

Niscies Craven

"You are naught but dust, and like dust you shall be scattered!"

Pale as the midnight moon and as translucent as a wispy cloud, Niscies appears far from human. Her eyes glow with the bright light of undeath, her wild black hair constantly moves around her face as if it had a life of its own, and her hands tremor with psychic power. She wears a long purple robe with fiery phoenixes sewn onto the sleeves and a bright red sash around her waist to hold it together. These regal garments, having been buried with Niscies' corpse, are as immaterial as her translucent flesh.

Utterly insane, Niscies craves more and more psychic power, believing that it is the only way for her to discover the secret to immortality. She is willing to do anything to accomplish her goals and is not the slightest bit concerned about ethics or morals, seeing them merely as obstacles that could impede her research. She doesn't realize that she is a ghost, instead believing that her special abilities are merely another part of her psychic potential.

In truth, Niscies was a sickly sorceress in life who sought freedom from her ails and everlasting immortality above all else. Her search consumed her for many years. Finally, she succeeded in her goal by sacrificing her soul to a powerful demon lord. Although she was granted immortality in the form of undeath in return, the demon lord's trickery has only served to drive her even more insane. She now wonders the world as an enslaved ghost still trying to find the secrets to immortality—not even realizing that she has already secured her former life's dream. The demon lord directs her movements across the material plane, continually plying her with empty promises of an eternal reward, effectively transforming her into a near-mindless plague of death and destruction that ravages all in its path.

Not only does she suffer from severe denial, but Niscies is also so deluded by the demon's lies, that any attempts to make her see the truth of her undead existence only serves to drive her into a blind fury. Reaching out to her in such a fashion only serves to remind her (on a subconscious level) that the one thing she ever truly wanted in life is the very thing that has resulted in her eternal anguish. When not manipulated by her unholy master, she adventures freely in search of the psychic secrets of the world, though any alliances she may make with the living along the way generally prove to be short lived.



Niscies Craven

Male human sorcerer 13

CE Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +22

Languages Abyssal, Common, Infernal

DEFENSE

AC 31, touch 27, flat-footed 25 (+4 armor, +6 Dex, +11 deflection); *mage armor*

hp 203 plus *false life* (13 HD)

Fort +19, **Ref** +14, **Will** +13; +4 vs. mind-affecting effects

Defensive Abilities channel resistance +4, incorporeal, rejuvenation;

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +12 incorporeal touch (12d6, Fort DC 27 half) or draining touch +12 incorporeal touch (1d4 ability damage)

Ranged by touch spell +12 touch (as spell)

Special Attacks corrupting gaze (DC 27), corrupting touch, draining touch, psychic strike (DC 27, 1d6+6, 14/day), telekinesis (CL 13th, DC 27, usable every 1d4 rounds)

Sorcerer Spells Known (CL 13th; Concentration +24)

6th (5/day) – *chain lightning*, *chains of fire*^{ARG}, *ego whip* IV^{B OA}, *intellect fortress* III^{B OA}, *mental barrier* V^{B OA}, *mind thrust* VI^{B OA}, *psychic crush* II^{B OA}

5th (7/day) – *acidic spray*^{MUM}, *cloudkill*, *cone of cold*, *dominate person*, *id insinuation* IV^{B OA}, *possession*^{OA}

4th (7/day) – *ball lightning*^{APG}, *black tentacles*, *death knell aura*^{BotD:V3}, *emergency force sphere*^{CEoD}, *enervation*, *resilient sphere*

3rd (7/day) – *battering blast*^{DoG}, *call the void*^{DEP}, *create soul gem*^{F BotD:V3}, *dispel magic*, *fire trail*^{ARG}, *sleet storm*

2nd (8/day) – *blindness/deafness*, *darkness*, *false life*, *fog cloud*, *resist energy*, *see invisibility*, *shatter*

1st (8/day) – *mage armor*, *magic missile*, *shield*, *silent image*, *stone shield*^{ARG}, *true strike*, *vanish*^{APG}

0 (at will) – *acid splash*, *bleed*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *spark*^{APG}

Bloodline psychic

STATISTICS

Abilities Str –, Dex 22 (+6), Con –, Int 14 (+2), Wis 12 (+1), Cha 32 (+11)

Base Atk +6; **CMB** +12; **CMD** 33

Feats Craft Wondrous Item, Dazing Spell, Empower Spell, Eschew Materials^B, Flyby Attack, Focused Spell^B, Lingering Spell, Reach Spell^B, Quicken Spell^B, Seeking Spell, Widen Spell

Skills Fly +22, Intimidate +27, Perception +22, Spellcraft +18, Stealth +27; **Racial Bonuses** +8 Perception, +8 Stealth

SQ bloodline arcana (cast psychic spells instead of arcane spells)

Combat Gear focus/material components (*acidic spray* 10, *create soul gem* 10); **Other Gear** *belt of incredible dexterity* +6, *crystal ball (true seeing)*, *headband of alluring charisma* +6, *orb of storms*, *otherworldly kimono*, rusted sacrificial dagger (with which she killed herself), *tome of leadership and influence* +4 (already read), treasure cache (100pp, 100gp, 500sp)

SPECIAL ABILITIES

Corrupting Gaze (Su) You have a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su) By passing part of your incorporeal body through a foe's body as a standard action, you inflict 12d6 damage. This damage is not negative energy—it manifests in the form of physical



wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Draining Touch (Su) You gain a touch attack that drains 1d4 points from any one ability score you select on a hit. On each such successful attack, you heal 5 points of damage to yourself. When you make a draining touch attack, you cannot use your standard ghostly touch attack.

Mental Resistance (Ex) You gain a +4 bonus on saving throws against mind-affecting effects.

Psychic Strike (Su) You can overwhelm the minds of those nearby. You can target one creature within 30 feet that you can see; that creature must succeed at a Will saving throw (DC = 10 + $\frac{1}{2}$ your sorcerer level + your Charisma modifier) or it takes 1d6 points of damage + 1 point for every 2 sorcerer levels you possess and becomes shaken for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Rejuvenation (Su) When destroyed through simple combat, Niscies' spirit restores itself in 2d4 days inside her tomb. Even the most powerful spells are usually only temporary solutions. The only way to permanently lay Niscies to rest is to slay the demon lord who owns her soul with her rustic dagger.

Telekinesis (Su) You can use *telekinesis* as a standard action once every 1d4 rounds.

Undercasting Prodigy (Sp) Whenever you gain a new level of spells, you automatically replace any psychic bloodline spells that can be undercast with the highest-level version you can cast in your list of spells known.