

# Occult Archetypes



Julian Neale

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Occult ARCHETYPES

## CREDITS

**Authors:** Julian Neale

**Artist:** Ivan Dixon, Jason Juta, Christopher Kimball, Chris McFann, Gordon Napier, Steve Wood

**Design and Layout:** Rick Hershey

**Legendary Games Team Members:** Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Matthew Goodall, Jim Groves, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

**Editing and Development:** Jason Nelson

**Publisher:** Jason Nelson

**Executive Partner:** Neil Spicer

**Business Director:** Rachel Ventura

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Legendary Games  
3734 SW 99th St.  
Seattle, WA 98126-4026  
makeyourgamelegendary.com



# Welcome to Occult Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with the rules for psychic magic and occultism found in the *Pathfinder Roleplaying Game Occult Adventures* rulebook. When you see the “Occult Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of that book, from mysterious magic and esoteric alchemy to psychics, dreamlands, cabalistic spiritualism, and creatures of mind-altering mystery. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find anywhere.

## Special Electronic Features

We’ve hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

Special Thanks must go towards Michael McCarthy, who was a valuable sounding board for the author, and to N. Jolly.

## ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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The following superscript notations are used to denote official Pathfinder RPG rulebooks:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*  
 APG = *Pathfinder Roleplaying Game Advanced Player's Guide*  
 ARG = *Pathfinder Roleplaying Game Advanced Race Guide*  
 B1 = *Pathfinder Roleplaying Game Bestiary*  
 B2 = *Pathfinder Roleplaying Game Bestiary 2*  
 B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*  
 GMG = *Pathfinder Roleplaying Game Gamemastery Guide*  
 OA = *Pathfinder Roleplaying Game Occult Adventures*  
 PU = *Pathfinder Roleplaying Game Pathfinder Unchained*  
 UCam = *Pathfinder Roleplaying Game Ultimate Campaign*  
 UC = *Pathfinder Roleplaying Game Ultimate Combat*  
 UE = *Pathfinder Roleplaying Game Ultimate Equipment*  
 UM = *Pathfinder Roleplaying Game Ultimate Magic*

## What You Will Find Inside the Occult Archetypes?

*Occult Archetypes* opens up dimensions undreamed of for your Pathfinder campaign! The new psychic rules and occult oddities found in *Pathfinder Roleplaying Game Occult Adventures* open up a vast new playground for heroes and villains of every kind, bringing along six brand-new character classes in the **kineticist, medium, mesmerist, occultist, psychic, and spiritualist**, to say nothing of a whole new category of psychic magic. *Occult Archetypes* brings you 18 amazing archetypes, including at least two for every class, like the **worldly medium, poisoned earth kineticist, glorious companion, psychic savant, elemental specialist**, and **reliquarian**. In addition, we bring you almost 30 new wild talents for kineticists from *deathstight* and *acidic boost* to share adaptation and irradiating infusion, plus a pair of new legendary spirits for mediums, the druid and psychic! As if an incredible array of options for your character were not enough, for GMs we also provide a simple system for adapting psychic monsters and their powers without resorting to power point systems, plus several appendices detailing some of the unusual rules referenced in these pages, from *devilbane gazes* to *radioactivity*! Whatever flavor of psychic strangeness is your favorite, *Occult Archetypes* will make your occult campaign Legendary!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



## New Archetypes:

Presented now are 19 new archetypes for the classes introduced in *Pathfinder RPG Occult Adventures*, intended to enhance readers' games. There are six for kineticists (focus kineticist, god-touched kineticist, mystical kineticist, poisoned earth kineticist, primal kineticist, psychic kineticist), three for mediums (natural channeler, psychic channeler, worldly medium), two for mesmerists (fiend hunter, glorious companion), two for occultists (elemental specialist, school specialist), three for psychics (monastic psychic, psychic crafter, psychic savant), and three for spiritualists (karmic savant, phantom lord, relic hunter). Also included are over two dozen new kineticist wild talents and two new medium legendary spirits.

### Focus Kineticist (Kineticist Archetype)

Some kineticists need to use a device to project their blasts efficiently, and a special suit of armor or particular set of clothing to use their utility wild talents easily. These kineticists are known as focus kineticists, and they can look quite distinctive.

**Focus:** At 1st level, a focus kineticist designates an armor focus and a device focus. She must purchase these items using her starting wealth, and each item must cost at least 10 gp. If a focus kineticist is not wearing her armor focus, she finds it much harder to use her utility wild talents, while if she is not wearing or holding her device focus, she finds it much harder to use her infusion wild talents or make composite blasts. Without the relevant focus, the kineticist must make a concentration check or the particular class feature cannot be used that time; the action is wasted. The DC for this check is equal to 20 + twice the effective spell's level.

If a focus is damaged, it is restored to full hit points the next time the kineticist removes her burn. If a focus is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per kineticist level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous focus, if it had any. A kineticist can designate an existing magic item as her focus. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a focus.

This ability replaces the metakinetic options of maximize, quicken, and twice.

**Armor Focus (Su):** The armor chosen as an armor focus provides the focus kineticist with the ability to use her utility wild talents. For the purposes of this ability, armor can be a suit of armor or a set of clothing (see Goods and Services in the *Pathfinder RPG*

*Core Rulebook*). The set of clothing can include extra elements such as a pair of bracers or a mask to provide a more distinctive image, but do not count as the set of clothing for purposes of whether the focus kineticist loses the ability to use utility wild talents without the need to make Concentration checks.

At levels 6, 11, and 16, the focus kineticist gains an additional point in her internal buffer, but these additional points can only be used on utility wild talents.

If the armor is destroyed, the focus kineticist loses these extra buffer points until she replaces the item (as detailed under Focus, above).

**Device Focus (Su):** The device is the point of origin of all of the focus kineticist's kinetic blasts, as well as for kinetic blade and kinetic whip if she possesses those wild talents. For the purposes of this ability, a device is any item that can be worn on a finger or hand, or held in a hand. Thus, a device can be a glove, ring, shield, wand, a ranged weapon, or even a weird science type object.

When the focus kineticist accepts burn, the device charges with power, gaining visual effects as well as the kineticist. For each +1 to attack rolls that elemental overload grants, the focus kineticist gains a property pool of +1, to a maximum of +6 at 18th level. The property pool provided by elemental overload to the device is used to add weapon properties to the device; the device cannot have an enhancement bonus (at least, in respect to attacking with kinetic blast/blade/whip). The weapon properties consume an amount of bonus equal to the property's cost. The following +1 special qualities can be added: called<sup>UE</sup>, corrosive<sup>UE</sup>, countering<sup>UE</sup>, cruel<sup>UE</sup>, 1, cunning<sup>UE</sup>, 1, flaming, frost, limning<sup>UE</sup>, 1, merciful, planar<sup>UE</sup>, seeking<sup>1</sup>, shock; the following +2: anarchic<sup>2</sup>, axiomatic<sup>2</sup>, designating<sup>UE</sup>, 1 (lesser), holy<sup>2</sup>, igniting<sup>UE</sup>, phase locking<sup>UE</sup>, unholy<sup>2</sup>; and the following +4: brilliant energy, designating<sup>UE</sup>, 1 (greater).

<sup>1</sup> This ability can only be used against a single target, and not with infusions that have a duration.

<sup>2</sup> The focus kineticist cannot choose these special qualities if they are opposite to the focus kineticist's alignment. For example, a good focus kineticist cannot pick *unholy*.

The properties granted by elemental overload are determined as burn is incurred and cannot be changed until the next time burn is removed. The focus kineticist can "store up" the property pool to grant properties that cost +2 or +4. The properties applied to the device affect only the focus kineticist's kinetic blasts; her kinetic blade and kinetic whip do not gain these properties, and if the device is a weapon, it is not granted the properties either. Similarly, any weapon properties a weapon device has as a weapon are not granted to the device. When the focus kineticist uses kinetic blast through the weapon, she pulls the string of a bow and shoots her kinetic blast or pulls the trigger of a gun to do the same thing, making it feel like energy blast ammunition. The device imparts

no properties if the item is held or worn by anyone other than the focus kineticist but resumes giving properties if returned to the focus kineticist.

If the device is destroyed, the focus kineticist loses the use of this ability until she replaces the item (as detailed under Focus, above).

This ability replaces the bonus damage to kinetic blasts from elemental overflow (which means that the Fire's Fury utility wild talent is non-functional with this archetype).

**Gather Power (Su):** Normally, a kineticist must have bonus hands free (or all of her prehensile appendages free, for unusual kineticists) to gather power. However, the focus kineticist must hold or wear the device, as appropriate to the type of device, to gather power. When gathering power, the visible display centers on the device, not on the kineticist. If the focus kineticist has lost her device or it is destroyed, she cannot use gather power until she has a new device. This alters gather power.

## God-Touched Kineticist (Kineticist Archetype)

Some kineticists, like oracles, are instruments of strange powers. They each have a curse, and wield unusual powers alongside their elemental powers. These are the god-touched kineticists. A god-touched kineticist often has a sense of affinity with oracles, even though the former are not spellcasters.

**Kineticist's Curse (Ex):** Each god-touched oracle has a curse, just like an oracle<sup>APG</sup>. The particular curse is chosen at 1<sup>st</sup> level, and once made, it cannot be changed. Treat the god-touched kineticist's level as his oracle level for purposes of determining the effects. A god-touched kineticist cannot have a curse that grants bonus spells, such as the *haunted* curse, because kineticists do not normally cast spells (unless they also have an archetype that gives them the ability to do so).

**Revelation:** At 3rd level, and every four levels thereafter (7th, 11th, and so on), a god-touched kineticist gains a revelation. An air kineticist selects their revelations from the wind<sup>APG</sup> mystery. An earth kineticist selects their revelations from the stone<sup>APG</sup> mystery (and metal<sup>UM</sup>, if they have expanded element (earth)). A fire kineticist selects their revelations from the flame<sup>APG</sup> mystery. A void kineticist selects their revelations from the bones<sup>APG</sup>, dark tapestry<sup>UM</sup>, and heavens<sup>APG</sup> mysteries. A water kineticist selects their revelations from the waves<sup>APG</sup> mystery. A wood kineticist selects their revelations from the life<sup>APG</sup>, nature<sup>APG</sup>, and wood mysteries. Note that an aether kineticist does not have an appropriately themed mystery from which to select revelations, so cannot take this archetype.

Treat the god-touched kineticist's level as his oracle level for purposes of determining the effects of each revelation. Where relevant, the saving throw DC against

### Designer Note:

#### The Focus Kineticist

When I first read the kineticist class, I thought "This is the superhero (or super-villain) class for the *Pathfinder Roleplaying Game*". I wasn't sure how to capture the feel of such characters at first though, so hopefully this archetype helps achieve that feeling, through the use of focuses. What is not explicitly spelled out in the archetype is that an armor focus can represent a superhero or super-villain costume; this is because such fluff might dissuade some groups from using the archetype. An alien monster such as a gray or mi-go wielding a device focus that looks like a weird science gun would complete the science-fantasy feel. In short, many well-known super-characters can be achieved with this archetype. The downside to this archetype is the risk that if a focus is destroyed, lost, or stolen, the character will be seriously hampered, like if a wizard's arcane bond is stolen. Such incidents should happen throughout a campaign at least once or twice to ensure that the archetype is not a strict power boost.

a psychic kineticist's revelation is equal to 10 + the spell level + the psychic kineticist's Constitution modifier. Note that some revelations are not appropriate for a kineticist to gain, because they modify spells or abilities that a kineticist does not have. GMs may wish to expand the possible mysteries from which a god-touched kineticist can select revelations, such as those that are not in the *Pathfinder Roleplaying Game Ultimate Combat* and *Pathfinder Roleplaying Game Ultimate Magic* books. This ability replaces the utility wild talents gained at levels 2, 6, 10, 14 and 18.

## Mystical Kineticist (Kineticist Archetype)

Some kineticists choose to develop their knowledge of the elements by focusing on utility wild talents, rather than learning new techniques to attack others. Such kineticists have greater non-combat flexibility. Mystical kineticists are flexible in how many additional utility talents they gain; some might gain a lot, and some, few.

**Infusion (Su):** At 3rd level, a mystical kineticist does not gain an infusion wild talent, but instead gains a new utility wild talent (in addition to all the other utility wild talents they would normally gain). At each level that the mystical kineticist would normally gain an infusion thereafter (at levels 5, 9, 11, 13, 17, and 19), he can choose each time whether to gain a new infusion as



normal, or gain an additional utility wild talent instead. A mystical kineticist can use the Extra Wild Talent<sup>OA</sup> feat to only gain utility wild talents; he cannot gain infusions with that feat. This ability alters infusions.

## Poisoned Earth Kineticist (Kineticist Archetype)

While many kineticists have ties to the earth element, some are able to wield the powers of poisoned earth; in other words, radiation. Such kineticists are rare on most worlds, but are most commonly found in areas of very advanced technology, although some may come from other worlds or planes where radiation is more common. Given the great, insidious power of radiation, the vast majority of poisoned earth kineticists are evil, perhaps as a result of their minds becoming corrupted, or perhaps such kineticists automatically became attuned to poisoned earth when they became geokineticists.

**Alignment:** Any nongood.

**Elements:** A poisoned earth kineticist must select the earth element at 1st level.

**Irradiating Infusion (Su):** At 1st level, a poisoned earth kineticist gains irradiating infusion (see page xx). This ability replaces the infusion gained at 1st level.

**Detect Radioactivity (Su):** At 2nd level, a poisoned earth kineticist gains detect radioactivity (see page xx). This ability replaces the utility gained at 2nd level.

**Radiation Resistance (Ex):** At 6th level, a poisoned earth kineticist gains immunity to low level radiation. This immunity extends to medium level radiation at 11th level, and to high level radiation at 16th level. If she has the radioactivity adaptation wild talent, the grade of radiation to which she is immune improves by one; for example, from low to medium. This ability replaces internal buffer.

**Greater Irradiating Infusion (Su):** At 9th level, a poisoned earth kineticist gains greater irradiating infusion (see page xx). This ability replaces the infusion gained at 9th level.

**Poisoned Earth Master (Ex):** At 20th level, a poisoned earth kineticist becomes immune to all poison effects, including those of severe radiation. She constantly radiates moderate level radiation in a 10 foot radius, and low level radiation in a further 10 foot radius beyond that. The DC to resist this radiation is 20 + the poisoned earth kineticist's Constitution modifier. This effect cannot be deactivated. Consequently, most poisoned earth kineticists of this level limit contact with creatures that are not immune to such radiation, or at least, with those creatures that they wish to continue working

with. At the GM's discretion, objects and areas that such people spend a lot of time around may radiate low level radiation. This ability replaces omnikinesis.

## Primal Kineticist (Kineticist Archetype)

Some kineticists have ties to the most basic of energy planes, the positive or negative energy planes. These kineticists are brimming with positive or negative energy. They may or may not be followers of the gods that grant use of those types of energy. Either way, very few are inactive; they tend to be fully committed to championing their causes.

**Aligned Blasts (Su):** For a primal kineticist that channels positive energy, all damage from aligned blasts are treated as good and magic for the purpose of bypassing damage reduction. For a primal kineticist that channels negative energy, all damage from aligned blasts are treated as evil and magic for the purpose of bypassing damage reduction. This also applies to attacks made using kinetic blade and kinetic whip. This ability alters kinetic blast.

**Aura (Ex):** A primal kineticist that channels positive energy gains an aura of good, just like a cleric. A primal kineticist that channels negative energy gains an aura of evil, just like a cleric.

**Channel Energy (Su):** A primal kineticist can channel energy just like a cleric, using his kineticist level as his effective cleric level to determine the effects and saving throw DC. Unlike a cleric, a primal kineticist can use this ability a number of times per day equal to 1 + his Charisma modifier. If a kineticist has both the primal kineticist and god-touched kineticist archetypes, and he picks channel as a revelation, he does not gain two lots of channel energy but gains Extra Channel as a bonus feat instead. This ability replaces the infusion gained at 1st level.

**Elements:** A primal kineticist that channels positive energy cannot gain access to the void element. A primal kineticist that channels negative energy must select the void element as his elemental focus at 1st level, and must select negative blast as his simple blast.

**Divine Health (Ex):** At 3rd level, a primal kineticist that channels positive energy is immune to all diseases, including supernatural and magical diseases. A primal kineticist that channels negative energy instead gains the plague carrier class feature of an antipaladin<sup>APG</sup>. This ability replaces the infusion gained at 3rd level.

**Elemental Overflow (Ex):** For a primal kineticist that channels positive energy, the bonus damage granted to blasts from elemental overflow is doubled on the first successful attack per round against an outsider with the evil subtype, an evil-aligned dragon, or an undead creature. However, such kineticists cannot apply the bonus damage to blasts from elemental overflow against

## The Psychic Kineticist

### Spell List

A psychic kineticist's spell list depends on what his elemental focus is. An aether kineticist's spell list includes wizard conjuration (creation) spells. An air kineticist's spell list includes those on the air elemental wizard<sup>APG</sup> list. An earth kineticist's spell list includes those on the earth elemental wizard<sup>APG</sup> list. A fire kineticist's spell list includes those on the fire elemental wizard<sup>APG</sup> list. A void kineticist's spell list includes wizard necromancy spells. A water kineticist's spell list includes those on the water elemental wizard<sup>APG</sup> list. A wood kineticist's spell list includes those on the wood elemental wizard<sup>UM</sup> list.

A psychic kineticist's spell list also includes wizard abjuration spells. Additionally, a primal kineticist's spell list includes paladin spells (excluding those regarding chaos) if they channel positive energy, or antipaladin<sup>APG</sup> spells (excluding those regarding law) if they channel negative energy. When a psychic kineticist gains expanded element, her spell list is expanded by the new element(s), if applicable. An earth kineticist who has expanded element (earth) includes those on the metal elemental wizard<sup>UM</sup> list. A psychic kineticist only includes spells of levels 1-4 in their spell list; those of 0 or 5 or higher are not on the spell list.

constructs, objects, or non-evil living creatures.

For a primal kineticist that channels negative energy, the bonus damage granted to blasts from elemental overflow is doubled on the first successful attack per round against an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin. However, such kineticists cannot apply the bonus damage to blasts from elemental overflow against constructs, objects, or non-good living creatures.

This doubled bonus can only be applied to one opponent if more than one is affected by the blast, and can only be applied to instantaneous attacks, not those with a duration of more than one round. If the primal kineticist possesses *fire's fury*, that wild talent's bonus is not doubled by such an attack. This ability alters elemental overflow.

**Perfect Channel (Su):** Upon reaching 20th level, a primal kineticist becomes a perfect channel for their type of primal energy. He becomes immune to bleed, death attacks, exhaustion, fatigue, nausea effects, negative levels, and sickened effects. Ability damage and drain cannot reduce him below 1 in any ability score. He automatically makes saving throws against massive damage. When he is below 0 hit points, he does

not die until his negative total is in excess of twice his Constitution score. This ability replaces omnikinesis.

## Psychic Kineticist (Kineticist Archetype)

Some kineticists have the ability to cast a small number of psychic spells. Those who do are not as versatile as more traditional kineticists with their elements, but make up for it by being able to cast spells. These are the psychic kineticists.

**Class Skills:** Add Knowledge (arcana) and Spellcraft to the list of class skills.

**Spells:** Beginning at 4th level, a psychic kineticist can cast a small number of psychic spells drawn from a small spell list (see sidebar). To learn or cast a spell, a psychic kineticist must have an Intelligence score equal to at least 10 + the spell's level. She can cast any spell she knows without preparing it ahead of time. The saving throw DC against a psychic kineticist's spell is equal to 10 + the spell level + the psychic kineticist's Constitution modifier.

A psychic kineticist can cast only a certain number of spells of each level per day. Her base daily spell allotment is given on Table 1–2: Medium (*Pathfinder Roleplaying Game Occult Adventures*), except that a psychic kineticist does not cast 0-level spells. In addition, she receives bonus spells per day if she has a high Intelligence score

(see Table 1–3 of the *Pathfinder Roleplaying Game Core Rulebook*).

The psychic kineticist's selection of spells is limited. At 4th level, a psychic kineticist knows two 1st level spells of his choice. At each new level after 4th, the psychic kineticist learns one or more new spells, as indicated on Table 1–3: Medium Spells Known (*Pathfinder Roleplaying Game Occult Adventures*). Unlike her spells per day, the number of spells a psychic kineticist knows is not affected by her Intelligence score; the numbers on Table 1–3 (*Pathfinder Roleplaying Game Occult Adventures*) are fixed. At 8th level and every 3 levels thereafter, a psychic kineticist can learn a single new spell in place of one she already knows. The new spell's level must be the same as that of the spell being exchanged, and she must choose whether to swap the spell at the same time she gains new spells known for the level.

Through 3rd level, a psychic kineticist has no caster level. At 4th level and higher, her caster level is equal to her psychic kineticist level – 3. This ability replaces the utility wild talents gained at levels 4, 8, 12, 16 and 20.



## New Wild Talents:

Presented now are new wild talents, which have a focus on radioactivity, improving a kineticist's ability to adventure in unusual locations, or filling in a few gaps. While three of them can only be gained by poisoned earth kineticists, the others can be taken by any kineticist with access to the relevant elements (and prerequisites, if applicable). Some of the new wild talents, but most especially Share Adaptation, provide a kineticist with the means to ensure his allies can survive safely in especially cold or hot lands, underwater, or other environments, providing extra options for adventures.

### Simple Talents:

#### ACID BLAST

**Element** earth; **Type** simple blast (Sp); **Level** –; **Burn** 0  
**Blast Type** energy; **Damage** acid

You shoot a stream of acid at a single foe. Aside from the universal form and substance infusions, the following can also be applied to an acid blast: pushing infusion, quenching infusion, spray, and torrent. This simple blast can be chosen in place of earth blast at 1st level, or at 7th or 15th level, if expanded element (earth) is chosen.

### Composite Talents:

#### ACIDIC BOOST

**Element** earth; **Type** composite blast (Sp); **Level** –; **Burn** 2

**Prerequisite** acid blast, expanded element (any)

**Blasts Type** special; **Damage** see text

You infuse a simple blast you know with acid, causing it to deal 1 additional point of damage of the same type for each of its damage dice; it otherwise acts as the simple blast. At 15th level, you can also infuse a composite blast with acid. To infuse a composite blast in this way, you must accept 1 additional point of burn.

### Infusion Wild Talents:

#### INFUSE WEAPON

**Element** universal; **Type** form infusion; **Level** 2; **Burn** 1

**Associated Blasts** any

**Saving Throw** none

You surround your manufactured weapons with energy or elemental matter from your kinetic abilities. This functions the same as kinetic fist, but applies only to attacks you make with manufactured weapons. Using

this infusion prevents weapon properties that add extra energy damage, such as *flaming* or *frost*, from working while it is used.

#### IRRADIATING INFUSION

**Element** earth; **Type** substance infusion; **Level** 1;

**Burn** 1

**Prerequisite** poisoned earth kineticist

**Associated Blasts** acid, earth, mud, metal

**Saving Throw** Fortitude negates

Your blasts are mildly radioactive. All creatures that take damage from your blast are sickened for 1 round.

#### IRRADIATING INFUSION, GREATER

**Element** earth; **Type** substance infusion; **Level** 4; **Burn** 3

**Prerequisites** irradiating infusion, poisoned earth kineticist

**Associated Blasts** acid, earth, mud, metal

**Saving Throw** Fortitude negates

Your irradiating blasts are more virulent. All creatures that take damage from your blast are exposed to radiation. Blast–injury; *save* Fort; *frequency* 1/round for 6 rounds; *effect* 1 Con damage; *cure* 2 consecutive saves.

### Utility Wild Talents:

#### ANTILIFE SHELL

**Element** void; **Type** utility; **Level** 6; **Burn** 1

**Prerequisite** negative blast

As a full-round action, you accept 1 point of burn to create a mobile, hemispherical field that prevents the entrance of most types of living creatures. This functions as the *antilife shell* spell.

#### ANTIUNDEATH SHELL

**Element** wood; **Type** utility; **Level** 6; **Burn** 1

As a full-round action, you accept 1 point of burn to create a mobile, hemispherical field that prevents the entrance of undead creatures. This functions as the *antilife shell* spell, except that it hedges out undead creatures, but no other types of creature.

#### CORRUPTION RESISTANCE

**Element** special; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisites** primal kineticist

You are constantly protected by *corruption resistance*<sup>APG</sup>. Primal kineticists who can channel positive energy are protected against evil damage, while those who channel negative energy are protected against good damage.

## DEATHSIGHT

**Element** void; **Type** utility; **Level** 1; **Burn** 0

**Prerequisite** negative blast

You gain a constant *deathwatch* effect, as the spell.

## DETECT RADIOACTIVITY

**Element** earth, wood; **Type** utility (Sp); **Level** 1;

**Burn** 0

You can focus on your connection to earth and try to detect radioactivity, as the *detect radiation* spell.

## DETECT RADIOACTIVITY, GREATER

**Element** earth, wood; **Type** utility (Sp); **Level** 3;

**Burn** -

**Prerequisites** detect radioactivity

Whenever you are within 120 feet of radiation, you automatically sense it. You can then use detect radioactivity to determine the strength and location of the radiation.

## DIMENSIONAL ANCHOR

**Element** universal; **Type** utility; **Level** 4; **Burn** 0

**Prerequisite** first expanded element

You have developed an understanding of planar energies such that you can prevent extraplanar travel. You fire a green ray from your hand at one target, as the *dimensional lock* spell.

## DIMENSION LOCK AURA

**Element** universal; **Type** utility; **Level** 8; **Burn** 0

**Prerequisite** second expanded element

Your understanding of planar energies grows even stronger in preventing extraplanar travel. You emanate a shimmering emerald barrier that completely blocks extra-dimensional travel in a 20 ft. radius emanation around you. This functions as *dimension lock*, except that the emanation travels with you. You can suppress or reactivate the aura as a free action.

## ENERVATION

**Element** void; **Type** utility; **Level** 5; **Burn** 0

**Prerequisite** negative blast

You fire a beam of negative energy at the target, as the *enervation* spell. You cannot use this wild talent against a specific target more than once per day.

## GRAVITIC LEAPER

**Element** void; **Type** utility; **Level** 1; **Burn** 0

**Prerequisite** gravity blast

Your skill at controlling gravity is such that you can make longer jumps than most. This functions as the air's leap<sup>OA</sup> wild talent, except that gravity control propels you further, rather than air. This wild talent does not stack with the effects of air's leap.

## GRAVITIC PACK HORSE

**Element** void; **Type** utility; **Level** 1; **Burn** -

**Prerequisite** gravity blast

You manipulate gravity so that you can carry more, as *ant haul*<sup>APG</sup>. As a standard action, you can accept 1 point of burn to extend the effect for a number of additional creatures equal to your Constitution bonus for 2 hours per kineticist level you possess. The additional creatures retain this benefit until the next time your burn is removed, or when the normal effect ends, whichever is shorter.

## HIDE FROM ANIMALS

**Element** wood; **Type** utility; **Level** 1; **Burn** 0

You can hide subjects from animals, as the *hide from animals* spell. If you use this wild talent, any previous use of this wild talent expires immediately.

## HIDE FROM UNDEAD

**Element** void; **Type** utility; **Level** 1; **Burn** 0

**Prerequisite** negative blast

You can hide subjects from undead, as the *hide from undead* spell. If you use this wild talent, any previous use of this wild talent expires immediately.

## IRRADIATE

**Element** earth; **Type** utility; **Level** 4; **Burn** 3

**Prerequisite** poisoned earth kineticist

**Saving Throw** Fortitude partial

You flood an area with radiation, as the *irradiate* spell. *It is recommended by this author that irradiate be restricted to NPCs only, given the effects of what the spell does, even if the GM is running a campaign for evil PCs.*

## PLANAR ADAPTATION

**Element** universal; **Type** utility (Sp); **Level** 4; **Burn** 0

When on another plane of existence, you are constantly protected by *planar adaptation*<sup>APG</sup>. At 12th level as a standard action, you can accept 1 point of burn to provide the effects of *planar adaptation*<sup>APG</sup> to a number of additional creatures equal to your Constitution modifier; these additional creatures retain this benefit until the next time your burn is removed.

## PLANE SHIFT

**Element** universal; **Type** utility (Sp); **Level** 5; **Burn** 2  
You can travel to other planes as though using *plane shift*.

## RADIOACTIVITY ADAPTATION

**Element** earth, wood; **Type** utility (Sp); **Level** 1;  
**Burn** 0

You are immune to the sickness condition caused by irradiating infusion and to low levels of radiation, and gain a bonus on saving throws against radiation effects equal to twice your current amount of burn.

## REMOVE RADIOACTIVITY

**Element** earth, wood; **Type** utility (Sp); **Level** 4;  
**Burn** 2

**Prerequisites** detect radiation

You can focus on your connection to earth and remove ongoing radiation effects, as the *remove radioactivity* spell.

## REMOVE RADIOACTIVITY, GREATER

**Element** earth, wood; **Type** utility (Sp); **Level** 4;  
**Burn** 2

**Prerequisites** detect radiation, remove radioactivity

Your ability to remove radioactivity is stronger, as the *greater remove radioactivity* spell.

## SHARE ADAPTATION

**Element** universal; **Type** utility (Sp); **Level** 3; **Burn** -  
**Prerequisite** one or more adaptation wild talents

When you activate this wild talent, pick one adaptation wild talent\* that you possess. As a standard action, you can accept 1 point of burn to provide the effects of that adaptation to a number of additional creatures equal to your Constitution modifier; these additional creatures retain this benefit until the next time your burn is removed. If the adaptation provides resistance to a particular type of energy, the additional creatures gain resistance against that energy equal to your level of burn (not double your burn) at the time the ability is used. Similarly, if the adaptation provides a saving throw bonus, the additional creatures gain a bonus equal to your level of burn (not double your burn) at the time the ability is used.

\* These are utility wild talents that allow you to exist unharmed in various environments. These include aerial adaptation, cold adaptation, heat adaptation, radioactivity adaptation, and no breath. Some of the new adaptations in this book already have options to share the effects, and are not included in this list. GMs can decide to expand this list if they wish, based on material in books other than this one and *Pathfinder Roleplaying Games Occult Adventures*.

## Variant Natural Channelers

As presented here, the natural channeler archetype gains aspects of traditional forest-based druids. However, the *Pathfinder Roleplaying Games Advanced Player's Guide* introduced druid archetypes for druids from non-forest terrains and animal totem druids. If the GM wishes, variant natural channeler archetypes can be created which draw from these archetypes.

To create a different terrain-based natural channeler variant, the variant gains the archetype class features that are gained by replacing resist nature's lure, trackless step, and woodland stride (such as marshwight, swamp strider, and pond scum for the swamp druid archetype) and any changes to wild shape.

To create an animal totem-based natural channeler variant, the variant gains the totem transformation archetype class features and any changes to wild shape.

## WALL WALKER

**Element** void; **Type** utility; **Level** 2; **Burn** 0

**Prerequisite** gravity blast

As a standard action, you can activate the ability to easily manipulate gravity so that you can walk on walls or ceilings, as *spider climb*. However, unlike *spider climb* you do not need to have your hands free. You cannot activate this wild talent on anyone else.

## WATER ADAPTATION

**Element** water; **Type** utility (Sp); **Level** 1; **Burn** 0

You are immune to water pressure damage to a depth of one mile, and gain an amount of cold resistance equal to twice your current amount of burn.

## WATER ADAPTATION, GREATER

**Element** water; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite** water adaptation

You are immune to water pressure damage of any depth. As a standard action, you can accept 1 point of burn to provide the effects of water adaptation to a number of additional creatures equal to your Constitution modifier; these additional creatures retain this benefit until the next time your burn is removed. The additional creatures gain cold resistance equal to your level of burn at the time the ability is used. If an additional creature has the amphibious or aquatic subtype, they gain immunity to water pressure damage at any depth instead of merely one mile.

## WATERDANCER, SHARED

**Element** water; **Type** utility (Sp); **Level** 5; **Burn** 0

### Designer Note: The Worldly Medium

As written, the champion spirit is clearly the way to go if a player wants a combat-oriented medium, but that means that the other mundane options (guardian, marshal, trickster) would become used less frequently. I created this archetype because, in my opinion, some of the medium spirits lack “oomph”. By allowing a character to have a different set of spirit bonuses, these other spirits should see more use in play, whether for player characters or NPCs. Note that a medium who has channeled the marshal or trickster spirit should not be allowed to select the champion’s spirit bonus if the medium fights with two or more weapons.

**Prerequisite** greater waterdancer, waterdancer

As a standard action, you can provide the effects of waterdancer to a number of creatures equal to your Constitution modifier; these creatures retain this benefit until the next time your burn is removed. When activating this ability, you can accept 1 point of burn so that the additional creatures also gain the ability to breathe underwater until the next time your burn is removed.



## Natural Channeler (Medium Archetype)

Some mediums are more concerned with the natural world than other mediums, and venerate the power of nature. They have much in common with druids, and learn how to shape change like druids. Such training means that they are less concerned with the spirit world in general.

**Class Skills:** Replace Knowledge (planes, religion) with Knowledge (geography, nature).

**Druidic Legend (Su):** A natural channeler gains access to the Druid legendary spirit instead of a heirophant spirit. This ability alters the spirit ability.

**Woodland Stride (Ex):** Starting at 2nd level, a natural channeler gains the woodland stride druid class feature. This ability replaces shared séance.

**Trackless Step (Ex):** Starting at 3rd level, a natural channeler gains the trackless step druid class feature. This ability replaces haunt channeler.

**Resist Nature’s Lure (Ex):** Starting at 4th level, a natural channeler gains the resist nature’s lure druid class feature. This ability replaces the increase to spirit bonus gained at 4th level.

**Wild Shape (Su):** At 4th level, a natural channeler gains the wild shape class feature, as if she were a druid of the medium’s level. This ability replaces location channel, connection channel, propitiation, ask the spirits, astral beacon, astral journey, trance of three, and spacious soul.

**Spells:** A natural channeler replaces the *summon monster* spells on her spell list with *summon nature’s ally* spells of the same level.

## Psychic Channeler (Medium Archetype)

Some mediums seek to develop their psychic powers. Like psychics, they learn to develop a phrenic pool and use phrenic amplifications to modify their spells. While they have that in common with true psychics, some psychics look down on these mediums as dabblers in psychic magic.

**Psychic Legend (Su):** A psychic channeler gains access to the Psychic legendary spirit instead of an archmage spirit. This ability alters the spirit ability.

**Phrenic Pool (Su):** Starting at 3rd level, a psychic gains the phrenic pool class feature, as if he were a psychic of the medium’s level. Because a psychic channeler does not have a psychic discipline, he does not add his Wisdom or Charisma modifier to determine the number of points. If the psychic channeler has actual psychic class levels, he does not gain two phrenic pools; in such cases, add his psychic channeler levels to his psychic class levels to determine the number of points in the pool.



**Phrenic Amplifications:** Starting at 3rd level, a psychic channeler gains one phrenic amplification, as if he were a psychic of the medium's level. He gains an additional phrenic amplification at levels 8, 13, and 18. For the last two phrenic amplifications, the psychic channeler can select major amplifications if he wishes. Phrenic amplifications can only be used with psychic spells, not arcane or divine spells. If the psychic channeler has actual psychic class levels he can use phrenic amplifications gained from either class to affect spells of both classes. This ability replaces haunt channeler, location channel, connection channel, ask the spirits, astral journey, trance of three, and spacious soul.

## Worldly Medium (Medium Archetype)

Some mediums are more concerned with worldly events than other mediums, and learn much about the locations in which they live. They also learn how to be more flexibly channel spirits, so that they are better able to achieve what they wish. Such training means that they are less concerned with the spirit world in general.

**Class Skills:** Replace Knowledge (planes, religion) with Knowledge (geography, local).

**Flexible Spirit Bonus (Su):** When a worldly medium channels a mundane spirit (which is any that does not improve a medium's spellcasting, such as the champion, guardian, marshal, and trickster spirits, but not the archmage, druid, hierophant, or psychic spirits), he can choose which mundane spirit's spirit bonus he wishes for the day. The worldly medium chooses which spirit bonus he wishes each time he channels a mundane spirit. For example, a worldly medium might channel the marshal spirit but instead gain the trickster's spirit bonuses, while on another day he might channel the champion spirit with the guardian's spirit bonuses.

**Favored Terrain (Ex):** At 3rd level, a worldly medium gains the favored terrain ability, as if he were a ranger of the worldly medium's level. At 8th level and every five levels thereafter, the worldly medium may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2. This ability replaces haunt channeler, connection channel, location channel, ask the spirits, trance of three, and astral beacon.

**Spells:** A worldly medium adds *terrain bond*<sup>UC</sup> to his spell list as a 4th level spell.

## Druid (Medium Legendary Spirit)

A druid spirit is a being of true and pure faith in the natural world.

The Druid legendary spirit grants modified spirit powers. In all other ways, it functions identically to a standard hierophant spirit<sup>OA</sup>.

**Natural Arcana (Lesser, Su):** This power functions as the archmage arcana spirit power, except that you add spells from the druid list instead of the sorcerer/ wizard list (these spells count as divine), and you need a divine focus if the spell requires one.

**Nature's Surge (Intermediate, Su):** You can allow the druid spirit to gain 1 point of influence over you in order to cast one of your medium spells known without expending a spell slot. When you do so, the caster level and DC of the spell increase by 1, and you can't apply metamagic to the spell.

**Druidic Arcana (Greater, Su):** You can allow the druid spirit to gain 1 point of influence over you in order to cast any druid spell of a level you can cast. You must expend a spell slot of the appropriate level, and you can't apply metamagic to the spell.

**Legendary Druid (Supreme, Su):** Once per day, you can cast any spell on the druid spell list as if using the druidic arcana ability, except the druid doesn't gain 1 point of influence over you, the spell doesn't require a spell slot, and you can select a spell of any level.

## Psychic (Medium Legendary Spirit)

A psychic spirit is a legend of a psychic (or several of them) that are relevant to the culture that the psychic channeler comes from.

The Psychic legendary spirit grants modified spirit powers. In all other ways, it functions identically to a standard archmage spirit<sup>OA</sup>.

**Phrenic Arcana (Lesser, Su):** This power functions as the archmage arcana spirit power, except that you add spells from the psychic list instead of the sorcerer/ wizard list (these spells count as divine), and spells cast are treated as psychic spells, not arcane.

**Psychic Surge (Intermediate, Su):** You can allow the psychic spirit to gain 1 point of influence over you in order to cast one of your medium spells known without expending a spell slot. When you do so, the caster level and DC of the spell increase by 1, and you can't apply metamagic to the spell.

**Psychic Arcana (Greater, Su):** You can allow the psychic spirit to gain 1 point of influence over you in order to cast any psychic spell of a level you can cast. You must expend a spell slot of the appropriate level, and you can't apply metamagic to the spell.

**Legendary Psychic (Supreme, Su):** Once per day, you can cast any spell on the psychic spell list as if using the psychic arcana ability, except the psychic doesn't gain 1 point of influence over you, the spell doesn't require a spell slot, and you can select a spell of any level.

## Fiend Hunter (Mesmerist Archetype)

Some mesmerists are concerned with using their considerable skills to hunt fiends rather than focusing on manipulating others. Such mesmerists arise in areas where outsiders are a problem and need to be dealt with. The majority of fiend hunters hunt evil outsiders, but despite the name of the archetype, some fiend hunters hunt other types of outsiders, according to their inclinations.

**Class Skills:** Replace Sleight of Hand with Knowledge (planes).

**Detect Evil (Sp):** At will, a fiend hunter can use *detect evil*, as the spell. A fiend hunter can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the fiend hunter does not detect evil in any other object or individual within range. If the fiend hunter chooses an outsider subtype of chaotic, good, or lawful, then the type of detect spell changes to that type of alignment detection; the choice is made at 1st level, and cannot be changed. This ability replaces consummate liar and glib lie.

**Favored Enemy (Ex):** At 1st level, a fiend hunter selects a subtype of outsider, either chaotic, evil, good, or lawful; once made, the choice cannot be changed. She gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against outsiders of the selected subtype. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. A fiend hunter may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the bonus against this favored enemy increases by +2. (Unlike rangers, a fiend hunter does not select additional favored enemies). This ability replaces mesmerist tricks, rule minds, and all instances of manifold tricks.

**Bold Stare (Su):** Most fiend slayers gain at least one devilbane gaze. The rules for these are reprinted later for the reader's convenience.

**Sense Outsider (Su):** At 5th level, whenever the fiend hunter is within 60 feet of a favored enemy, she automatically senses it unless the outsider has protection against detection or scrying. She can then use his detect spell-like ability to determine the strength and location of the outsider(s). This ability does not function if the fiend hunter is unconscious or asleep. This ability replaces mental potency.

**Spells:** A glorious companion adds *instant enemy*<sup>APG</sup> as a 4th level spell to her spell list. This replaces the following spells: *charm person*, *charm monster*, *dominate animal*, *glibness*, *dominate person*, and *mass charm monster*.

## Glorious Companion (Mesmerist Archetype)

Some mesmerists seek to be more effective team mates rather than focusing on manipulating others. Glorious companions focus on acting as force multipliers, weakening opponents with their bold stares and buffing companions with their performance training. Most glorious companions are good aligned, but they can be of any alignment.

**Glorious Companion's Performance (Su):** At 1st level, a glorious companion gains the ability to use certain bardic performances. This ability is similar in all respects to bardic performance as used by a bard of the glorious companion's mesmerist level (including interactions with feats, spells, and other abilities), and uses Perform (oratory) or Perform (sing) as the glorious companion's performance skill. However, a glorious companion gains only the following types of bardic performance: inspire courage (1st level), inspire competence (3rd level), inspire greatness (9th level), and inspire heroics (15th level). This ability replaces consummate liar, glib lie, mental potency, painful stare, and rule minds.

**Spells:** A glorious companion add the following spells to his spell list: *heroism* as a 2nd level spell, *good hope* and *haste* as 3rd level spells, and *greater heroism* as a 5th level spell. These replace the following spells: *charm person*, *charm monster*, *dominate animal*, *glibness*, *dominate person*, and *mass charm monster*.

## Elemental Specialist (Occultist Archetype)

Occultists vary their abilities by the relics and schools of magic that they focus on. Some, however, prefer to focus on specific schools of magic, but unlike the school specialists (see below), focus on elemental schools such as air, earth, and metal, rather than the more conventional schools. They gain special abilities that demonstrate their specialist focus, but are not as proficient in the use of focus powers as other occultists.

**School Powers (Su):** At 1st level, an elemental specialist gains the 1st level school powers of her chosen school. At 8th level, she gains the higher level school power of her chosen school. Treat her elemental specialist level as her wizard level for the purpose of these school powers. This ability replaces outside contact and the focus powers gained at 1st and 9th level.

**Specialism:** At 1st level, an elemental specialist must choose one elemental school of magic (*Pathfinder RPG Advanced Player's Guide*) to specialize in. She can choose from air, earth, fire, metal, void, water, or wood. Unlike specialist wizards, the elemental specialist does not gain bonus spells per day as a result of the specialism, but she does not choose an opposition school. For the reader's convenience, these elemental schools are reprinted in the appendix.

**Specialist Bond (Su):** At 1st level, an elemental specialist gains access to two implements, as normal. However, an elemental specialist must always have one specialist implement; this is a special evocation implement which adds only spells from the elemental specialist's specialism spell list to her occultist spell list and spells known. The elemental specialist must pick a second evocation implement if she wants to choose from the standard occultist evocation spells. From 2nd level, each time she gains an occultist level, an elemental specialist adds one spell from her elemental specialism spell list to her occultist spell list and her list of spells known. The elemental specialist can't choose a spell of a higher level than she is able to cast, and she adds the spell at the same spell level it appears on the elemental wizard spell list. At 14th level, she doesn't gain an additional school of implements. Instead, at 14th level, the DCs of saving throws to resist an elemental specialist's chosen school spells and school powers increase by 2. This ability alters implements.

**Focus Powers (Su):** At 3rd level, an elemental specialist learns the base focus power from her three implement schools and can select one more focus power from the list of those available to her through those schools. This ability alters focus powers.

**Mental Focus (Su):** At 3rd level, an elemental specialist learns how to use mental focus. The elemental specialist has a number of points of mental focus equal to half her elemental specialist level + her Intelligence modifier. This ability alters mental focus.

**Elemental Body (Su)** At 20th level, elemental power surges through the elemental specialist. She gains immunity to the extra damage from critical hits and sneak attacks. Also, the chosen element type grants an immunity or damage reduction: air- immunity to electricity, earth- immunity to acid, fire- immunity to fire, metal- DR 10/piercing, water- immunity to cold, wood- DR 10/slashing, and void- immunity to force damage. This ability replaces implement mastery.

Table 1-1: Psychic Savant Spell Slots per Day

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	–	–	–	–	–	–	–	–
2nd	3	–	–	–	–	–	–	–	–
3rd	4	–	–	–	–	–	–	–	–
4th	4	2	–	–	–	–	–	–	–
5th	4	3	–	–	–	–	–	–	–
6th	4	4	2	–	–	–	–	–	–
7th	4	4	3	–	–	–	–	–	–
8th	4	4	4	2	–	–	–	–	–
9th	4	4	4	3	–	–	–	–	–
10th	4	4	4	4	2	–	–	–	–
11th	4	4	4	4	3	–	–	–	–
12th	4	4	4	4	4	2	–	–	–
13th	4	4	4	4	4	3	–	–	–
14th	4	4	4	4	4	4	2	–	–
15th	4	4	4	4	4	4	3	–	–
16th	4	4	4	4	4	4	4	2	–
17th	4	4	4	4	4	4	4	3	–
18th	4	4	4	4	4	4	4	4	2
19th	4	4	4	4	4	4	4	4	3
20th	4	4	4	4	4	4	4	4	4

## School Specialist (Occultist Archetype)

Occultists vary their abilities by the relics and schools of magic that they focus on. Some, however, prefer to focus on specific schools of magic, such as abjuration, conjuration, and divination, much like some wizards do. They gain special abilities that demonstrate their specialist focus, but are not as proficient in the use of focus powers as other occultists.

**School Powers (Su):** At 1st level, a school specialist gains the 1st level school powers of his chosen school. At 8th level, he gains the higher level school power of his chosen school. Treat his school specialist level as his wizard level for the purpose of these school powers. At the GM's discretion, the school specialist may instead gain focus school powers (*Pathfinder Roleplaying Games Advanced Player's Guide*). This ability replaces outside contact and the focus powers gained at 1st and 9th level.

**Specialism:** At 1st level, a school specialist must choose one standard school of magic to specialize in. He can choose from abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. Unlike specialist wizards, the school specialist does not gain bonus

spells per day as a result of the specialism, but he does not choose an opposition school.

**Specialist Bond (Su):** At 1st level, a school specialist gains access to only the specialist school of implements. He must select his specialist school for his implement mastery. From 2nd level, each time he gains an occultist level, a school specialist can add one specialist school spell from the wizard spell list to his occultist spell list and his list of spells known. The school specialist can't choose a spell of a higher level than he is able to cast, and he adds the spell at the same spell level it appears on the wizard spell list. At 14th level, he doesn't gain an additional school of implements. Instead, at 14th level, the DCs of saving throws to resist a school specialist's chosen school spells and focus powers increase by 2. This ability alters implements and implement mastery.

**Focus Powers (Su):** At 3rd level, a school specialist learns the base focus power from his three implement schools and can select one more focus power from the list of those available to him through those schools. This ability alters focus powers.

**Mental Focus (Su):** At 3rd level, a school specialist learns how to use mental focus. The school specialist has a number of points of mental focus equal to half his school specialist level + his Intelligence modifier. This ability alters mental focus.

## Monastic Psychic (Psychic Archetype)

Psychics develop through many methods, as represented by their disciplines. Monastic psychics receive training in martial monasteries, training their minds along with their bodies in search of enlightenment and perfection. This gives such psychics impressive defenses and the ability to perform amazing feats. However, these psychics never develop the ability to use phrenic amplifications. Most monastic psychics have the self-perfection discipline, while the second most popular discipline among them is that of tranquility; those with other disciplines tend to be less inclined to this path, but that does not prevent them from following it. Many monastic psychics adventure alongside the brawlers<sup>ACG</sup> and monks that they trained with, but many do not.

**Diminished Spellcasting:** A monastic psychic can use one fewer spell per day of each level. Her number of psychic spells known is unchanged.

**Saving Throws:** A monastic psychic has good Reflex and Will saves.

**Phrenic Pool (Su):** A monastic psychic does not gain a phrenic pool until 2nd level, whereupon she can use this energy to accomplish amazing feats. By spending 1 point from her phrenic pool, a monastic psychic can give herself a +4 resilience bonus on one Fortitude saving throw she makes that round. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a monastic psychic can spend 1 point from her phrenic pool to give herself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action, but the bonus on a Fortitude saving throw can also be used as an immediate action. Note that because a monastic psychic does not gain a phrenic pool until 2nd level, she cannot gain phrenic points from her discipline powers until reaching that level. This ability alters phrenic pool and replaces all instances of phrenic amplification.

**Evasion (Ex):** At 3rd level or higher, a monastic psychic can avoid damage from many area-effect attacks. If a monastic psychic makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monastic psychic is wearing light armor or no armor. A helpless monastic psychic does not gain the benefit of evasion.

**Improved Evasion (Ex):** At 11th level, a monastic psychic's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monastic psychic does not gain the benefit of improved evasion.

## Karmic Servants In Play

Karmic servants are intended to be instruments of the lipika aeons, and through them, of the Monad. They perform missions for the lipikas, helping to ensure that events proceed as they should. A karmic servant player should discuss what these missions might be with their GM, for such characters should seem strange and mercurial. While a player might know what a mission is, the character might not directly, but will still have an idea of what needs to be accomplished. Their phantom may have insight into these missions. Such missions should match the planned campaign, of course. Such missions should not happen too frequently, but are intended to enhance the roleplaying aspects of the characters. Once a karmic servant has been created, they should not encounter the lipika that took an interest in them again, except in the most unusual of circumstances.



## Psychic Crafter (Psychic Archetype)

Some psychics choose to focus on creating magic items or mundane items, dispensing with the ability to modify their spells through phrenic amplifications. Psychic crafters are highly dedicated people and usually down to earth, and while most do so to support their particular cause or causes, there are also plenty whom craft magic items purely for the profit. Psychic crafters loathe gremlins on principle, knowing the damage they can do to their hard work. Because of their expertise, they are adept at destroying constructs, gremlins, and objects.

**Class Skills:** A psychic crafter adds Appraise and Disable Device to his list of class skills.



**Weapon and Armor Proficiency:** A psychic crafter is proficient with all simple weapons and all bludgeoning martial weapons, but not with any type of armor or shield.

**Destroy Objects (Ex):** At 1st level, a psychic crafter adds half his psychic crafter level (minimum +1) as a bonus on damage rolls against constructs and objects. This bonus damage is not multiplied on a critical hit.

**Flurry of Blows (Ex):** At 1st level, a psychic crafter can make a flurry of blows as a full-attack action, using his psychic level as his effective monk level when determining the effects of this ability. When using flurry of blows, the psychic crafter can attack with only those weapons which this archetype grants proficiency with. Unlike a monk, flurry of blows can only be used by a psychic crafter against constructs, gremlins, and objects.

**Scribe Scroll:** At 1st level, a psychic crafter gains Scribe Scroll as a bonus feat.

**Skilled Crafter (Ex):** A psychic crafter adds 1/2 his psychic level (minimum +1) as a bonus on all Appraise, Craft, Disable Device, and Spellcraft checks. A psychic crafter can use Disable Device to disarm magic traps. This ability replaces phrenic pool.

**Bonus Feats:** At 3rd, 7th, 11th, 15th, and 19th level, a psychic crafter gains a bonus feat. At each such opportunity, he must choose an item creation feat. The psychic crafter must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The psychic crafter is not limited to the categories of item creation feats when choosing those feats. This ability replaces all instances of phrenic amplification. A psychic crafter cannot gain the Extra Amplification feat.

## Psychic Savant (Psychic Archetype)

While most lore discipline psychics are highly knowledgeable and develop their mental abilities through study and science, psychic savants take this to another level. Most people who know a psychic savant regard them as a genius, and in those areas that possess advanced technology, they might be regarded as "living computers". Most psychic savants are cold and unemotional, but that does not have to be the case.

**Discipline:** A psychic savant must have the lore discipline.

**Spells:** A psychic savant casts psychic spells drawn from the psychic class's spell list, presented in Chapter 4 of *Pathfinder Roleplaying Games Occult Adventures*. A psychic savant must prepare her spells ahead of time, but unlike a medium or spiritualist, her spells are not expended when they're cast. Instead, she can cast any

## Converting Psychic Magic to the new version

Calculate a notional Psychic Energy level by adding +1 to the creature's CR. Divide that total by the number of PE points each spell effect costs to use (round down). This gives the uses per day of each particular spell effect. 0-point effects are always useable at will. If an ability can be used four or more times per day, it is useable at will. If, using notional points, a particular spell effect can be used less than once per day, it can be used once per day; for example, an etainen (CR 1) is listed as having 15 PE in *Bestiary 5*, but when converting it has only 2 nominal points, not enough for the 5 points listed to use *teleport*; therefore, it can use *teleport* 1/day.

Table: Uses Per Day of Psychic Spell-like Abilities

CR	Spell Level									
	0	1	2	3	4	5	6	7	8	9
<1	A	1	*	*	*	*	*	*	*	*
1	A	2	1	*	*	*	*	*	*	*
2	A	3	1	1	*	*	*	*	*	*
3	A	A	2	1	1	*	*	*	*	*
4	A	A	2	1	1	1	*	*	*	*
5	A	A	3	2	1	1	1	*	*	*
6	A	A	3	2	1	1	1	1	*	*
7	A	A	A	2	2	1	1	1	1	*
8	A	A	A	3	2	1	1	1	1	1
9	A	A	A	3	2	2	1	1	1	1
10	A	A	A	3	2	2	1	1	1	1
11	A	A	A	A	3	2	2	1	1	1
12	A	A	A	A	3	2	2	1	1	1
13	A	A	A	A	3	2	2	2	1	1
14	A	A	A	A	3	3	2	2	1	1
15	A	A	A	A	A	3	2	2	2	1
16	A	A	A	A	A	3	2	2	2	1
17	A	A	A	A	A	3	3	2	2	2
18	A	A	A	A	A	3	3	2	2	2
19	A	A	A	A	A	A	3	2	2	2
20	A	A	A	A	A	A	3	3	2	2
21	A	A	A	A	A	A	3	3	2	2
22	A	A	A	A	A	A	3	3	2	2
23	A	A	A	A	A	A	A	3	3	2
24	A	A	A	A	A	A	A	3	3	2
25	A	A	A	A	A	A	A	3	3	2
26	A	A	A	A	A	A	A	3	3	3
27	A	A	A	A	A	A	A	A	3	3
28	A	A	A	A	A	A	A	A	3	3
29	A	A	A	A	A	A	A	A	3	3
30	A	A	A	A	A	A	A	A	3	3

<sup>A</sup> This spell effect can be used at will.

\* This effect can be used once per day.

spell that she has prepared consuming a spell slot of the appropriate level, assuming she hasn't yet used up her spell slots per day for that level.

To learn, prepare, or cast a spell, the psychic savant must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a psychic savant's spell is 10 + the spell's level + her Intelligence modifier.

A psychic savant can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1–1. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1–3 in the *Pathfinder Roleplaying Games Core Rulebook*).

A psychic savant may know any number of spells, but the number she can prepare each day is limited. At 1st level, she can prepare four 0-level spells and two 1st-level spells each day. At each new psychic savant level, the number of spells she can prepare each day increases, adding new spell levels as indicated on Table 1–8 of *Pathfinder Roleplaying Games Occult Adventures* (treat the table as "Psychic Savant Spells Prepared" rather than "Psychic Spells Known"). Unlike the number of spells she can cast per day, the number of spells a psychic savant can prepare each day is not affected by her Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a psychic savant can prepare.

A psychic savant must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour contemplating her psychic depths. While contemplating, the psychic savant decides what spells to prepare and refreshes her available spell slots for the day.

Like a sorcerer, a psychic savant can choose to apply any metamagic feats she knows to a prepared spell as she casts it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats in the *Pathfinder Roleplaying Game*). However, she may also prepare a spell with any metamagic feats she knows and cast it without increasing casting time like a wizard. She cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting (unless she has the metamixing psychic savant exploit, detailed below). This ability alters spellcasting.

**Psychic Depths (Ex):** A psychic savant must contemplate her psychic depths each day to prepare her spells. She can't prepare any spell not retained in her psychic depths, except for *read magic* (which all psychic savants can prepare from memory). To make an analogy, a psychic savant's psychic depths is like the data on a computer's hard drive, that is, the deep recesses of her mind. The spells prepared are her current CPU's software. When she contemplates her psychic depths, she decides for the day which spells are available while the others are kept in her hard drive.

A psychic savant begins play with her psychic depths containing all 0-level psychic spells plus three 1st-level spells of her choice. The psychic savant also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to her psychic depths. At each new psychic savant level, she adds two new spells of any spell level or levels that she can cast (based on her new psychic savant level) to her psychic depths. At any time, a psychic savant can also add psychic spells found in scrolls to her psychic depths; learning a new spell in this way requires the same length of time and cost as copying a spell to a spellbook, as the psychic meditates and drinks rare juice.

**Phrenic Amplifications:** When a psychic savant is eligible to gain a new phrenic amplification, she can select from a limited list of arcanist exploits (*Pathfinder Roleplaying Game Advanced Class Guide*), as well as from the list of phrenic amplifications. The psychic savant can select from the following list of arcanist exploits as a psychic savant phrenic amplification: item crafting, metamagic knowledge, metamixing, quick study, see magic, spell resistance, spell tinkerer. The following greater exploits are available as well as major phrenic amplifications: greater metamagic knowledge, greater spell resistance, and resistance drain. When selecting one of these exploits, she must be high enough level to qualify for that talent, using her psychic level as her arcanist level to determine if she qualifies, and must meet any other prerequisites. A psychic savant must use her phrenic pool in place of arcane reservoir points. Treat any reference to an arcanist's spellbook as referring to a psychic savant's psychic depths. A psychic savant cannot use the Extra Amplification feat (*Pathfinder Roleplaying Game Advanced Class Guide*) to gain additional exploits. If the psychic savant has levels in a class which grants an arcane reservoir, the psychic savant must keep both pools separate. This ability alters phrenic amplifications.

## Karmic Servant (Spiritualist Archetype)

Some spiritualists attract the attention of rare aeons called lipikas (*Pathfinder Roleplaying Game Bestiary* 5). These lipikas are attracted by the spiritualists' understanding of life and death, and the passage beyond, and their potential for understanding karma. For some reason, these spiritualists' phantoms are always those who have been given tasks by a lipika, and for one reason or another haven't quite completed their tasks, or have done and are not quite ready for final rest. These circumstances connect the spiritualists to fate and make them karmic servants. Karmic servants gain unusual abilities, and also a mission. As each mission is completed, they gain an understanding of what they must do next.

**Extension of All (Su):** Through a connection to the lipika, a karmic servant gains access to strange and abstruse knowledge that filters through all existence. However, this connection is not as strong as that possessed by aeons. At 1st level, a karmic servant gains a +1 bonus on all Knowledge checks. This bonus increases by +1 at levels 5, 9, 13, and 17. The connection does not connect karmic servants to aeons in general, so he cannot communicate with aeons telepathically. (See the aeon subtype in *Pathfinder Roleplaying Game Bestiary 5* for more details of this ability.) This ability replaces the *call spirit*, *calm spirit*, *detect undead*, and *see invisibility* spell-like abilities.

**Karmic Link (Su)** At 3rd level, a karmic servant's melee attacks turn their enemies' aggression back upon them. Each time a creature is hit by a karmic servant's melee attack, it must succeed at a Will save (DC 10 + half karmic servant's level + his Wisdom modifier). If the creature fails, for the next minute, whenever it damages the karmic servant, the karmic servant takes only half the damage and the target of the karmic link takes the remaining damage. Multiple failed saving throws against karmic link increase the duration but have no other effect. This ability replaces bonded manifestation and all improvements of that ability.

**Akashic Record (Sp):** At 18th level, a karmic servant gains the ability to use *akashic form* (*Pathfinder Roleplaying Game Occult Adventures*) as a spell-like ability once per day. This ability replaces dual bond.

## Phantom Lord (Spiritualist Archetype)

Some spiritualists focus on mastering the form of their phantom, being able to activate strange modifications within their phantom. While most phantoms are humanoid, that is not always the case, and phantom lords can have a phantom that is humanoid or of an aquatic, quadruped or serpentine form instead. After all, some returned phantoms were never humanoid to begin with, while some were humanoids that returned in a different form.

**Diminished Spellcasting:** A phantom lord can use one fewer spell per day of each level. Her number of psychic spells known is unchanged. If this reduces the number of spells per day for that level to 0, she gains only the bonus spells she would be entitled to based on her Charisma score for that level.

**Ectoplasmic Transformation (Su):** At first level, a phantom lord can awaken a transformative change within her phantom as a swift action. The phantom gains a pool of 2 evolution points (*Pathfinder Roleplaying Game Advanced Player's Guide*) that can be used to temporarily give the phantom evolutions as if it were an eidolon. A phantom lord uses her spiritualist level to determine her

### Phantom Base Forms

The biped base form is the same as the base phantom starting statistics in *Pathfinder RPG Occult Adventures*. Unlike an eidolon, a phantom's good saves are determined by its emotional focus, not by its base form. Similarly, free evolutions are not included. In the case of the aquatic and quadruped base form natural attack, such phantoms apply 1-1/2 times their Strength modifier to their damage roll, as long as the bite is their only natural attack.

#### Aquatic

**Starting Statistics:** **Type** Outsider (phantom); **Size** As spiritualist (or one size category larger, if the spiritualist is Small or smaller); **Speed** 20 ft., swim 40 ft.; **AC** +2 dodge (in incorporeal form) or +2 natural armor (in ectoplasmic form); **Attack** bite (1d6); **Ability Scores** Str 16, Dex 10, Con 13, Int 7, Wis 10, Cha 13.

#### Biped

**Starting Statistics:** **Type** Outsider (phantom); **Size** As spiritualist (or one size category larger, if the spiritualist is Small or smaller); **Speed** 30 ft.; **AC** +2 dodge (in incorporeal form) or +2 natural armor (in ectoplasmic form); **Attack** 2 slams (1d6); **Ability Scores** Str 12, Dex 14, Con 13, Int 7, Wis 10, Cha 13.

#### Quadruped

**Starting Statistics:** **Type** Outsider (phantom); **Size** As spiritualist (or one size category larger, if the spiritualist is Small or smaller); **Speed** 40 ft.; **AC** +2 dodge (in incorporeal form) or +2 natural armor (in ectoplasmic form); **Attack** bite (1d6); **Ability Scores** Str 14, Dex 12, Con 13, Int 7, Wis 10, Cha 13.

#### Serpentine

**Starting Statistics:** **Type** Outsider (phantom); **Size** As spiritualist (or one size category larger, if the spiritualist is Small or smaller); **Speed** 20 ft., climb 20 ft.; **AC** +2 dodge (in incorporeal form) or +2 natural armor (in ectoplasmic form); **Attack** bite (1d6), tail slap (1d6); **Ability Scores** Str 10, Dex 16, Con 13, Int 7, Wis 10, Cha 13.

**Note:** To ensure smooth running during play, a player should ensure that they have complete statistics for the base phantom and the phantom with alterations. The GM should check that the stat blocks are rules legal, and that they do not deal too much damage so that they overshadow other player characters, or for NPCs, that the expected damage values are in line with creatures for their Challenge Rating.

effective summoner level for the purpose of qualifying for evolutions and determining their effects. Whenever she gains a level, she must decide how these points are spent, and they are set until she gains another level. At 8th level, the number of evolution points in her pool increases to 4, and at 15th level, it increases to 6. Activating these evolutions on the phantom is a swift action. A phantom lord can use this ability for 1 minute per day per spiritualist level. This duration need not be consecutive, but it must be spent in 1-minute increments. A phantom transformed in this way cannot exceed the maximum number of attacks available to the eidolon of a summoner whose class level equals that of the spiritualist. This ability replaces greater spiritual interference and spiritual interference. A phantom lord can gain the Extra Evolution<sup>UM</sup> feat up to five times, at the appropriate levels.

**Phantom:** In addition to the base (biped) phantom stat block, new base forms are presented in the sidebar.

**Ectoplasmic Surge (Su):** At 8th level, once per day as a swift action, a phantom lord can touch her phantom and grant it one evolution that costs up to 4 evolution points. The phantom must meet the prerequisites of the selected evolution. Unlike the evolutions from ectoplasmic transformation, this evolution is not set; it can be changed each time the phantom lord uses this ability. Using ectoplasmic surge activates the ectoplasmic transformation ability on the phantom if it isn't already active. This effect lasts until the phantom lord ends the ectoplasmic transformation. This does not allow a phantom to exceed its maximum number of natural attacks.

This ability can grant only one evolution at a time, even if the chosen evolution could be selected multiple times. This ability can grant an evolution that allows additional evolution points to be spent to upgrade that evolution (such as damage reduction or flight), and any points left over can be spent on such upgrades. This ability cannot be used to grant an upgrade to an evolution that the phantom already possesses. This ability replaces bonded manifestation and all improvements of that ability.

**Ectoplasmic Master (Su):** At 20th level, a phantom lord becomes in tune with her nature. She can activate her phantom's ectoplasmic aspect as a free action. When using ectoplasmic surge, she can grant his phantom two evolutions instead of one (each costing up to 4 evolution points). This ability replaces empowered consciousness.

## Relic Hunter (Spiritualist Archetype)

Some spiritualists attract the attention of agathions called reptials (*Pathfinder Roleplaying Game Bestiary* 5). These reptials see the young spiritualist's potential for scholarship and desire to do good. They strike up friendships with the relic hunter to be, acting as mentors and teaching them how to draw forth power from relics. Relic hunters seek to recover important relics, to preserve good ones and destroy evil ones, while confronting evil.

While reptials prefer to train good-aligned creatures, they also train neutral creatures in the hope that they see the light and become good. However, occasionally those they have trained drift into evil or are corrupted by the forces of evil. The outsider regards such cases with disappointment and will try to reform such creatures when possible, but not if there is serious risk to the reptial's personal safety.

**Alignment:** Any nonevil.

**Mental Focus (Su):** At 2nd level, a relic hunter gains a mental focus pool. The pool contains a number of points equal to his spiritualist level + his Intelligence modifier. This otherwise follows the rules for mental focus as possessed by occultists (*Pathfinder Roleplaying Game Occult Adventures*).

If the relic hunter possesses levels in another class that grants points of mental focus, relic hunter levels stack with the levels of that class to determine the total number of mental focus points available to the character, but the Intelligence modifier is added only once to the total. The relic hunter must choose whether to apply the points granted by his Intelligence modifier to either those granted by the relic hunter, or by the other class. The choice of to which class the Intelligence modifier applies is made when the second class ability is gained, and once made, the choice is set. The relic hunter must use the mental focus points granted by this archetype to a single relic, whereas the other class can use their points as normal. This ability replaces bonded senses, dual bond, fused consciousness, and all instances of phantom recall.

**Relic Collector (Su):** Relic hunters are fond of collecting items with even tangential connections to significant celestial events. At 2nd level, each day a relic hunter can choose one school of magic (except necromancy) that is tied to one of his relics (*Pathfinder Roleplaying Game Occult Adventures*). He gains the resonant power for that school of magic as if he were an occultist storing all his points of mental focus in that relic. A relic hunter can only store focus in one relic at a time.

**Inspiration (Ex):** At 3rd level, a relic hunter can expend 2 points of mental focus from the relic as a free action to add 1d6 to the result of a skill or ability check. This choice is made after the check is rolled and before the results are revealed. A relic hunter can use this ability only once per check. A relic hunter can use this ability to add a bonus

on any Knowledge, Linguistics, or Spellcraft skill check without expending a point of mental focus. This ability replaces bonded manifestation and all improvements of that ability.

**Relic Hunter Talent (Ex):** At 8th level and every 5 levels thereafter, a relic hunter gains an investigator talent (*Pathfinder Roleplaying Game Advanced Class Guide*). The relic hunter must choose from the following list of investigator talents as a relic hunter talent: amazing inspiration, device talent, effortless aid, extended inspiration, item lore, perceptive tracking, tenacious inspiration, and underworld inspiration. When selecting an investigator talent, he must be high enough level to qualify for that talent, using his spiritualist level as his investigator level to determine if he qualifies. A relic hunter can gain the Extra Investigator Talent feat (*Pathfinder Roleplaying Game Advanced Class Guide*) as if he were an investigator, but only from level 9, and must choose new talents from the list above that they qualify for. If the relic hunter has levels in another class which grants investigator talents, the relic hunter talents can only be used as a relic hunter, while the other class's talents can only be used with that class; talents gained via the Extra Investigator Talent feat can be used with only one of those classes (choose each time the feat is gained). In such a case, talents gained by Extra Investigator Talent by investigator levels have the full range of talents to choose from, as long as all requirements are met.

### The Psychic Magic Creature Special Quality: A Variant Without Psychic Energy Points

The psychic magic creature special quality is a newly introduced ability that gives monsters the ability to create psychic spell effects, just like spell-like abilities (SLA). Unlike the normal SLA ability, the psychic magic ability uses a kind of "power point" system, something that several people online have said that they do not like.

Therefore, presented now is a revised version of psychic magic that eliminates the power point system and is more in line with the standard SLA ability. Following the revised version is a sidebar outlining how to calculate uses per day of each psychic spell effect in case further creatures are printed that use the psychic magic ability, and following that is a revised version of the psychic magic ability for all of the creatures with that ability in the two monster books that have been published which include monsters with the ability.

**(Revised) Psychic Magic (Sp)** A creature with this ability can use the power of its mind to cast certain spells. Each spell cast using psychic magic consumes an

amount of psychic energy. A creature with this ability can cast any of the spells listed in this entry as many times per day as are listed. The DC for any of these spells is equal to 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma or Intelligence modifier (whichever is higher). Creatures that gain access to undercast spells (*Pathfinder Roleplaying Game Occult Adventures*) via this ability can cast an undercast version of the spell, but there is little advantage in doing so. The psychic magic granted by this ability has the same thought and emotion components as psychic spells. Because this ability grants psychic spellcasting, it also allows the creature to use occult skill unlocks (*Pathfinder Roleplaying Game Occult Adventures*). A monster's psychic magic abilities are presumed to be the psychic versions (per the class). If the spell in question is not a psychic spell, then default to sorcerer/wizard, cleric, druid, bard, paladin, and ranger, in that order. This is otherwise similar to the spell-like ability monster ability (see the glossary in *Pathfinder Roleplaying Game Bestiary*)

**Format: Psychic Magic (Sp)** (CL 10th; concentration +14) At will—*charm person* (DC 14), *disguise self*, *mind thrust III* (DC 16), 1/day—*tower of iron will I* 0A; Location: Before Spell-Like Abilities.

### A Problem With This System

Some of the monsters that have the psychic magic ability have additional abilities that allow them to gain additional psychic energy points (PEPs). There are a number of ways to handle that, because if the GM doesn't want to use psychic energy points, then the effectiveness of those abilities are reduced or eliminated. Here are some options:

- \* Ignore these other abilities.
- \* Ignore these other abilities, but grant bonus Empower Spell-Like Ability or Quicken Spell-Like Ability feats instead to ensure that the monster's Challenge Rating is still appropriate.
- \* When a monster gains one or more PEPs as a result of one of its special abilities, to reduce potential book-keeping, allow the monster to use the gained PEPs to fund the use of metamagic feats with their psychic magic on their next turn, or the same turn if they use Quicken Spell.
- \* When a monster gains one or more PEPs as a result of one of its special abilities, just keep track of the PEPs gained and allow the monster to use the gained PEPs to fund the use of metamagic feats with their psychic magic whenever they like. This requires more book-keeping, but .

# Revised Psychic Magic Entries

Some creatures that follow have notes in their entries that require additional explanation. For example, the two 0-HD races, duergar tyrants and reborn samsarans, have the same frequency of use for their SLA, regardless of character level. Some monsters, like esoteric dragons, psychic vampires, and tulpas, gain increasing numbers of SLAs as they increase in Hit Dice. There are two other creatures with notes as well.

## Apkallu

**Psychic Magic** (CL 19th; concentration +28)

At will—*detect mindscape*<sup>OA</sup> (DC 21), *enshroud thoughts*<sup>OA</sup>, *greater create mindscape*<sup>OA</sup> (DC 25), *hypercognition*<sup>OA</sup>, *intellect fortress III*<sup>OA</sup>, *mind probe*<sup>OA</sup> (DC 23), *mindlink*<sup>OA</sup>, *mindscape door*<sup>OA</sup> (DC 22), *psychic asylum*<sup>OA</sup>, *psychic reading*<sup>OA</sup>, *thought shield*<sup>VOA</sup>

2/day—*divide mind*<sup>OA</sup>, *tower of iron will*<sup>VOA</sup>

## Asura, Yayupak

**Psychic Magic** (CL 5th; concentration +9)

At will—*object reading*<sup>OA</sup>

3/day—*id insinuation*<sup>IOA</sup> (DC 16), *scorching ray*

2/day—*dispel magic*

## Azata, Uinuja

**Psychic Magic** (CL 18th; concentration +23)

At will—*cure serious wounds*, *dancing lights*, *detect mindscape*<sup>OA</sup>, *lesser restoration*, *message*, *mindscape door*<sup>OA</sup>, *mindwipe*<sup>OA</sup> (DC 19)

3/day—*dream council*<sup>OA</sup>, *etheric shards*<sup>OA</sup> (DC 20), *symbol of sleep* (DC 20), *thought shield*<sup>IVOA</sup>

2/day—*greater create mindscape*<sup>OA</sup>

## Baku Dreamweaver

**Psychic Magic** (CL 18th; concentration +26)

At will—*deep slumber* (DC 21)

2/day—*dream scan*<sup>OA</sup> (DC 23), *incorporeal chains*<sup>OA</sup>, *modify memory* (DC 23)

1/day—*dream voyage*<sup>OA</sup>

## Boggart

**Psychic Magic** (CL 8th; concentration +12)

At will—*telekinetic maneuver*<sup>OA</sup>

2/day—*aversion*<sup>OA</sup> (DC 16), *hold person* (DC 16), *invisibility* (DC 16)

1/day—*hallucinatory terrain* (DC 18)

## Brain Mole

**Psychic Magic** (CL 2nd; concentration +2)

2/day—*expedious retreat*, *mind thrust*<sup>IOA</sup> (DC 11), *silent image* (DC 11)

## Brain Mole Monarch

**Psychic Magic** (CL 6th; concentration +8)

At will—*silent image* (DC 13)

3/day—*aversion*<sup>OA</sup> (DC 14), *mental barrier*<sup>IOA</sup>, *mind thrust I*<sup>IOA</sup> (DC 14)

2/day—*fly*, *major image* (DC 15)

## Caulborn Thoughtkeeper

**Psychic Magic** (CL 9th; concentration +15)

At will—*burst of insight*<sup>OA</sup>

3/day—*emotive block*<sup>OA</sup> (DC 19), *mind thrust III*<sup>IOA</sup> (DC 19), *mindscape door*<sup>OA</sup> (DC 19), *telekinetic maneuver*<sup>OA</sup>

2/day—*greater oneiric horror*<sup>OA</sup> (DC 20), *mindwipe*<sup>OA</sup> (DC 20)

## Cerebric Cyst

**Psychic Magic** (CL 10th; concentration +14)

2/day—*mind thrust III*<sup>OA</sup> (DC 17), *synaptic pulse*<sup>OA</sup> (DC 17)

## Caller In Darkness

**Psychic Magic** (CL 10th; concentration +12)

At will—*aversion*<sup>OA</sup> (DC 15), *paranoia*<sup>OA</sup> (DC 15), *telepathic projection*<sup>OA</sup> (DC 14)

3/day—*emotive block*<sup>OA</sup> (DC 16)

2/day—*greater oneiric horror*<sup>OA</sup> (DC 17), *mind thrust*<sup>VOA</sup> (DC 18)

## Chuspiki

**Psychic Magic** (CL 3rd; concentration +4)

3/day—*alter winds* (DC 12)

1/day—*gust of wind* (DC 13), *whispering wind*

## Contemplative, Enlightened

**Psychic Magic** (CL 9th; concentration +14)

At will—*detect magic*, *mindlink*<sup>OA</sup>

3/day—*hypercognition*<sup>OA</sup>, *instigate psychic duel*<sup>OA</sup> (DC 17), *mind thrust II*<sup>OA</sup> (DC 17)

2/day—*mindscape door*<sup>OA</sup> (DC 18), *synaptic pulse*<sup>OA</sup> (DC 18)

1/day—*thought shield III*<sup>OA</sup>, *psychic asylum*<sup>OA</sup>

## Dark Empath

**Psychic Magic** (CL 3rd; concentration +5)

3/day—*mind thrust*<sup>IOA</sup> (DC 13), *paranoia*<sup>OA</sup> (DC 13), *thought echo*<sup>OA</sup> (DC 13)

## Demon, Painajai

**Psychic Magic** (CL 14th; concentration +18)

At will—*cognitive block*<sup>OA</sup> (DC 17), *mental barrier II*<sup>OA</sup>, *synaptic pulse*<sup>OA</sup> (DC 17)

3/day—*confusion* (DC 18), *fear* (DC 18), *greater oneiric horror*<sup>OA</sup> (DC 18), *hungry pit*<sup>APG</sup> (DC 19), *mirage arcana* (DC 19), *nightmare* (DC 19), *phantasmal killer* (DC 18)

## Derro Magister

**Psychic Magic** (CL 6th; concentration +9)

At will—*paranoia* (DC 14)

3/day—*babble*<sup>OA</sup> (DC 15), *mad hallucination*<sup>UM</sup> (DC 15), *placebo effect*<sup>OA</sup>

2/day—*synaptic scramble*<sup>OA</sup> (DC 16), *synesthesia*<sup>OA</sup> (DC 16)

1/day—*battlemind link*<sup>UM</sup>, *greater synaptic pulse*<sup>OA</sup> (DC 17), *mind probe*<sup>OA</sup> (DC 17), *mindwipe*<sup>OA</sup> (DC 17), *synaptic overload*<sup>OA</sup> (DC 17)

## Devil, Memnor

**Psychic Magic** (CL 6th; concentration +9)

At will—*deja vu*<sup>OA</sup>

3/day—*aversion* (DC 15), *calm emotions* (DC 15), *invisibility*

1/day—*confusion* (DC 17)

## Dragons, Esoteric

Esoteric dragons gain an increasing number of spell-like abilities determined by their total age category and dragon type. Calculate frequency of use for each spell by consulting the table on page xx. Caster level and concentration bonus vary by individual. Note that esoteric dragons also have the ability to cast spells as a psychic, but that spellcasting is nothing to do with the psychic magic monster ability.

The sample esoteric dragons have the following psychic magic:

### Young Astral Dragon

**Psychic Magic** (CL 10th; concentration +13)

At will—*deja vu*<sup>OA</sup>, *telekinetic projectile*<sup>OA</sup>

### Adult Astral Dragon

**Psychic Magic** (CL 16th; concentration +21)

At will—*analyze aura*<sup>OA</sup>, *aversion*<sup>OA</sup> (DC 17), *deja vu*<sup>OA</sup>, *id insinuation*<sup>IOA</sup> (DC 18), *telekinetic projectile*<sup>OA</sup>

### Ancient Astral Dragon

**Psychic Magic** (CL 24th; concentration +31),

At will—*analyze aura*<sup>OA</sup>, *aversion*<sup>OA</sup> (DC 19), *deja vu*<sup>OA</sup>, *telekinetic projectile*<sup>OA</sup>, *thoughtsenses*<sup>OA</sup>

3/day—*possession*<sup>OA</sup> (DC 22)

### Young Dream Dragon

**Psychic Magic** (CL 11th; concentration +15)

At will—*lullaby* (DC 14), *mirror strike*<sup>UC</sup>

### Adult Dream Dragon

**Psychic Magic** (CL 17th; concentration +23)

At will—*euphoric cloud*<sup>ACG</sup> (DC 18), *invisibility*, *lullaby* (DC 16), *mirror strike*<sup>UC</sup>, *thought shield*<sup>IOA</sup>

### Ancient Dream Dragon

**Psychic Magic** (CL 25th; concentration +33)

At will—*dream*, *dream travel*<sup>IOA</sup>, *euphoric cloud*<sup>ACG</sup> (DC 21), *invisibility*, *lullaby* (DC 19), *mirror strike*<sup>UC</sup>, *thought shield*<sup>IOA</sup>

### Adult Etheric Dragon

**Psychic Magic** (CL 14th; concentration +17)

At will—*mage hand*, *mind thrust*<sup>IOA</sup>

### Ancient Etheric Dragon

**Psychic Magic** (CL 21st; concentration +27)

At will—*chill metal* (DC 17), *mage hand*, *mind thrust*<sup>IOA</sup>, *telekinetic maneuver*<sup>OA</sup>

### Adult Nightmare Dragon

**Psychic Magic** (CL 13th; concentration +17)

At will—*ghost sound*, *true strike*

### Ancient Nightmare Dragon

**Psychic Magic** (CL 21st; concentration +27)

At will—*dimension door*, *ghost sound*, *true strike*

3/day—*nightmare* (DC 20)

### Young Occult Dragon

**Psychic Magic** (CL 6th; concentration +9)

At will—*forbid action*<sup>UM</sup> (DC 14), *mending*

### Adult Occult Dragon

**Psychic Magic** (CL 12th; concentration +17)

At will—*augury*, *forbid action*<sup>UM</sup> (DC 16), *invisibility*, *mending*

3/day—*blood biography*<sup>APG</sup>

### Ancient Occult Dragon

**Psychic Magic** (CL 20th; concentration +27)

At will—*augury*, *blood biography*<sup>APG</sup>, *cognitive block*<sup>OA</sup>, *debilitating portent*<sup>UC</sup>, *divination*, *forbid action*<sup>UM</sup> (DC 19), *invisibility*, *mending*, *speak with dead*

### Drake, Ether

**Psychic Magic** (CL 12th; concentration +14)

At will—*burst of adrenaline*<sup>OA</sup>, *mindlink*<sup>OA</sup>

2/day—*condensed ether*<sup>OA</sup>

### Dreamthief Hag

**Psychic Magic** (CL 10th; concentration +15)

2/day—*dream council*<sup>IOA</sup> (DC 20), *dream scan*<sup>OA</sup> (DC 20), *dream travel*<sup>OA</sup>

### Duergar Tyrant

Every duergar tyrant has the same inherent psychic magic, but caster level and concentration bonus vary by individual.

**Psychic Magic** (CL \*; concentration +\*)

At will—*mind thrust*<sup>IOA</sup>

2/day—*ironskin*<sup>MC</sup>

### Egophage

**Psychic Magic** (CL 10th, concentration +14)

At will—*anticipate thoughts*<sup>OA</sup> (DC 16)

2/day—*globe of invulnerability*, *id insinuation III*<sup>IOA</sup> (DC 17)

1/day—*ego whip*<sup>IOA</sup> (DC 20)

### Egregore

**Psychic Magic** (CL 13th; concentration +19)

1/day—*heal*, *mass bear's endurance*, *mass bull's strength*

### Egregore Master

Regarding egregore masters, with their increased CR (compared to normal egregores) simply recalculate the frequency of spell usage by consulting the table on page xx; it is also necessary to perform this calculation for new spell effects added by virtue of increased CR.

### Etainen

**Psychic Magic** (CL 2nd; concentration +4)

At will—*deja vu*<sup>OA</sup>, *ghost sound*, *mage hand*, *open/close*

2/day—*disguise self*, *mindlink*<sup>OA</sup> (DC 13)

1/day—*teleport* (self only)

### Golem, Crystal

**Psychic Magic** (CL 14th; concentration +17)

At will—*mind thrust II*<sup>OA</sup> (DC 15)

2/day—*explode head*<sup>OA</sup> (DC 18)

## Gray

**Psychic Magic** (CL 5th; concentration +9)

At will—*sleep* (DC 15)

2/day—*anticipate thoughts*<sup>OA</sup> (DC 16), *mind thrust II*<sup>OA</sup> (DC 16)

## Griefgall

**Psychic Magic** (CL 9th; concentration +11)

3/day—*miserable pity*<sup>UM</sup> (affects host and self; DC 14)

1/day—*crushing despair* (DC 16), *feast on fear*<sup>ACG</sup> (DC 17), *overwhelming grief*<sup>UM</sup> (DC 16), *terrible remorse*<sup>UM</sup> (DC 16)

## Grioth

**Psychic Magic (Sp)** (CL 1st; concentration +2)

At will—*detect magic*, *mage hand*, *open/close*

1/day—*daze monster* (DC 13), *id insinuation*<sup>IOA</sup> (DC 13)

## Hivemind Beetle Swarm

**Psychic Magic** (CL 14th; concentration +16)

At will—*lightning bolt* (DC 19)

3/day—*mental barrier III*<sup>OA</sup>, *mind probe*<sup>OA</sup> (DC 16), *mind thrust IV*<sup>OA</sup> (DC 16), *synaptic scramble*<sup>OA</sup> (DC 17)

2/day—*explode head*<sup>OA</sup> (DC 18), *greater synaptic pulse*<sup>OA</sup> (DC 18), *synapse overload*<sup>OA</sup> (DC 17), *thought shield IV*<sup>OA</sup>

## Lotus Tree

**Psychic Magic** (CL 23rd; concentration +32)

At will—*id insinuation IV*<sup>OA</sup> (DC 24), *mind probe*<sup>OA</sup> (DC 26), *nightmare* (DC 24)

3/day—*create greater mindscape*<sup>OA</sup> (DC 26), *dream council*<sup>OA</sup> (DC 26), *dream scan*<sup>OA</sup> (DC 25), *greater dispel magic*

2/day—*dream voyage*<sup>OA</sup> (DC 28), *microcosm*<sup>OA</sup> (DC 28), *psychic image*<sup>OA</sup> (DC 28)

## Manasaputra, Manu

**Psychic Magic** (CL 12th; concentration +17; Wisdom-based)

At will—*analyze aura*<sup>OA</sup>, *aversion*<sup>OA</sup> (DC 17), *enshroud thoughts*<sup>OA</sup>, *quintessence*<sup>OA</sup>

2/day—*mind thrust VI*<sup>OA</sup> (DC 21), *psychic asylum*<sup>OA</sup>, *psychic crush I*<sup>OA</sup> (DC 20)

## Manasaputra, Maharishi Manu

**Psychic Magic** (CL 16th; concentration +22; Wisdom-based)

At will—*catatonia*<sup>OA</sup> (DC 19), *cognitive block*<sup>OA</sup> (DC 19), *mind thrust IV*<sup>OA</sup> (DC 20)

3/day—*remote viewing*<sup>OA</sup>, *retrocognition*<sup>OA</sup>

2/day—*unshakable zeal*<sup>IOA</sup>

1/day—*divide mind*<sup>OA</sup>

## Manasaputra, Rishi Manu

**Psychic Magic** (CL 14th; concentration +19; Wisdom-based)

At will—*anticipate thoughts*<sup>OA</sup>, *burst of insight*<sup>OA</sup>

3/day—*synapse overload*<sup>OA</sup> (DC 20), *remote viewing*<sup>OA</sup>

2/day—*dream council*<sup>OA</sup> (DC 21)



## Manasaputra, Solar Pitri

**Psychic Magic** (CL 20th; concentration +29;  
Wisdom-based)  
At will—*mindscape door*<sup>OA</sup> (DC 24), *retrocognition*<sup>OA</sup>  
3/day—*awaken construct*<sup>OA</sup> (DC 25), *ego whip* *V*<sup>OA</sup> (DC  
26), *greater create mindscape*<sup>OA</sup> (DC 25)  
2/day—*divide mind*<sup>OA</sup>

## Manasaputra, Twilight Pitri

**Psychic Magic (Sp)** (CL 18th; concentration +26;  
Wisdom-based)  
At will—*aversion*<sup>OA</sup> (DC 20), *babble*<sup>OA</sup> (DC 21),  
*mindwipe*<sup>OA</sup> (DC 22)  
3/day—*awaken*, *awaken construct*<sup>OA</sup>, *greater synaptic  
pulse*<sup>OA</sup> (DC 23), *mind thrust* *VI*<sup>OA</sup> (DC 24), *psychic  
surgery*<sup>OA</sup>, *synapse overload*<sup>OA</sup> (DC 23)  
2/day—*ego whip* *V*<sup>OA</sup> (DC 25), *psychic image*<sup>OA</sup>

## Neothelid Overlord

**Psychic Magic** (CL 20th; concentration +27)  
At will—*demand offering*<sup>OA</sup> (DC 19), *id insinuation* *IV*<sup>OA</sup> (DC 22)  
3/day—*ego whip* *V*<sup>OA</sup> (DC 23), *mass inflict pain*<sup>OA</sup> (DC 23), *mind  
thrust* *VI*<sup>OA</sup> (DC 23)  
2/day—*psychic crush* *V*<sup>OA</sup> (DC 26), *telekinetic storm*<sup>OA</sup> (DC 26)

## Nulmind

**Psychic Magic** (CL 11th, concentration +17)  
At will—*ego whip* *I*<sup>OA</sup> (DC 19), *id insinuation* *I*<sup>OA</sup> (DC  
18), *mental barrier* *I*<sup>OA</sup>  
3/day—*mind thrust* *IV*<sup>OA</sup> (DC 20)

## Prism Dragon

**Psychic Magic** (CL 21st; concentration +29)  
At will—*aura alteration*<sup>OA</sup> (DC 21), *emotive block*<sup>OA</sup>  
(DC 21), *instigate psychic duel*<sup>OA</sup> (DC 20), *suggestion*  
(DC 21), *synaptic scramble*<sup>OA</sup> (DC 22)  
3/day—*id insinuation* *V*<sup>OA</sup> (DC 24), *mass synesthesia*<sup>OA</sup>  
(DC 24), *psychic surgery*<sup>OA</sup> (DC 25)  
2/day—*greater possession*<sup>OA</sup> (DC 26)

## Psyche Serpent

**Psychic Magic** (CL 6th; concentration +8)  
3/day—*charm person* (DC 13)  
2/day—*detect thoughts* (DC 13), *invisibility* (self only)

## Psychemental

**Psychic Magic** (CL 8th; concentration +11)  
3/day—*cognitive block*<sup>OA</sup> (DC 16), *ego whip* *I*<sup>OA</sup> (DC  
16), *mind thrust* *III*<sup>OA</sup> (DC 16), *synaptic pulse*<sup>OA</sup> (DC  
16)  
2/day—*mind probe*<sup>OA</sup> (DC 17), *thought shield* *III*<sup>OA</sup> (DC  
17)  
1/day—*possession*<sup>OA</sup> (DC 18)

## Psychic Vampire

Psychic vampires gain an increasing number of spell-  
like abilities determined by their total Hit Dice. Calculate  
frequency of use for each spell by consulting the table  
on page xx. Caster level and concentration bonus vary by  
individual.

The sample psychic vampire has the following psychic  
magic:

**Psychic Magic** (CL 7th; concentration +11)  
At will—*burst of adrenaline*<sup>OA</sup>, *mental block*<sup>OA</sup> (DC 16),  
*spider climb*  
3/day—*haste*

## Rakshasa, Amanusya

**Psychic Magic** (CL 4th; concentration +8)  
At will—*deja vu*<sup>OA</sup> (DC 15), *hideous laughter* (DC 15),  
*hypnotism* (DC 15), *paranoia*<sup>OA</sup> (DC 15)  
3/day—*babble*<sup>OA</sup> (DC 16), *blur*, *hold person* (DC 16), *id  
insinuation* *I*<sup>OA</sup> (DC 16)

## Rakshasa, Avatarana

**Psychic Magic** (CL 12th; concentration +16)  
At will—*detect magic*, *dispel magic*, *displacement*,  
*expeditious retreat*, *mage hand*, *misdirection* (DC  
16), *ray of enfeeblement* (DC 15), *see invisibility*,  
*spider climb*  
3/day—*dimension door*, *greater invisibility*  
2/day—*dominate person* (DC 19), *ego whip* *III*<sup>OA</sup> (DC  
19), *mind thrust* *V*<sup>OA</sup> (DC 19), *psychic crush* *I*<sup>OA</sup> (DC  
19), *telekinesis* (DC 19)

## Samsaran, Reborn

Every reborn samsaran has the same inherent psychic  
magic, but caster level and concentration bonus vary  
by individual. Note that they must have Cha 11+ to use  
these abilities.

**Psychic Magic** (CL \*; concentration +\*)

At will—*burst of insight*<sup>OA</sup>, *detect psychic significance*<sup>OA</sup>, *psychic reading*<sup>OA</sup>

2/day—*object reading*<sup>OA</sup>

### Serpentfolk Reclaimer

**Psychic Magic** (CL 9th, concentration +14)

At will—*command* (DC 16), *disguise self* (DC 16), *hypnotism* (DC 16)

3/day—*anticipate thoughts*<sup>OA</sup> (DC 17), *instigate psychic duel*<sup>OA</sup> (DC 17), *suggestion* (DC 17)

2/day—*synesthesia*<sup>OA</sup> (DC 18)

1/day—*call spirit*<sup>OA</sup> (DC 20)

### Seugathi Savant

**Psychic Magic** (CL 15th; concentration +19)

At will—*anticipate thoughts*<sup>OA</sup> (DC 16), *detect thoughts* (DC 16), *levitate*, *suggestion* (DC 17)

2/day—*mental barrier IV*<sup>OA</sup>, *mind fog* (DC 19), *psychic crush I*<sup>OA</sup> (DC 19)

### Su

Under this revised system of psychic magic, a su's frequency of spell-like ability usage needs some explanation: Each whelp on a su's back grants it once per day use of each spell effect, so if a su has no whelps it cannot use psychic magic, but if it has six whelps each spell effect can be used up to six times per day.

**Psychic Magic** (CL 12th; concentration +15)

0-6/day (see whelp magic)—*id insinuation II*<sup>OA</sup> (DC 16), *mind thrust III*<sup>OA</sup> (DC 16), *thought shield II*<sup>OA</sup>

### Thought Eater

**Psychic Magic** (CL 4th; concentration +6)

At will—*identify*

1/day—*daze monster* (DC 14), *detect thoughts* (DC 14), *resist energy*

### Tulpa

Tulpas gain an increasing number of spell-like abilities determined by their total Hit Dice. Calculate frequency of use for each spell by consulting the table on page xx. Caster level and concentration bonus vary by individual.

The sample tulpa has the following psychic magic:

**Psychic Magic** (CL 5th; concentration +5)



At will—*burst of adrenaline*<sup>OA</sup>, *burst of insight*<sup>OA</sup>

3/day—*levitate*, *paranoia*<sup>OA</sup> (DC 12)

2/day—*ego whip I*<sup>OA</sup> (DC 13)

### Xulgath

**Psychic Magic** (CL 6th; concentration +7)

At will—*mindlink*<sup>OA</sup> (DC 12), *silent image* (DC 12)

2/day—*suggestion* (DC 13)

### Yithian Elder

**Psychic Magic** (CL 19th; concentration +27)

At will—*hypercognition*<sup>OA</sup>

3/day—*mind probe*<sup>OA</sup> (DC 24)

2/day—*intellect fortress III*<sup>OA</sup>, *mental barrier V*<sup>OA</sup>, *remote viewing*<sup>OA</sup>, *thought shield V*<sup>OA</sup>

1/day—*major mind swap*<sup>OA</sup> (DC 29)

### Yangethe

**Psychic Magic** (CL 10th; concentration +13)

At will—*true strike*

3/day—*quickened true strike*

2/day—*control summoned creature*<sup>UM</sup> (DC 17), *fear* (DC 17)

1/day—*demand* (DC 21)

## Appendix: Reprinted Rules

Presented now for the reader's convenience are some of the rules options that were referred to above. Some of the information is from obscure sources, so this should help save the reader time from searching for such information, especially if this is the hardcopy version of this book.

### Devilbane Gazes

Devilbane gazes can be selected beginning at 3rd level as options for the mesmerist's bold stare improvements. They tend to be more limited in their scope than standard bold stare improvements, but cut to the core of an outsider's being. When a devilbane gaze is used against a creature with the outsider type, double the hypnotic stare penalty applied by the devilbane gaze improvement (but not the Will save penalty the original hypnotic stare imposes). Despite their moniker, devilbane gazes affect all outsiders equally well.

**Devilbane Binding:** The hypnotic stare penalty also applies to all Charisma checks to escape *planar binding* spells, and applies to the target's spell resistance against a *planar binding* spell.

**Devilbane Dampening:** The hypnotic stare penalty also applies to the target's resistance to a single form of energy, chosen by the mesmerist when he initiates the stare. If the mesmerist targets a form of energy to which his target has no resistance, this improvement has no effect.

**Devilbane Dismissal:** The hypnotic stare reduces the duration of any conjuration (summoning) spells the target casts, or that are currently affecting the target, by half.

**Devilbane Impediment:** The target of your hypnotic stare must succeed at a concentration check (DC = 15 + the level of the spell) to activate any of its spell-like abilities (but not standard spellcasting). If the target fails the check, the spell-like ability doesn't function but is still expended.

**Devilbane Mundanity:** The hypnotic stare penalty also applies to the target's spell resistance. This ability doesn't stack with the sapped magic bold stare improvement.

**Devilbane Withering:** The hypnotic stare penalty also applies to attack rolls and damage rolls, but only if the target is an outsider. Unlike most devilbane gazes, this gaze has no effect on creatures not of the outsider type, and effect's penalty isn't doubled when it targets outsiders.

### Elemental Schools Of Magic

The seven elemental schools of magic are included here: air, earth, fire, metal, void, water, and wood. When using them with the elemental specialist archetype above, substitute the word "wizard" for "elemental specialist". It should be noted that the spell lists do not list spells of 7th or higher level. That is because an elemental specialist (occultist archetype) does not have access to spells of those levels. Similarly, a psychic kineticist has access to spell levels 1-4 only; spells of 0 or 5th level or higher are not part of their spell list.

#### AIR

The air elemental uses the forces of the wind, sky, clouds, and lightning to confuse and destroy his foes, all while flying through the air with ease.

**Air Supremacy (Su)** You gain a +2 enhancement bonus on Fly skill checks. This bonus increases by +1 for every five wizard levels you possess. In addition, you can cast *feather fall* on yourself at will. At 5th level, you can cast *levitate* on yourself at will. At 10th level, you can cast *fly* on yourself at will. At 20th level, whenever you make a Fly skill check, assume the roll resulted in a natural 20.

**Lightning Flash (Su)** As a standard action, you can unleash a flash of electricity. This flash deals 1d6 points of electricity damage + 1 point for every two wizard levels you possess to all creatures within 5 feet of you and dazzles them for 1d4 rounds. A successful Reflex save negates the dazzled effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Cyclone (Su)** At 8th level, you can create a vortex of turbulent wind around yourself as a standard action. This vortex has a radius of up to 10 feet and a maximum height of 10 feet per wizard level you possess. Any ranged attack passing through this vortex automatically misses. Any flying creature moving through the vortex must make a Fly skill check or immediately fall from the sky, taking falling damage (the creature cannot make a Fly check to reduce or negate this damage). Creatures on the ground cannot pass through the vortex without first making a Strength check. The DC of this check is equal to 10 + your caster level. The vortex is faintly visible and can be spotted with a DC 15 Perception skill check. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

#### Air Elemental Wizard Spells:

0—*message*

1st—*alter winds*<sup>APG</sup>, *feather fall*, *shocking grasp*

2nd—*elemental speech*<sup>APG</sup>, *elemental touch*<sup>APG</sup>,  
*glide*<sup>APG</sup>, *gust of wind*, *levitate*, *resist energy*,

*summon monster II, whispering wind*  
 3rd—*cloak of winds, draconic reservoir<sup>APG</sup>, elemental aura<sup>APG</sup>, fly, gaseous form, lightning bolt, protection from energy, wind wall*  
 4th—*ball lightning<sup>APG</sup>, detonate<sup>APG</sup>, dragon's breath<sup>APG</sup>, elemental body I, river of wind<sup>APG</sup>, shout, summon monster IV*  
 5th—*elemental body II, lesser planar binding, overland flight, planar adaptation<sup>APG</sup>, suffocation<sup>APG</sup>, summon monster V*  
 6th—*chain lightning, elemental body III, planar binding, sirocco<sup>APG</sup>, summon monster VI*

## EARTH

The earth elemental draws power from the stone around him, shaping it, shattering it, and bending it to his will. He can use it to defend himself or cause it to rise up and crush his foes.

**Earth Supremacy (Su)** You gain a +2 enhancement bonus to your CMD to resist bull rush, reposition, trip, and overrun attempts as long as you are touching the ground. This bonus increases by +1 for every five wizard levels you possess. In addition, you gain a +1 insight bonus on melee attack and damage rolls whenever both you and your foe are touching the ground. At 20th level, earth and stone do not block the line of effect of your spells, although they do still block your line of sight.

**Acid Cloud (Su)** As a standard action, you can create a 5-foot-radius cloud of acid vapor within 30 feet that lasts for 1 round. This cloud deals 1d6 points of acid damage + 1 point for every two wizard levels you possess to all creatures in the cloud and sickens them for 1 round. A successful Fortitude save negates the sickened effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. Creatures that begin their turn inside the cloud can move out that turn without penalty, but those that enter the cloud are affected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Earth Glide (Su)** At 8th level, you gain the ability to move through earth, dirt, and stone for a number of rounds per day equal to your wizard level. You cannot move through worked earth or stone; only natural substances can be traversed. If your total duration expires before you exit the earth, you are flung back to the point where you entered the stone, take 4d6 points of damage, and are stunned for 1 round. Your burrowing does not leave a hole, nor does it give any sign of your presence (although you can be detected by creatures with tremorsense). These rounds do not need to be consecutive.

### Earth Elemental Wizard Spells:

0—*acid splash*

1st—*expeditious excavation<sup>APG</sup>, grease, stone fist<sup>APG</sup>*  
 2nd—*acid arrow, create pit<sup>APG</sup>, elemental speech<sup>APG</sup>, elemental touch<sup>APG</sup>, glitterdust, resist energy, shatter, stone call<sup>APG</sup>, summon monster II*  
 3rd—*draconic reservoir<sup>APG</sup>, elemental aura<sup>APG</sup>, protection from energy, shifting sand<sup>APG</sup>, spiked pit<sup>APG</sup>, stinking cloud*  
 4th—*acid pit<sup>APG</sup>, calcific touch<sup>APG</sup>, detonate<sup>APG</sup>, dragon's breath<sup>APG</sup>, elemental body I, stone shape, stoneskin, summon monster IV*  
 5th—*elemental body II, hungry pit<sup>APG</sup>, passwall, planar adaptation<sup>APG</sup>, lesser planar binding, summon monster V, transmute mud to rock, transmute rock to mud, wall of stone*  
 6th—*acid fog, elemental body III, flesh to stone, move earth, planar binding, stone to flesh, summon monster VI, wall of iron*

## FIRE

The fire elemental sees a world around him that is made to burn, and he can bring that fire to consume his foes. He has also learned that fire can purify and protect, if properly controlled.

**Fire Supremacy (Su)** You gain resistance 5 to fire. At 10th level, this resistance increases to 10. At 20th level, you gain immunity to fire damage. In addition, whenever you are within 5 feet of a source of flame at least as large as a campfire, you can draw the fire around you for 1 round as a swift action. Anyone striking you with a melee weapon or unarmed strike takes an amount of fire damage equal to 1/2 your wizard level (minimum 1). Weapons with reach avoid this damage.

**Fire Jet (Su)** As a standard action, you can send forth a 20-foot line of fire. Anyone in this line takes 1d6 points of fire damage + 1 point for every two wizard levels you possess. A successful Reflex save halves this damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. Creatures that fail their saving throw catch fire and take 1d6 points of fire damage on the following round. Creatures that catch fire can avoid this damage by taking a full-round action to extinguish the flames by making a DC 15 Reflex save. Rolling on the ground gives a +2 circumstance bonus on the save. Dousing the creature with water automatically extinguishes the flame. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Dancing Flame (Su)** At 8th level, as a standard action, you can sculpt fire to suit your desires. With one use of this ability you can move any nonmagical fire up to 30 feet. Alternatively you can use this ability to alter any fire spell that you cast with a duration of instantaneous by removing any number of squares from its area of affect.

If the fire spell has a duration, you can use this ability to reposition the spell, within its original range (treat this as if you had just cast the spell, even though the duration is unchanged). You cannot use this ability on a fire spell that you did not cast. If you move a nonmagical flame, it must have a new source of fuel. If it does not, it is extinguished in one round. You can use this ability a number of times per day equal to 1/2 your wizard level.

#### **Fire Elementalist Wizard Spells:**

0—*spark*<sup>APG</sup>

1st—*burning hands, dancing lantern*<sup>APG</sup>

2nd—*burning gaze*<sup>APG</sup>, *elemental speech*<sup>APG</sup>,  
*elemental touch*<sup>APG</sup>, *fire breath*<sup>APG</sup>, *flaming sphere*,  
*pyrotechnics, resist energy, scorching ray, summon*  
*monster II*

3rd—*campfire wall*<sup>APG</sup>, *draconic reservoir*<sup>APG</sup>, *elemental*  
*aura*<sup>APG</sup>, *fireball, flame arrow, protection from*  
*energy*

4th—*detonate*<sup>APG</sup>, *dragon's breath*<sup>APG</sup>, *elemental body*  
*I, fire shield, fire trap, firefall*<sup>APG</sup>, *summon monster IV*,  
*wall of fire*

5th—*elemental body II, fire snake*<sup>APG</sup>, *geyser*<sup>APG</sup>, *planar*  
*adaptation*<sup>APG</sup>, *lesser planar binding, summon*  
*monster V*

6th—*contagious flame*<sup>APG</sup>, *elemental body III, planar*  
*binding, sirocco*<sup>APG</sup>, *summon monster VI*

## **METAL**

Metal represents firmness, rigidity, persistence, strength, determination, and electricity. It is commonly represented by gold and silver as its purest forms, though lower magic relating to iron and steel is part of the metal school.

**Metal Rending (Su)** Whenever you cast a spell that deals hit point damage, you deal extra damage to creatures made of metal or wearing medium or heavy metal armor. Affected creatures take additional damage equal to 1/2 your wizard level. This bonus damage is not increased by Empower Spell or similar effects. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. The damage is of the same type as the spell.

At 20th level, whenever you cast a spell on a creature made of metal or wearing medium or heavy armor, you can roll twice to penetrate the creature's spell resistance and take the better result.

**Iron Skin (Su)** You gain a +2 armor bonus to your Armor Class for 10 minutes; this bonus increases by +1 for every 5 caster levels (maximum +6 at 20th level). You can use this ability a number of times per day equal to 3 + your Intelligence bonus.

**Shrapnel Burst (Su)** At 8th level, as a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two wizard levels (minimum 1d6) to all creatures within a 10-foot-radius burst. A Reflex save halves this damage. In addition, the twisted scraps of metal make the area difficult terrain until your next turn (at which time they disappear). You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. At 10th-level, the shrapnel bypasses damage reduction as if it were a magic weapon.

#### **Metal Elementalist Wizard Spells:**

0—*mending*

1st—*gravity bow*<sup>APG</sup>, *magic weapon, shocking grasp*

2nd—*defensive shock*<sup>UM</sup>, *glitterdust, make whole*,  
*shatter, silk to steel*<sup>UM</sup>

3rd—*chill metal, heat metal, lightning bolt, keen edge*,  
*magic weapon (greater), versatile weapon*<sup>APG</sup>

4th—*malfunction, shout, stoneskin*

5th—*lightning arc*<sup>UM</sup>, *major creation, rapid repair*<sup>UM</sup>,  
*rusting grasp, soothe construct*<sup>UM</sup>, *unbreakable*  
*construct*<sup>UM</sup>

6th—*chain lightning, disintegrate, wall of iron*

## **VOID**

The void is a complex idea considered by some to be a fifth element—one that comprises thought, space, spiritualism, and insight. Wizards who tap into its mysterious powers gain control over energies that bind the earth to the heavens and the planes to their mysterious and eternal alignments, as well as the powers that stitch living beings to their spirits. The void elemental school presented here is an additional arcane school for the wizard class.

A wizard who specializes in the void element gains a number of school powers and one bonus spell slot of each level that the wizard can cast, from 1st on up. This bonus spell slot must be used to prepare a spell from the void elemental school's spell list. Unlike a normal arcane school, the void elemental school requires the wizard to select a single element (air, earth, fire, or water) as his opposition school. A wizard must expend two spell slots to prepare a spell from his opposed elemental school as normal. He does not need to select a second opposition school.

**Void Awareness (Su)** Your ability to recognize the void allows your body to react to magical manifestations before you're even aware of them. You gain a +2 insight bonus on saving throws against spells and spell-like abilities. This bonus increases by +1 for every five wizard levels you possess. At 20th level, whenever you would be

affected by a spell or spell-like ability that allows a saving throw, you can roll twice to save against the effect and take the better result.

**Reveal Weakness (Su)** When you activate this school power as a standard action, you select a foe within 30 feet. That creature takes a penalty to its AC and on saving throws equal to 1/2 your caster level (minimum -1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence bonus.

**Aura of Prescience (Su)** At 8th level, you can emit a 30-foot aura of void energy for a number of rounds per day equal to your wizard level. Allies within this aura gain a +2 insight bonus on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive.

#### **Void Elementalist Wizard Spells:**

0—*guidance*

1st—*gravity bow*<sup>APG</sup>, *keen senses*, *shield*, *true strike*

2nd—*continual flame*, *haunting mists*<sup>UM</sup>, *invisibility*, *masterwork transformation*<sup>UM</sup>, *see invisibility*, *share memory*<sup>UM</sup>

3rd—*arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *nondetection*, *seek thoughts*<sup>APG</sup>, *twilight knife*<sup>APG</sup>

4th—*minor creation*, *moonstruck*<sup>APG</sup>, *wandering star motes*<sup>APG</sup>

5th—*fabricate*, *major creation*, *mind fog*, *telepathic bond*, *teleport*

6th—*greater dispel magic*, *legend lore*, *true seeing*, *mage's lucubration*

## **WATER**

The water elementalist draws magic from the ocean depths. His power is fluid as well, crushing foes in mighty waves or wearing them down through timeless erosion.

**Water Supremacy (Su)** You gain a +2 enhancement bonus on Swim skill checks. This bonus increases by +1 for every five wizard levels you possess. In addition, you can hold your breath for a number of rounds equal to four times your Constitution score before you must start making checks to avoid drowning. At 10th level, you gain a swim speed equal to your base speed. At 20th level, whenever you make a Swim skill check, assume the roll resulted in a natural 20.

**Cold Blast (Su)** As a standard action, you can unleash a blast of freezing cold. This blast deals 1d6 points of cold damage + 1 point for every two wizard levels you possess to all creatures within 5 feet of you and staggers them for 1 round. A successful Reflex save negates the staggered effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier.

You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Wave (Su)** At 8th level, you can create a wave of water that starts at your location and moves 30 feet per round away from you in a direction of your choosing. Creatures struck by the wave might be knocked down and pushed away. Make a caster level check against the CMD of each creature struck. If you succeed, the creature is knocked prone. If your check exceeds the CMD of the creature by 5 or more, it is carried with the wave during the wave's movement this round. You receive a +5 bonus on this check if the creature shares its space with the wave at the start of your turn (when the wave moves). Creatures carried in this way can move out of the wave on their turn if they succeed on a Strength check (DC = 10 + 1/2 your caster level + your Intelligence modifier), but they cannot breathe while sharing space with the wave. The wave is up to 20 feet high and up to 5 feet long for each wizard level you possess. Nonmagical fires hit by the wave are automatically extinguished. Magical fire effects are unaffected. You can use this ability for a number of rounds per day equal to 1/2 your wizard level.

#### **Water Elementalist Wizard Spells:**

0—*ray of frost*

1st—*hydraulic push*<sup>APG</sup>, *obscuring mist*, *touch of the sea*<sup>APG</sup>

2nd—*accelerate poison*<sup>APG</sup>, *elemental speech*<sup>APG</sup>, *elemental touch*<sup>APG</sup>, *fog cloud*, *resist energy*, *slipstream*<sup>APG</sup>, *summon monster II*

3rd—*aqueous orb*<sup>APG</sup>, *draconic reservoir*<sup>APG</sup>, *elemental aura*<sup>APG</sup>, *hydraulic torrent*<sup>APG</sup>, *protection from energy*, *sleet storm*, *water breathing*

4th—*detonate*<sup>APG</sup>, *dragon's breath*<sup>APG</sup>, *elemental body I*, *ice storm*, *solid fog*, *summon monster IV*, *wall of ice*

5th—*cloudkill*, *cone of cold*, *elemental body II*, *geyser*<sup>APG</sup>, *planar adaptation*<sup>APG</sup>, *lesser planar binding*, *summon monster V*

6th—*elemental body III*, *fluid form*<sup>APG</sup>, *freezing sphere*, *planar binding*, *summon monster VI*

## **WOOD**

Wood represents flexibility, warmth, wind, generosity, cooperation, and idealism. Practitioners of this elemental magic often resemble druids in character and in the use of their magic.

**Flexible Enhancement (Su)** A master of the wood element is able to bend like bamboo when stressed and snap back into place. You gain a +1 enhancement bonus to your Dexterity, Constitution, or Wisdom ability score. This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You

can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two of these ability scores of your choice.

**Splintered Spear (Su)** As a standard action, you can create a wooden shortspear appropriate to your size, which hurls itself as a ranged attack against one target within 100 feet (range penalties apply), using your Intelligence modifier as an attack bonus instead of your Strength or Dexterity modifier. The spear deals normal damage according to its size, plus your Intelligence modifier, then breaks into countless splinters; the target takes 1 point of bleed damage each round on its turn. At 6th-level and every 6 levels thereafter, the spear gains a +1 enhancement bonus and the bleed damage increases by +1. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Cooperative Defense (Su)** At 8th level, whenever a spell or effect targets you and one or more allies within 30 feet, you can use this ability to allow your allies to use your saving throw against the effect in place of their own. Each ally must make this choice individually before the rolls are made. Using this ability is an immediate action. You can use this ability once per day at 8th level, and one additional time per day for every four wizard levels beyond 8th.

#### Wood Elementalist Wizard Spells:

0—*light*

1st—*alter winds*<sup>APG</sup>, *animate rope*, *charm person*

2nd—*cat's grace*, *entangle*, *protection from arrows*,  
*web*, *whispering wind*

3rd—*cloak of winds*<sup>APG</sup>, *tongues*, *tree shape*, *wind wall*

4th—*charm monster*, *hallucinatory terrain*, *minor creation*, *plant growth*, *river of wind*<sup>APG</sup>, *secure shelter*, *sirocco*<sup>APG</sup>

5th—*command plants*, *fabricate*, *fickle winds*<sup>UM</sup>,  
*mirage arcana*, *sending*, *telepathic bond*

6th—*battemind link*<sup>UM</sup>, *cat's grace (mass)*, *tree stride*

## RADIATION

Radiation is a very real threat to those who explore the technological ruins of destroyed spacecraft, strange locations in other words, or possibly other areas of advanced technology. Radiation is a poison effect whose initial effect causes Constitution drain and secondary effect causes Strength damage. Radiation dangers are organized into four categories: low, medium, high, and severe.

**Area of Effect:** Radiation suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of radiation, the stronger the radiation effect becomes. Radiation entries list the



maximum level of radiation in an area, as well as the radius out to which this radiation level applies. Each increment up to an equal length beyond that radius degrades the radiation strength by one level. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation 21 feet to 40 feet from the center in all directions, and a similar zone of low radiation from 41 to 60 feet.

**Initial Effect:** Radiation initially deals Constitution drain unless the affected character succeeds at a Fortitude save. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

**Secondary Effect:** Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt by a secondary effect is instead Constitution damage.

**Removing Radiation Effects:** All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.

RADIATION DAMAGE

Radiation Level	Fort Initial DC	Effect	Secondary Effect
Low	13	1 Con drain	1 Str damage/day
Medium	17	1d4 Con drain	1d4 Str damage/day
High	22	2d4 Con drain	1d6 Str damage/day
Severe	30	4d6 Con drain	2d6 Str damage/day

## Spells

### DETECT RADIATION

**School** divination; **Level** bard 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 120 ft.

**Area** spherical emanation, centered on you

**Duration** 10 minute/level

**Saving Throw** none; **Spell Resistance** no

You detect radiation in the surrounding area. You see radioactive auras as a glowing green shimmer in the air that emanates from radioactive objects; the brighter and more intense the green, the more powerful the radioactivity. This glow does not provide illumination or allow you to see in darkness, apart from being able to see the glow itself. The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it—although radiation can seep into such barriers, causing them to become radioactive (and thus visible to the spell) in time.

### IRRADIATE

**School** conjuration (creation); **Level** cleric 3, druid 4, magus 3, sorcerer/wizard 3, summoner 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** special (see below)

**Duration** instantaneous

**Saving Throw** Fortitude partial (see below); **Spell Resistance** no

The spell's area of effect floods with dangerous radiation. The strength of the radiation you create depends on your caster level, as detailed below. The central irradiated area is always a 10-foot-radius spread that expands normally per the rules for radiation areas of effect. Creatures within the area are exposed to the radiation only once; the radiation does not linger in the area. The save to resist the radiation effects is set by the spell, not the standard save DC for radiation.

Caster Level	Radiation Level
6th or lower	Low
7th-9th	Medium
10th-16th	High
17th or higher	Severe

#### REMOVE RADIOACTIVITY

**School** conjuration (healing); **Level** bard 4, cleric 4, druid 4, inquisitor 4, paladin 4, ranger 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); **Spell**

**Resistance** yes (object)

You remove all ongoing radiation effects, both primary and secondary, on a single target if you succeed at a caster level check (DC = the Fortitude DC associated with the radiation effect). In addition, you immediately restore 1d4 points of Constitution drain and 1d4 points of Strength drain caused by radiation—this spell cannot restore ability damage or drain caused by other sources. When cast on an area, a single casting of *remove radioactivity* removes radiation from a 20-foot-radius area around the point you touch. This spell has no power to negate naturally radioactive materials, and as long as such materials remain in an area, the radiation that was removed may return.

#### REMOVE RADIOACTIVITY, GREATER

**School** conjuration (healing); **Level** cleric 8, druid 8, witch 8

This spell functions like *remove radioactivity*, save that it cures all ability damage and drain due to radioactivity that the target has taken. In addition, you can deplete a radioactive object as well, although because you must touch the object to affect it, you expose yourself to at least 1 round of contact with the object's radiation. You must succeed at a caster level check (DC = 5 + the Fortitude DC associated with the radiation effect) in order to deplete the object. If you are successful, the object no longer emits radiation. In the case of a nuclear reactor or atomic warhead, this permanently renders the reactor or warhead inert and harmless.

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## The Occult Just Got Stranger!

*Occult Archetypes opens up dimensions undreamed of for your Pathfinder campaign!*

*The new psychic rules and occult oddities found in Pathfinder Roleplaying Game Occult Adventures open up a vast new playground for heroes and villains of every kind, bringing along six brand-new character classes in the kineticist, medium, mesmerist, occultist, psychic, and spiritualist, to say nothing of a whole new category of psychic magic. Occult Archetypes brings you 18 amazing archetypes, including at least two for every class, like the worldly medium, poisoned earth kineticist, glorious companion, psychic savant, elemental specialist, and reliquarian. In addition, we bring you almost 30 new wild talents for kineticists from deathstare and acidic boost to share adaptation and irradiating infusion, plus a pair of new legendary spirits for mediums, the druid and psychic! As if an incredible array of options for your character were not enough, for GMs we also provide a simple system for adapting psychic monsters and their powers without resorting to power point systems, plus several appendices detailing some of the unusual rules referenced in these pages, from devilbane gazes to radioactivity! Whatever flavor of psychic strangeness is your favorite, Occult Archetypes will make your occult campaign Legendary!*



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