

The Faithless Dead

An Alternate Ending

Background

The fourth volume of Echoes of the Everwar has a reputation for being both well-written and underwhelming. Particularly, the last encounter has very little to do with the plot, and is a terrible way to fill in players on the overarching story or the motivations of the characters involved. The author wrote this a couple of years after publication:

Periodically, I circle back to this PFS scenario, just to see how it has run at the gaming table and the reactions/commentary it's received. I don't usually make a lot of comments about original turnovers and manuscripts, but a lot of the disappointments voiced with this particular adventure (based on the reviews I've read and some conversations I've had) stem from significant changes made to how I originally wrote the final battle.

First and foremost, here's the challenge I was given:

The main villain of the Echoes of the Everwar is Khalfani Zuberi, a man who's been cursed to live forever...but not in a hale, hearty young man's body. Instead, he's been cursed to live as an old/venerable man with all the persistent problems the elderly face. The unnatural extension of his lifespan hasn't been pleasant at all. So, he's squirreled himself away in a tomb while he uses his massive fortune to hire mercenaries (or dupe the PCs) into gathering all the things he needs to undo his curse and restore his youth.

Okay. With that as the basic premise, the final showdown with Khalfani isn't particularly compelling if he's still a decrepit, old man. Originally, I wanted to do him as a spellcaster since the ravages of time on the physical body mean very little as long as the mental attributes stay high for an arcane or divine caster. But, the direction I received from my developer indicated he should be a rogue. And therein lay the design challenge. How do you make an old rogue with debilitating age modifiers a challenge for high-level PCs so the grand finale isn't a total letdown?

Here's the approach I used in my original turnover. Khalfani Zuberi had already stolen away all the artifacts (retrieved by the PCs) which he needed to restore his youth. The doors to the final ritual chamber are sealed and guarded by a two-headed ettin (which Zuberi's spirit uses as a magic jar-like receptacle while his actual body is undergoing its

youthful transformation. In essence, the PCs get to fight him twice. Once in his ettin form. And again, when the PCs finally bash through the sealed doors.

It's that final encounter that got changed so dramatically from my original turnover. The battle with the possessed ettin was meant to put the PCs on a timer. If they defeated the ettin and entered the final chamber in time to disrupt the ritual, Zuberi remains an old man. To make him a challenge in that situation, I gave him a lot of disposable magic items (scrolls, wands, potions, etc.) and a max'ed out Use Magic Device skill. He even wore a robe of scintillating colors at the high-tier to further screw with those trying to engage him directly. And there was also a cage of sorts and a wide gulf separating him from the PCs when they entered. So, they'd have obstacles to overcome just to close on him. He was also accompanied by a handful of additional guardians (more enlarged living monoliths at low-tier, and actual clay golems at the high-tier). That was going to make the final encounter more dynamic, more challenging, and hopefully, more exciting.

Additionally, I also wrote the final encounter with a entire second set of suppositions. If the timer runs out on the PCs and they fail to reach Zuberi before his ritual is complete, he appears before them as a youthful rogue with none of the hindrances of old age modifiers. This makes him infinitely more dangerous. Not only does he still have access to his stock of magic items (via Use Magic Device), but now, he has much more potent ranged attacks and sneak attacks he can employ against the PCs as they're engaged with his minions.

So, I bring this up to explain that the scenario was always intended to provide a more meaningful (and challenging) resolution to the 4-part Echoes of the Everwar series. Unfortunately, a lot of my original material hit the cutting room floor and I never completely understood why. The approach I took didn't exceed word count in any egregious way. And, as a PDF product, even if the final part of the series ran a little longer (in terms of space), I didn't think that was a bad thing. Perhaps the developer thought it would run too long at the table...or the old vs. young Zuberi would make it too difficult or complex for PFS GMs to run at the table? I simply don't know, but the end result obviously came out as a weaker capstone to an otherwise entertaining series of scenarios. And I certainly never intended for Zuberi to wither away with the PCs never getting a chance to meet him, converse with him, or come to blows with him as he sought to complete his return to power.

Regardless, I do think some of the "easiness" of the adventure overall (in terms of encounter design) are squarely my fault. For one, this was my first PFS scenario...and my only PFS scenario, for that matter. So, I was still learning the differences between writing for the Pathfinder modules and Adventure Paths vs. writing tiered encounters for PFS play. Secondly, I designed the adventure for four PCs using 15-point buy without realizing how many PFS tables run with more than four players and their PCs are designed using a 20-point buy. So, where I wrote something to be moderately challenging, it often came through as too easy for most tables. Were I to write it again,

there's no doubt I'd increase the lethality factor by giving the encounters a higher degree of difficulty.

So, why am I sharing all of this information? For a couple of reasons. One, I hope it helps people understand that the adventure's finale was certainly written to be an epic showdown. And, two, for anyone who buys this scenario to run it independently of PFS, maybe this information helps inform their home game so it's a bit more fun to run. If anyone cares to see the original encounters for old vs. young Zuberi (with stat-blocks), I can also post those here in another spoiler, provided Paizo has no reservations about me doing so.

My two cents,

--Neil

Setting the Stage

There are some things you can do to set up both part 4 and also the ultimate opponent. The early scenarios don't do a good job of setting up the mystery that part 4 is supposed to answer. Beyond that, there are questions that even part 4 leaves unstated, and the scenario (and series!) could be much better if you set up the questions early and then feature the payoff in part 4. The ending I've written tries to resolve a lot of the buildup, but it'll be more effective if there's buildup *at all*.

Here are the unsolved mysteries of the series:

- How did Zuberi draw these women to him in the first place?
- Why are they considered "faithless"?
- What's going on with Amenopheus?
- Who's this "Almout" the death cult worships?

Setup in Parts 1-3

The Mystery of Zuberi

Although it's not always clear from the background sections that start these scenarios, Balentiir doesn't know who the concubines were bound to, or where the information was coming from. There's supposed to be a mystery that part 4 answers.

The questions, though, don't come up much in parts 1-3, which are pretty much just curb-stomps of random monsters in cool locations. This could be something that gets played up

in dialog or knowledge checks, perhaps with little easter eggs or references found in the various locations.

What's going on with Amenopheus?

It might be interesting to hint that the information is being funneled through Amenopheus during mission briefings in the first three parts. Not too obviously, but just enough.

What's obvious, of course, might depend on the table. Some people might need to see Amenopheus's smiling face (grimacing face?) on some faction missions to make the connection in part 4.

The situation with Amenopheus, for what it's worth, is supposed to play into his shenanigans with the Shadow Lodge later, in Season 2.

Why are the concubines considered "faithless"?

The easy answer provided by the scenario is that we're supposed to be impressed that these faithless spirits are staving off their trip to the Boneyard in favor of getting revenge on their "spouse." It makes empirical sense that clergy of Pharamasma would find the situation alarming, but it doesn't serve much of a plot point, let alone enough of one to justify putting it in the title.

It's not hard to extrapolate from what we know, however. The rings bind the women to Zuferi, who "knew what they were up to at all times." That sounds pretty awful to me--a mixture of violation and slavery. If each of them felt like their particular talents had somehow failed them, if their deities or guiding philosophies were for naught when they were enslaved, that'd be a pretty good reason to abandon their respective faiths.

It could be worth dropping some bits of information about the concubines themselves, for example in knowledge checks saying that one (or more) of them:

- Always felt watched
- Were chafing in their role, subservient to some foreign master
- Never had the trappings of wealth that someone with their income would have
- Their personality grew darker over time / they got angrier over time. They ultimately lost their faith, perhaps destroying shrines to deities they once revered? Popular Osirian deities include Nethys (probably a good choice for Akila), Pharamasma (likely Meskhenet), and Kamilah (Sarenrae? She sounds like a Cult of the Dawnflower type, and she clearly has a thing for curved swords).

Setup in Part 4

Who the hell is Almaut?

Tl;dr: nobody knows. Almaut only appears in this one scenario. Nothing has ever been published on the deity before or since.

Longer answer: this sounds to me like one of the Pharasmin death cults, so you can probably come up with an Pharasmin herald that the cultists worship or a niche Pharama-related philosophy they follow. If neither of those sound appealing, there are basically an infinite number of demon lords or empyreal lords and Almut could be one of those.

How did Zuberi draw these women to him in the first place?

This seems like something that would keep coming up when you first speak to the ghosts. I prefer the conceit that each of them found their way into Zuberi's orbit in a different way, only for him to trick them and magically bind them into eternal servitude. There are tons of plausible options; I personally went with Meskenet getting a huge business opportunity, Kamilah managing security for his trade caravans, and Akila loving him prior to the betrayal.

What exactly *is* Zuberi anyway? A rogue? A spellcaster?

It makes sense that Zuberi would be some sort of spellcaster given the rings. He's clearly a rogue in the text of part 4, though, and the ettin has a significant amount of sneak attack. The ettin's tactics, though, neatly avoid the problem of dealing potentially 10d6 sneak attack a round by having it magic missile people instead. Which seems like a dumb thing to do, but it also feeds into the whole wizard perception.

On the other hand, Zuberi *not* being a wizard, or at least having limits, is also important. It's why he's acting through the Society, and why he hasn't been able to deal with the curse. It also explains Amenopheus's participation here.

My take on it is that 1. Nobody's going to care about the ettin, who is so poorly-tactic'ed as to be irrelevant, and 2. The old dude can be a psychic, who can do all sorts of silly things but also has real limitations in lore dealing with the arcane. It also lets him cast spells without needing to move his limbs, which adds a nice level of creepiness to the old dude who is definitely not undead.

The Faithless Dead: Alternate Ending

This ending is an alternative to the official ending. Thankfully, while the official ending sucks, the transition to a better (albeit unofficial) one is relatively seamless.

When the party defeats the possessed ettin, read the box text on page 18, in the left column:

The spirit that inhabited the ettin swirls around the body of an ancient, wizened man. With a silent scream it soars high through this arched chamber before diving back into the man's toothless maw. In an instant, his body begins to wither, appearing to age even further, if that is possible. In sections, his flesh turns to sand, his hair to dust, his bones

to ash. He crumbles before your eyes, leaving little behind aside from the riches and wealth that he valued above all else.

Tell the players something to the extent of “This marks the official end of this scenario. However, that wasn’t originally the final encounter. Would you like to play through an alternate ending? Nothing that happens in it is official--we won’t be tracking deaths or resource expenditures--it’ll just be for fun.”

If the players are up for it, continue.

Transition

Read or paraphrase the following text:

As the ettin falls, a distortion hangs in the air for a moment after. The spirit that had inhabited the ettin flies into the room beyond, shattering a transparent barrier as it swirls around the body of an ancient, wizened man, with three mummified arms in his lap--the hands each bearing a familiar ring.

A cloaked and cowled figure performing the ritual looks startled as runes burn and an ornate circle with some occult purpose fades and fails. The wizard steals a glance over his shoulder at you before casting a spell and vanishing into the air, with the familiar sound of air rushing to fill a void left by teleportation.

The wrinkled figure on the throne coughs, and his breath quickens. He looks about his surroundings, seemingly noting the void where the spellcaster once stood.

Here, you can give the party the chance to spot Amenopheus as he teleports away. It’s DC 35, and as of the release of the Secondary Success Conditions document, anyone can attempt it, not just members of the Osirion (now Scarab Sage) faction. (Since it’s part of the secondary success conditions for everyone now.) When the party enters the room, read or paraphrase:

The withered old man appraises each of you in turn as you enter the ritual chamber, and his eyes glow and gleam with magical energy as another transparent barrier seemingly materializes in front of him. He tries to remove his hand from the mummified arms in his lap, but his whole arm shakes with effort, and wincing, he drops it back in place.

Opting instead to speak, his voice is distorted slightly, but the wheeziness of it is obvious.

“My assistant has left me, I see. He’ll be back. His price is gold, and while he thinks I don’t know of his looting, he’s still worth his fee. It was no surprise to me.” He looks into the treasure room, where an illusion of great riches hides a smaller hoard of coins.

“Everyone has a price, you see. Even you.” Khalfani Zuberi coughs: a hoarse, wet sound. “My concubines each had theirs, though they lived to regret it. A mistake I won’t make twice. For you, it would be different. What do you most desire? Arcane power? A gleaming temple with a coterie of worshipers for your god? Perhaps gold? Gold enough to accomplish anything you wanted? Or do you truly desire real freedom from your puppetmasters? Don’t think I don’t know about your masked superiors. Even now, I have ears everywhere.

“What do you say? Do we have a deal?”

Give the PCs a moment to react. Then:

The items you bore with you, bearing the concubines’ spirits, flash to life as the ghostly women appear between you and Zuberi.

“You surely know that he does not intend to keep his promise,” says Meskhenet.

“We shall not let someone else make our mistake.” adds Akila.

“It’ll be hard to keep up his end of the bargain when he’s dead.” notes Kamilah.

Kamilah, with a ghostly copy of her dangerous falchion, advances a step. The merchant Zuberi slowly forces a smile, as if using muscles that haven’t seen use in decades. “I see you yet bear my rings, even in your... altered states. I have one more task for you, my most loyal servants. Spare me the expense of buying off these pawns.”

Zuberi’s eyes glow with power and the rings, even now glowing red on the ghostly women’s hands, flare with an ominous crimson light. One by one, they turn toward you, their movements stilted as though controlled by an unseen hand. Meskhenet cries through gritted teeth: “Even in death, these damnable *rings*..!”

Encounter

See the Subtier 7-8 Encounter and Subtier 10-11 Encounter sections below.

As Zuberi dismisses his Wall of Force, the physical rings become more easily targeted by the PCs. These rings are easier to hit, but are also harder to break--they have AC 20, hardness 8, and 100 hp. Destroying the ring of a concubine in physical form has the same effect as destroying the incorporeal version bound to their soul, but it’s nearly impossible to tell which

desiccated limb belongs to which woman--a DC 50 Perception check, will do it, or an easier DC 40 Heal or Profession (mortician or embalmer) check.

Development

As Zuberi's magic fades, he falls to the ground, a fleshy bag of broken bones and little flesh that rattles against the flagstones. Any dispersed concubines reappear, fading back into view. Any rings that haven't been destroyed are still present on their bearers' spectral forms, and the concubine who bears one might make a slightly sad and cynical comment about how the ring will be a permanent reminder of their ordeal.

The spectral women float over the battered body of the old merchant. "At last, he's gone." says Akila. "Thank you for your help," she tells you.

Kamilah asks, "What happens now?"

The faint sound of small bird wings fills the room, although no birds can be seen. Meskhenet talks to someone unseen. "Is that what awaits us? After what we've been through, I think our philosophies are hardly so objectionable as to—"

She pauses, as if interrupted. After a moment of silence, Akila says, "You say it's negotiable? Ah. Yes, that will do us very nicely."

Akila and Kamilah smile, while Meskhenet has a more pensive look on her face. The ghosts fade out with the bird sound, leaving you alone in the dark tomb.

Subtier 7-8 Encounter

The concubines appear between the PCs and Zuberi. The difficulty of this encounter is high for a season 1 scenario, and *particularly* for a party of four, as befits its role as the capstone in a 4-part series. And, of course, because it's a completely optional encounter that has no long-term effect on Organized Play characters. As with most designed encounters in PF1, this could prove too easy for particularly strong groups and too challenging for weaker groups, or those that lack tools for dealing with significant incorporeal foes. It is probably worth reminding such groups at the beginning of the adventure that they're going on an adventure in Osirion, and that they should stock up (and gear up) appropriately. Perhaps someone will bring ghost salt.

Since you're the GM, and this is (almost) completely divorced from Organized Play, you have far more flexibility to adjust tactics, HP, damage, and so on to provide an adequate challenge to your group. I recommend keeping things challenging at least until the merchant himself makes his grand entrance, but a character death prior to that could work in your favor--particularly with a cleric or oracle in the party, or if Meskhenet has been "turned" and can *breath of life*.

In the same vein, I've taken a bit of a looser approach to building the opponents--it's very close to Pathfinder 1e spec, but not *exact*. If you find any of it particularly upsetting, remember they're NPCs, not PCs, so it doesn't ultimately matter--or you can fix them to work the way you think they should.

Kamilah of the Blade

Variant ghost (human) Slayer 9

N medium undead [incorporeal]

Init +6; **Senses** Darkvision 60', Perception +11

Aura Corrupting Gaze (2d10 damage, 1d4 charisma damage, DC 21)

Defense

AC 17, touch 17, flat-footed 15 (+2 Dex, +5 deflection)

hp 86 (9d8+45)

Fort +6, **Ref** +8, **Will** +2; immune to mind-affecting, undead immunities

Defensive Abilities channel resistance +4, incorporeal, undead traits, ring vulnerability

Offense

Speeds

Fly 30 ft.

Melee

Corrupting Touch +14, 11d6 damage (Fortitude half, DC 21)

+2 Ghost Touch Falchion +15, 2d4+2 damage

Special Attacks

Studied Target +2, Sneak Attack +3d6

Tactics

During Combat

Kamilah usually stands in place and fights as she did in life, but instead of swinging her falchion, her ghostly sword functions as her corrupting touch. Each round she studies her target if she hasn't already studied it, and then attacks once. She tries to keep herself between her allies and the opponents, and tries to stop aggressors from moving past her with the standstill feat. Ever the adventurer, she doesn't sunder the PC's weapons or armor, but has no qualms about sundering expendables like scrolls or potions should a PC attempt to use one while within her reach.

Kamilah doesn't think of herself as incorporeal, and doesn't utilize her ability to move through or hide in walls as an incorporeal creature. While she will fly, she moves about the room as if air walking, a habit she developed during her life.

Kamilah works in tandem with her fellow concubines to protect them and Zuberi. Should her ring be broken, she suppresses her gaze attack, attempts to study the others, and attacks their rings. (Use the stats for her +2 ghost touch falchion here.)

Morale

Kamilah fights until dispersed. Should her ring be broken, she attempts to free the other concubines, and then turns her wrath to Zuberi.

Statistics

Str -, **Dex 14**, **Con -**, **Int 8**, **Wis 8**, **Cha 20**

Base Atk +12; **CMB +14**; **CMD 24**

Feats Combat Reflexes, Dirty Fighting, Improved Initiative, Improved Sunder, Power Attack, Standstill

Skills Acrobatics +18, Escape Artist +18, Fly +18, Knowledge (nature) +14, Perception +14, Sense Motive +14, Survival +14

Languages Common

Studied Target +3 (Ex): +3 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +3 bonus on weapon attack and damage rolls against it. DCs of her ghost abilities are not increased.

Corrupting Touch (Su): By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in 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.

Corrupting Gaze (Su): The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (DC 21 Fortitude save negates Charisma damage but not physical damage).

Ring Vulnerability (Ex): Kamilah is being controlled through a ring that has been bonded not just to her remains, but also to her soul, and which radiate an ominous red light when in Zuberi's presence. This control cannot be broken with spells short of Wish or Miracle, but the rings themselves can be damaged and broken. Each ring has an AC of 25, hardness 5, and 30 hit points. They also count as incorporeal, so ghost touch weapons deal full damage, while weapons that are merely magical can damage them but only do half damage.

Meskhenet the Wise

Variant ghost (human) Cleric 9

N (unknown aura) medium undead [incorporeal]

Init +5; **Senses** Darkvision 60', Perception +3

Aura Aura of Madness DC 19

Defense

AC 18, touch 18, flat-footed 17 (+1 Dex, +7 deflection)

hp 104 (9d8+63)

Fort +8, **Ref** +5, **Will** +11; undead traits

Defensive Abilities channel resistance +4, incorporeal, undead traits, ring vulnerability

Offense

Speeds

Fly 30 ft.

Melee

Corrupting Touch +7, 11d6 damage (Fortitude half, DC 21)

Special Attacks

Channel Entropy (Energy) 5d6 DC 23 Will (half) - Selective Channel (exclude 7) - 12 uses per day. Can channel as move action at double usage cost.

Malevolence: CL 10, DC 21 (Use Possession instead of Magic Jar)

Spontaneous Casting - Madness Domain spells

Cleric Spells Prepared (CL 9, Concentration +12) (madness domain)

5th (3/day)—Breath of Life x1 (DC 22), nightmare (DC 22) (D), nightmare (DC 22) (D)

4th (4/day)—Dimensional Anchor, Terrible Remorse, confusion (DC 21) (D), confusion (DC 21) (D)

3rd (6/day)—Bestow Curse (DC 20), Dispel Magic x2, Invisibility Purge, rage (DC 20) (D), rage (DC 20) (D)

2nd (7/day)—Hold Person (DC 19), Shatter (DC 19), Silence (DC 19), Sound Burst (DC 19), Zone of Truth (DC 19), touch of idiocy (DC 19) (D), touch of idiocy (DC 19) (D)

1st (7/day)—Comprehend Languages, Liberating Command x2, Sanctuary (DC 18),

Touch of Blindness (DC 18), lesser confusion (DC 18) (D), lesser confusion (DC 18) (D)

0—Detect Affliction, Detect Magic, Stabilize

Tactics

During Combat

Many of Meskhenet's spells are less useful now that she's no longer with the living, but her entropic channeling can damage PCs of any persuasion (and she can exclude her allies from the channel). She's built to channel multiple times a round, channeling twice and burning three uses per round, but she'll use some of her memorized spells first, in particular terrible remorse. Should her ring be shattered, she escapes Zuferi's control and begins using her spells to support the party.

Morale

Meshkenet is controlled and her own opinions on the matter don't come into play until after she's freed from control, at which point she realizes this is her one shot at true freedom, and she will fight until she is dispersed.

Statistics

Str -, **Dex 12**, **Con -**, **Int 10**, **Wis 16**, **Cha 25**

Base Atk +9; **CMB +10**; **CMD 27**

Feats Extra Channel, Improved Initiative, Quick Channel, Selective Channel, Toughness, Versatile Channeler

Skills Heal +18, Knowledge (religion) +15, Spellcraft +15

Languages Common, Osiriani

Vision of Madness (Sp): You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Aura of Madness (Su): At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level. Enemies within this aura are affected by confusion unless they make a Will save with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier. The confusion effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Malevolence (Su): The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Ring Vulnerability (Ex): Meshkenet is being controlled through a ring that has been bonded not just to her remains, but also to her soul, and which radiate an ominous red light when in Zuberi's presence. This control cannot be broken with spells short of Wish or Miracle, but the rings themselves can be damaged and broken. Each ring has an AC of 25, hardness 5, and 30 hit points. They also count as incorporeal, so ghost touch weapons deal full damage, while weapons that are merely magical can damage them but only do half damage.

The Sorceress Akila

Variant ghost (human) Wizard (Diviner) 9

N medium undead [incorporeal]

Init +9; **Senses** Darkvision 60', Perception +9

Defense

AC 14, touch 14, flat-footed 13 (+1 Dex, +3 deflection)

hp 66 (9d8+27)

Fort +3, **Ref** +4, **Will** +9; undead traits

Defensive Abilities channel resistance +4, incorporeal, undead traits, ring vulnerability

Offense

Speeds

Fly 30 ft.

Melee

Corrupting Touch +6, 11d6 damage (Fortitude half, DC 17)

Draining Touch +6 (1d4 ability drain from any single score; gain 5 temp hp)

Wizard Spells Known (CL 9, Concentration +15)

School: Divination (opposition Illusion, Enchantment)

5th—Commune with Texts (D), Cone of Cold (9d6, DC 21), Empowered Fireball (13d6) (DC 19)

4th—Greater False Life, Enervation x2, Scrying (DC 20) (D)

3rd—Aqueous Orb (DC 19), Halt Undead (DC 20), Lightning Bolt (DC 19), Tongues (D), Vampiric Touch (DC 20)

2nd—Ant Haul (Communal), Boneshaker (DC 19), Create Pit (DC 18), Detect Thoughts (DC 18), Frigid Touch, See Invisibility (D), Spectral Hand

1st—Fumblestep (DC 17), Glue Seal (DC 17), Grease (DC 17), Heightened Awareness (D), Magic Missile x2, True Strike

0—Detect Magic, Ghost Sound, Mage Hand, Prestidigitation

Tactics

During Combat

Akila begins by buffing herself with Greater False Life, and then calling an Aqueous Orb to roll around in the party's back line. She then begins being more offensive, and particularly prioritizes casting Spectral Hand. If the battle appears lost, she falls back on direct damage like cone of cold and empowered fireball. Should her ring be broken, supports the party with debuffs like enervation and greater dispel magic.

Morale

Akila is controlled and cannot retreat. Should she be freed from this control, she fights until dispersed, realizing this is perhaps her last chance to join the river of souls.

Statistics

Str -, **Dex** 13, **Con** -, **Int** 22, **Wis** 12, **Cha** 16

Base Atk +4 CMB +5; CMD 18

Feats Empowered Spell, Improved Initiative, Iron Will, Spell Focus (necromancy), Threnodic Spell

Skills Appraise +18, Knowledge (arcana, local, nobility, planes, religion) +18, Perception +9, Spellcraft +18

Languages Common, Osiriani, Ancient Osiriani, Kelesh, Ignan, Celestial, Infernal

Forewarned (Su): You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

Diviner's Fortune (Sp): When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Scrying Adept (Su): At 8th level, you are always aware when you are being observed via magic, as if you had a permanent detect scrying. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

Draining Touch (Su): The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Ring Vulnerability (Ex): Akila is being controlled through a ring that has been bonded not just to her remains, but also to her soul, and which radiate an ominous red light when in Zuberi's presence. This control cannot be broken with spells short of Wish or Miracle, but the rings themselves can be damaged and broken. Each ring has an AC of 25, hardness 5, and 30 hit points. They also count as incorporeal, so ghost touch weapons deal full damage, while weapons that are merely magical can damage them but only do half damage.

Zuberi, Merchant of Strife

Venerable Human Psychic 10
LE Medium Humanoid (human)
Init +4; **Senses** Perception +1

Defense

AC 20, touch 12, flat-footed 20 (+4 armor, -2 Dex, +4 natural armor, +4 deflection) Immediate action: +8 shield (from spell)

hp 76 (10d6+20+21 temp)

Fort +9, **Ref** +4, **Will** +10

Defensive Abilities cursed

Offense

Speeds

Fly 60 ft. (purely mental; essentially paralyzed)

Psychic Spells Known (CL 10, Concentration +19 [combat casting +4])

5th (4/day [3 remaining today])—Mage's Private Sanctum, Magic Jar

4th (5/day)—Greater False Life, Majestic Image, Mental Barrier 3 (+8 AC)

3rd (6/day)—Hostile Levitation (DC 22), Unflappable Mien, Mental Barrier 2, Mind Thrust 3 (DC 22), Fly

2nd (6/day)—Aversion (DC 21), Deflect Blame, Darkvision, Mental Barrier 1, Mind Thrust 2 (DC 21), Silence (DC 21)

1st (6/day)—Ear-Piercing Scream, Enlarge Person, Liberating Command, Lock Gaze, Magic Missile, Moment of Greatness, Mind Thrust 1 (DC 20)

Tactics

During Combat

Kuferi casts Greater False Life and Fly while his concubines fight the PCs, gaining 21 temporary hp. He doesn't take offensive actions until at least two concubines are defeated, or if one is turned. He floats up in the air, hoping to fly out of the reach of melee attacks, and casts offensive spells. Thanks to his strength of 0, he cannot move otherwise, although he can talk. He frequently uses Mental Barrier III to give himself a +8 shield bonus to AC, especially when threatened with a full attack.

Morale

Kuferi can taste his freedom from the curse, and fights to the death.

Statistics

Str 0, **Dex** 6, **Con** 12, **Int** 28, **Wis** 11, **Cha** 17

Base Atk +5; **CMB** +0; **CMD** 8

Feats Combat Casting, Great Fortitude, Improved Initiative, Reach Spell, Skill Focus (Profession [merchant]), Silent Spell, Still Spell, Toughness

Skills Appraise +25, Fly +24, Knowledge (arcana, geography, local, nobility, planes, religion) +25, Profession (merchant) +23, Spellcraft +25, Use Magic Device +19

Languages Common, Osiriani. Ancient Osiriani, Garundi, Kelesh, Hallit, Skald

SQ Phrenic Amplifications: Dispelling Pulse, Psychofeedback (has no effect), Relentless Casting, Will of the Dead. Phrenic Pool +9

Combat Gear Belt of Mighty Constitution +6, Headband of Vast Intellect +4, Cloak of Resistance +3, Ring of Deflection +4, Ring of Natural Armor +4, Bracers of Armor +4, Robe of Scintillating Colors

Self-Assurance (Su): Overwhelming confidence in your success brings you closer to your goals, and you know that your superiority has destined you for greatness. As an immediate action, you can gain a morale bonus equal to half your psychic level (minimum 1) on a single ability check, attack roll, saving throw, or skill check. You must declare that you are using this ability before attempting the roll in question. If you succeed at the check, you regain 1 point in your phrenic pool. You can use this ability a number of times per day equal to your Charisma modifier.

At Arm's Length (Ex): At 5th level, you gain Reach Spell as a bonus feat. Additionally, when using this feat, you can spend 1 point from your phrenic pool for each increase in the spell's range category. If you do, the spell does not use up a higher-level spell slot than normal. (For example, a spell with a range of touch increased to long range via this feat would normally use up a spell slot 3 levels higher, but if you spend 3 points from your phrenic pool, the spell does not use up a higher spell slot.)

Cursed (Su): Kuferi has been cursed. Although magical items can still make him tougher (see, for example, his belt) his strength and dexterity cannot be increased by any magical means short of a wish or miracle. He is unable to change planes and is trapped on the prime material. This prevents some of his higher-level discipline spells from having any effect.

Subtier 10-11 Encounter

The concubines appear between the PCs and Zuberi. The difficulty of this encounter is high for a season 1 scenario, and *particularly* for a party of four, as befits its role as the capstone in a 4-part series. And, of course, because it's a completely optional encounter that has no long-term effect on Organized Play characters. As with most designed encounters in PF1, this could prove too easy for particularly strong groups and too challenging for weaker groups, or those that lack tools for dealing with significant incorporeal foes. It is probably worth reminding such groups at the beginning of the adventure that they're going on an adventure in Osirion, and that they should stock up (and gear up) appropriately. Perhaps someone will bring ghost salt.

Since you're the GM, and this is (almost) completely divorced from Organized Play, you have far more flexibility to adjust tactics, HP, damage, and so on to provide an adequate challenge to your group. I recommend keeping things challenging at least until the merchant himself makes his grand entrance, but a character death prior to that could work in your favor--particularly with a cleric or oracle in the party, or if Meskhenet has been "turned" and can *breath of life*.

In the same vein, I've taken a bit of a looser approach to building the opponents--it's very close to Pathfinder 1e spec, but not *exact*. If you find any of it particularly upsetting, remember they're NPCs, not PCs, so it doesn't ultimately matter--or you can fix them to work the way you think they should.

Kamilah of the Blade

Variant ghost (human) Slayer 12

N medium undead [incorporeal]

Init +6; **Senses** Darkvision 60', Perception +14

Aura Corrupting Gaze (2d10 damage, 1d4 charisma damage, DC 21)

Defense

AC 17, touch 17, flat-footed 15 (+2 Dex, +5 deflection)

hp 114 (12d8+60)

Fort +8, **Ref** +10, **Will** +5; immune to mind-affecting, undead immunities

Defensive Abilities channel resistance +4, incorporeal, undead traits, ring vulnerability

Offense

Speeds

Fly 30 ft.

Melee

Corrupting Touch +14, 14d6 damage (Fortitude half, DC 21)

+2 Ghost Touch Flaming Burst Falchion +16, 2d4+2 damage

Special Attacks

Studied Target +3, Sneak Attack +4d6

Tactics

During Combat

Kamilah usually stands in place and fights as she did in life, but instead of swinging her falchion, her ghostly sword functions as her corrupting touch. Each round she studies her target if she hasn't already studied it, and then attacks once. She tries to keep herself between her allies and the opponents. Ever the adventurer, she doesn't sunder the PC's weapons or armor, but has no qualms about sundering expendables like scrolls or potions should a PC attempt to use one while within her reach.

Kamilah doesn't think of herself as incorporeal, and doesn't utilize her ability to move through or hide in walls as an incorporeal creature. While she will fly, she moves about the room as if air walking, a habit she developed during her life.

Kamilah works in tandem with her fellow concubines to protect them and Zuberi. Should her ring be broken, she suppresses her gaze attack, attempts to study the others, and sunders their rings. (Use the stats for her +2 ghost touch falchion here.)

Morale

Kamilah fights until dispersed. Should her ring be broken, she attempts to free the other concubines, and then turns her wrath to Zuberi.

Statistics

Str -, **Dex** 14, **Con** -, **Int** 8, **Wis** 8, **Cha** 20

Base Atk +12; CMB +14; CMD 24

Feats Combat Reflexes, Dirty Fighting, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Standstill

Skills Acrobatics +18, Escape Artist +18, Fly +18, Knowledge (nature) +14, Perception +14, Sense Motive +14, Survival +14

Languages Common

Studied Target +3 (Ex): +3 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +3 bonus on weapon attack and damage rolls against it. DCs of her ghost abilities are not increased.

Corrupting Touch (Su): By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in 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.

Corrupting Gaze (Su): The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (DC 21 Fortitude save negates Charisma damage but not physical damage).

Ring Vulnerability (Ex): Kamilah is being controlled through a ring that has been bonded not just to her remains, but also to her soul, and which radiate an ominous red light when in Zuberi's presence. This control cannot be broken with spells short of Wish or Miracle, but the rings themselves can be damaged and broken. Each ring has an AC of 28, hardness 8, and 40 hit points. They also count as incorporeal, so ghost touch weapons deal full damage, while weapons that are merely magical can damage them but only do half damage.

Meskhenet the Wise

Variant ghost (human) Cleric 12

N (unknown aura) medium undead [incorporeal]

Init +6; **Senses** Darkvision 60', Perception +3

Aura Aura of Madness DC 19

Defense

AC 18, touch 18, flat-footed 17 (+? armor, +? Dex, +? shield, natural armor, deflection, etc)

hp 138 (12d8+84)

Fort +8, **Ref** +5, **Will** +11; undead traits

Defensive Abilities channel resistance +4, incorporeal, undead traits, ring vulnerability

Offense

Speeds

Fly 30 ft.

Melee

Corrupting Touch +10, 14d6 damage (Fortitude half, DC 23)

Special Attacks

Channel Entropy (Energy) 6d6 DC 23 Will (half) - Selective Channel (exclude 7) - 14 uses per day. Can channel as move action at double usage cost.

Malevolence: CL 12, DC 23 (Use Possession instead of Magic Jar)

Spontaneous Casting - Madness Domain spells

Cleric Spells Prepared (CL 12, Concentration +15) (madness domain)

6th (4/day)—Blade Barrier (12d6; DC 23), Heal (DC 23), phantasmal killer (DC 23) (D), phantasmal killer (DC 23) (D)

5th (5/day)—Breath of Life x2 (DC 22), Life Bubble, nightmare (DC 22) (D), nightmare (DC 22) (D)

4th (5/day)—Chaos Hammer (DC 21), Dimensional Anchor, Terrible Remorse , confusion (DC 21) (D), confusion (DC 21) (D)

3rd (7/day)—Bestow Curse (DC 20), Dispel Magic x2, Invisibility Purge, Wind Wall, rage (DC 20) (D), rage (DC 20) (D)

2nd (7/day)—Hold Person (DC 19), Shatter (DC 19), Silence (DC 19), Sound Burst (DC 19), Zone of Truth (DC 19), touch of idiocy (DC 19) (D), touch of idiocy (DC 19) (D)

1st (7/day)—Comprehend Languages, Liberating Command x2, Sanctuary (DC 18),

Touch of Blindness (DC 18), lesser confusion (DC 18) (D), lesser confusion (DC 18) (D)

0 (at will)— Detect Affliction, Detect Magic, Stabilize

Tactics

During Combat

Many of Meskhenet's spells are less useful now that she's no longer with the living, but her entropic channeling can damage PCs of any persuasion (and she can exclude her allies from the channel). She's built to channel multiple times a round, channeling twice and burning three uses per round, but she'll use some of her memorized spells first, in particular blade barrier.

Should her ring be shattered, she escapes Zuberi's control and begins using her spells to heal the party.

Morale

Meshkenet is controlled and her own opinions on the matter don't come into play until after she's freed from control, at which point she realizes this is her one shot at true freedom, and she will fight until she is dispersed.

Statistics

Str -, **Dex** 12, **Con** -, **Int** 10, **Wis** 16, **Cha** 25

Base Atk +9; **CMB** +10; **CMD** 27

Feats Extra Channel (x2), Improved Initiative, Quick Channel, Selective Channel, Toughness, Versatile Channeler

Skills Heal +18, Knowledge (religion) +15, Spellcraft +15

Languages Common, Osiriani

Vision of Madness (Sp): You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Aura of Madness (Su): At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level. Enemies within this aura are affected by confusion unless they make a Will save with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier. The confusion effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Malevolence (Su): The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Ring Vulnerability (Ex): Meshkenet is being controlled through a ring that has been bonded not just to her remains, but also to her soul, and which radiate an ominous red light when in Zuberi's presence. This control cannot be broken with spells short of Wish or Miracle, but the rings themselves can be damaged and broken. Each ring has an AC of 28, hardness 8, and 40 hit points. They also count as incorporeal, so ghost touch weapons deal full damage, while weapons that are merely magical can damage them but only do half damage.

The Sorceress Akila

Variant ghost (human) Wizard (Diviner) 12

N medium undead [incorporeal]

Init +11; **Senses** Darkvision 60', Perception +12

Defense

AC 14, touch 14, flat-footed 13 (+1 Dex, +3 deflection)

hp 88 (12d8+36)

Fort +4, **Ref** +5, **Will** +11; undead traits

Defensive Abilities channel resistance +4, incorporeal, undead traits, ring vulnerability

Offense

Speeds

Fly 30 ft.

Melee

Corrupting Touch +7, 14d6 damage (Fortitude half, DC 19)

Draining Touch +7 (1d4 ability drain from any single score; gain 5 temp hp)

Wizard Spells Prepared (CL 12, Concentration +18 [combat casting +4])

School: Divination (opposition Illusion, Enchantment)

6th—Greater Dispel Magic, Prophetic Lore (D), Summon Vanth, True Seeing

5th—Commune with Texts (D), Cone of Cold (12d6, DC 21), Empowered Fireball (15d6) (DC 19), Overland Flight

4th—Dimension Door, Greater False Life, Enervation x2, Scrying (DC 20) (D)

3rd—Aqueous Orb (DC 19), Halt Undead (DC 20), Lightning Bolt x2 (DC 19), Tongues (D), Vampiric Touch (DC 20)

2nd—Ant Haul (Communal), Boneshaker (DC 19), Create Pit (DC 18), Detect Thoughts (DC 18), Frigid Touch, See Invisibility (D), Spectral Hand

1st—Fumblestep (DC 17), Glue Seal (DC 17), Grease (DC 17), Heightened Awareness (D), Magic Missile x2, True Strike

0—Detect Magic, Ghost Sound, Mage Hand, Prestidigitation

Tactics

During Combat

Akila begins by buffing herself with Greater False Life, and then calling an Aqueous Orb to roll around in the party's back line. She then begins being more offensive, and particularly prioritizes casting Spectral Hand. If the battle appears lost, she falls back on direct damage like cone of cold and empowered fireball. Should her ring be broken, supports the party with debuffs like enervation and greater dispel magic.

Morale

Akila is controlled and cannot retreat. Should she be freed from this control, she fights until dispersed, realizing this is perhaps her last chance to join the river of souls.

Statistics

Str -, **Dex 13**, **Con -**, **Int 22**, **Wis 12**, **Cha 16**

Base Atk +6; **CMB +7**; **CMD 20**

Feats Combat Casting, Empowered Spell, Improved Initiative, Iron Will, Spell Focus (necromancy), Threnodic Spell

Skills Appraise +21, Knowledge (arcana, local, nobility, planes, religion) +21, Perception +12, Spellcraft +21

Languages Common, Osiriani, Ancient Osiriani, Kelesh, Ignan, Celestial, Infernal

Forewarned (Su): You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

Diviner's Fortune (Sp): When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Scrying Adept (Su): At 8th level, you are always aware when you are being observed via magic, as if you had a permanent detect scrying. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

Draining Touch (Su): The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Ring Vulnerability (Ex): Akila is being controlled through a ring that has been bonded not just to her remains, but also to her soul, and which radiate an ominous red light when in Zuberi's presence. This control cannot be broken with spells short of Wish or Miracle, but the rings themselves can be damaged and broken. Each ring has an AC of 28, hardness 8, and 40 hit points. They also count as incorporeal, so ghost touch weapons deal full damage, while weapons that are merely magical can damage them but only do half damage.

Zuberi, Merchant of Strife

Venerable Human Psychic 13

LE Medium Humanoid (human)

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

Defense

AC 22, touch 13, flat-footed 22 (+4 armor, -2 Dex, +5 natural armor, +5 deflection) Immediate action: +8 shield (from spell)

hp 95 (13d6+26+24 temp)

Fort +10, **Ref** +5, **Will** +11

Defensive Abilities cursed, magical hoarder

Offense

Speeds

Fly 60 ft. (purely mental; essentially paralyzed)

Psychic Spells Known (CL 13, Concentration +22 [combat casting +4])

6th (4/day [3 remaining today])—Legend Lore, Incorporeal Chains (DC 25), Transformation

5th (6/day [4 remaining today])—Mage's Private Sanctum, Overland Flight, Magic Jar, Wall of Force

4th (6/day)—Greater False Life, Intellect Fortress 1, Majestic Image, Mental Barrier 3 (+8 AC), Mind Thrust 4 (DC 24, 13d8 damage, 1 round fatigue)

3rd (6/day)—Hostile Levitation (DC 22), Unflappable Mien, Mental Barrier 2, Mind Thrust 3 (DC 23), Slow (DC 22), Fly, Haste

2nd (6/day)—Aversion (DC 21), Deflect Blame, Darkvision, Heat Metal (DC 21), Mental Barrier 1, Mind Thrust 2 (DC 22), Silence (DC 21), Suggestion (DC 21)

1st (6/day)—Ear-Piercing Scream, Enlarge Person, Liberating Command, Lock Gaze, Magic Missile, Moment of Greatness, Mind Thrust 1 (DC 20)

Tactics

During Combat

Kuferi casts Greater False Life and Overland Flight while his concubines fight the PCs, gaining 24 temporary hp. He doesn't take offensive actions until at least two concubines are defeated, or if one is turned. He floats up in the air, hoping to fly out of the reach of melee attacks, and casts offensive spells. Thanks to his strength of 0, he cannot move otherwise, although he can talk. He frequently uses Mental Barrier III to give himself a +8 shield bonus to AC, especially when threatened with a full attack.

Morale

Kuferi can taste his freedom from the curse, and fights to the death.

Statistics

Str 0, **Dex** 6, **Con** 12, **Int** 28, **Wis** 11, **Cha** 17

Base Atk +6; **CMB** +1; **CMD** 9

Feats Combat Casting, Great Fortitude, Improved Initiative, Reach Spell, Skill Focus (Profession [merchant]), Silent Spell, Spell Focus (Divination), Still Spell, Toughness
Skills Appraise +25, Fly +24, Knowledge (arcana, geography, local, nobility, planes, religion) +25, Profession (merchant) +23, Spellcraft +25, Use Magic Device + 19

Languages Common, Osiriani. Ancient Osiriani, Garundi, Kelesh, Hallit, Skald

SQ Phrenic Amplifications: Dispelling Pulse, Psychofeedback (has no effect), Relentless Casting, Will of the Dead. Phrenic Pool +9

Combat Gear Other Gear Belt of Mighty Constitution +6, Headband of Vast Intellect +4, Cloak of Resistance +3, Ring of Deflection +5, Ring of Natural Armor +5, Bracers of Armor +4, Robe of Scintillating Colors

Self-Assurance (Su): Overwhelming confidence in your success brings you closer to your goals, and you know that your superiority has destined you for greatness. As an immediate action, you can gain a morale bonus equal to half your psychic level (minimum 1) on a single ability check, attack roll, saving throw, or skill check. You must declare that you are using this ability before attempting the roll in question. If you succeed at the check, you regain 1 point in your phrenic pool. You can use this ability a number of times per day equal to your Charisma modifier.

At Arm's Length (Ex): At 5th level, you gain Reach Spell as a bonus feat. Additionally, when using this feat, you can spend 1 point from your phrenic pool for each increase in the spell's range category. If you do, the spell does not use up a higher-level spell slot than normal. (For example, a spell with a range of touch increased to long range via this feat would normally use up a spell slot 3 levels higher, but if you spend 3 points from your phrenic pool, the spell does not use up a higher spell slot.)

Magical Hoarder (Su): At 13th level, whenever a creature within 30 feet of you casts a spell intended to benefit its targets, you can spend 1 point from your phrenic pool as an immediate action to include yourself as a target of that spell. If the creature is not your ally, you must be able to clearly see the spell's effects and you must succeed at a Spellcraft check (DC = 15 + the spell's level) to identify the spell before using this ability. If you are not within the normal range of the spell, then you must spend 1 additional point from your phrenic pool to use this ability. If the spell has a range of personal, then you must instead spend 2 additional phrenic points from your pool to use this ability. This ability does not affect spells with an instantaneous or permanent duration.

Cursed (Su): Kuferi has been cursed. Although magical items can still make him tougher (see, for example, his belt) his strength and dexterity cannot be increased by any magical means short of a wish or miracle. He is unable to change planes and is trapped on the prime material. This prevents some of his higher-level discipline spells from having any effect.