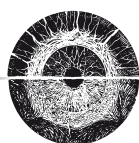


PSIONIC BESTIARY

PYN-GOK & T'ARTYS

The *Psionic Bestiary* project began with a contest started to find new authors interested in working on psionic content, particularly on psionic monsters. This bestiary is the culmination of that project.



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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



T'artys



Pyn-gok

PYN-GOK

Slightly taller than an elf, this regal avian humanoid most closely resembles a peacock (down to its coloration and large, fan-like tail). Although frail looking, it wields a polearm with ease and grace.

PYN-GOK

CR 3

LN Medium humanoid (pyn-gok)

Init +2; **Senses** low-light vision; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 natural, +1 shield)

hp 22 (4d8+4)

Fort +2, **Ref** +6, **Will** +2

Defensive Abilities whirling polearm defense

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee halberd +6 (1d10+4/x3)

Ranged shuriken +5 (1d2+2)

Psi-Like Abilities (ML 4th; concentration +6)

At will—*id insinuation* (1 creature, DC 14)

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Psionic Weapon, Weapon Focus (halberd)

Skills Autohypnosis +5, Fly +13, Intimidate +4, Perception +3; **Racial Modifiers** +4 Fly

Languages Common, Pyn-Gok, Xeph

ECOLOGY

Environment temperate forests

Organization solitary, pair, or patrol (3–9)

Treasure NPC gear (halberd, 5 shurikens, other treasure)

SPECIAL ABILITIES

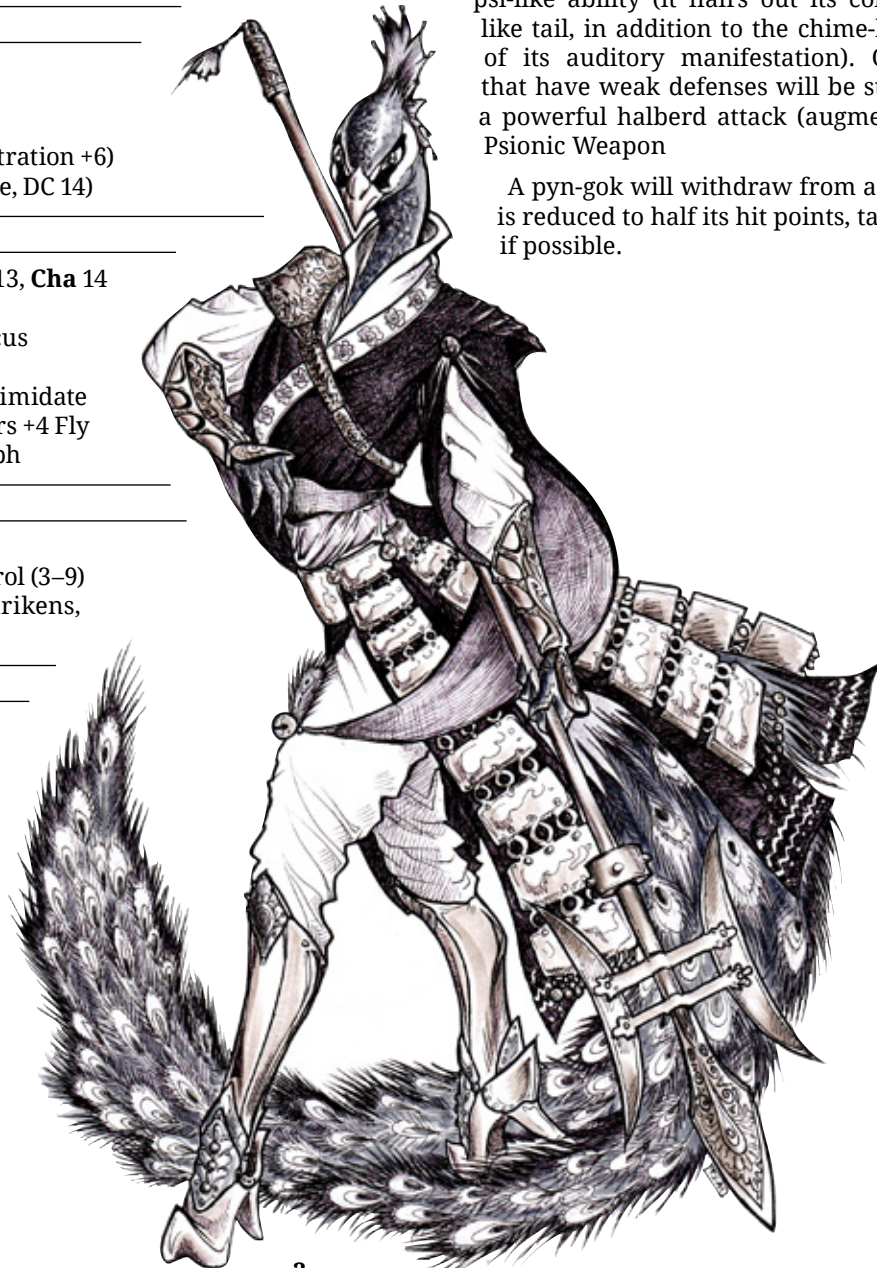
Whirling Polearm Defense (Ex)

A pyn-gok is especially skilled at wielding polearms, so much so, that it gains a +1 shield bonus to its armor class. If it uses a full attack action to fight defensively the shield bonus increases to +2.

The secluded open-air cities of the pyn-gok (PIN-GOCK) have a calm, contemplative aura about them. Though fierce warriors when roused to battle, the pyn-gok prefer the quiet serenity of meditation, and stimulating exercises to keep mind and body healthy. Not surprisingly their cities have several flocks or gatherings of peacocks strutting about. Although they live in seclusion in the deep jungles or rain forests, the pyn-gok are a cosmopolitan people, valuing the arts and intellectual pursuits as much as martial practices. Exceptional pyn-gok often train in either monk or psychic warrior classes (choosing the warrior's paths of ascetic or weaponmaster almost exclusively).

A pyn-gok fights defensively as long as it is able, taking its opponent's measure, gauging its strengths and evaluating its weaknesses. Once it has determined those factors it strikes hard and fast; those vulnerable to mind-affecting effects will be struck with its *id insinuation* psi-like ability (it flairs out its colorful fan-like tail, in addition to the chime-like sound of its auditory manifestation). Opponents that have weak defenses will be struck with a powerful halberd attack (augmented with Psionic Weapon

A pyn-gok will withdraw from a battle if it is reduced to half its hit points, taking flight if possible.



T'ARTYS

The skin of this small humanoid has a pearlescent quality, shimmering faintly in the light.

T'ARTYS

CR 5

CN Small fey (psionic) **XP 1,600**
Init +8; Senses low-light vision; Perception +14

DEFENSE

AC 20, touch 16, flat-footed 15
 (+4 Dex, +1 dodge, +4 natural, +1 size)

hp 44 (8d6+16)

Fort +4, **Ref** +10, **Will** +11

DR 5/cold iron; **Immune** mind-affecting effects; **PR** 16

OFFENSE

Speed 30 ft.

Melee masterwork kukri +10 (1d3+1/18–20 plus poison)

Special Attacks discordant wave,
 sneak attack +2d6

Psi-Like Abilities (ML 8th; concentration +11)

At will—*ectoplasmic sheen* (fallen targets must make a DC 17 Strength check to stand), *entangling ectoplasm* (DC 17, affects a creature up to Gargantuan size)

3/day—*concealing amorpha* (can also affect one adjacent creature), *force screen* (+5 shield bonus), *telepathic lash* (one humanoid up to 11 HD can be affected, DC 17)

Spell-Like Abilities (CL 8th;

concentration +11)

At will—*dancing lights*, *ghost sound* (DC 13)

STATISTICS

Str 13, **Dex** 19, **Con** 14, **Int** 15, **Wis** 17,
Cha 17

Base Atk +4; **CMB** +4; **CMD** 18

Feats Ability Focus (discordant wave), DodgeB, Improved Initiative, Iron Will, MobilityB, Weapon Finesse

Skills Acrobatics +15, Escape Artist +15, Knowledge (arcana) +10, Knowledge (planes) +10, Knowledge (psionics) +10, Perception +14, Stealth +19, Survival +11

Languages Aklo, Common, Sylvan
SQ poison use

ECOLOGY

Environment any land

Organization solitary, pair, or gathering (3–8)

Treasure standard (masterwork kukri, blue whinnis poison [4 doses], other treasure)

SPECIAL ABILITIES

Discordant Wave (Su) As a standard action a t'artys can produce a wave effect that spreads out to a radius of 30 feet, enveloping all targets within range. Humanoid creatures within the radius that fail a DC 15 Will save begin arguing and shouting with one another, making communication difficult and casting spells or manifesting powers next to impossible (affected creatures must make a concentration check with a DC of 20 + the spell or power level to cast spells or manifest powers). The arguing and shouting lasts for 5 rounds, during which time the t'artys is invisible. If any of the affected humanoids within the discordant wave effect are of different alignments, they must make a DC 15 Will save or see enemies in place of allies and attack them. A successful Will save negates the illusion of friends turning into foes, but the arguing continues for the entire duration. Discordant wave is a mind-affecting enchantment effect.

The t'artys (T-are-tis) is a psionic fey offshoot that enjoys sowing dissension among the “big folk” of various lands. They get perverse pleasure causing strife and making friends into foes (if even for a short time) as the bigger folk seem capable of holding grudges over the smallest slights, insults, or injuries. Woe betide the adventuring party that wanders into t'artys lands, as these fey will shadow and stalk them for hours and strike when the time is best for them and worst for the trespassers. Despite their love of starting fights and sowing dissension, they are still fey and enjoy pranks as well, although their pranks tend to be a bit more deadly. A t'artys won't hesitate to use its psi-like or spell-like abilities to harass and annoy its victims, like dancing lights and ghost sound to lead them on a merry chase (and maybe into a monster's lair), or coating an area ahead with ectoplasmic sheen (especially a sloping path) and watch the chaos of stumbling and skidding humanoids.

Before they engage their foes they prepare for a fight with concealing amorpha and force screen (for concealment and protection). During combat they use entangling ectoplasm and telepathic lash. Only when a t'artys is surrounded will it use its discordant wave, enveloping as many targets as possible. A t'artys uses the chaos to either escape or to inflict damage with its sneak attack, trusting its small size and mobility to keep it safe from retribution.



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