

Occult Character Codex

Psychics



Julian Neale

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Occult Character Codex

PSYCHIC

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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.

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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Table of Contents

Introduction	6
Adonay Violeta (CR 1/2; NG male elf psychic (tranquility) 1	8
Miroslav Jarkko (CR 1; N male human psychic (rapport) 2	8
Silyanevin (CR 2; N male sylph psychic (lore) 3	9
Jenascia Ruan (CR 3; CN female elf psychic (dream) 4	9
Salandanan (CR 4; LE male sylph psychic (mutation mind; psychedelia) 5	10
Ariya Vercantene (CR 5; NE female halfling psychic (pain) 6	11
Alessia Luque (CR 6; NG female elf psychic (lore) 7	11
Eero Angaryants (CR 7; CE female wayang (abomination) 8	12
Kaur Byrnildsen (CR 8; LN male dwarf psychic (faith) 9	13
Olu (CR 9; LE male ratfolk psychic (rapport) 10	14
Xiomar Saad (CR 10; LN male samsaran psychic (psychic duellist; self-perfection) 11	15
Stojo Salogga (CR 11; NE male half-orc psychic (abomination) 12	16
Zohreh Kulongashi (CR 12; CG female samsaran psychic (tranquility) 12/ranger 1	17
Ivica Zorich (CR 13; NE female human psychic (dream) 14	18
Lilje Hargit (CR 14; LG female dwarf psychic (faith) 15	19
Airesia Truax (CR 15; CE female halfling psychic (abomination) 16	20
Yoanna Seiwreath (CR 16; CN female human fighter 1/psychic (psychedelia) 16	21
Peery Besseliere (CR 17; LE male gnome psychic (psychic duellist; pain) 18	23
Kukeet (CR 18; LE female ratfolk psychic (mutation mind; self-perfection) 19	24
Chengol Varayan (CR 19; CE male halfling psychic (abomination) 20	26

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 Character Codex?

The *Occult Character Codex* series brings you a fantastic collection of detailed, ready-to-use stat blocks for psychic characters using the new classes in the *Pathfinder Roleplaying Game Occult Adventures* rulebook. These characters can be used by GMs as allies or villains, friends or rivals, helpful characters or mysterious strangers, or any other use the GM can think of. Every installment includes 20 fully developed premade characters from 1st to 20th level, drawn from many races and specialties within each class and designed with a full array of spells, magic items, feats, psychic abilities, and detailed tactics for ease of use. If you'd love to introduce elements of the new psychic and occult rules into your campaign but feel a bit overwhelmed by the sheer volume of new material to absorb, this is the book for you. Each *Occult Character Codex* is an ideal complement to the *Pathfinder Roleplaying Game NPC Codex* from Paizo, Inc.

Occult Character Codex: Psychics contains 20 detailed psychic stat blocks of every specialty, from esoteric students of **dream**, **tranquility**, and **faith** to masters of psychic sciences ranging from lore to **psychedelia**, and of course the dangerous delvers into the darkest corners of the mind that draw their power from **pain**, **mutation**, and **abomination**! You'll find psychic humans, halflings, elves, and dwarves, but also stranger races like nagaji, ratfolk samsarans, and sylphs, running the gamut from good to evil and all points in between. With the *Occult Character Codex*, you'll have an entire arsenal of psychic characters waiting and ready to blow your players' minds!

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!



Introduction

Much like the *Pathfinder Roleplaying Game NPC Codex*, each *Occult Character Codex* contains 20 stat blocks, one at each level from 1st to 20th, with each installment focusing on one of the new classes presented in that book. Most of the characters presented herein are single-classed, though some have a small number of levels in other classes if it suits their theme and role. With few exceptions, the *Occult Character Codex* does not use archetypes for the new occult and psychic classes, instead focusing on the classes themselves and the inherent variety of options available to each one. While these characters are not specifically built to use the rituals system introduced in *Pathfinder Roleplaying Game Occult Adventures*, they can certainly make use of them if the GM decides to make rituals a feature of an occult campaign.



AUTOMATIC BONUS PROGRESSION

The stat blocks in this book make use of the Automatic Bonus Progression rules, as detailed in *Pathfinder Roleplaying Game Pathfinder Unchained*. This grants NPCs a bit of a statistical boost in terms of their raw numbers, but without an accompanying increase in their wealth and loot left behind when the PCs defeat them. Where possible, NPC statistics are also designed to correspond to **Table 1-1: Monster Statistics by CR** from Appendix 1 of *Pathfinder Roleplaying Game Bestiary*. The NPCs all have favored class bonuses included. Where an NPC has particular buffing potions or special abilities, Power Attack, and so on, such items and abilities are meant to be used to ensure that the NPCs match the statistics provided by that table for the particular CRs.

PLAYER USE AND GM USE

The *Occult Character Codex* series is designed with GMs in mind, of course, as it provides ready-made allies and adversaries for new and complex classes. However, it is also a resource for players in that it provides a wide variety of templates for building characters with these new classes, many of which are fairly complex and require a bit of forethought. These characters could even be used as pregenerated player characters, adjusting their character wealth (and the automatic bonus progression as well) up by one level to match the expected abilities of player characters rather than NPCs.

COMBAT WITH CODEX CHARACTERS

When planning combat encounters, ensure that the individuals you find here are encountered with other creatures or characters. They may be masterminds, but any combat encounter involving a team of heroes against a single bad guy encounters is usually a bad idea, because action economy issues generally ensure a quick victory for player characters. In addition, the characters you find here are not necessarily locked and loaded for combat alone; they are intended as “living characters,” not as individuals who stand in a room waiting to be slaughtered by rampaging player characters. Each NPC is named and has a quick personality sketch to help build out that character as a unique individual, but those names can also be ignored if the goal is simply to provide a set of similar stock characters in an encounter. While it makes sense to encounter one “John Doe,” encountering 4 “John

Does” just sounds silly; however, encountering 4 “psychic initiates” or “trainee soldiers” makes sense.

TACTICS

Each NPC has a tactics section, though no notes are provided for morale, except in a few cases where the NPCs are intended as spies. It is up to the GM to determine if an NPC fights to the death or otherwise. No tactics section can cover every eventuality or situation, but these serve as guides to the typical strategy each character will take, at least at the beginning of most encounters. Beyond that, their responses will develop organically and intelligently, using their spells, abilities, and items to their best effect. Regarding potential allies for player characters, the notes are short, because it is impossible to know what the PCs will be facing; it’s important to note that NPC allies should never try to steal the PCs’ limelight. Before running a combat encounter, GMs should ensure that they thoroughly understand what an NPC can do. In addition, for the stat blocks and tactics you see in this book, the following general guidelines apply:

Where the tactics say “The individual casts [x],” this refers to long-duration spells like *detect scrying*, *greater false life*, and so on. The effects of those spells are included in the “before pre-buffing” section of the individual’s tactics. For the spells that are cast when combat is imminent, spells of 10 minutes per level duration are likely cast as soon as the individual is aware of intruders in their lair, while spells that last 1 round per level are likely cast when intruders are in the next room if they are fighting something, for example.

Where a spellcaster’s tactics suggest casting *black tentacles*, *repulsion*, or similar ongoing nasty area of effect spells, his or her allies should have some means to attack or affect their enemies without being affected by that effect!

For ease of reference, the save DCs listed in each stat block are marked with an F, R, or W, indicating whether the saving throw in question is a Fortitude, Reflex, or Will save.

As always, GMs can and should change any details of a character and its stat block as needed to suit their games. This is especially helpful when a GM wants to

reuse a particular stat block. For example, changing a stat block’s alignment, race, a few spells, and/or maybe some magic items creates a whole new NPC.

Psychics

Psychics are focused on the power of the mind in the classic senses of mental abilities - telepathy, mind control, mental shielding, dream-weaving, and the like. They have the broadest array of abilities available to them of all psychic spellcasters, akin to arcane wizards in their versatility. The following general notes apply to all of the psychics referenced in this product and may be helpful in running encounters with psychics in any campaign.

- * Psychics have a lot of potential options in combat (depending on the stat block), from casting spells, using discipline powers, and phrenic amplifications. It is important to know what these characters can do.
- * Psychics with the *will of the dead* phrenic amplification can affect undead creatures by using phrenic points.
- * For psychics with the abomination discipline, the text of the dark half ability has been included because it has several different effects on a stat block. Keeping the information together keeps it coherent.
- * Allies of a psychic with the rapport discipline can use the emotional push ability.
- * For psychics with the *mimic metamagic* major amplification, the two feats that can be mimicked have not been chosen to allow GMs to modify the characters for their own games. Some psychics have that amplification more than once, so GMs can choose two feats for each instance of *mimic metamagic*.
- * Bonus discipline spells are denoted with a ^D.

Adonay Violeta (CR 1/2; 200 XP)

Male elf psychic 1
NG Medium humanoid (elf)
Init +2; **Senses** low-light vision; Perception +8

Defense

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 10 (1d6+4)
Fort +1, **Ref** +2, **Will** +4; +2 vs. enchantment spells and effects
Defensive Abilities mental placidity (2/day);
Immunity magic sleep effects

Offense

Speed 30 ft.
Melee rapier +0 (1d6/18-20)
Ranged shortbow +2 (1d6/x3)
Special Attacks phrenic amplification (mind touch), phrenic pool (2 points)
Psychic Spells Known (CL 1st; concentration +3)
1st (4)—*color spray* (W-DC 13), *sleep* (W-DC 13), *telepathic projection*^{OA, D} (W-DC 13)
0—*flare* (F-DC 12), *light*, *lullaby* (W-DC 12), *message*

Tactics

Before Combat The psychic discusses what he will do with allies before taking action.
During Combat The psychic helps allies as best he can, attacking with his weapons, casting spells, or using mental placidity as needed.

Statistics

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 15, Cha 8
Base Atk +0; **CMB** +0; **CMD** 12
Feats Toughness
Skills Knowledge (arcana) +6, Perception +8, Sense Motive +6, Spellcraft +6 (+8 to identify item properties), Survival +3; **Racial Modifier** +2 Perception
Languages Celestial, Common, Elf, Sylvan
SQ elf magic, psychic discipline (tranquility), weapon familiarity (elf)
Gear potions of *cure light wounds* (2); **Gear** leather armor, rapier, shortbow with 40 arrows, dagger, spell component pouch, pouch with 25 gp worth of mixed coins

Adonay is a trainee psychic. Raised in an elven city, his training therefore equipped him with some knowledge of arcane magic. While he believes that meditation can expand the mind, he also holds that experience broadens the mind yet further and therefore stepped forth into the wider world.

Miroslav Jarkko (CR 1; 400 XP)

Male human psychic 2
N Medium humanoid (human)
Init +6; **Senses** Perception +4

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 15 (2d6+6)
Fort +2, **Ref** +2, **Will** +4
Defensive Abilities emotional push (1/day)

Offense

Speed 30 ft.
Melee quarterstaff +1 (1d6)
Special Attacks emotional bond (1 ally), phrenic amplification (will of the dead), phrenic pool (2 points)
Psychic Spells Known (CL 2nd; concentration +4)
1st (5)—*charm person*^D (W-DC 13), *color spray* (W-DC 13), *expeditious retreat*
0—*detect magic*, *flare* (F-DC 12), *light*, *message*, *stabilize*
Psychic Spell-Like Ability (CL 2nd; concentration +4)
1/day—*detect thoughts* (W-DC 14)

Tactics

Before Combat The psychic sets up an emotional bond with one ally. The psychic discusses what he will do with allies before taking action.
During Combat The psychic helps allies as best he can, attacking with his staff or casting spells as needed.

Statistics

Abilities Str 10, Dex 14, Con 14, Int 15, Wis 8, Cha 13
Base Atk +1; **CMB** +2; **CMD** 14
Feats Improved Initiative, Iron Will
Skills Intimidate +7, Knowledge (arcana, geography) +7, Perception +4, Spellcraft +7
Languages Common, Dwarven, Orc
SQ psychic discipline (rapport)
Gear potions of *cure light wounds* (3); **Gear** mwk studded leather, quarterstaff, dagger, spell component pouch, pouch with 57 gp worth of mixed coins and gems

Miroslav believes that working with others is what brings out the best in himself, and therefore has a close group of friends. He helps guide travellers through the wilderness, although he leaves the provisioning of food to those with the right skills.

Silyanevin (CR 2; 600 XP)

Male **sylph**^{ARG} psychic 3
N Medium outsider (native)
Init +6; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 19 (3d6+9)
Fort +4, **Ref** +3, **Will** +5
Resist electricity 5

Offense

Speed 30 ft.
Melee mwk quarterstaff +1 (1d6)
Special Attacks phrenic amplification (intense focus, relentless casting), phrenic pool (3 points)
Psychic Spells Known (CL 3rd; concentration +5)
1st (6)—*charm person* (W-DC 13), *color spray* (W-DC 13), *comprehend languages*^b, *identify*
0—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*
Psychic Spell-Like Ability (CL 3rd; concentration +5)
1/day—*detect thoughts* (W-DC 14)
Sylph Spell-Like Ability (CL 3rd; concentration +5)
1/day—*feather fall*

Tactics

Before Combat The psychic discusses what he will do with allies before taking action.
During Combat The psychic helps allies as best he can, casting spells as needed. He tries to avoid melee combat.

Statistics

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 15, Cha 8
Base Atk +1; **CMB** +1; **CMD** 13
Feats Great Fortitude, Improved Initiative
Skills Knowledge (planes) +8, Perception +8, Spellcraft +8, Stealth +5
Languages Aquan, Auran, Common, Gnome
SQ air affinity, illuminating answers, mnemonic cache, psychic discipline (lore)
Gear potions of *cure light wounds* (6); **Gear** mwk studded leather, mwk quarterstaff, dagger, spell component pouch, pouch with 42 gp worth of mixed coins and gems

Silyanevin reads voraciously, especially about matters of the planes, powers of the mind, and science. He believes that the more knowledge he gains, the stronger his mental abilities will become. He therefore travels a lot, and is usually found in a library of some sort, or planning to gain access to a private collection.

Jenascia Ruan (CR 3; 800 XP)

Female elf psychic 4
CN Medium humanoid (elf)
Init +6; **Senses** low-light vision; Perception +9

Defense

AC 16, touch 13, flat-footed 10 (+3 armor, +2 Dex, +1 dodge)
hp 28 (4d6+12)
Fort +4, **Ref** +3, **Will** +5; +2 vs. enchantment spells and effects
Immune magic sleep effects



Offense

Speed 30 ft.

Melee mwk rapier +2 (1d6-1/18-20)

Ranged mwk longbow +5 (1d8-1/x3)

Special Attacks dream leech (2/day; W-DC 14), oneiromancy (5/day), phrenic amplification (complex countermeasure, mind shield), phrenic pool (4 points)

Psychic Spells Known (CL 4th; concentration +6)
2nd (4)—*oneiric horror*^{OA, D} (W-DC 14), *scare* (W-DC 14)

1st (7)—*charm person* (W-DC 13), *expeditious retreat*, *feather fall*, *sleep*^D (W-DC 13)

0—*detect magic*, *flare* (F-DC 12), *ghost sound* (W-DC 12), *light*, *mending*, *message*

Psychic Spell-Like Ability (CL 4th; concentration +6)

1/day—*detect thoughts* (W-DC 14)

Tactics

Before Combat The psychic discusses what she will do with allies before taking action.

During Combat The psychic helps allies as best she can, casting spells as needed. She tries to avoid melee combat.

Statistics

Abilities Str 8, Dex 14, Con 14, Int 15, Wis 10, Cha 14

Base Atk +2; **CMB** +1; **CMD** 14

Feats Dodge, Improved Initiative

Skills Intimidate +9, Knowledge (arcana) +9, Perception +9, Spellcraft +9 (+11 to identify item properties); **Racial Modifier** +2 Perception

Languages Common, Elven, Goblin, Sylvan

SQ elf magic, psychic discipline (dream), weapon familiarity (elf)

Gear potions of *cure light wounds* (6); **Gear** mwk studded leather, mwk rapier, mwk longbow with 20 arrows, dagger, spell component pouch, pouch with 21 gp worth of mixed coins and gems; **Automatic**

Bonus Progression resistance +1

Jenascia is an unusual individual, who calls herself a “dream consultant”. She lives in a large city where she keeps a small shop selling trinkets to students of the occult and performing “dream therapy”, as she calls it. She is quite selfish, and sometimes oneiromancy for her personal gain.

Salandanan

(CR 4; 1,200 XP)

Male *sylph*^{ARG} psychic (mutation mind) 5

LE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 40 (5d6+20)

Fort +4, **Ref** +4, **Will** +7

Defensive Abilities drug resistance, warped brain (W-DC 14); **DR** 2/-; **Resist** electricity 5

Offense

Speed 60 ft.

Melee +1 *morningstar* +5 (1d8+3)

Special Attacks phrenic pool (4 points), physical mutation (5 minutes/day)

Psychic Spells Known (CL 5th; concentration +8)

2nd (5)—*fox's cunning*, *hideous laughter* (W-DC 15), *mad hallucination*^{UM, D} (W-DC 15)

1st (7)—*burst of insight*^{OA}, *color spray* (W-DC 14), *expeditious retreat*, *polypurpose panacea*^{UM, D}, *silent image* (W-DC 14)

0—*detect magic*, *flare* (F-DC 13), *know direction*, *mending*, *message*, *stabilize*

Psychic Spell-Like Abilities (CL 5th; concentration +8)

2/day—*calm emotions* (DC 14)

1/day—*detect thoughts* (DC 12)

Sylph Spell-Like Ability (CL 5th; concentration +4)

1/day—*feather fall*

Tactics

Before Combat The psychic casts *expeditious retreat* and *fox's cunning*, and activates physical mutation, when combat is imminent. He does not normally use cognatogen in a combat situation.

During Combat The psychic casts spells against his enemies, preferring to use *color spray* to affect as many foes as possible, as long as he can avoid hitting her allies. He tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are loses DR; **Speed** 30 ft.; **Melee** +1 *morningstar* +3 (1d8+1); -1 to spell save DCs and concentration check bonus; **Str** 10, **Int** 15; **CMB** +2; **CMD** 14; -1 to Int-based skills

Statistics

Abilities Str 14, Dex 14, Con 14, Int 17, Wis 14, Cha 8

Base Atk +2; **CMB** +4; **CMD** 16

Feats Armor Proficiency (Light), Improved Initiative, Toughness

Skills Knowledge (arcana, planes) +11, Perception +10, Spellcraft +11

Languages Auran, Common, Ignan, Terran

SQ air affinity, bodily mutation (rubbery), cognatogen (1/day, 5 minutes), psychic discipline (psychedelia)

Gear oils of *darkness* (2), potions of *cure light wounds* (4) and *cure moderate wounds* *retreat*;

Gear mwk chain shirt, mwk morningstar, dagger,

spell component pouch, pouch with 59 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, resistance +1, weapon attunement +1 (morningstar)
Note: When using *physical mutation*, Salandanan's body becomes soft and rubbery.

Salandaran maintains a cover as a minor academic or personal tutor in various subjects, but is in reality a drug dealer. His clothes have a slightly acrid scent. Occasionally he writes poetry while under the influence, and this poetry is mostly garbage; sometimes he accidentally creates a good piece.

Ariya Vercantene (CR 5; 1,600 XP)

Female halfling psychic 6
 NE Small humanoid (halfling)
Init +11; **Senses** Perception +11

Defense

AC 19, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 size)
hp 47 (6d6+24)
Fort +6, **Ref** +6, **Will** +7; +2 vs. fear

Offense

Speed 40 ft.
Melee +1 *heavy mace* +3 (1d6-1)
Special Attacks lay on hands (3/day; 1d6; self only), mercy (shaken), painful reminder (5/day), phrenic amplification (intense focus, relentless casting), phrenic pool (5 points)
Psychic Spells Known (CL 6th; concentration +9)
 3rd (4)—*deep slumber* (W-DC 16), *vampiric touch*^D
 2nd (6)—*invisibility*, *pain strike*^{APG, D} (F-DC 15), *suggestion* (W-DC 15)
 1st (7)—*anticipate peril*^{UM}, *color spray* (W-DC 14), *expeditious retreat*, *persuasive goad*^{UM, D} (F-DC 14), *telepathic projection*^{OA} (W-DC 14)
 0—*detect magic*, *ghost sound* (W-DC 13), *light*, *lullaby* (W-DC 13), *mending*, *message*, *open/close*
Psychic Spell-Like Ability (CL 6th; concentration +9)
 1/day—*detect thoughts* (W-DC 15)

Tactics

Before Combat The psychic casts *anticipate peril* and *expeditious retreat* when combat is imminent.
During Combat The psychic casts spells against her enemies, preferring to use *deep slumber* or *suggestion* to neutralize enemies as quickly as possible. She tries to avoid melee combat, and uses lay on hands to heal herself (as a swift action) once she becomes wounded. If in serious danger of losing her life, she casts *invisibility* and flees.

Basic Statistics Without pre-buffing, the psychic's statistics are **Init** +6; **Speed** 20 ft.

Statistics

Abilities Str 6, Dex 14, Con 14, Int 16, Wis 10, Cha 15
Base Atk +3; **CMB** +0; **CMD** 12
Feats Armor Proficiency (Light), Improved Initiative, Toughness
Skills Acrobatics +10, Climb +6, Intimidate +11, Perception +11, Sense Motive +9; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception
Languages Common, Dwarven, Gnome, Goblin, Halfling
SQ psychic discipline (pain), weapon familiarity (halfling)
Gear potions of *cure light wounds* (4), scrolls of *skinsend*^{UM} (4); **Gear** mithril shirt, mwk heavy mace, dagger, spell component pouch, pouch with 105 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, resistance +1, weapon attunement +1 (heavy mace)

Ariya is a sado-masochist. She likes causing pain in others, but most especially herself, believing that her most powerful psychic abilities manifest only when she is suffering pain. As a consequence, she has many scars and burn marks on her body. She has a dark past that drives her on her path of hatred and revenge.

Alessia Luque (CR 6; 2,400 XP)

Female elf psychic 7
 NG Medium humanoid (elf)
Init +6; **Senses** low-light vision; Perception +14

Defense

AC 18, touch 13, flat-footed 16 (+5 armor, +1 deflection, +2 Dex)
hp 55 (7d6+28; 67 with *false life*)
Fort +7, **Ref** +5, **Will** +8; +2 vs. enchantment spells and effects
Defensive Abilities illuminating answers; **Immune** magic sleep effects

Offense

Speed 30 ft.
Melee mwk rapier +3 (1d6-1/18-20)
Ranged +1 *longbow* +6 (1d8/x3)
Special Attacks phrenic amplification (overpowering mind, relentless casting, will of the dead), phrenic pool (5 points)
Psychic Spells Known (CL 7th; concentration +11)
 3rd (5)—*dispel magic*^D, *haste*, *heroism*
 2nd (7)—*false life*, *fox's cunning*, *hideous laughter* (W-DC 16), *hypercognition*^{OA, D}
 1st (7)—*alarm*, *color spray* (W-DC 15),

comprehend languages^D, feather fall, identify, remove fear

0—*dancing lights, detect magic, ghost sound (W-DC 14), message, read magic, prestidigitation, stabilize*

Psychic Spell-Like Ability (CL 7th; concentration +11)
1/day—*detect thoughts* (W-DC 16)

Tactics

Before Combat The psychic casts *false life*. She casts *fox's cunning* on herself and any requested spells when combat is imminent. The psychic discusses what she will do with allies before taking action.

During Combat The psychic helps allies as best she can, casting spells as needed. She tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are -1 to spell save DCs and concentration check bonus; **Int** 17; -1 to Int-based skills

Statistics

Abilities Str 8, Dex 14, Con 14, Int 19, Wis 14, Cha 10

Base Atk +3; **CMB** +2; **CMD** 14

Feats Armor Proficiency (Light), Great Fortitude, Improved Initiative, Toughness

Skills Knowledge (arcana, nature, religion) +14, Perception +14, Spellcraft +14 (+16 to identify item properties); **Racial Modifier** +2 Perception

Languages Celestial, Draconic, Common, Elven, Sylvan

SQ automatic writing, elf magic, mnemonic cache, psychic discipline (lore), weapon familiarity (elf)

Gear potions of *cure light wounds* (7), wand of *feather step*^{APG} (50 charges); **Gear** mithril shirt, mwk rapier, mwk longbow with 20 arrows, dagger, spell component pouch, pouch with 96 gp worth of mixed coins and gems; **Automatic Bonus**

Progression armor attunement +1, deflection +1, mental prowess +2, resistance +1, weapon attunement +1 (longbow)

Alessia is a teacher and researcher in a college of psychic studies. She is very caring and friendly, but takes a dim view of misbehavior and those who study the occult for dark reasons. Despite her mild manners, she is a vociferous opponent of evil.

Eero Angaryants

(CR 7; 3,200 XP)

Female *wayang*^{ARG} psychic 8

CE Small humanoid (wayang)

Init +7; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 size)

hp 70 (8d6+40; 83 with *false life*)

Fort +6, **Ref** +6, **Will** +10; +2 vs. spells of the shadow subschool

Defensive Abilities light and dark (1/day), morphic form (5/variable when dark half active)

Offense

Speed 20 ft., fly 60 ft. (good)

Melee +1 *morningstar* +4 (1d6)

Special Attacks dark half (9 rounds/day), phrenic amplification (intense focus, mindtouch, relentless casting), phrenic pool (6 points)

Dark Half (Su) By allowing the dark forces to overcome her, the psychic can enter a state of instinctual cruelty as a swift action. While she



manifests her dark half, she increases the DCs of her psychic spells by 1, gains a +2 morale bonus on Will saves, and becomes immune to fear effects. Whenever she casts a spell that deals damage while manifesting her dark half, she can cause one creature that took damage from the spell to also take 2 points of bleed damage. While manifesting her dark half, she can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than casting spells using psychic magic, using phrenic amplifications, or attempting to return to normal. She can attempt to return to her normal self as a free action, but must succeed at a concentration check of DC 18. If she fails, she continues to manifest her dark half and can't attempt to change back for 1 round.

Psychic Spells Known (CL 8th; concentration +12)

4th (4)—*black tentacles*^D, *confusion* (W-DC 18)
 3rd (6)—*excruciating deformation*^{UM, D} (F-DC 17),
fly, *mindscape door*^{OA}
 2nd (7)—*alter self*^D, *false life*, *owl's wisdom*,
spectral hand
 1st (7)—*alarm*, *detect secret doors*, *erase*, *mage*,
remove fear, *ray of enfeeblement*^D (F-DC 15)
 0—*arcane mark*, *bleed* (W-DC 14), *dancing lights*,
detect magic, *ghost sound* (W-DC 14), *know*
direction, *message*, *read magic*

Psychic Spell-Like Ability (CL 8th; concentration +12)

1/day—*detect thoughts* (W-DC 16)

Wayang Spell-Like Abilities (CL 8th; concentration +10)

1/day—*ghost sound* (W-DC 12), *pass without trace*,
ventriloquism (W-DC 12)

Tactics

Before Combat The psychic casts *false life*. She casts *fly*, *owl's wisdom*, and *spectral hand* when combat is imminent.

During Combat The psychic activates dark half and casts *black tentacles* against her enemies in round one. In round two she casts *confusion*, and in subsequent rounds casts *excruciating deformation*, *fleshworm infestation* (from a scroll), or *ray of enfeeblement*. She tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are **Will** +8; **Wis** 8; -2 to Perception

Statistics

Abilities Str 8, Dex 16, Con 16, Int 18, Wis 12, Cha 14

Base Atk +4; **CMB** +2; **CMD** 15

Feats Armor Proficiency (Light), Improved Initiative, Iron Will, Toughness

Skills Disguise +10, Fly +16 (+24 with *fly* cast), Knowledge (arcana, planes) +15, Perception +14, Spellcraft +15, Stealth +9; **Racial Modifiers** +2

Perception, +2 Stealth

Languages Common, Infernal, Nagaji, Samsaran, Tengu, Wayang

SQ psychic discipline (abomination)

Gear potion of *inflict moderate wounds*, scrolls of *fleshworm infestation*^{UM} (3; F-DC 16); **Gear** mithril shirt, mwk morningstar, dagger, spell component pouch, pouch with 84 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1 (clothes), deflection +1, mental prowess +2, physical prowess +2, resistance +1, weapon attunement +1 (morningstar)

While most wayangs are not evil, Earo is. She is part of a group of wayangs that have been corrupted by strange entities, and as psychics they all exhibit the abomination discipline. Earo enjoys embracing her dark half, and the power it provides. Who knows what the goal of these wayangs is?

Kaur Byrnildsen

(CR 8; 4,800 XP)

Middle-aged male dwarf psychic 9

LN Medium humanoid (dwarf)

Init +7; **Senses** darkvision 60 ft., *see invisibility*;

Perception +19 (+21 to notice unusual stonework)

Defense

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 natural); +4 dodge vs. giants
hp 79 (9d6+45; 93 with *false life*)

Fort +10, **Ref** +8, **Will** +10; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities resilience of the faithful

Offense

Speed 20 ft.

Melee +1 battleaxe +4 (1d8/x3)

Special Attacks +1 attack bonus vs. humanoids (goblins and orcs), divine energy (cure spells), phrenic amplification (intense focus, overpowering mind, relentless casting), phrenic pool (6 points)

Psychic Spells Known (CL 9th; concentration +13)

4th (5)—*fear* (W-DC 18), *guardian of faith*^{ACG, D},
lesser age resistance^{UM}

3rd (7)—*dispel magic*, *haste*, *heroism*, *magic vestment*^D

2nd (7)—*bull's strength*, *false life*, *see invisibility*,
spiritual weapon^D, *undetected alignment*

1st (7)—*alarm*, *bless*^D, *endure elements*, *expeditious retreat*, *floating disk*, *telepathic projection*^{OA} (W-DC 15)

0—*dancing lights*, *detect magic*, *detect poison*,
ghost sound (W-DC 14), *lullaby* (W-DC 14),
message, *read magic*, *stabilize*

Psychic Spell-Like Abilities (CL 9th; concentration +13)
2/day—*calm emotions* (W-DC 14)
1/day—*detect thoughts* (W-DC 16), *telepathic bond*

Tactics

Before Combat The psychic casts *false life*, *lesser age resistance*, and *undetectable alignment*. He casts *see invisibility* on himself and any requested spells when combat is imminent. The psychic discusses what he will do with allies before taking action.

During Combat The psychic helps allies as best he can, casting spells as needed. He tries to avoid melee combat.

Statistics

Abilities Str 8, Dex 16, Con 16, Int 19, Wis 15, Cha 9
Base Atk +4; **CMB** +3; **CMD** 16 (20 vs. bull rush and trip)

Feats Armor Proficiency (Light), Eschew Materials, Great Fortitude, Improved Initiative, Toughness

Skills Knowledge (arcana, dungeoneering, religion) +16, Diplomacy +11, Perception +19 (+21 to notice unusual stonework), Spellcraft +16

Languages Common, Dwarven, Giant, Gnome, Goblin, Undercommon

SQ deity (LG god of dwarves, forging, and battle), psychic discipline (faith), weapon familiarity (dwarf)

Gear potions of *cure moderate wounds* (3); **Gear** mithril shirt, mwk battleaxe, dagger, *eyes of the eagle*, silver holy symbol, pouch with 187 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +1, deflection +1, mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +1 (battleaxe)

Like most dwarven psychics, Kaur exhibits his psychic abilities via the faith discipline. Other dwarves within his community tend to assume he is a priest of some kind. While not a cleric, he is fully devout and sometimes leads religious services for his community. He also provides spiritual guidance for them.

Olü

(CR 9; 6,400 XP)

Male *ratfolk*^{ARG} psychic 10

LE Small humanoid (ratfolk)

Init +7; **Senses** darkvision 60 ft., *see invisibility*; Perception +15

Defense

AC 23, touch 16, flat-footed 19 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +1 size)

hp 87 (10d6+50; 108 with *greater false life*)

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

Defensive Abilities emotional push (3/day)

Offense

Speed 40 ft.

Melee +2 *spear* +7/+7 (1d6/x3)

Special Attacks emotional bond (2 allies), phrenic amplification (intense focus, relentless casting, will of the dead), phrenic pool (7 points), swarming

Psychic Spells Known (CL 10th; concentration +14)

5th (3)—*mass suggestion*^E (W-DC 20), *telepathy*^{OA, D}

4th (6)—*confusion*^E (W-DC 19), *greater false life*^{UM}, *lesser geas*^{E, D} (W-DC 19)

3rd (7)—*coordinated effort*^{APG, D}, *haste*, *heroism*, *invisibility sphere*, *pain strike*^{APG} (F-DC 17)

2nd (7)—*detect mindscape*^{OA}, *enthrall*^{E, D} (W-DC 17), *invisibility*, *see invisibility*, *tactical acumen*^{UC}

1st (7)—*alarm*, *charm person*^{E, D} (W-DC 16), *color spray* (W-DC 15), *detect undead*, *expeditious retreat*, *shield*

0—*dancing lights*, *detect magic*, *detect poison*, *flare* (F-DC 14), *ghost sound* (W-DC 14), *mending*, *message*, *read magic*, *stabilize*

Psychic Spell-Like Abilities (CL 10th; concentration +14)

At will—*share memory*^{UM} (willing targets only)

1/day—*detect thoughts* (W-DC 16), *telepathic bond*

Tactics

Before Combat The psychic casts *greater false life* and sets up an emotional bond with two allies. She casts *see invisibility* and buffs herself and her allies with *haste* and *tactical acumen* (and possibly others, such as *heroism*) when combat is imminent.

During Combat The psychic casts *confusion* against her enemies in round one. In round two she casts *mass suggestion*, and in subsequent rounds casts either of those two spells again, or *pain strike*. She tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are **AC** 22, touch 15, flat-footed 19; **Ref** +8; **Speed** 20 ft.; **Melee** +2 *spear* +6 (1d6/x3)

Statistics

Abilities Str 6, Dex 16, Con 16, Int 18, Wis 10, Cha 14

Base Atk +5; **CMB** +2; **CMD** 14

Feats Armor Proficiency (Light), Great Fortitude, Improved Initiative, Precise Strike^{B, APG}, Spell Focus (enchantment), Toughness

Skills Craft (alchemy) +19, Knowledge (arcana, dungeoneering) +17, Perception +15, Spellcraft +17, Use Magic Device +14; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device

Languages Aklo, Common, Dwarven, Halfling, Undercommon

SQ psychic discipline (rapport), rodent empathy, share memory, team player

Gear potions of *cure moderate wounds* (5), scroll of *dimension door*; **Gear** mithril shirt, mwk spear, dagger, necklace (worth 100 gp), *ring of sustenance*, spell component pouch, pouch with 165 gp worth of mixed coins and gems; **Automatic Bonus**

Progression armor attunement +2, deflection +1, mental prowess +2, physical prowess +2, resistance +2, toughening +1, weapon attunement +2 (spear)

As a ratfolk, Olu believes in teamwork, and his discipline reflects that. Of course, being more powerful than his allies, he is The Boss of his gang of thieves and fences. Olu has a number of fingers in a number of pies. He may know Kukeet (the CR 18 ratfolk psychic).

Xiomar Saad

(CR 10; 9,600 XP)

Male *samsaran*^{ARG} psychic (psychic duellist) 11
LN Medium humanoid (samsaran)

Init +7; **Senses** low-light vision, *see invisibility*;
Perception +18

Defense

AC 24, touch 15, flat-footed 21 (+6 armor, +2 deflection, +3 Dex, +3 natural)

hp 107 (11d6+66; 129 with *greater false life*)

Fort +12, **Ref** +9, **Will** +12

Defensive Abilities lifebound

Lifebound (Ex) Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Offense

Speed 30 ft.

Melee +2 *club* +7 (1d6+2)

Special Attacks bodily surge (6 dice), manifest amplification (extended effect), phrenic amplification (mind shield, will of the dead; major: dispelling pulse), phrenic pool (7 points), physical push (2/day, +2), psychic duel acumen, thought made real

Psychic Spells Known (CL 11th; concentration +15)

5th (4)—*echolocation*^{UM, D}, *explode head*^{OA} (W-DC 19), *greater synaptic pulse*^{OA} (W-DC 19)

4th (7)—*black tentacles*, *freedom of movement*^D, *greater false life*^{UM}, *resilient*

sphere (R-DC 18)

3rd (7)—*analyze aura*^{OA}, *clairaudience/clairvoyance*, *haste*^D, *heroism*, *speak with dead*

2nd (7)—*darkvision*, *detect mindscape*^{OA}, *invisibility*, *instigate psychic duel*^{OA, D} (W-DC 17), *see invisibility*, *zone of truth* (W-DC 16)

1st (7)—*burst of adrenaline*^{OA}, *burst of insight*^{OA}, *endure elements*, *expeditious retreat*^D, *identify*, *sleep* (W-DC 15)

0—*detect magic*, *detect poison*, *detect psychic significance*^{OA}, *light*, *lullaby* (W-DC 14), *mage hand*, *message*, *prestidigitation*, *stabilize*

Psychic Spell-Like Abilities (CL 11th; concentration +15)

1/day—*detect thoughts* (W-DC 16)



Tactics

Before Combat The psychic casts *greater false life*. He drinks a potion of *barkskin* and *bear's endurance*, and casts *freedom of movement* and *see invisibility* on himself and any requested spells on his allies such as *haste*, when combat is imminent. The psychic discusses what he will do with allies before taking action.

During Combat The psychic casts *black tentacles* on enemies in round one. In round two, he casts *greater synaptic pulse* if he is near enemies and allies* are not within the area of effect. Thereafter, he casts *resilient sphere* on enemies to isolate them or *explode head* to damage them. He tries to avoid melee combat.

* Unless his allies are immune to stun effects.

Basic Statistics Without pre-buffing, the psychic's statistics are **AC** 22, touch 15, flat-footed 19; **hp** 85 (11d6+44; 107 with *greater false life*); **Fort** +10; **Con** 14

Statistics

Abilities Str 10, Dex 16, Con 18, Int 18, Wis 14, Cha 8
Base Atk +5; **CMB** +5; **CMD** 18

Feats Armor Proficiency (Light), Great Fortitude, Improved Initiative, Psychic Combatant^{OA}, Psychic Defender^{OA}, Toughness

Skills Knowledge (arcana, engineering) +18, Perception +18, Sense Motive +16, Spellcraft +18, Stealth +19; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Celestial, Common, Infernal, Nagaji, Samsaran, Tengû

SQ AC bonus (not used), psychic discipline (self-perfection), shards of the past (Perception, Stealth)

Gear potions of *barkskin* (2) and *bear's endurance* (2), scrolls of *commune with nature*, *detect mindscape*^{OA} (2), and *mindscape door*^{OA} (2); **Other**

Gear mithril shirt, mwk club, dagger, *elixir of vision*, *rod of lesser logical* metamagic*^{OA}, spell component pouch, pouch with 142 gp worth of mixed coins and gems

Automatic Bonus Progression armor attunement +2, deflection +2, mental prowess +2, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (club)

* Based on Logical Spell^{OA}

Xiomar knows that each time he dies, he will be reincarnated. Therefore, by following a philosophy of self-perfection he hopes to achieve a higher form the next time he returns from death. A quiet man, he much prefers order and consistency, and prefers to stay in locations that reflect this.

Stojo Salogga

(CR 11; 12,800 XP)

Male half-orc psychic 12

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +22

Defense

AC 26, touch 13, flat-footed 25 (+8 armor, +2 deflection, +1 Dex, +1 natural, +4 shield)

hp 110 (12d6+66; 133 with *greater false life*)

Fort +13, **Ref** +10, **Will** +13

Defensive Abilities morphic form (5/variable when dark half active), orc ferocity

Offense

Speed 30 ft., fly 60 ft. (good)

Melee +2 *greataxe* +7/+2 (1d12+1)

Special Attacks dark half (11 rounds/day), phrenic amplification (complex countermeasures, intense focus, relentless casting; major: mimic metamagic), phrenic pool (8 points)

Dark Half (Su) By allowing the dark forces to overcome him, the psychic can enter a state of instinctual cruelty as a swift action. While he manifests his dark half, he increase the DCs of his psychic spells by 1, gains a +2 morale bonus on Will saves, and becomes immune to fear effects. Whenever he casts a spell that deals damage while manifesting his dark half, he can cause one creature that took damage from the spell to also take 2 points of bleed damage. While manifesting his dark half, he can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than casting spells using psychic magic, using phrenic amplifications, or attempting to return to normal. He can attempt to return to his normal self as a free action, but must succeed at a concentration check of DC 22. If he fails, he continue to manifest his dark half and can't attempt to change back for 1 round.

Psychic Spells Known (CL 12th; concentration +17)
6th (3)—*repulsion*^D (W-DC 21), *disintegrate* (F-DC 21)

5th (6)—*explode head*^{OA, D} (F or R-DC 20), *feeblemind* (W-DC 20), *teleport*

4th (7)—*anti-incorporeal shell*^{ACG}, *black tentacles*^D, *confusion* (W-DC 19), *greater false life*^{UM}

3rd (7)—*arcane sight*, *excruciating deformation*^{UM, D} (F-DC 18), *fly*, *heroism*, *mindscape door*^{OA}

2nd (7)—*alter self*^D, *detect mindscape*^{OA}, *invisibility*, *mirror image*, *owl's wisdom*, *see invisibility*

1st (8)—*color spray* (W-DC 16), *erase*, *identify*, *ray of enfeeblement*^D (F-DC 16), *shield*, *true strike*

0—*arcane mark*, *detect magic*, *flare* (F-DC 15), *ghost sound* (W-DC 15), *light*, *mage hand*,

message, read magic, stabilize

Psychic Spell-Like Abilities (CL 12th; concentration +17)

1/day—*detect thoughts* (W-DC 17), *telepathic bond*

Tactics

Before Combat The psychic casts *greater false life*.

He casts *fly*, *mirror image*, *owl's wisdom*, *repulsion*, and *shield* when combat is imminent. Ideally his allies have ranged attacks and/or spells.

During Combat The psychic activates dark half and casts *black tentacles* on enemies in round one. In round two, he casts *confusion*. Thereafter, he casts *disintegrate*, *explode head*, or *feeblemind*. He tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are **AC** 22, touch 13, flat-footed 21; **Will** +11; Wis 10; -2 to Perception

Statistics

Abilities Str 8, Dex 12, Con 18, Int 21, Wis 10, Cha 14

Base Atk +6; **CMB** +5; **CMD** 16

Feats Armor Proficiency (Light, Medium), Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness

Skills Fly +15 (+25 with *fly* cast), Intimidate +19, Knowledge (arcana, dungeoneering, nature) +20, Perception +22, Spellcraft +18; **Racial Modifiers** +2 Intimidate

Languages Abyssal, Common, Draconic, Giant, Gnoll, Goblin, Orc

SQ psychic discipline (abomination), weapon familiarity (half-orc)

Gear potions of *cure light wounds* (6); **Gear** mithril breastplate, mwk greataxe, dagger, *chime of opening* (10 charges), *eyes of the eagle*, spell component pouch, pair of canine statuettes (worth 50 gp, focus for *repulsion*), pouch with 122 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4, physical prowess +2, resistance +3, toughening +1, weapon attunement +2 (greataxe)

Stojo was raised by and still lives with orcs, and thus enjoyed a brutal childhood. Still, with his innate toughness and other qualities, he soon rose above this, yet an "otherness" developed in his mind, which he sometimes lets control him. Other orcs know to fear him then, so he is largely untroubled and treated with respect.

Zohreh Kulongashi (CR 12; 19,200 XP)

Female samsaran^{ARG} ranger 1/psychic 12

CG Medium humanoid (samsaran)

Init +6; **Senses** low-light vision, *see invisibility*;

Perception +18 (+23 to notice haunts)

Defense

AC 27, touch 14, flat-footed 25 (+8 armor, +2 deflection, +2 Dex, +1 natural, +4 shield)

hp 129 (12d6+1d10+77; 152 with *greater false life*)

Fort +15, **Ref** +13, **Will** +13

Defensive Abilities mental placidity (2/day), lifebound

Lifebound (Ex) Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Offense

Speed 30 ft.

Melee +2 *greatclub* +9/+4 (1d10+2)

Special Attacks favored enemy (magical beasts +2), phrenic amplification (complex countermeasures, intense focus, overpowering mind; major: subordinate spell), phrenic pool (8 points)

Psychic Spells Known (CL 12th; concentration +17)
6th (3)—*disintegrate* (F-DC 21), *psychic surgery*^{OA, D}
5th (6)—*mass suggestion*^E (W-DC 21), *serenity*^{E, UM, D} (W-DC 21), *teleport*

4th (7)—*confusion*^E (W-DC 20), *greater false life*^{UM}, *mass daze*^{E, UM, D} (W-DC 20), *thoughtsense*^{OA}

3rd (7)—*haste*, *heroism*, *mantle of calm*^{E, ACG, D} (W-DC 19), *protection from energy*, *purge spirit*^{OA} (W-DC 18)

2nd (7)—*bull's strength*, *find traps*, *hypercognition*^{OA}, *knock*, *see invisibility*, *silence*^D (W-DC 17)

1st (8)—*expeditious retreat*, *identify*, *magic missile*, *shield*, *telepathic projection*^{E, OA, D} (W-DC 17), *unseen servant*

0—*detect magic*, *detect psychic significance*^{OA}, *daze*^E (W-DC 16), *ghost sound* (W-DC 15), *light*, *mending*, *message*, *read magic*, *stabilize*

Psychic Spell-Like Abilities (CL 12th; concentration +17)

2/day—*calm emotions* (W-DC 14)

1/day—*detect thoughts* (W-DC 17), *telepathic bond*

Tactics

Before Combat The psychic casts *greater false life*.

She casts *see invisibility* and *shield* on herself and any requested spells upon allies when combat is imminent. The psychic discusses what she will do

with allies before taking action.

During Combat The psychic helps allies as best she can, casting spells as needed. She tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are AC 23, touch 14, flat-footed 21

Statistics

Abilities Str 10, Dex 14, Con 18, Int 21, Wis 14, Cha 8

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

Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (enchantment), Spirit Sense^{OA}, Toughness

Skills Climb +5, Craft (baskets) +9, Knowledge (arcane, local) +20, Knowledge (dungeoneering) +9, Knowledge (geography, nature) +21, Perception +18 (+23 to notice haunts), Ride +5, Spellcraft +21, Stealth +12, Survival +18 (+19 track), Swim +3;

Racial Modifiers +2 Climb, +2 Stealth

Languages Celestial, Common, Draconic, Giant, Nagaji, Samsaran, Tengu

SQ calming presence, psychic discipline (tranquility), shards of the past (Climb, Stealth), track +1, wild empathy +0

Gear potions of *cure light wounds* (8); **Gear** mithril breastplate, mwk greatclub, dagger, *cloak of elvenkind*, *gloves of reconnaissance*^{UE}, *rope of climbing*, spell component pouch, diamond dust (worth 1,000 gp, for *psychic surgery*), pouch with 87 gp worth of mixed coins and gems;

Automatic Bonus Progression armor attunement +2, deflection +2, mental prowess +4, physical prowess +4, resistance +3, toughening +1, weapon attunement +2 (greatclub)

Zohreh has a vast sense of wanderlust, is very well travelled (although she usually teleports to places she knows well), and knows a fair amount about the places she has been. She does her best to shut down trouble, and might seek the aid of good adventures on some of these missions, as she sees them.

Ivica Zorich

(CR 13; 25,600 XP)

Female human psychic 14

NE Medium humanoid (human)

Init +7; **Senses** Perception +17

Defense

AC 29, touch 15, flat-footed 26 (+8 armor, +2 deflection, +3 Dex, +2 natural, +4 shield)

hp 135 (14d6+84; 160 with *greater false life*)

Fort +14, **Ref** +13, **Will** +13

Offense

Speed 30 ft., fly 60 ft. (good)

Melee +2 *morningstar* +8/+3 (1d8+1)

Special Attacks dream leech (3/day), mind heist (3/day; W-DC 20), oneiromancy (6/day), phrenic amplification (intense focus, mindtouch, will of the dead; major: dual amplification), phrenic pool (10 points), waking dream (3/day; W-DC 20)

Psychic Spells Known (CL 14th; concentration +19)

7th (3)—*ethereal jaunt*^D, *reverse gravity* (R-DC 22)

6th (5)—*antilife shell*, *cloak of dreams*^{E, APG, D} (F-DC 22), *disintegrate* (F-DC 21)

5th (7)—*dream scan*^{OA} (W-DC 20), *mass suggestion*^E (W-DC 21), *nightmare*^D (W-DC 20), *teleport*

4th (7)—*dream*, *greater invisibility*, *greater false life*^{UM}, *riding possession*^{OA} (W-DC 19), *sleepwalk*^{E, APG, D} (W-DC 20)

3rd (7)—*clairaudience/clairvoyance*, *deep slumber*^{E, D} (W-DC 19), *displacement*, *fly*, *mindscape door*^{OA}



2nd (7)—*locate object, knock, oneiric horror*^{OA, D} (F-DC 17), *owl's wisdom, see invisibility, undetectable alignment*

1st (8)—*detect secret doors, endure elements, expeditious retreat, magic missile, shield, sleep*^{E, D} (W-DC 17)

0—*arcane mark, bleed* (W-DC 15), *detect magic, flare* (F-DC 15), *light, mending, message, prestidigitation, read magic*

Psychic Spell-Like Abilities (CL 14th; concentration +19)

1/day—*detect thoughts* (W-DC 17), *telepathic bond*

Tactics

Before Combat The psychic casts *greater false life* and *undetectable alignment*. She casts *antilife shell, fly, greater invisibility*, and *shield* when combat is imminent. Ideally she has allies who can fly or make ranged spell or weapon attacks.

During Combat The psychic casts *reverse gravity* on enemies in round one. In round two, she casts *mass suggestion*. Thereafter, she casts *disintegrate*. She tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are AC 25, touch 15, flat-footed 22

Statistics

Abilities Str 8, Dex 16, Con 18, Int 21, Wis 10, Cha 16

Base Atk +7; **CMB** +6; **CMD** 19

Feats Armor Proficiency (Light, Medium), Great Fortitude, Improved Initiative, Lightning Reflexes, Lucid Dreamer^{OA}, Spell Focus (enchantment), Toughness

Skills Fly +19 (+30 with *fly* cast), Intimidate +20, Knowledge (arcana, engineering, nobility, planes) +22, Perception +17, Spellcraft +22

Languages Abyssal, Celestial, Common, Draconic, Elven, Infernal

SQ psychic discipline (dream)

Gear potions of *cure light wounds* (6), scrolls of *dream travel*^{IOA} (3) and *dream voyage*^{OA}; **Gear** mithril breastplate, mwk morningstar, dagger, *dreamcatcher*^{OA}, *ring of sustenance*, spell component pouch, pouch with 84 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +2, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2, weapon attunement +2 (morningstar)

Ivica is a powerful psychic, but she is most dangerous at night, when people sleep. She has an aristocratic demeanor, but is secretly vengeful, and should come across as slightly creepy. She is also incredibly insidious, because her discipline abilities and some of her spells affect sleeping people. Her social status should defend her from most situations.

Lilje Hargit

(CR 14; 38,400 XP)

Female dwarf psychic 15

LG Medium humanoid (dwarf)

Init +7; **Senses** darkvision 60 ft., *see invisibility*;

Perception +21 (+23 to notice unusual stonework)

Defense

AC 30, touch 15, flat-footed 27 (+9 armor, +2 deflection, +3 Dex, +2 natural, +4 shield); +4 dodge vs. giants

hp 160 (15d6+105; 186 with *greater false life*)

Fort +17, **Ref** +15, **Will** +17; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities resilience of the faithful

Offense

Speed 20 ft., fly 60 ft. (good)

Melee +3 *battleaxe* +10/+5 (1d6+3/x3)

Special Attacks +1 attack bonus vs. humanoids (goblins and orcs), divine energy (cure spells), phrenic amplification (overpowering mind, mindtouch, will of the dead; major: dual amplification, subordinate spell), phrenic pool (10 points), prayer aura (15 rounds/day)

Psychic Spells Known (CL 15th; concentration +20)

7th (4)—*greater scrying*^D, *mass hold person*^E (W-DC 23), *telekinetic sphere*^E (R-DC 23)

6th (6)—*blade barrier*^E (R-DC 22), *greater dispel magic, greater heroism, psychic surgery*^{OA, D}

5th (7)—*commune*^D, *dominate person*^E (W-DC 21), *feeblemind*^E (W-DC 21), *mage's private sanctum, teleport*

4th (7)—*charm monster*^E (W-DC 20), *confusion*^E (W-DC 20), *greater false life*^{UM}, *guardian of faith*^{ACG, D}, *stoneskin*

3rd (7)—*fly, haste, heroism, magic vestment*^D, *mindcape door*^{OA}

2nd (7)—*calm emotions*^E (W-DC 18), *hideous laughter*^E (W-DC 18), *hypercognition*^{OA}, *resist energy, see invisibility, spiritual weapon*^D

1st (8)—*alarm, bless*^D, *expeditious retreat, remove fear, shield, telepathic projection*^{E, OA} (W-DC 17)

0—*arcane mark, detect magic, detect poison, flare*^E (F-DC 16), *light, mending, prestidigitation, read magic, stabilize*

Psychic Spell-Like Abilities (CL 15th; concentration +20)

1/day—*detect thoughts* (W-DC 17), *telepathic bond*

Tactics

Before Combat The psychic casts *greater false life*. She casts *fly, see invisibility* and *shield* on herself and any requested spells when combat is imminent. The psychic discusses what she will do with allies before taking action.

During Combat The psychic helps allies as best he can, casting spells and using the faith discipline prayer aura as needed. She tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are **AC** 26, touch 15, flat-footed 23

Statistics

Abilities Str 10, Dex 16, Con 20, Int 20, Wis 17, Cha 6
Base Atk +7; **CMB** +7; **CMD** 20 (24 vs. bull rush and trip)

Feats Armor Proficiency (Light, Medium), Great Fortitude, Improved Initiative, Lightning Reflexes, Spell Focus (enchantment, evocation), Toughness
Skills Craft (armor, weapons) +23, Diplomacy +16, Fly +14 (+25 with *fly* cast), Knowledge (arcana) +23, Knowledge (dungeoneering, engineering) +11, Perception +21 (+23 to notice unusual stonework), Sense Motive +21, Spellcraft +23

Languages Common, Dwarven, Giant, Gnome, Orc, Terran, Undercommon

SQ deity (LG god), psychic discipline (faith), weapon familiarity (dwarf)

Gear potions of *cure moderate wounds* (4), scrolls of *plane shift** (2); **Gear** mithril breastplate, mwk battleaxe, dagger, rings (worth 200 gp), *rod of lesser extend metamagic* (2), *rod of lesser logical** metamagic*^{OA}, silver holy symbol, spell component pouch, diamond dust (worth 1,000 gp, for *psychic surgery*), granite and diamond dust (worth 1,000 gp, for *stoneskin*), holy water and incense (worth 2,000 gp, for *commune*), silver mirror (worth 1,000 gp, focus for *greater scrying*), pouch with 57 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +3, deflection +2, mental prowess +4/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +3 (battleaxe)

* Select two planes that best fit the campaign

** Based on Logical Spell^{OA}

Lilje is something of a legend amongst dwarven psychic communities. Still young (for a dwarf), she has achieved much in her life, as she was part of a successful group of adventurers, but most have now retired. She now lives quietly, crafting armor and weapons.

Airesia Truax (CR 15; 51,200 XP)

Female halfling psychic 16
CE Small humanoid (halfling)

Init +7; **Senses** Perception +21

Defense

AC 32, touch 16, flat-footed 29 (+10 armor, +2 deflection, +3 Dex, +2 natural, +1 size, +4 shield)

hp 170 (16d6+112; 197 with *greater false life*)

Fort +18, **Ref** +16, **Will** +16; +2 vs. fear

Defensive Abilities morphic form (DR 5/variable when dark half active), psychic safeguard; **SR** 24 (32 when dark half active)

Offense

Speed 40 ft.

Melee +4 *morningstar* +12/+7 (1d6+3)

Special Attacks dark half (14 rounds/day), phrenic amplification (complex countermeasure, mindtouch, overpowering mind; major: dual amplification, space-rending spell), phrenic pool (11 points)

Dark Half (Su) By allowing the dark forces to overcome her, the psychic can enter a state of instinctual cruelty as a swift action. While she manifests his dark half, she increases the DCs of her psychic spells by 1, gains a +2 morale bonus on Will saves, and becomes immune to fear effects. Whenever she casts a spell that deals damage while manifesting her dark half, she can cause one creature that took damage from the spell to also take 1d6 points of bleed damage. While manifesting her dark half, she can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than casting spells using psychic magic, using phrenic amplifications, or attempting to return to normal. She can attempt to return to her normal self as a free action, but must succeed at a concentration check of DC 26. If she fails, she continues to manifest her dark half and can't attempt to change back for 1 round.

Psychic Spells Known (CL 16th; concentration +22)

8th (3)—*maze*, *orb of the void*^{*UM, D} (F-DC 24)

7th (5)—*insanity*^D (W-DC 23), *power word blind*, *project image* (W-DC 23)

6th (7)—*disintegrate* (F-DC 22), *greater dispel magic*, *mislead*, *repulsion*^D (W-DC 22)

5th (7)—*explode head*^{OA, D} (F or R-DC 21), *feeblemind* (W-DC 21), *mirage arcana* (W-DC 21), *song of discord* (W-DC 21), *teleport*

4th (7)—*black tentacles*^D, *dimensional anchor*, *fear* (W-DC 20), *freedom of movement*, *greater false life*^{UM}

3rd (7)—*clairaudience/clairvoyance*, *excruciating deformation*^{UM, D} (F-DC 19), *protection from energy*, *shrink item*, *speak with dead*

2nd (8)—*alter self*^P, *bull's strength*, *calm emotions* (W-DC 18), *detect mindscape*^{OA}, *see invisibility*, *touch of idiocy*

1st (8)—*color spray* (W-DC 17), *detect secret doors*, *expeditious retreat*, *ray of enfeeblement*^D (F-DC 17), *shield*, *unseen servant*

0—arcane mark, detect magic, detect poison, know direction, light, mending, message, prestidigitation, read magic

* Has no expensive materials for this spell.

Psychic Spell-Like Abilities (CL 16th; concentration +22)

1/day—detect thoughts (W-DC 18), telepathic bond

Tactics

Before Combat The psychic casts *greater false life*. She casts *expeditious retreat*, *project image*, and *shield* when combat is imminent.

During Combat The psychic activates dark half and casts *maze* on an enemy in round one. At this level, she has such a range of spells that it's best to leave GMs to plan their preferred strategies. She tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are AC 28, touch 15, flat-footed 25; **Speed** 20 ft.

Statistics

Abilities Str 8, Dex 16, Con 20, Int 22, Wis 10, Cha 16

Base Atk +8; **CMB** +6; **CMD** 19

Feats Armor Proficiency (Light, Medium), Combat Casting, Forge Rod, Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness

Skills Diplomacy +22, Intimidation +22, Knowledge (arcana) +25, Knowledge (local) +29, Perception +21, Sense Motive +19, Spellcraft +25, Stealth +22; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling

SQ psychic discipline (abomination), weapon familiarity (halfling)

Gear potions of *cure serious wounds* (4); **Gear** mithril breastplate, morningstar, dagger, *ring of the sophisticate*^{UE}, *rod of metal and mineral detection*, spell component pouch, pair of canine statuettes (worth 50 gp, focus for *repulsion*), 4 replicas of the halfling (worth 20 gp, for *project image*), pouch with 164 gp worth of mixed coins and gems;

Automatic Bonus Progression armor attunement +4, deflection +2, mental prowess +6/+2, physical prowess +4/+2, resistance +5, toughening +2, weapon attunement +4 (morningstar)

Airesia is a greedy individual who has cornered mine ownership in the region where she lives. Her employees aren't treated particularly well; indeed, it's rumored that she even uses slaves in some of them. Even so, she can be quite charming, and takes great pains to ensure she has a reasonable public image.

Yoanna Sei wreath (CR 16; 76,800 XP)

Female human psychic 16/ranger 1

CN Medium humanoid (human)

Init +6; **Senses** see invisibility; Perception +23

Defense

AC 32, touch 15, flat-footed 30 (+10 armor, +3 deflection, +2 Dex, +3 natural, +4 shield)

hp 202 (16d6+1d10+136; 229 with *greater false life*)

Fort +20, **Ref** +16, **Will** +18

Defensive Abilities drug resistance, warped brain (W-DC 25)



Offense

Speed 30 ft.

Melee +4 greatsword +13/+8 (2d6+4/19-20)

Special Attacks cognatogen (1/day; 16 minutes), favored enemy (evil outsiders +2), hallucinogenic aura (30-ft. radius; W-DC 25), phrenic amplification (intense focus, mind shield, will of the dead; major: dual amplification, synaptic shock), phrenic pool (13 points)

Psychic Spells Known (CL 16th; concentration +23)

8th (3)—*euphoric tranquility*^{E, APG, D} (W-DC 27), *mass charm monster*^E (W-DC 27)

7th (6)—*greater teleport*, *telekinetic sphere* (R-DC 24), *waves of ecstasy*^{E, UM, D} (W-DC 26), *waves of exhaustion*

6th (7)—*disintegrate* (F-DC 23), *greater heroism*, *joyful rapture*^{UM, D}, *legend lore*

5th (7)—*feeblemind*^E (W-DC 24), *mass suggestion*^E (W-DC 24), *mirage arcana*^D (W-DC 22), *spell resistance*, *wall of force*

4th (7)—*break enchantment*, *confusion*^{E, D} (W-DC 23), *detect scrying*, *greater false life*^{UM}, *sending*

3rd (8)—*dispel magic*, *fly*, *haste*, *mindscape door*^{OA}, *synesthesia*^{OA, D} (W-DC 20)

2nd (8)—*calm emotions*^E (W-DC 21), *darkvision*, *hypercognition*^{OA}, *mad hallucination*^{UM, D} (W-DC 19), *see invisibility*, *whispering wind*

1st (8)—*alarm*, *endure elements*, *identify*,

polypurpose panacea^{UM, D}, *remove fear*, *shield*

0—*detect magic*, *detect poison*, *light*, *lullaby*^E (W-DC 19), *mage hand*, *message*, *prestidigitation*, *read magic*, *stabilize*

Psychic Spell-Like Abilities (CL 16th; concentration +23)

3/day—*calm emotions* (W-DC 15)

1/day—*detect thoughts* (W-DC 19), *telepathic bond*

Tactics

Before Combat The psychic casts *detect scrying* and *greater false life*. She casts *fly*, *see invisibility*, and *shield* on herself and buffing spells on allies when combat is imminent. She ensures that her allies have been subject to her hallucinogenic aura early in the day so that they are not subject to it later.

During Combat The psychic most likely casts *mass charm monster* or *waves of ecstasy* on enemies in round one, and thereafter using spells that best fit the circumstances. At this level, she has such a range of spells that it's best to leave GMs to plan their preferred strategies. She tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are AC 28, touch 15, flat-footed 26

Statistics

Abilities Str 10, Dex 14, Con 22, Int 24, Wis 16, Cha 8

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

Feats Craft Wondrous Item, Expanded Phrenic Pool^{OA}, Great Fortitude, Greater Spell Focus (enchantment), Forge Ring, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (enchantment), Toughness

Skills Diplomacy +19, Fly +20 (+32 with *fly* cast), Knowledge (arcana, geography, nature, planes) +27, Perception +23, Ride +5, Spellcraft +27, Stealth +21, Survival +23 (+24 track)

Languages Abyssal, Celestial, Common, Dwarven, Elven, Gnome, Halfling, Infernal

SQ favored terrain* (urban), psychic discipline (psychodelia), track +1, wild empathy +1

* Granted by the boots.

Gear potions of *cure moderate wounds* (5); **Gear** mithril breastplate, mwk greatsword, dagger, *aegis of recovery*^{UE}, *boots of friendly terrain*^{UE} (urban), *comfort's cloak*^{UE}, *shirt of immolation*^{UE}, *ring of sustenance*, incense (worth 1,000 gp, for *legend lore*), four pieces of ivory (worth 200 gp, focus for *legend lore*), spell component pouch,



pouch with 65 gp worth of mixed coins and gems;
Automatic Bonus Progression armor attunement +4, deflection +3, mental prowess +6/+2, physical prowess +6/+2, resistance +5, toughening +3, weapon attunement +4 (greatsword)

Yoanna was in her early days trained to help track down and deal with minor fiends, but discovered through her mentor that by experimenting with certain substances, she could develop powerful psychic powers. Over time, she did in fact become a powerful psychic, and still occasionally helps hunt down fiends.

Peery Besseliere (CR 17; 102,400 XP)

Male gnome psychic (psychic duellist) 18
 LE Small humanoid (gnome)
Init +6; **Senses** low-light vision, *see invisibility*;
 Perception +23

Defense

AC 34, touch 17, flat-footed 32 (+9 armor, +4 deflection, +2 Dex, +4 natural, +1 size); +4 dodge vs. giants
hp 209 (18d6+144; 238 with *greater false life*)
Fort +20, **Ref** +15, **Will** +16; +2 vs. illusion spells and effects
SR 30

Offense

Speed 20 ft.
Melee +5 *shortspear* +15/+10 (1d4+5)
Special Attacks +1 attack bonus vs. humanoids (goblins and reptilians), agonized wounds (7/day; W-DC 23), expert manifester, lay on hands (13/day; 9d6; self only), manifestation amplifications (extended effect), mercy (blinded, diseased, nauseated, shaken), painful reminder (7/day; 3d6 damage), phrenic amplification (mind shield, relentless casting; major: mimic metamagic (2)), phrenic pool (21 points), psychic duel acumen, thought made real
Psychic Spells Known (CL 18th; concentration +24;
^D = Discipline spell)
 9th (3)—*mass suffocation*^{D, N, APG} (F-DC 27), *time stop*
 8th (5)—*clenched fist* (F-DC 24), *dimensional lock*, *horrid wilting*^{D, N} (F-DC 26)
 7th (6)—*power word blind*, *mind blank*, *project image*^I (W-DC 24), *waves of exhaustion*^D
 6th (7)—*blade barrier* (R-DC 22), *disintegrate* (F-DC 22), *ethereal jaunt*, *mass inflict pain*^{D, OA} (W-DC 22)
 5th (7)—*nightmare*^I (W-DC 22), *spell resistance*, *synapse overload*^{D, OA} (F-DC 21), *teleport*, *wall of force*

4th (7)—*detect scrying*, *fear*^N (W-DC 22), *greater false life*^{UM}, *mass pain strike*^{D, APG} (F-DC 19), *stoneskin*

3rd (7)—*clairaudience/clairvoyance*, *dispel magic*, *fly*, *protection from energy*, *vampiric touch*^D

2nd (8)—*darkvision*, *detect mindscape*^{OA}, *instigate psychic duel*^{OA} (W-DC 19), *invisibility*, *see invisibility*, *silence* (W-DC 18)

1st (8)—*alarm*, *burst of adrenaline*^{OA}, *endure elements*, *persuasive goad*^{D, N, UM} (F-DC 19), *remove fear*, *sleep* (W-DC 17)

0—*detect magic*, *detect poison*, *flare* (F-DC 16), *ghost sound* (W-DC 16), *light*, *lullaby* (W-DC 16), *mage hand*, *message*, *read magic*

Gnome Spell-Like Abilities (CL 18th; concentration +22)

1/day—*dancing lights*, *ghost sound*^I (W-DC 15), *prestidigitation*, *speak with animals*

Psychic Spell-Like Abilities (CL 18th; concentration +24)

1/day—*detect thoughts* (W-DC 18)

Tactics

Before Combat The psychic casts *detect scrying*, *greater false life*, and *mind blank*. He casts *fly*, *see invisibility*, *spell resistance*, and *shield* on himself and buffing spells on allies when combat is imminent.

During Combat The psychic casts *time stop* in round one, and then casts *dimensional lock* to ensure enemies can't flee magically. While *time stop* is running, he then casts as many area control spells as possible, beginning with *blade barrier* centered on his enemies, and following up with (additional) *blade barriers*, *clenched fist*, and/or *wall of force*. When *time stop* ends, he thereafter casts spells such as *horrid wilting*, *mass suffocation*, *power word blind*, or *waves of exhaustion*, as best fits his situation at the time. Any round he is still suffering hit point loss (and/or maybe negative status effects), he uses his lay on hands ability as a swift action to self heal. He tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are **AC** 28, touch 15, flat-footed 26

Statistics

Abilities Str 10, Dex 14, Con 24, Int 22, Wis 10, Cha 18
Base Atk +9; **CMB** +8; **CMD** 20

Feats Armor Proficiency (Light), Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Psychic Combatant^{OA}, Psychic Defender^{OA}, Spell Focus (necromancy), Toughness

Skills Craft (books) +29, Diplomacy +25, Fly +24 (+37 with *fly* cast), Knowledge (arcana) +27,

Perception +23, Sense Motive +21, Spellcraft +27, Use Magic Device +22; **Racial Modifiers** +2 Craft (books), +2 Perception

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Orc, Sylvan

SQ gnome magic, psychic discipline (pain), weapon familiarity (gnome)

Gear scroll of *mindscape door*^{OA}; **Gear** mithril breastplate, shortspear, dagger, *boots of escape*^{UE}, *bracers of the merciful knight*^{UE}, *glove of storing*^{UE}, *mask of the krenshar*^{UE}, ring of sustenance, spell component pouch, granite and diamond dust (worth 1,000 gp, for *stoneskin*), 4 replicas of the gnome (worth 20 gp, for *project image*), pouch with 96 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +4, mental prowess +6/+2/+2, physical prowess +6/+2/+2, resistance +5, toughening +4, weapon attunement +5 (shortspear)

The gnome is a book publisher and financier. Given his other skills and abilities, he has a good standing and reputation in his community, but the reality is that he doesn't really care how he makes money.

Kukeet

(CR 18; 153,600 XP)

Female *ratfolk*^{ARG} psychic (mutation mind) 19
LE Small humanoid (ratfolk)

Init +13; **Senses** darkvision 60 ft., *see invisibility*;
Perception +32

Defense

AC 36, touch 20, flat-footed 32 (+11 armor, +5 deflection, +4 Dex, +5 natural, +1 size)

hp 221 (19d6+152; 251 with *greater false life*)

Fort +19, **Ref** +17, **Will** +20

Defensive Abilities fast healing 5, pure body; **DR** 2/-; **Immune** disease, flanking, poison

Offense

Speed 20 ft.

Melee +5 *morningstar* +17/+12 (1d6+7)

Special Attacks bodily purge (8 dice), phrenic amplification (mimic metamagic), phrenic pool (13 points), physical mutation (19 minutes/day), physical push (4/day; +4), swarming

Psychic Spells Known (CL 19th; concentration +26)

9th (4)—*akashic form*^{OA, D}, *divide mind*^{OA}, *dominate monster*^E (W-DC 26)

8th (6)—*discern location*, *iron body*^D, *irresistible dance*^E (W-DC 25), *prediction of failure*^{D, UM} (W-DC 26)

7th (7)—*ethereal jaunt*^D, *greater teleport*, *power word blind*, *mind blank*

6th (7)—*disintegrate* (F-DC 22), *find the path*, *greater dispel magic*, *transformation*^D

5th (7)—*echolocation*^{UM, D}, *feeblemind*^E (W-DC 22), *mage's private sanctum*, *mind thrust*^{V^D, OA} (W-DC 23), *plane shift* (W-DC 21)

4th (7)—*detect scrying*, *freedom of movement*^D, *greater false life*^{UM}, *greater invisibility*, *sending*

3rd (8)—*fly*, *haste*^D, *protection from energy*, *tongues*, *water breathing*

2nd (8)—*bear's endurance*^D, *find traps*, *invisibility*, *knock*, *see invisibility*, *tactical acumen*^{UC}

1st (8)—*alarm*, *anticipate peril*^{UM}, *endure elements*, *erase*, *expeditious retreat*^D, *remove fear*

0—*arcane mark*, *detect magic*, *detect poison*, *know direction*, *mage hand*, *mending*, *message*, *read magic*, *stabilize*

Psychic Spell-Like Abilities (CL 19th; concentration +26)

1/day—*detect thoughts* (W-DC 19), *telepathic bond*

Tactics

Before Combat The psychic casts *akashic form*, *detect scrying*, *greater false life*, and *mind blank*. She casts *anticipate peril*, *echolocation*, *fly*, *freedom of movement*, and *see invisibility* on herself, activates physical mutation, and casts buffing spells on allies when combat is imminent. She does not use phrenic empowerment (archetype class feature).

During Combat The psychic casts *time stop* in round one, and then casts *dimensional lock* to ensure enemies can't flee magically. While *time stop* is running, she then casts as many area control spells as possible, beginning with *blade barrier* centered on her enemies, following up with (additional) *blade barriers*, *clenched fist*, and/or *wall of force*. When *time stop* ends, she thereafter casts spells such as *horrid wilting*, *mass suffocation*, *power word blind*, or *waves of exhaustion*, as best fits her situation at the time. Any round she is still suffering hit point loss (and/or maybe negative status effects), he uses his lay on hands ability as a swift action to self heal. He tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are **Init** +8; loses DR, fast healing, and immunity to flanking; **Speed** 20 ft.; **Melee** +5 *morningstar* +15/+10 (1d6+5); spell save DCs increase +1; **Str** 10, **Int** 24; **CMB** +8; **CMD** 22; **Skills** +1 to Int-based skills, -4 to Perception

Statistics

Abilities Str 10, Dex 18, Con 22, Int 22, Wis 18, Cha 10

Base Atk +9; **CMB** +10; **CMD** 28

Feats Armor Proficiency (Light, Medium), Eschew

Materials, Greater Spell Focus (divination), Great Fortitude, Improved Initiative, Lightning Reflexes, Spell Focus (divination, enchantment), Toughness
Skills Fly +24 (+37 with *fly* cast), Knowledge* (arcana) +28, Knowledge* (engineering, history, planes) +16, Knowledge* (the other 6) +16, Perception +32, Spellcraft +28, Stealth +29, Use Magic Device +21; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device
 * +10 competence bonus to Knowledge skills when her mask is worn (bonus not included)

Languages Aklo, Common, Dwarven, Gnome, Goblin, Orc, Undercommon; telepathy 100 ft.

SQ AC bonus (not used), bodily mutations (elongated legs, multiple eyes, recuperation, rubbery, slimy), phrenic empowerment, psychic discipline (self-perfection), rodent empathy

Gear scroll of *heroic invocation*^{UC}; **Gear** mithril breastplate, mwk morningstar, dagger, *belt of equilibrium*^{*UE}, *bracelet of second chances*^{UE} (3 beads), *mask of a thousand tomes*^{UE}, rings (worth 800 gp), *rod of enemy detection**, spell component pouch, one or more forked metal rods (focus for *plane shift*), pouch with 109 gp worth of mixed coins and gems; **Automatic Bonus Progression** armor attunement +5, deflection +5, mental prowess +6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5 (morningstar)

* These items are cursed, having the requirement of the user being a ratfolk, or they do not function for the user.

Note: When using *physical mutation*, Name's body changes radically. Her legs become long and spindly, multiple eyes erupt all over her body, her skin exudes a thin layer of oily slime, and her body becomes soft and rubbery.

Kukeet cares deeply for her ratfolk community, but in her own way, and as long as she always gets her way. She doesn't really have any particularly strong social skills, but those within her community know better than to disobey her "requests". Despite, or perhaps because of, her psychic discipline Kukeet sees her changed body as her "perfect form".

Chengol Varayan (CR 19; 204,800 XP)

Male halfling psychic 20

CE Small humanoid (halfling)

Init +13; **Senses** see *invisibility*; Perception +25

Defense

AC 40, touch 18, flat-footed 36 (+11 armor, +5 deflection, +4 Dex, +5 natural, +4 shield, +1 size)
hp 232 (20d6+160; 263 with *greater false life*)

Fort +20, **Ref** +18, **Will** +18; +2 vs. fear, +1 vs. discipline spells

Defensive Abilities morphic form (DR 5/variable when dark half active), psychic safeguard; **SR** 28 (36 when dark half active)

Offense

Speed 20 ft.

Melee +5 *heavy mace* +16/+11 (1d6+5)

Special Attacks dark half (17 rounds/day), phrenic amplification (focused force, overpowering mind, relentless casting; major: mimic metamagic, space-rending spell, subordinate spell), phrenic pool (14 points)

Dark Half (Su) By allowing the dark forces to overcome him, the psychic can enter a state of instinctual cruelty as a swift action. While he manifests his dark half, he increase the DCs of his psychic spells by 1, gains a +2 morale bonus on Will saves, and becomes immune to fear effects. Whenever he casts a spell that deals damage while manifesting his dark half, he can cause one creature that took damage from the spell to also take 1d6 points of bleed damage. While manifesting his dark half, he can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than casting spells using psychic magic, using phrenic amplifications, or attempting to return to normal. He can attempt to return to his normal self as a free action, but must succeed at a concentration check of DC 30. If he fails, he continue to manifest his dark half and can't attempt to change back for 1 round.

Psychic Spells Known (CL 20th; concentration +28; ^D = Discipline spell)

9th (6)—*divide mind*^{OA}, *mage's disjunction* (W-DC 27), *telekinetic storm*^{D, E, OA} (F-DC 29), *time stop*
 8th (7)—*greater possession*^{OA} (W-DC 26), *maze*, *orb of the void*^{D, UM} (F-DC 26), *power word stun*
 7th (7)—*greater teleport*, *insanity*^D (W-DC 25), *mind blank*, *project image* (W-DC 25)
 6th (7)—*disintegrate* (F-DC 24), *ethereal jaunt*, *mislead*, *repulsion*^D (W-DC 24)
 5th (7)—*explode head*^{D, E, OA} (F or R-DC 25), *feeblemind* (W-DC 23), *mage's private sanctum*, *mass suggestion* (W-DC 23), *wall of force*
 4th (8)—*black tentacles*^D, *dimensional anchor*, *greater false life*^{UM}, *sending*, *stoneskin*
 3rd (8)—*excruciating deformation*^{D, UM} (F-DC 21), *fly*, *displacement*, *mindscape door*^{OA}, *tongues*
 2nd (8)—*alter self*^D, *darkvision*, *detect mindscape*^{OA}, *knock*, *resist energy*, *undetectable alignment*
 1st (8)—*alarm*, *anticipate peril*^{UM}, *ill omen*^{APG}, *expeditious retreat*, *magic missile*, *ray of enfeeblement*^D (F-DC 19)

0—arcane mark, detect magic, detect poison, ghost sound (W-DC 18), light, mage hand, mending, prestidigitation, read magic

Psychic Spell-Like Abilities (CL 20th; concentration +28)

1/day—detect thoughts (W-DC 20), telepathic bond

Tactics

Before Combat The psychic casts *greater false life* and *mind blank*. He casts *anticipate peril*, *divide mind*, *fly*, *see invisibility*, and *shield* on himself and buffing spells on allies when combat is imminent.

During Combat The psychic activates dark half and casts *time stop* in round one. While *time stop* is running, he casts *black tentacles* centered on his enemies, following up with *dimensional anchor* (on obvious arcane or psychic spellcasters), *orb of the void* (to hinder enemies or heal undead allies the psychic might have), *wall of force*, and possibly *repulsion* or other personal buffing spells. When *time stop* ends, he casts *maze* on any obvious powerful divine caster such as a cleric, and thereafter casts *greater telekinetic storm*, remembering to exclude his allies. Remember that while *divide mind* is running, he can cast any 5th-level spell or lower as a swift action, and he uses that to good effect; for example, casting *expode head* (empowered the first three times, thanks to his rod) or *feblemind*. If an obvious powerful arcane or psychic caster looks damaged enough, he might cast *power word stun* on them, unless they have succumbed to *feblemind*. He tries to avoid melee combat.

Basic Statistics Without pre-buffing, the psychic's statistics are **Init** +8; **AC** 36, touch 18, flat-footed 32

Statistics

Abilities Str 10, Dex 18, Con 22, Int 26, Wis 10, Cha 18

Base Atk +10; **CMB** +9; **CMD** 23

Feats Armor Proficiency (Light, Medium), Disciplinary Devotee^{OA}, Eschew Materials, Greater Spell Focus (evocation), Great Fortitude, Improved Initiative, Lightning Reflexes, Spell Focus (evocation), Toughness

Skills Diplomacy +27, Fly +28 (+42 with *fly* cast), Intimidate +27, Knowledge (arcana, local, planes, religion) +31, Perception +25, Spellcraft +31, Stealth +30; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling; telepathy 100 ft.

SQ psychic discipline (abomination), remade self (*fly*), telepathic bond, weapon familiarity (halfling)

Gear potions of cure moderate wounds (6);

Gear mithril breastplate, heavy mace, dagger, [*bracelet of second chances*](#)^{UE} (7 beads), rod of empower metamagic, rod of enemy detection, spell component pouch, black gemstones (4; worth 50 gp each, for *orb of the void*), granite and diamond dust (worth 1,000 gp, for *stoneskin*), pair of canine statuettes (worth 50 gp, focus for *repulsion*), 4 replicas of the halfling (worth 20 gp, for *project image*), pouch with 160 gp worth of mixed coins and gems;

Automatic Bonus Progression armor attunement +5, deflection +5, legendary gifts (ability (Con +2, Int +1)), mental prowess +6/+4/+2, physical prowess +6/+4/+2, resistance +5, toughening +5, weapon attunement +5 (heavy mace)

With his impressive psychic abilities and social skills, Chengol wields a lot of power, directing organisations and countries with ease. Yet, he prefers to appear as the power behind the throne in most situations. This suits him greatly, as most people tend to look down on halflings.



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