implements 3, magic item skill*, mental focus (9), object reading

Combat Gear wand of cure light wounds (6 charges), acid (2); **Other**

Gear +1 breastplate, +1 one-eyed sword (longsword), ring of

protection +1, sling with 10 bullets, backpack, dagger, hemp rope (50 ft.), grappling hook, talisman clasp, torches (5), trail rations (4), waterskin, 5 gp

* This ability's effects have been calculated into Mavaro's statistics.

SPECIAL ABILITIES

Favored Class Mavaro gains 1/6 of a new focus power for each occultist level he has past 1st.

Implements Mavaro can access the abjuration school of magic through his talisman clasp, the necromancy school of magic through Mother Wren's skull, and the transmutation school of magic through his +1 *one-eyed sword*. If these items are not in his possession, he must succeed at a DC 22 concentration check (1d20+7) to cast *false life* (without the skull), *levitate* (without the sword), or *resist energy* (without the clasp); a DC 21 concentration check to cast *inflict light wounds* (without the skull), *lead blades* (without the sword), or *shield* (without the clasp); or a DC 20 concentration check to cast *mage hand* (without the sword), *resistance* (without the clasp), or *touch of fatigue* (without the skull).

Legacy Weapon If Mavaro expends 1 point of mental focus from his one-eyed sword, as a standard action he can touch a weapon and grant it a +1 enhancement bonus, or he can give it any +1 weapon special ability (for a list, see page 469 of the *Pathfinder RPG Core Rulebook*). The bonus lasts for 1 minute.

Mental Focus Mavaro has 9 points of mental focus, which he can invest into his implements at the beginning of the day to access his implement schools' resonant and focus powers. He can divide the focus in any way he desires. It takes 1 hour for Mavaro to invest his implements with mental focus.

Once Mavaro invests mental focus in an implement, the implement gains its school's resonant power, and Mavaro can spend mental focus stored in the implement to access its focus powers. The implement grants its resonant power to whoever possesses it (allowing Mavaro to aid allies, but making his spells more difficult to cast; see Implements above). Mavaro must be holding his implements to expend their focus powers.

Mavaro can choose to save generic mental focus inside his own body instead of investing it. He can expend generic focus on any focus power he knows, but doing so costs twice as many points of mental focus, and an implement into which he did not invest mental focus grants no resonant power. If one of his implements is lost or destroyed, the invested mental focus is lost. Mental focus refreshes once each day after Mavaro sleeps for at least 8 hours.

In the statistics above, Mavaro has invested 4 points of mental focus in his talisman clasp, 2 points in Mother Wren's skull and 3 points in his one-eyed sword.

Mind Barrier As a swift action, Mavaro can expend 1 point of mental



"All objects tell stories, friend. You just need to listen when they speak."

focus to create a shield of mental energy that protects him. The shield prevents a total of 8 points of damage, and lasts until the start of Mavaro's next turn or until exhausted. Mavaro can activate this as an immediate action if he spends 2 points of mental focus.

Mind Fear As a standard action, Mavaro can expend 1 point of mental

OCCULTIST LEVEL 4

focus from Mother Wren's skull to cause creatures within 30 feet with 4 Hit Die to become frightened for 1d4 rounds (Will DC 15 negates). A frightened creature flees; if unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. Creatures with more than 1 Hit Die are instead shaken (shaken creatures simply take the penalties). This is a mind-affecting fear effect.

Necromantic Focus If Mavaro invested mental focus into Mother Wren's skull, undead take a -1 penalty on saving throws against the skull's bearer for every 4 points of mental focus Mavaro invested in it. Additionally, the bearer can control an additional 2 Hit Dice of undead for every point of mental focus invested (maximum 16). A spellcaster who uses the skull as an additional focus for a necromancy spell to create undead can create an additional 16 Hit Dice of undead.

Object Reading Mavaro can learn about items by spending 1 minute handling them. If it's a magic item, he learns its properties and command word as if he had used *detect magic* and made a successful Spellcraft check (*Core Rulebook* 267). If the item has historical significance, Mavaro learns one piece of information about its past. If the item was last used no longer than 4 days ago, Mavaro learns one piece of information about its previous user. Mavaro does not learn if an item is cursed unless its caster level is 3rd or lower.

Philosopher's Touch If Mavaro expends 1 point of mental focus from his one-eyed sword, as a standard action he can touch up to two weapons to give them the properties of cold iron or silver for 4 minutes.

Physical Enhancement When Mavaro invests mental focus into his one-eyed sword, he can select Strength, Dexterity, or Constitution. The sword grants a +2 temporary enhancement bonus to that score if he invests at least 3 points in it (maximum +2). Mavaro has chosen Strength in the statistics above.

Sudden Speed As a swift action, Mavaro can expend 1 point of mental focus to increase his land speed by 30 feet for 1 minute. This ability does not stack with itself.

Spells Mavaro can cast the following spells. For the full descriptions of the spells below, see Chapter 10 of the *Core Rulebook* or Chapter 5 of the *Pathfinder RPG Advanced Player's Guide*.

False Life: Mavaro gains 1d10+4 temporary hit points for 4 hours.

Infllict Light Wounds: Creature touched takes 1d8+4 point of damage (Will DC 14 save half). This spell heals undead creatures instead of damaging them.

Lead Blade: For 4 minutes, Mavaro's sword deals 2d6+4 points of damage. His dagger deals 1d6+3 points of damage. Mavaro must be wielding the weapons for them to deal this amount of damage.

Levitate: Mavaro can choose himself or a willing creature or

object within 40 feet. As a move action, he can move the target up to 20 feet up or down each round for 7 minutes.

Mage Hand: Mavaro can point at one nonmagical object up to 35 feet away that weighs up to 5 pounds and move it as far as 15 feet in any direction. The spell ends if the object travels more than 25 feet away from Mavaro.

Resist Energy: Mavaro or a touched creature gains resist energy 10 against acid, cold, electricity, fire, or sonic.

Resistance: Mavaro or a touched creature gains a +1 resistance bonus on saves.

Shield: Mavaro gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

Touch of Fatigue: Creature touched becomes fatigued (it cannot run or charge and it takes a -2 penalty to Strength and Dexterity). Anything that would cause the creature to become fatigued instead makes it exhausted. A successful DC 13 Reflex save negates this spell.

Spirit Sense Mavaro gains a +2 bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

Warding Talisman When Mavaro invests mental focus into his talisman clasp, it grants its holder a +1 resistance bonus on saves for every 2 points of mental focus invested (maximum +2).

Combat Gear Mavaro's combat gear is detailed below.

Acid: Mavaro can throw a flask of acid as a splash weapon with a +1 attack bonus and a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of where the acid hits takes 1 point of acid damage from the splash.

Wand of Cure Light Wounds: Mavaro's wand heals 1d8+1 points of damage by touch. He must succeed at a DC 20 Use Magic Device check to use the wand himself.

Mavaro spent his youth in a Pharasmin convent deep in Varisia's Mindspin Mountains, where esoteric books were his only friends. When he was 22, knowing that the nuns kept a collection of specially cast silver talismans on bodies interred in a hidden catacomb, Mavaro stole the relics to pay for a strange sword with a carved face and red gems for eyes. Little did he know, however, that his pilfering had broken the bonds of an ancient evil held captive under the convent for thousands of years. Called the Thorn Priest, the entity murdered the nuns and possessed the prioress, who in a brief moment of clarity set fire to the convent. The evil entity and Mavaro survived, though, and as it stalked toward him, Mavaro heard the skull of Mother Wren whisper from the ashes; the ancient holy woman commanded him to open his soul to the power of the items he had collected. He struck the entity with his ruby-eyed blade, and the dark thing shrieked and fled. Twenty years have passed, and Mavaro is now a man of many



"All objects tell stories, friend. You just need to listen when they speak."

indulgences. He deflects questions about his youth with inconsistent yet entertaining tales about his collection of strange objects, yet quietly seeks the relics he traded away long ago. This mission has led him to join the Pathfinder Society, where he seeks to undo the folly of his youth and to finally face the Thorn Priest.

OCCULTIST LEVEL 7

Quick with his strange but fascinating stories, Mavaro knows much about the world but speaks little of his past. His obsession with finding esoteric relics makes him invaluable to the Pathfinder Society.

MAVARO

Male human occultist 7

N Medium humanoid (human)

Init +1; **Senses** aura sight, darkvision 60 ft., low-light vision, see invisibility, Perception +14

DEFENSE

AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)

hp 53 (7d8+15)

Fort +8, **Ref** +4, **Will** +8; +2 vs. emotions

OFFENSE

Speed 30 ft.

Melee +2 *one-eyed sword* +11 (1d8+6/19–20)

Ranged masterwork composite longbow +7 (1d8+4/×3)

Implement Schools

Abjuration (talisman clasp, 2 points)—*Resonant* warding talisman; *Focus* mind barrier (14 points)

Divination (headband, 9 points)—*Resonant* third eye; *Focus* mind eye (7 minutes), sudden insight (+3)

Necromancy (Mother Wren's skull, 1 point)—*Resonant* necromantic focus; *Focus* mind fear (DC 17), pain wave (DC 17), spirit shroud (7 minutes)

Transmutation (one-eyed sword, 3 points)—*Resonant* physical enhancement (+2 Str); *Focus* legacy weapon (+2), mind over gravity (7 minutes), philosopher's touch (2 weapons, 7 minutes), sudden speed

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

3rd (2/day)—*dispel magic*, *haste*, *retroognition*^{OA}, *riding possession*^{OA} (DC 17)

2nd (4/day)—*false life*, *find traps*, *levitate*, *resist energy*

1st (6/day)—*inflict light wounds* (DC 15), *lead blades*^{APG}, *psychic reading*^{OA}, *shield*

0—*detect magic*, *mage hand*, *resistance*, *touch of fatigue* (DC 14)

TACTICS

Base Statistics If Mavaro's mental focus points are unassigned, his statistics are **Senses** aura sight; **Fort** +7, **Ref** +3, **Will** +7; **Melee** +2 *one-eyed sword* +10 (1d8+5/19–20); **Ranged** masterwork composite longbow +7 (1d8+3/×3); **Str** 16; **CMD** +8; **CMD** 20; **Skills** Perception +10.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 18, **Wis** 10, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 21

Feats Extra Focus Power^{OA*}, Extra Mental Focus^{OA*} (2), Iron Will*, Weapon Focus (longsword)*

Skills Appraise +9, Diplomacy +7, Disable Device +5, Fly +7, Knowledge (arcana) +14, Knowledge (dungeoneering) +6, Knowledge (engineering) +8, Knowledge (history) +11, Knowledge (local) +7, Knowledge (planes) +11, Knowledge (religion) +11, Linguistics +10, Perception +14, Spellcraft +11, Use Magic Device +13; **Armor Check Penalty** –0

Traits grief-filled^{UCA, *}, spirit sense

Languages Abyssal, Aklo, Azlanti, Celestial, Common, Infernal, Thassilonian, Varisian

SQ implements 4, magic item skill*, mental focus (15), object reading

Combat Gear *oil of daylight*, *potions of cure serious wounds* (2), *scroll of align weapon*, *wand of cure moderate wounds* (4 charges), acid (2); **Other Gear** +1 *mithral breastplate*, +2 *one-eyed sword* (longsword), masterwork composite longbow (+4), *headband of vast intelligence* +2, *ring of protection* +1, backpack, dagger, headband, hemp rope (50 ft.), grappling hook, talisman clasp, torches (5), trail rations (4), waterskin, 60 gp

* This ability's effects have been calculated into Mavaro's statistics.

SPECIAL ABILITIES

Aura Sight As a standard action, Mavaro can read the alignment auras of creatures around him as the *aura sight* spell (*Pathfinder RPG Advanced Class Guide* 174). When he does so, he knows the location and power of all chaotic, evil, good, and lawful auras within his sight.

Favored Class Mavaro gains a new focus power from his favored class.

Implements Mavaro can access the abjuration school of magic through his talisman clasp, the divination school of magic through his *headband of vast intelligence* +2, the necromancy school of magic through Mother Wren's skull, and the transmutation school of magic through his +2 *one-eyed sword*. If these items are not in his possession, he must succeed at a DC 23 concentration check (1d20+11) to cast *dispel magic* (without the talisman clasp), *gaseous form* (without the sword), *retroognition* (without the headband), or *riding possession* (without the skull); a DC 22 concentration check to cast *false life* (without the skull), *find traps* (without the headband), *levitate* (without the sword), or *resist energy* (without the clasp); a DC 21 concentration check to cast *inflict light wounds* (without the skull), *lead blades* (without the sword), *psychic reading* (without the headband), or *shield* (without the clasp); or a DC 20 concentration check to cast *detect magic* (without the headband), *mage hand* (without the sword), *resistance* (without the clasp), or *touch of fatigue* (without the skull).

Legacy Weapon If Mavaro expends 1 point of mental focus from his +2 *one-eyed sword*, as a standard action he can touch a weapon and grant it a +2 enhancement bonus, or he can give it any +1 or



“All objects tell stories, friend. You just need to listen when they speak.”

+2 weapon special ability (for a list, see page 469 of the *Pathfinder RPG Core Rulebook*). The bonus lasts for 1 minute.

Mental Focus Mavaro has 15 points of mental focus, which he can invest into his implements at the beginning of the day to access his implement schools' resonant and focus powers. He can divide the

OCCULTIST LEVEL 7

mental focus in any way he desires. It takes 1 hour for Mavaro to invest his implements with mental focus.

Once Mavaro invests mental focus in an implement, the implement gains its school's resonant power, and Mavaro can spend mental focus stored in the implement to access its focus powers. The implement grants its resonant power to whoever possesses it (allowing Mavaro to aid allies, but making his spells more difficult to cast; see Implements above). Mavaro must be holding his implements to expend their focus powers.

Mavaro can choose to save generic mental focus inside his own body instead of investing it. He can expend generic focus on any focus power he knows, but doing so costs twice as many points of mental focus, and an implement into which he did not invest mental focus grants no resonant power. If one of his implements is lost or destroyed, the invested mental focus is lost. Mental focus refreshes once each day after Mavaro sleeps for at least 8 hours.

In the statistics above, Mavaro has invested 2 points of mental focus in his talisman clasp, 9 points in his headband, 1 point in Mother Wren's skull, and 3 points in his +2 *one-eyed sword*.

Mind Barrier As a swift action, Mavaro can expend 1 point of mental focus to create a shield of mental energy that protects him. The shield prevents a total of 14 points of damage, and lasts until the start of Mavaro's next turn or until exhausted. Mavaro can activate this as an immediate action if he spends 2 points of mental focus.

Mind Eye If Mavaro expends 1 point of mental focus from his headband, as a standard action he can create a magical sensor through which he can see and hear. The mind eye is invisible and Fine in size, with AC 18, and any amount of damage destroys it. Only magic weapons or spells can harm it. It has a fly speed of 60 feet with perfect maneuverability and can travel up to 1 mile away from Mavaro. Mavaro must concentrate as a standard action to direct the eye and see sensory images through it, but it sees as his eye sees, including any additional senses he has. The mind eye lasts for 7 minutes.

Mind Fear As a standard action, Mavaro can expend 1 point of mental focus from Mother Wren's skull to cause creatures within 30 feet with 7 Hit Die to become frightened for 1d4 rounds (Will DC 17 negates). A frightened creature flees; if unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. Creatures with more than 1 Hit Die are instead shaken (shaken creatures simply take the penalties). This is a mind-affecting fear effect.

Mind Over Gravity If Mavaro expends 1 point of mental focus from his sword, as a standard action he can give himself a fly speed of 60 feet with perfect maneuverability for 7 minutes.

Necromantic Focus If Mavaro invested mental focus into Mother Wren's skull, undead take a -1 penalty on saving throws against the skull's bearer for every 4 points of mental focus Mavaro invested in it. Additionally, the bearer can control an additional 2 Hit Dice of undead for every point of mental focus invested (maximum 28). A spellcaster who uses the skull as an additional focus for a necromancy spell to create undead can create an additional 28 Hit Dice of undead.

Object Reading Mavaro can learn about items by spending 1 minute handling them. If it's a magic item, he learns its properties and command word as if he had used *detect magic* and made a successful Spellcraft check. If the item has historical significance, Mavaro learns one piece of information about its past. If the item was last used no longer than 4 days ago, Mavaro learns one piece of information about its previous user. Mavaro does not learn if an item is cursed unless its caster level is 3rd or lower.

Pain Wave If Mavaro expends 1 point of mental focus from his headband, as a standard action he can release a wave of pain in a 20-foot-radius burst centered on a designated point within 100 feet. All living creatures in the area are sickened for 7 rounds. A successful DC 17 Will save reduces the duration to 1 round. This is a mind-affecting pain effect.

Philosopher's Touch If Mavaro expends 1 point of mental focus from his +2 *one-eyed sword*, as a standard action he can touch up to two weapons and cause them to gain the properties of cold iron or silver for 7 minutes.

Physical Enhancement When Mavaro invests mental focus into his +2 *one-eyed sword*, he can select Strength, Dexterity, or Constitution. The sword grants a +2 temporary enhancement bonus to that score for every 3 points of mental focus invested (maximum +4). Mavaro has chosen Strength for his +2 bonus in the statistics above.

Spirit Shroud If Mavaro expends 1 point of mental focus from Mother Wren's skull, as a standard action he can gain 1d6+7 temporary hit points. This stacks with other temporary hit points, but not from multiple uses of this ability. He also gains a +2 resistance bonus against death effects, fear effects, and any effects that bestow negative levels or deal negative energy damage (as long as the spells or effects allow a save). These effects last for 7 minutes.

Sudden Insight As a swift action, Mavaro can expend 1 point of mental focus to gain a +3 insight bonus to any ability check, attack roll, or skill check.

Sudden Speed As a swift action, Mavaro can expend 1 point of mental focus to increase his land speed by 30 feet for 1 minute. This ability does not stack with itself.

Spells Mavaro can cast the following spells. For full descriptions of the spells below, see Chapter 10 of the *Pathfinder RPG Core Rulebook* or



"All objects tell stories, friend. You just need to listen when they speak."

Chapter 5 of the *Pathfinder RPG Advanced Player's Guide*.

Detect Magic: Mavaro can notice magic in a 60-foot cone. If he concentrates, he can find how many magic auras there are on the next round. On the round after that, he can try to find out more about one aura.

OCCULTIST **LEVEL 7**

Dispel Magic: This spell ends one ongoing spell cast on a creature or object, suppresses a magic item, or counters another spellcaster's spell. If a spell is affecting a target or area, dispelling it requires Mavaro to succeed at a dispel check (1d20+7) that's higher than 11 + the spell's or item's caster level, or higher than the spell's DC.

False Life: Mavaro gains 1d10+7 temporary hit points for 7 hours.

Find Traps: Mavaro gains a +3 bonus on Perception checks to find traps for 7 minutes. He receives a check to notice traps within 10 feet, even if he is not looking for them.

Haste: Mavaro can grant to up to 7 targets within 40 feet of him (and all within 30 feet of each other) a +30-foot enhancement bonus to movement speed, +1 on attack rolls, +1 on Reflex saves, a +1 dodge bonus to AC, and an extra attack at the highest bonus during any full attack. These benefits lasts for 7 rounds.

Inflict Light Wounds: A creature touched takes 1d8+5 point of damage (Will DC 15 half). This spell heals undead creatures instead of damaging them.

Lead Blades: For 7 minutes, Mavaro's sword deals 2d6+5 points of damage. His dagger deals 1d6+3 points of damage. Mavaro must be wielding the weapons for them to deal this amount of damage.

Levitate: Mavaro can choose himself or a willing creature or object within 40 feet. As a move action, he can move the target up to 20 feet up or down each round for 7 minutes.

Mage Hand: Mavaro can point at one nonmagical object up to 40 feet away that weighs up to 5 pounds and move it as far as 15 feet in any direction.

Psychic Reading: Mavaro can read a person's surface thoughts and learn about him or her.

Resist Energy: Mavaro or a touched creature gains resist energy 20 against acid, cold, electricity, fire, or sonic.

Resistance: Mavaro or a touched creature gains a +1 resistance bonus on saves for 1 minute.

Retrocognition: While he concentrates or up to 7 minutes, Mavaro gains psychic impressions from past events in his current location. He receives impressions of the previous hour for the first minute he concentrates, of the hour before that for the second minute, and so on. If a psychically turbulent event happened, he must succeed at a DC 20, 30, or 40 concentration check (1d20+11), depending on the event's severity, or the spell ends.

Riding Possession: Mavaro projects his soul into a creature's body as an observer for up to 7 hours unless it succeeds at a DC 17 Will save. Mavaro can't communicate with the creature directly, but he can cast mind-affecting spells on the host as long as casting is a purely mental action. If the spell would normally affect multiple creatures, it only affects the host.

Shield: Mavaro gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

Touch of Fatigue: Creature touched becomes fatigued (cannot run or charge and takes a -2 penalty to Strength and Dexterity; Reflex DC 14 negates). Anything that would cause the creature to become fatigued instead makes it exhausted.

Spirit Sense Mavaro gains a +2 bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

Third Eye If Mavaro invests mental focus into his headband, it grants the bearer a +1 insight bonus to Perception for every 2 points invested (maximum +7). If Mavaro invests at least 3 points in it, it grants low-light vision. If he invests at least 6 points, it grants darkvision 60 feet (or increases existing darkvision's range by 30 feet). If he invests at least 9 points, it grants the effects of *see invisibility*.

Warding Talisman When Mavaro invests mental focus into his talisman clasp, it grants its holder a +1 resistance bonus on saves for every 2 points of mental focus invested (maximum +2).

Combat Gear: Mavaro's combat gear is detailed below.

Acid: Mavaro can throw a flask of acid as a splash weapon with a +1 attack bonus and a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of where the acid hits takes 1 point of acid damage from the splash.

Align Weapon: Makes a weapon chaotic, evil, good, or lawful for the purposes of bypassing damage reduction.

Oil of Daylight: When smeared on an object, Mavaro's oil creates bright light for 60 feet and increases the light level by one step for the next 60 feet for 50 minutes. If there is magical darkness in that area, the overlapping area is instead unaffected by either spell.

Potion of Cure Serious Wounds: This potion heals 3d8+5 points of damage.

Wand of Cure Moderate Wounds: Mavaro's wand heals 2d8+2 points of damage by touch. He must succeed at a DC 20 Use Magic Device check to use the wand himself.

Mavaro is a man of many indulgences, making up for a modest childhood and young adulthood spent deep in Varisia's Mindspin Mountains, where he lived in a Pharasmin convent. When he was 22, Mavaro pilfered and sold the convent's specially cast silver talismans to pay for a strange sword with a carved face and red gems for eyes. Little did he know, however, that the talismans had been keeping an ancient evil entity at bay. Newly loosed, the entity called the Thorn Priest murdered the nuns and possessed the prioress. Mavaro himself only survived by listening to the ghostly whispers that emanated from the skull of Mother Wren, the convent's founding abbess, who helped



"All objects tell stories, friend. You just need to listen when they speak."

him harness the power of the convent's remaining relics and expel the Thorn Priest. For the past 20 years, Mavaro has quietly sought the relics he traded away long ago, and this mission has led him to join the Pathfinder Society. Ultimately, Mavaro seeks to undo the folly of his youth and to finally face the Thorn Priest, which stalks him still.