

PSIONICS EMBODIED

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PSIONICS EMBODIED

PSIONIC NPCs

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INTRODUCTION

While the members of the adventuring party are usually the heroes of the story, the cast of characters involved in every campaign encompasses many more individuals and personalities than the handful found within the adventuring group. *Psionics Embodied* is designed to give you ready-to-use psionic NPCs to help fill in that cast of characters for your campaign without needing to spend countless hours on character creation or development.

These characters run the spectrum from friendly and law-abiding like Miraxan the Warforger, to demented psychopaths with no regard for society like Dr. Grym, with all manner of variations in between. Whatever your campaign, as long as psionics exists, there are characters in this book that can fit your world and help flesh out the story you're looking to tell. Whether your campaign is a psionics-heavy world, or one where they are only found rarely, these NPCs can help you introduce some unique individuals who can serve as friends or foes; allies or adversaries that can span the careers of the player characters. Some could serve as life-long mentors, teaching new techniques with the mind blade or new psionic powers, while others could serve as the primary villain the party must hunt down and destroy.

A GALLERY OF CHARACTERS

Contained in *Psionics Embodied* are over twenty psionic NPCs. Each of the ten psionic classes has at least two representatives, with one typically being good-aligned and the other being evil-aligned. Each entry contains the character's history, description, and personality.

Listed below are the NPCs for each of the ten psionic classes:

Aegis: Sarania the Lightfoot, Thum the Jarl of Shadows

Cryptic: Alhandra the Unmaker, Count Malbor

Dread: Samazi Nuatl, Xelara the Dreamcatcher

Marksman: Aladriel the Bowmaster of the Reaches, Garak-Gro "The Ripper" Romak

Psion: Nektok the Dominator, Sumern the Walker of Worlds

Psychic Warrior: Bass Munroe, Desh-Rae-Halra, Mayles Marther

Soulknife: Li-andra the Whisper, Xander the Invisible Blade

Tactician: Enull Battleborn, Miraxan the Warforger

Vitalist: Dr. Serasene Grym, Erana the Voice of Reason

Wilder: Armitte the Arbiter of Justice, Evan Serance

In addition, each NPC contains guidelines so that they can either serve as an ally or an enemy to the players, depending on what the game requires.

Each NPC is presented at character levels 5, 10, and 15, so that they can remain relevant as the party advances

in level. These stat blocks include their typical combat tactics, as well as any special abilities and equipment they might use.

CHARACTER CREATION

The individuals detailed in this book were created using the rules found for NPC creation in the *Pathfinder RPG Core Rulebook*. This includes using the heroic NPC array to determine ability scores, as well as using the heroic level to determine their equipment and combat gear. This typically means their equipment and combat gear is more oriented toward an encounter, rather than long-term play, but is sufficient to keep them useful at their particular character level.

Each NPC was given the standard level advancement benefits, including ability score increases, which were typically applied to either their primary manifesting ability, or their most appropriate combat ability score if they were not a manifester. Additionally, most of the NPCs were granted favored class bonuses at each level, which were typically used for either a skill point or hit point. In some cases, the favored class bonus was used for alternate favored class bonuses, like an extra insight or additional power known, depending on the specific character.

If a particular NPC is intended to be used as a member of the party or evolves into another member of the party through the course of the campaign, the character wealth of the NPC should be adjusted to normal wealth expectations of a player character instead of NPC wealth. Otherwise, they will likely be significantly under-equipped compared to the rest of the party and might become a liability instead of an asset.

SOURCES USED

Character options for the different NPCs found in this book come from either the *Pathfinder RPG Core Rulebook* or from *Ultimate Psionics*. This includes feats, equipment, archetypes, classes, races, and psionic powers. Use of this book requires both of those books.

ALADRIEL OF THE REACHES

BACKGROUND

As a girl, Aladriel loved to compete: the thrill of the chase, the rush of the win. She would race her friends, challenge older children, or try to outshoot the grown archers. Her ambition placed her as the youngest archer in training, yet many of the older boys treated her with disdain because of her age and gender and refused to take part in her challenges. Unrelenting, she created a disguise with a green hood and cloak and when the boys were out training, she ambushed them by pinning their cloaks to the ground. Without a word, she jumped down in front of them, pointed at each one in turn and then challenged them with as deep a voice as she could.

To their surprise, the hooded stranger defeated them and told them to train and return in a month to try again. Flush with her victory, she returned to camp to hear the boys discuss what had happened and see them train harder than ever. Content, she too trained harder. Month after month, she defeated them in the forest, becoming something of a whispered legend amongst the archers.

A year after her first ambush, she revealed herself

to the boys. They were shocked not only because they had been beaten, but that they had been deceived by a girl. Amazingly, they saw the humor in it and for a while, Aladriel was one of them. When the Skyarrow Competition came to her town, she entered and managed to beat each of her friends, then defeating the regional champions from the other cities. She was crowned Champion of Skyarrow, but she would hold that title for only a few hours. A mage, father of one of the competitors, had been studying the young elven archer and realized she was supplementing her abilities with some form of psychic power, and revealed this to the judges.

Aladriel was dishonored in front of her entire city, forbidden to practice the art of archery in the elven cities, and her bow taken from her for her deceit. Aladriel, unaware that her abilities were anything but natural, was devastated. So in the dead of night, she stole back her bow and made to flee, when she faced the boys whom she had beaten. Hungry for revenge, they had planned to give her a fair thrashing, unaware that she was armed. She drew her bow and arrows and, like the well-trained archer she was, delivered a sequence of killing shots. She fled the disaster, yet found that she had a liking for the ultimate act of competition – kill or be killed. Since then, she serves as an assassin for hire, remembering her hard-learned lesson that looks can be deceptive – thus she dresses as one would assume a friendly elven archer should dress, a tactic that has let her slip away from many hits in her career.

PERSONALITY

Aladriel is competitive to a fault, and she seeks the ultimate challenge of one mortal against another. As such, she does not take assassination contracts that are easy, and has on occasion chosen to spare her enemies so that they can grow and become a true challenge.

This competitive streak also shows up in her love for contests of all kinds. She believes in pushing herself as much as possible, and thus she finds herself competing in areas she knows very little about. To her, this is a fantastic joy, every punch to the face in a boxing game teaches her more, every painful fall in the branch-running contest another notch on her spiritual bow.

If she lays eyes on people she deems interesting, she might challenge them, or let them challenge her in turn, to see their worth. Aladriel plays hard, and many challengers have faced death in a lethal game against her. As a consummate hunter, she doesn't blink to take a life, as long as it was taken for a good reason.

DESCRIPTION

Aladriel dresses in a beautiful elven-made mithral shirt for defense with green leather underneath, wearing a red cloak, giving her an almost classical image of the "elven archer". Her large elven ears are notched, one notch for every comrade fallen in battle, a painful reminder to Aladriel that others have sacrificed their lives for her. She has large purple almond eyes and long



brown hair, kept in a ponytail to keep it out of the way in combat. She carries a masterfully crafted composite longbow of the same curly elven design as her mithral shirt. When she notches her arrows, they transform into energy making them very distinct.

AS AN ALLY

Usually, Aladriel either hires a group of adventurers to do a certain task, or she will join them. If she hires them, it is because she is either already on a job and needs people to create a distraction, or she is avoiding pursuers for a previous job. Regardless, hiring adventurers to “protect her against evil mercenaries” or to “sneak into the merchant’s house to see if my sister is being held captive” and counting on them to fail, she pays in hard cash. If they survive, she will be grateful and might even turn to them again for more help, but always keeps them at arms’ length, knowing that if she lets them become close to her, she cannot treat them as expendables.

Aladriel might join a group if their goals align, such as when the orc warlord she is hired to take out is the leader of the warband the adventurers are tracking. Sometimes, she might join a group simply because they impressed her. Either way, she is a model party member: she helps set up camp, hunts for food in the forests, tracks enemies and takes them out when combat rolls around. However, if at the end, her goals and those of her newfound friends aren’t on the same page, she doesn’t hesitate to finish her job. She knows far too well that even friends can become enemies, and as such, she prefers a job well done than failing only to be betrayed.

If the adventurers know whom to ask, they might seek her out. Aladriel enjoys training others nearly as much as she enjoys the hunt. If she takes a liking to the adventurers, she might even forego payment unless her jobs have been scarce. If they seek her out in her professional role, they will soon learn that she is both expensive and prefers to work away from her employers. She doesn’t take up jobs that amount to simply “helping out;” she needs a target and a timeframe.

AS AN ENEMY

For most, the knowledge that Aladriel is the enemy is only unveiled seconds before death as arrows find their marks. She is both stealthy and capable of killing from afar, so most encounters with her are on her terms. She will scout out an ambush site, focus her fire on enemy archers, and then take out her target. If she is hired to leave no survivors, she focuses on healers first, knowing that once they are down, she can bleed the rest dry.

She utilizes hit and run tactics against foes that are a challenge, forcing them to stop and expend resources to heal and recuperate, while at the same time learning their tactics, their strengths, and their weaknesses. She is relentless and doesn’t mind fleeing time and again, frustrating many enemies with what others deem as “cowardly” behavior. She knows it isn’t cowardice to cause your enemies to misstep out of frustration.

ALADRIEL OF THE REACHES

CR 4

XP 1,200

Elf marksman 5

N Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +12

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex); +1 dodge bonus against ranged attacks

hp 32 (5d10)

Fort +0, **Ref** +9, **Will** +6; +2 racial bonus against enchantment spells and effects

Immunity magic sleep effects

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+1/19-20)

Ranged mwk composite longbow +12 (1d8+2/x3)

Special Attacks Style technique (expend focus during full attack with ranged weapon for an additional attack)

Marksman Powers Known (ML 5th; concentration +7); 12 pp

2nd—*concealing amorpha*

1st—*chameleon, offensive prescience*

TACTICS

Before Combat Aladriel will try to find a secure location that is hard to reach and try to gain cover if possible.

During Combat Aladriel always tries to distance herself from enemies as much as possible to avoid potential attacks. If she comes under attack, she will activate her *psionic tattoo of force screen* for added protection.

Base Statistics If Aladriel is not maintaining psionic focus, reduce her longbow’s damage, Reflex save and Initiative modifier by 1.

STATISTICS

Str 13, **Dex** 18, **Con** 8, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +6; **CMD** 20

Feats Point-Blank Shot, Psionic Meditation, Psionic Shot, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +12, Autohypnosis +9, Climb +6, Perception +12, Stealth +12

Languages Common, elf

SQ Combat style (volley), cover fire, evade arrows (+1), favored weapon (bows +1), second chance (5/day), style mantra (+1), style skill (perception +1), split shot (5/day), wind reader (8/day)

Combat Gear +1 *shock arrows* (5), *potion of cure moderate wounds*, *power stone of metaphysical weapon*, *psionic tattoo of force screen*; **Other Gear** masterwork longsword, masterwork composite longbow (+1 Str) with 20 arrows, masterwork chain shirt, tanglefoot bag, 85 gp

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ALADRIEL OF THE REACHES

CR 9

XP 6,400

Elf marksman 10

N Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +20

DEFENSE

AC 20, touch 17, flat-footed 16 (+4 armor, +4 Dex, +1 deflection, +1 dodge); +3 dodge vs. ranged attacks

hp 59 (10d10)

Fort +2, **Ref** +9, **Will** +7; +2 racial bonus against enchantment spells and effects

Immunity magic sleep effects

OFFENSE

Speed 30 ft.

Melee mwk longsword +13/+8 (1d8+2/19-20)

Ranged +1 composite longbow +21/+16 (1d8+4/x3)

Special Attacks Style Technique (expend focus during full attack with ranged weapon for an additional attack), quick volley.

Marksman Powers Known (ML 10th; concentration +12); 30 pp

3rd—control air

2nd—concealing amorpha, knockdown (DC 14), sidestep, sonic blast.

1st—chameleon, offensive prescience

TACTICS

Before Combat Aladriel will try to find a secure location to fire from and uses Offensive Prescience, but drinks a *potion of barkskin* +2 if given the chance before a fight that looks like a melee is inevitable.

During Combat Aladriel takes advantage of manyshot, split shot, and rapid shot to pincushion as many enemies as possible. She's willing to provoke attacks of opportunity to escape a melee (using mobility) but uses quick volley (with point-blank shot to try to maneuver out of corners if an enemy gets too close.

Base Statistics If Aladriel is not maintaining psionic focus, reduce her longbow's damage by 1, and her Reflex save and Initiative modifier by 2.

STATISTICS

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

Base Atk +10; **CMB** +12; **CMD** 28

Feats Dodge, Manyshot, Mobility, Point-Blank Shot, Psionic Meditation, Psionic Shot, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +17, Autohypnosis +15, Climb +7, Perception +20, Stealth +15

Languages Common, elf

SQ Combat style (volley), cover fire, disengage, elven magic, evade arrows (+3), favored weapon (bows +3), quick volley, style mantra (+2), style skill (perception +3), split shot (5/day), second chance (5/day), split shot (5/day), wind reader (8/day).

Combat Gear +1 shock arrows (12), oil of flame arrow, *potion of cure light wounds* (3), *potion of cure moderate wounds* (2); **Other Gear** mithral chain shirt, +1 composite longbow, arrows (20), masterwork longsword, ring of protection +1, 51 gp, 5 sp

ALADRIEL OF THE REACHES

CR 9

XP 38,400

Elf marksman 15

N Medium humanoid (elf)

Init +9; **Senses** low-light vision; Perception +27

DEFENSE

AC 24, touch 18, flat-footed 18 (+6 armor, +5 Dex, +2 deflection, +1 dodge); +4 dodge against ranged attacks

hp 102 (15d10+15)

Fort +4, **Ref** +12, **Will** +9; +2 racial bonus vs. Enchantments

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee Mwk longsword +18/+13/+8 (1d8+2/19-20)

Ranged +1 shocking composite longbow +27/+22/+17 (1d8+5 plus 1d6 electricity/x3)

Special Attacks Style technique (expend focus during full attack with ranged weapon for an additional attack), quick volley.

Marksman Powers Known (ML 15th; concentration 17); (57 pp total)

4th—barrage, inertial barrier, slip the bonds

3rd—control air

2nd—concealing amorpha, knockdown (DC 14), sidestep, sonic blast

1st—chameleon, offensive prescience

TACTICS

Before Combat Aladriel manifests slip the bonds and inertial barrier for any serious fights before they even begin, typically using her high perception to see the enemy from very far away.

During Combat She stays at range for as long as possible and when she's finally forced to she uses her *tattoo of force screen* and *potion of bull's strength* before they close.

Base Statistics If Aladriel is not maintaining psionic focus, reduce her longbow's damage by 2, and her Reflex save and Initiative modifier by 4.

STATISTICS

Str 14, **Dex** 20, **Con** 9, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +15; **CMB** +17; **CMD** 37

Feats Deadly Aim, Dodge, Greater Psionic Shot, Improved Critical (longbow), Improved Initiative, Manyshot, Mobility, Point-Blank Shot, Psionic Meditation, Psionic Shot, Rapid Shot, Toughness, Weapon Focus (longbow)

Skills Acrobatics +21, Autohypnosis +19, Climb +10, Perception +37, Stealth +23

Languages Common, Elven

SQ Burst arrows (2/day), combat style (volley), cover fire, defensive shot, disengage, elven magic, evade arrows (+4), favored weapon (bows +4), quick volley, style mantra (+4), style skill (perception +5), split shot (5/day), second chance (5/day), split shot (5/day), wind reader (8/day).

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds* (3), *potion of cure serious wounds*, *potion of jump*, *psionic tattoo of force screen*; **Other Gear** +2 mithral chain shirt, +1 shocking composite longbow, arrows (20), masterwork longsword, belt of incredible dexterity +2, ring of protection +2, 86 gp, 5 sp

ALHANDRA THE UNMAKER

BACKGROUND

When Alhandra was young, she strove to be like her older brothers, creators and builders, makers of the physical. One was a smith, one a carpenter and the third a clockworker in training - but Alhandra had affinity for none of them. Her father chided her for being born unskilled and her mother fawned over the three elder brothers but left Alhandra alone. When Alhandra picked up a tool, she was more prone to break it, or whatever she was working on, than create something. In fact, over time, the small town where Alhandra lived came to jest and joke about the fact that anything Alhandra laid her hands on would fall apart.

Shamed that she could not make her parents proud, or be an equal to her brothers, Alhandra decided to take her life. Scared of failing even at that, she chose to end it by entering the forbidden Tomb of Hadüm, said to be guarded by undead monstrosities unable to exit the tomb. But as she walked inside, it was as if something snapped into place - a quiet understanding of how the world worked opened her eyes. Everywhere around her, she could see numbers, complex math that she did not quite understand, yet - but it allowed her to see how things interacted. Armed with that understanding, the Tomb was suddenly not as frightening, and life not as hard. Almost by second nature, Alhandra sidestepped traps, unmade the skeletons that came at her and walked into the burial chamber itself. There, she could see the complex patterns interconnecting the tiles on the floor and, almost like a dance, sidestepped the deadly traps that had claimed so many lives before her.

Alhandra realized that there was a reason for her “fumbling ways” - she was an unmaker, born into this world to reshape it, to tear apart the old so that the new could grow once more. Over the years, Alhandra took to this like a religion, sowing chaos and destruction where she went to allow new things to blossom. She would seduce a noble, then tell his wife of his indiscretions, or join a group of adventurers in taking down a marauder, only to switch sides at the very final battle. To Alhandra, this is the reason she exists and while others might find it “wrong”, she will simply smile and unmake them - for people and opinions are but patterns created in blood and thought, and these too can be unmade.

PERSONALITY

Alhandra lives life as if it was a game, one where all people are pawns. She’s not intentionally malicious against others, but has a careless disregard for their safety. Constantly happy at the mysteries the world has to offer, she follows the patterns only she can see, the mystical equations that unfold in front of her. This can sometimes make her seem distracted or overly focused on arbitrary things, but she often has startling insight into coming events or relations.

She doesn’t mind asking uncomfortable questions, often hoping that her prodding can trigger reactions or force people into action. If she notices that a stablehand is infatuated with the barmaid, she will ask them both what is holding them back, insinuating that she might decide to seduce one or the other if they don’t act. As such, she can quickly become unpopular, and tends towards a nomadic lifestyle - both for her safety and also because the world is filled with endless potential. To Alhandra, she exists to realize that potential.

DESCRIPTION

Alhandra’s long blonde hair complements her elven blood, strongly seen in her emerald, almond-shaped eyes and her pointed ears. Her neck and hands are covered by minute symbols, not unlike elven tattoos, yet alive. She wears a green mantle covered with golden symbols over her shoulders, a beautiful mithril chain shirt that looks more woven than made, and carries a masterfully crafted elven shortbow. She tends to smile at the world, causing all those that meet her to underestimate this powerful cryptic, much to their dismay. She carries a



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number of keys in her belt, each representing a major event she has unmade.

AS AN ALLY

Most often taking on the role as guiding hand or mentor, Alhandra often finds that she needs other people to set things in motion. She takes the time to study a group, learning how they interact, what their motivations are and will then mold her requests after what fits them. She will prod them into action, hating the waiting game and preferring that something is happening rather than not. If she has a goal, she doesn't mind taking point, keeping the group safe from traps and unmaking enemies before they even get there.

Such goals usually have aspects of both societal and material components. What might seem like a regular exploration of an old ruin can soon turn into releasing an ancient curse or finding written records that the poorest family in town really are nobles and heirs to the local throne. The curse might finally bring the villagers together and at the cost of a few dead, help them prosper in the long term. Perhaps the poor family becomes resistance fighters, starting a small rebellion. To Alhandra, even the annihilation of the village or the destruction of order and stability in a full-scale rebellion, are good things. If things change, new possibilities open and blossom. While seeing the benefits of good allies, should the group turn irrevocably against her, she will either quietly disappear and leave them to their own devices, or lash out to unmake them. She knows that even her own death has a purpose, and while not foolhardy, she does not fear dying.

AS AN ENEMY

Being Alhandra's enemy is more about representing too much order and stability rather than drawing her ire. Alhandra loves emotions, the very centerpieces of so much change and upheaval, but she isn't dominated by them. Those who get in her way are often disposed of in one manner or another – but then she can be wicked about how she does that.

An annoying group that is interfering might find itself the target of a slander campaign about their "cultist activities", drawing inquisitions from churches and sometimes barring the group from shopping in a small town. If a group is more intently interfering with or trying to stop Alhandra, they will quickly find their rooms trapped, their advance halted by malicious rumors, their campsite having a bees' nest dumped into it, or the like. If drawn into combat she will bind those capable of closing into melee with her as fast as possible, then taking out all enemies at range. She keeps mobile, using her disrupt pattern against all enemies. If caught, her innate abilities to bypass certain locks will quickly allow her to flee. That said, she might not carry a grudge against those who caught her, simply following her heart towards new seeds of chaos.

ALHANDRA THE UNMAKER

CR 4

XP 1,200

Half-elf cryptic 5

Chaotic neutral Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 32 (5d8+5)

Fort +3, **Ref** +8, **Will** +5; +2 bonus against enchantment spells and effects

Defensive Abilities altered defense (+2), evasion, rapid defense; **Immunity** magic sleep effects

OFFENSE

Speed 30 ft.

Ranged mwk shortbow +8 (1d6+2/x3)

Special Attacks disrupt pattern +7 (touch attack, 1d6+8 plus 2d6)

Cryptic Powers Known (ML 5th; concentration +8); 15 pp
2nd—*breach, detect hostile intent*

1st—*inevitable strike, kinetic legerdemain, know direction and location*

0—*detect psionics, telekinetic punch*

TACTICS

Before Combat Alhandra will alter her active creature type to match the enemy she considers to be the most dangerous.

During Combat Alhandra prefers to make attacks with her disrupt pattern ability, using *inevitable strike* if she finds an opponent particularly difficult to hit.

Base Statistics If Alhandra is not maintaining psionic focus, the damage of her disrupt pattern and ranged attacks are reduced by 1.

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 16, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 15

Feats Improved Disruption, Point-Blank Shot, Psionic Shot, Scribe Tattoo, Skill Focus (Disable Device)

Skills Craft (traps) +16, Disable Device +15, Knowledge (psionics) +11, Perception +10, Stealth +14, Spellcraft +11, Use Magic Device +9; +2 bonus to Perception checks to locate traps

Languages Common, Elven, Gnome, Maenad, Undercommon

SQ Insights (binding pattern, bypass pattern)

Combat Gear *potion of cure moderate wounds, psionic tattoo of cleanse body*; **Other Gear** masterwork shortbow, masterwork chain shirt, *cloak of resistance* +1, *power stone of wall walker*, 70 gp

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ALHANDRA THE UNMAKER

CR 9

XP 6,400

Half-elf cryptic 10

Chaotic neutral Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +15

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural)
hp 65 (10d8+10)

Fort +5, **Ref** +11, **Will** +8; +2 bonus against enchantment spells and effects

Defensive Abilities altered defense (+3), evasion, rapid defense; **Immunity** magic sleep effects

OFFENSE

Speed 30 ft.

Ranged +1 *shortbow* +11/+6 (1d6+4/x3)

Special Attacks disrupt pattern +11 (touch attack, 1d6+12 plus 4d6)

Cryptic Powers Known (ML 10th; concentration +14); 48 pp

4th—*Fold space*

3rd—*Danger sense, dispel psionics, ubiquitous vision*

2nd—*breach, detect hostile intent, resist toxin*

1st—*inevitable strike, kinetic legerdemain, know direction and location*

0—*detect psionics, telekinetic punch*

TACTICS

Before Combat Alhandra will alter her active creature type to match the enemy she considers to be the most dangerous.

During Combat Alhandra prefers to make attacks with her disrupt pattern ability, using *inevitable strike* if she finds an opponent particularly difficult to hit.

Base Statistics If Alhandra is not maintaining psionic focus, the damage of her disrupt pattern and ranged attacks are reduced by 2.

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 19, **Wis** 10, **Cha** 12

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

Feats Extra Disruption Type, Greater Psionic Shot, Improved Disruption, Point-Blank Shot, Psionic Shot, Scribe Tattoo, Skill Focus (Disable Device)

Skills Craft (traps) +27, Disable Device +23, Knowledge (psionics) +17, Perception +15, Sense Motive +13, Stealth +21, Spellcraft +17, Use Magic Device +14; +5 bonus to Perception checks to locate traps

Languages Common, Elven, Gnome, Maenad, Undercommon

SQ Insights (binding pattern, bypass pattern, fast stealth, improved evasion, shatter pattern)

Combat Gear *potion of cure serious wounds* (2), *psionic tattoo of cleanse body*; **Other Gear** +1 *shortbow*, +1 *chain shirt*, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of vast intelligence* +2, *power stone of wall walker*, 170 gp

ALHANDRA THE UNMAKER

CR 14

XP 38,400

Half-elf cryptic 15

Chaotic neutral Medium humanoid (elf, human)

Init +8; **Senses** low-light vision; Perception +20

DEFENSE

AC 26, touch 18, flat-footed 18 (+6 armor, +4 Dex, +2 natural, +4 dodge)

hp 109 (15d8+27)

Fort +8, **Ref** +15, **Will** +11; +2 bonus against enchantment spells and effects

Defensive Abilities altered defense (+4), enduring defense, improved evasion, rapid defense; **Immunity** magic sleep effects

OFFENSE

Speed 30 ft.

Ranged +2 *shortbow* +17/+12/+7 (1d6+5/x3)

Special Attacks disrupt pattern +16 (touch attack, 1d6+16 plus 7d6 plus 8 bleed)

Cryptic Powers Known (ML 15th; concentration +20); 113 pp

5th—*pierce the veils*

4th—*Disrupting strikes, energy adaptation, fold space, slip the bonds, steadfast perception*

3rd—*Danger sense, dispel psionics, ubiquitous vision*

2nd—*breach, detect hostile intent, resist toxin*

1st—*inevitable strike, kinetic legerdemain, know direction and location*

0—*detect psionics, telekinetic punch*

TACTICS

Before Combat Alhandra will alter her active creature type to match the enemy she considers to be the most dangerous.

During Combat Alhandra prefers to make attacks with her disrupt pattern ability, using *inevitable strike* if she finds an opponent particularly difficult to hit.

Base Statistics If Alhandra is not maintaining psionic focus, the damage of her disrupt pattern and ranged attacks are reduced by 2.

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 22, **Wis** 10, **Cha** 12

Base Atk +11; **CMB** +6; **CMD** 19

Feats Extra Disruption Type, Extra Insight, Greater Psionic Shot, Improved Disruption, Improved Initiative, Point-Blank Shot, Psionic Body, Psionic Shot, Scribe Tattoo, Skill Focus (Disable Device)

Skills Autohypnosis +18, Craft (traps) +36, Disable Device +29, Intimidate +19, Knowledge (psionics) +24, Perception +20, Sense Motive +18, Spellcraft +24, Stealth +27, Use Magic Device +19; +7 bonus to Perception checks to locate traps

Languages Common, Elven, Gnome, Maenad, Undercommon

SQ Insights (binding pattern, bleeding pattern, bypass pattern, fast stealth, improved evasion, light-bending pattern 9/day, quick disable, shatter pattern)

Combat Gear *potion of cure serious wounds* (2), *psionic tattoo of cleanse body*; **Other Gear** +1 *shortbow*, +2 *chain shirt*, *amulet of natural armor* +2, *belt of incredible dexterity* +2, *cloak of resistance* +2, *headband of vast intelligence* +4, *power stone of wall walker*, 170 gp

ARMITE, ARBITER OF JUSTICE

BACKGROUND

Armite is an orphan, growing up to take care of his younger brother his entire life, they both lived a rough life on the streets. Armite's charming personality and way with people made sure they at least had a stable to sleep in, some leftovers in their bellies, and a friendly hug when things were harsh. An old criminal kidnapped Armite's brother, pressing him into stealing for him. By the time Armite found the criminal, the brother had been killed, pushing Armite past his breaking point. Armite still doesn't remember, nor does he want to remember, exactly HOW the criminal died, yet his heart is content knowing that the murderer is dead.

Lost without a brother to care for, yet yearning for a reason to live, Armite turned towards helping others as a way to soothe the pain he felt in his heart. He turned towards those who had failed him and his brother first, going after corrupt city guardsmen paid to look the other way when crime surged, then after the nobility that preyed upon the citizens. One by one, he lashed out at all those that would hurt and harm the innocent.

Such unfocused outbursts tended to make enemies and when Armite attacked a corrupt noble family, he made dangerous foes. The family was a pack of shapeshifters, using their abilities to work both the noble courts and the

criminal underworld and extending their influence into both city guards and magistrates. With shapeshifters as enemies, Armite soon saw himself under attack. One by one his allies died or left, leaving him to face the family alone. In every instance, Armite recruited more allies, and even though the family was shattered, their criminal power gone forever, he blames himself for the trail of dead bodies behind him. For every righteous move he makes, he feels that another friend dies, another ally leaves afraid for their lives.

Armite, striving to help others in need, has a burning hatred for those who take or abuse children and will tend to black out with anger when confronted with these people. His anger summons his avengers, terrible and brutal justicars that deem out his swift justice, yet it often leaves him feeling drained.

These blackouts are problematic for Armite, leaving him in unfamiliar places, or with the blood of dead criminals on his hands, but with no recollection of what transpired. For this reason, Armite tries to surround himself with allies and adventurers, people who can keep an eye on him and help him remember exactly why someone died. He fears that he will one day hurt innocent people, but so far his friends have been adamant that all who died at the hands of his justicars deserved it for the evils they perpetuated.

PERSONALITY

Armite is driven by the wish to make life better for all the oppressed, to remove those who abuse their power from this world and to make life in general better. He also harbors a deep wound, driven by the fact that he failed to protect his sibling, he wants to find a way to return the young brother to life. He knows he will need resources to do this, and therefore throws himself into many different endeavors, from cleaning out graveyards from undead menaces, to importing spices with the desert caravans, always striving to save away some of his money to pay for a resurrection should the day come.

This intense drive to have his brother resurrected can also be exploited by less scrupulous people, and once or twice Armite has been strung along with the potential of a scroll of resurrection in the hoard of a monster. This means that sometimes his actions don't always align with his other ambitions, hoping to find a shortcut to correcting the mistake he made as a young man.

DESCRIPTION

With a head covered in purple hair and beard, his face is often unmistakable in a crowd, where his dark skin and piercing blue eyes make him stand out. Dressed for a life of adventure, he has sturdy boots, a belt of dorjes and tools and rough gloves. His green cloak is clasped to his chest, bearing the only extravagant piece Armite owns – a golden clasp. Anything else he has or acquires tends to serve a purpose. When he takes to adventuring, he uses a longspear to keep enemies away, preferring to rely on his surge blast if needed.



AS AN ALLY

Armite is quick to take up arms against all forms of injustice, especially if that injustice is targeted against children or other innocents. His strong views on this means that unless the group is already of similar minds he can quickly make encounters with less upstanding citizens problematic. He believes in universal justice and that he has a right to mete it out against all those who are evil. This strong belief also means that often he works for free or for little monetary gain, delaying his brother's resurrection – yet he believes it to be a worthwhile sacrifice. Better to save a hundred now, than to have to raise them from the dead in a week.

His small stature means many enemies will misjudge him initially, something he uses to his benefit. He often unleashes his “justicars” on enemies, summoning them to flank and aid his allies as much as he can. He believes that a well-tuned group can overcome enemies far beyond their individual strength and will often take time to talk things through and suggest that the group train or prepare for certain scenarios.

As a mentor, Armite shares of his knowledge and power freely to those he deems to be “fighting the good fight”, often requiring no payment beyond a continued fight against oppression, criminals and evildoers. Armite believes that it doesn't really matter what evil you are fighting, as long as you are fighting it – if you accept it and leave it be, it will fester and destroy, like the criminal that kidnapped and then killed his brother.

AS AN ENEMY

Forcing your way unto others, acting like a criminal or oppressing others is a surefire way to gain a staunch enemy in Armite. He lets his emotions define him and nothing drives a greater emotional response than injustice. He will recruit people to go after you, exchange his services for that of others and take up arms.

He is at his most dangerous when given a chance to blast his enemies from afar, bursting their heads from within or scorching them with rays of wrathful fire. His ability to empower his dorjes means that if given a chance to prepare, he is often very powerful for his size, and with allies or “justicars” (his astral constructs) to keep enemies at bay, things can quickly turn sour when he ambushes you. While not technically trained, his small size and nimbleness makes him hard to spot and his heightened senses help him keep from being ambushed in turn.

Knowing that he cannot outrun his enemies he will fight to the bitter end. As such he can be calculating in his response to enemies, preferring to permanently take out enemies knowing that all it takes is some quick healing for all his fighting to be undone. This coldblooded ability to kill unconscious enemies sometimes surprises those who meet him, believing his friendly demeanor and merry looks to determine his behavior, rather than the anger that boils beneath.

ARMITE, ARBITER OF JUSTICE CR 4

XP 1,200

Gnome wilder 5

CG small humanoid (gnome, psionic)

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

AC 17, touch 15, flat-footed 14 (+2 armor, +2 Dex, +1 dodge, +1 size, +1 deflection)

hp 36 (5d8+10)

Fort +3, **Ref** +3, **Will** +5 ; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), elude attack (+1)

OFFENSE

Speed 20 ft.

Melee Mwk longspear +3 (1d6-2)

Ranged Surge blast +6 (ranged touch, 2d6 force)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Gnome Spell-Like Abilities (CL 5th; concentration +9)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

Wilder Powers Known (ML 5th; concentration +9); 35 pp

2nd—*detect hostile intent*

1st—*astral construct*, *defensive precognition*, *mind thrust* (DC 15)

0—*crystal light*

TACTICS

Before Combat Armite will summon an astral construct and direct it to attack, while activating his *dorje of force screen* for added protection.

During Combat Armite prefers to use *mind thrust* as his offensive attack, staying out of melee as much as possible and using astral constructs as obstacles to keep enemies out of reach.

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +3; **CMB** +0; **CMD** 14

Feats Craft Wand, Expanded Knowledge (*astral construct*), Modified Blast, Scribe Scroll, Surging Aura

Skills Craft (jewelry) +8, Diplomacy +12, Perception +10, Sense Motive +9, Spellcraft +8, Use Magic Device +12

Languages Common, Gnome, Sylvan

SQ artificer's surge, improved surge bong, psychic enervation, surge blast, surge bond, surging euphoria (+1), wild surge (+2, artificer's surge)

Combat Gear *dorje of energy ray* (21 charges), *dorje of entangling ectoplasm* (17 charges), *dorje of force screen* (18 charges), *dorje of inertial armor* (21 charges), *dorje of vigor* (15 charges), *potion of cure moderate wounds*;

Other Gear Small masterwork longspear, leather armor, *ring of protection* +1, flask of acid (2), flask of alchemist's fire (2), 30 gp

PSIONICS EMBODIED

ARMITE, ARBITER OF JUSTICE CR 9

XP 6,400

Gnome wilder 10

CG small humanoid (gnome, psionic)

Init +2; **Senses** low-light vision; Perception +16

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +2 Dex, +3 dodge, +1 size)

hp 68 (10d8+20)

Fort +5, **Ref** +5, **Will** +9; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), elude attack (+3)

OFFENSE

Speed 15 ft.

Melee Mwk longspear +8/+3 (1d6-1/x3)

Ranged Mwk light crossbow +11 (1d6/19-20)

Ranged Surge blast +12 (ranged touch, 3d6 force)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Gnome Spell-Like Abilities (CL 10th; concentration +15)

1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*

Wilder Powers Known (ML 10th; concentration +15); 113 pp

5th—*upheaval* (DC 20)

4th—*psychokinetic charge*

3rd—*guarded sleep*

2nd—*detect hostile intent*

1st—*astral construct, defensive precognition, mind thrust* (DC 15)

0—*crystal light*

TACTICS

Before Combat Armite creates a fully-augmented astral construct and sends it into battle using *psychokinetic charge*, before looking for a defensible position.

During Combat He prefers using his *cognizance crystals* with *mind thrust*, using his own pp as a last resort or to make more astral constructs as needed. He uses his *dorje of energy ray* more than his crossbow.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +7; **CMB** +5; **CMD** 23

Feats Boost Construct, Craft Cognizance Crystal, Craft Wand, Expanded Knowledge (astral construct), Inquisitor, Modified Blast, Scribe Scroll, Surging Aura

Skills Craft (jewelry) +15, Diplomacy +17, Perception +16, Sense Motive +15, Spellcraft +10, Use Magic Device +11

Languages Common, Gnome, Sylvan

SQ artificer's bond, improved surge bond, psychic enervation, surge blast, surge bond, surging euphoria, wild surge

Combat Gear *dorje of energy ray* (15 charges), *dorje of entangling ectoplasm* (10 charges), *dorje of force screen* (15 charges), *dorje of vigor* (grants 20 temporary HP, 10 charges), +1 *flaming bolts* (5), *potion of cure light wounds* (3), *potion of cure moderate wounds*; **Other Gear** +2 *chain shirt*, Mwk light crossbow, crossbow bolts (10), masterwork longspear, *cognizance crystals* (4 at 1 pp, 1 at 3 pp), masterwork jeweller's tools, 205 gp

ARMITE, ARBITER OF JUSTICE CR 14

XP 38,400

Gnome wilder 15

CG small humanoid (gnome, psionic)

Init +2; **Senses** low-light vision; Perception +21

DEFENSE

AC 26, touch 19, flat-footed 20 (+7 armor, +2 deflection, +2 Dex, +4 dodge, +1 size)

hp 101 (15d8+30)

Fort +9, **Ref** +9, **Will** +13; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), elude attack (+4)

OFFENSE

Speed 30 ft.

Melee +1 *longspear* +11/+6/+1 (1d6-1/x3)

Ranged +1 *light crossbow* +15 (1d6+1/19-20)

Ranged Surge Blast +12 (ranged touch, 5d6 force)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

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

1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*

Wilder Powers Known (ML 15th; concentration +20); 232 pp

7th—*decerebrate* (DC 22)

6th—*brutalize wounds* (DC 21)

5th—*upheaval* (DC 20)

4th—*psychokinetic charge*

3rd—*guarded sleep*

2nd—*detect hostile intent*

1st—*astral construct, defensive precognition, mind thrust* (DC 15)

0—*crystal light*

TACTICS

Before Combat Armite creates a fully-augmented astral construct and sends it into battle using *psychokinetic charge*, before looking for a defensible position.

During Combat He prefers using his *cognizance crystals* with *mind thrust*, using his own pp as a last resort or to make more astral constructs as needed. He uses his *dorje of energy ray* more than his crossbow.

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 21

Base Atk +11; **CMB** +10; **CMD** 31

Feats Advanced Constructs, Boost Construct, Craft Cognizance Crystal, Craft Wand, Endowed Mind, Expanded Knowledge (astral construct), Inquisitor, Modified Blast, Ready Response, Scribe Scroll, Surging Aura, Up The Walls

Skills Acrobatics +5, Craft (jewelry) +20, Diplomacy +23, Perception +21, Sense Motive +20, Spellcraft +12, Use Magic Device +12

Languages Common, Gnome, Sylvan

SQ Artificer's surge, improved surge bond, psychic enervation, surge blast, surge bond, surging euphoria, wild surge

Combat Gear *dorje of energy ray* (10 charges), *dorje of entangling ectoplasm* (5 charges), *dorje of force screen* (15 charges), *dorje of vigor* (grants 20 temporary HP, 5 charges), *potion of cure serious wounds*; **Other Gear** +3 *chain shirt*, +1 *light crossbow*, +1 *longspear*, *cloak of resistance* +2, *cognizant crystal* (1 pp), *cognizant crystal* (1 pp), *cognizant crystal* (1 pp), *cognizant crystal* (1 pp), *cognizant crystal* (3 pp), *headband of alluring charisma* +2, *pearl*, *brain lock* (2), *ring of protection* +2, artisan's tools, 205 gp

BASS MUNROE

BACKGROUND

Bass was always a lone child until his family moved in next door to Mayles' family. With Mayles, Bass found a soulmate, someone he could share anything with and together they hunted the woods, camped and learned how to survive together. It was side by side that they joined the King's Army, fought his battles and wars, and it was by the King's Army they were abandoned when something went wrong.

But to Bass, this was the culmination of his life experiences - here he and his best friend were forced to rely solely on themselves, awakening inner power unlike either of them had seen before, allowing them to fight clear of flesh-eating plants, horrid monsters and worse. Side by side, Bass and Mayles liberated a series of villages and towns, first from monsters, then from criminals and oppressors. But for each village they left, it soon fell to predators again.

To counter this, Bass suggested they form a militia - with Mayles heading up the daily training and patrolling of the civilized areas, and Bass doing spearhead attacks against criminal outposts, monsters or ruins filled with unspeakable things. Over time, Bass saw Mayles becoming weaker and weaker, falling in love with some woman and ignoring his duties to the people. When a group of lycanthropes took Mayles' brother-in-law, Bass wondered whether his friend would buckle or rise up again. Rise he did, but not against the werewolves, for Mayles' found out that the brother-in-law had been turned.

Saddened that Mayles was unable to put the good of all ahead of his own feelings, Bass took his team and hunted the werewolves down. When he returned with their heads on stakes, he assumed Mayles would see the error of his ways and thank him. Instead, he betrayed Bass in the worst possible way - he drew his weapon against him. Bass was horrified, his brother had gone mad before his eyes. Bass declined the challenge and Mayles left, leaving behind a grieving wife.

Where Mayles left behind his responsibilities, Bass hardened, taking up the mantle of General for the Militia his friend had abandoned. He would not allow anarchy to reign, and so he strives to pacify all others, be they villagers or criminals, his headsmen hunting the beasts of the world together with their general. Without Mayles, Bass drinks deeply from his inner rage, furious at being betrayed, venting his rage against rebels, enemies and monsters alike. Now it is his destiny to reshape the world into a place where people can be safe, order can be achieved and weaklings like Mayles are weeded out before they pollute the world.

PERSONALITY

Bass is a warrior first and foremost and a leader second. He believes that unless you fight for what you want, you'll never get it. To Bass, the world is a horrific place filled with danger, be it monsters or men, all are

quite capable of extreme acts of violence and it doesn't matter who they are or who they were. In a world where violence is commonplace, the only way to safeguard people is to hold a greater potential for violence. This is Bass' goal, to be able to hold the greatest potential for violence - both on a personal and political level. He believes that this threat will keep others in line, preventing them from preying upon each other and at the same time keep them safe, unleashing this potential against enemies and monsters alike.

What others might call callousness is nothing but survival instinct to Bass. You cannot show pity to a monster because he was once family, for he can still tear you apart. You cannot allow weakness to spread in your ranks, for if one fails, more fall. Bass does not seek power, it comes to him almost naturally as a consequence of his actions. Yet he will wield this power for the safety of all, even if that means that the few must suffer.

DESCRIPTION

No hair on his head, with a number of tattoos across his skull and down the sides of his face, Bass is the



PSIONICS EMBODIED

screaming image of “beast warrior”. He prefers to have his claws out at all times and most of the time his face is twisted in a feral snarl. Sharply contrasting his bestial side, Munro wears a uniform.

AS AN ALLY

Bass tends towards either being a commander or a mentor, friendship has cost him before and he will rarely let others get close enough to him to become friends. As a commander, he treats those that work for him extraordinarily well, but requires absolute obedience. He will smile, joke and drink with his men, but if someone betrays him, he will hunt him down in person and tear his heart from his chest, still beating. People who work for or under Bass tend to know this and he doesn't feel there is a need to make this obvious to others beyond his own appearance.

If on a mission for Bass, he allows people to work unsupervised and doesn't mind sending in reinforcements if he deems it necessary, but he takes badly to outright failure. To Bass, if you take responsibility for something, and find yourself unable to complete it, it is your duty to return and request more resources, not get killed. He pays well, trains his troops hard and makes sure they have the best equipment they need to overcome their enemies.

If Bass is a mentor, he gives the person or the group his undivided attention and asks the same in return. He will gladly teach his skills to others, but sometimes his methods might seem strange, since he knows that most who have the potential will manifest it when in danger. Sometimes that means ambushing them when returning from a long day of training, or setting them up against a monster that is dangerous. He won't let things get out of control and will often step in himself if he has misjudged his pupil, or the situation.

AS AN ENEMY

While noone wants enemies, Bass is the worst kind of enemy to have. He comes after the people he determines to be his enemies with an extreme prejudice, not caring for collateral damage and knowing that the threat of extreme violence to loved ones often helps. If forced to act upon his threats, he will often be sorrowful that his hand is forced, but will nonetheless carry through on his threat. There is no point to threatening if you cannot or will not go through with it – at least not to Bass.

Bass has an almost instinctual understanding of people and their weak spots and prefers to gather his men and go after those weak spots. It doesn't matter if it's a beloved dog, a family member or your grandfather's cabin in the woods. If Bass believes it can be used against you, he will use it. If his enemies cannot be forced into submission, Bass will often lead the charge himself, turning into a horrid beast warrior, tearing enemies' limb from limb, darting across the battlefield like a hurricane of death.

BASS MUNROE

CR 4

XP 1,200

Half-orc psychic warrior 5

LE Medium humanoid (human, orc, psionic)

Init +4; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 39 (5d8+13)

Fort +6, Ref +2, Will +5

Defensive Abilities ferocity

OFFENSE

Speed 20 ft.

Melee 2 claws +5 (1d6+8) and bite +2 (1d8+6) or mwk longsword +5 (1d8+7/19-20)

Special Attacks Feral warrior maneuver (charge, 2 claws +6, 1d6+9 each)

Psychic Warrior Powers Known (ML 5th; concentration +8); 15 pp

2nd—*animal affinity*, *psionic lion's charge*

1st—*biofeedback*, *bite of the wolf*, *claws of the beast*, *expansion*, *metaphysical claw*

0—*detect psionics*, *vim*

TACTICS

Before Combat Bass manifests *claws of the beast* and *metaphysical claw* if they are not already active, using *expansion* if facing multiple opponents. Although he typically has an unaugmented *claws of the beast* active at all times.

During Combat Bass prefers to give a show of force and dissuade others from pursuing combat, so will often use *psionic lion's charge* on one opponent, hoping to incapacitate or eliminate that target in one fell swoop.

Base Statistics If Bass has not had time to manifest *claws of the beast*, reduce the damage of his claw attacks to 1d4. If he is not maintaining focus, reduce his bonus to attack and damage rolls made with his claws by 1. If he has not had time to manifest *bite of the wolf*, he does not get a bite attack.

STATISTICS

Str 16, Dex 10, Con 13, Int 8, Wis 16, Cha 12

Base Atk +3; CMB +6; CMD 16

Feats Deep Focus, Improved Initiative, Power Attack, Psionic Body, Psionic Fist, Psionic Meditation

Skills Autohypnosis +11, Diplomacy +6, Intimidate +8, Perception +11

Languages Common, Orc

SQ Feral warrior trance, warrior's path (feral)

Combat Gear *Dorje of force screen* (15 charges); Other Gear Masterwork full plate, masterwork longsword, *cloak of resistance* +1, 210 gp

Favored class bonus goes to skill points

BASS MUNROE

CR 9

XP 6,400

Half-orc psychic warrior 10

LE Medium humanoid (human, orc, psionic)

Init +4; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 21, touch 11, flat-footed 21 (+10 armor, +1 deflection)

hp 67 (10d8+22)

Fort +9, **Ref** +4, **Will** +7

Defensive Abilities ferocity

OFFENSE

Speed 20 ft.

Melee 2 claws +11 (1d6+9) and bite +11 (2d6+6) or mwk longsword +10 (1d8+8/19-20)

Special Attacks Feral warrior maneuver (charge, 2 claws +12, 2d6+9 each)

Psionic Warrior Powers Known (ML 10th; concentration +13); 43 pp

4th—truevenom

3rd—dimension slide, hostile empathic transfer, physical acceleration

2nd—animal affinity, psionic lion's charge, sidestep

1st—biofeedback, bite of the wolf, burst, claws of the beast, expansion, metaphysical claw

0—detect psionics, vim

TACTICS

Before Combat Bass manifests *claws of the beast* and *metaphysical claw* if they are not already active, using *expansion* if facing multiple opponents. Although he typically has an unaugmented *claws of the beast* active at all times.

During Combat Bass prefers to give a show of force and dissuade others from pursuing combat, so will often use *psionic lion's charge* on one opponent, hoping to incapacitate or eliminate that target in one fell swoop.

Base Statistics If Bass has not had time to manifest *claws of the beast*, reduce the damage of his claw attacks to 1d4. If he is not maintaining focus, reduce his bonus to attack and damage rolls made with his claws by 2. If he has not had time to manifest *bite of the wolf*, he does not get a bite attack.

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 8, **Wis** 17, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 20

Feats Alertness, Deep Focus, Greater Psionic Fist, Improved Initiative, Power Attack, Psionic Body, Psionic Fist, Psionic Meditation, Unavoidable Strike

Skills Autohypnosis +16, Diplomacy +11, Intimidate +13, Perception +22

Languages Common, Orc

SQ Feral warrior trance, warrior's path (feral), secondary path (interceptor)

Combat Gear *Dorje of force screen* (15 charges), *power stone of body purification*, *power stone of claws of the vampire*; **Other Gear** *full plate* +1, masterwork longsword, *belt of giant strength* +2, *cloak of resistance* +1, *cognizance crystal (1)*, *ring of deflection* +1, 210 gp

BASS MUNROE

CR 14

XP 38,400

Half-orc psychic warrior 15

LE Medium humanoid (human, orc, psionic)

Init +4; **Senses** darkvision 60 ft.; Perception +29

DEFENSE

AC 22, touch 12, flat-footed 22 (+10 armor, +2 deflection)

hp 90 (15d8+15+18)

Fort +12, **Ref** +7, **Will** +10

Defensive Abilities ferocity

OFFENSE

Speed 20 ft.

Melee 2 claws +17 (1d6+10/19-20) and bite +17 (1d8+7) or mwk longsword +15 (1d8+9/19-20)

Special Attacks Feral warrior maneuver (charge, 2 claws +17, 1d6+10/19-20 each)

Psionic Warrior Powers Known (ML 15th; concentration +19); 105 pp

5th—adapt body, bonding strike, oak body

4th—battle transformation, truevenom, zealous fury

3rd—dimension slide, hostile empathic transfer, physical acceleration

2nd—animal affinity, psionic lion's charge, sidestep

1st—biofeedback, bite of the wolf, burst, claws of the beast, expansion, metaphysical claw

0—detect psionics, vim

TACTICS

Before Combat Bass manifests *claws of the beast* and *metaphysical claw* if they are not already active, using *expansion* if facing multiple opponents. Although he typically has an unaugmented *claws of the beast* active at all times.

During Combat Bass prefers to give a show of force and dissuade others from pursuing combat, so will often use *psionic lion's charge* on one opponent, hoping to incapacitate or eliminate that target in one fell swoop.

Base Statistics If Bass has not had time to manifest *claws of the beast*, reduce the damage of his claw attacks to 1d4. If he is not maintaining focus, reduce his bonus to attack and damage rolls made with his natural attacks by 4 and the damage rolls with his natural attacks by 2. If he has not had time to manifest *bite of the wolf*, he does not get a bite attack.

STATISTICS

Str 20, **Dex** 10, **Con** 13, **Int** 8, **Wis** 20, **Cha** 12

Base Atk +11; **CMB** +15; **CMD** 25

Feats Advanced Feral Path, Alertness, Critical Refocus, Deep Focus, Greater Psionic Fist, Improved Critical (claw), Improved Initiative, Power Attack, Psionic Body, Psionic Critical, Psionic Fist, Psionic Meditation, Strike Back, Unavoidable Strike

Skills Autohypnosis +23, Diplomacy +16, Intimidate +20, Perception +29

Languages Common, Orc

SQ Feral warrior trance, pathweaving 1/day, warrior's path (feral), secondary path (interceptor)

Combat Gear *Dorje of force screen* (15 charges), *power stone of body purification*, *power stone of claws of the vampire*; **Other Gear** *full plate* +1, masterwork longsword, *belt of giant strength* +4, *cloak of resistance* +2, *cognizance crystal (3)*, *headband of inspired wisdom* +2, *ring of deflection* +2, 210 gp

COUNT MALBOR

BACKGROUND

Count Malbor was raised as an aristocrat, learning his place in the world (and that of those beneath him) and quickly understanding that power comes to those that earn it. As a child, he would challenge the castle staff to advanced wargames, creating and redefining rules to understand how they worked, gaining a growing interest in laws.

As a young adult, Malbor summoned lawyers and judges from across the world, learning different interpretations and how they allowed people to use the law to their benefit. Malbor began seeing patterns in laws and then realized that these patterns carried over into the world at large. Armed with this knowledge, Malbor turned it against his enemies, using the law to hinder them, to dispose of them, and to raise himself up. When things turned dark, he framed his enemies or tore their bodies asunder by unwinding their own patterns.

When his enemies turned on him, sending assassins and darker things summoned from the beyond, they were caught in his elaborate traps, his mansion a veritable death pit from which few killers escaped. Some were caught and allowed to live as witnesses against his enemies, others were left to rot in his traps, surviving on the next wave of killers sent to get him.

Malbor has made powerful enemies, but also powerful friends. He can open the doors of most kingdoms, and allow unsurpassed loans and huge stipends to come to those he favors. There are no rules he does not understand, no law he hasn't mastered.

PERSONALITY

Malbor works both as a mentor and a villain. As a mentor, he might have chosen the PCs because their success feeds his success, or he sees their actions unraveling the actions of his opponents. Malbor is well-spoken, highly intelligent, and does not mind helping people. However, as a villain, he offers a hard target - he is a respected, law-abiding member of the nobility with a large retinue of servants, a well-defended home, and dangerous friends. Yet, he has no compunctions about destroying lives, slavery, or even killing his enemies as long as it is done within the safe confines of law.

DESCRIPTION

Malbor dresses in deep purples, a mantle or cloak billowing behind him as he walks. He has short black hair that is combed back with a smile that would make a vampire shudder. He dresses in an exquisite suit of purple studded leather with mithril studs and carries his family heirloom dueling sword by his side at all times. Often seen with a book, either by his side or while reading it, he is a well-known figure in most aristocratic circles.

AS AN ALLY

Count Malbor is a powerful ally, because he is wealthy, well-connected, ruthless, and capable. His favors come at a price, naturally, but he is reasonable and knows that a little smile and a friendly act can achieve more than mercenary price gouging. This means he will often scout out an adventurer group and help them in different ways, to make them positive towards him. Once they view him in a positive way, he invites them over for dinner, feasting them, figuring out what they want and need, as well as how they can serve him best.

This means that in almost all cases, Count Malbor will act as a mentor, teaching inexperienced adventurers the ways of the world and at the same time, shaping their worldview. His ability to set up meetings with almost any noble, loremaster, or merchant means that his protégés have access to knowledge and power most others don't. If they need enchanted items, he knows both the people to do it and has the funds to loan them, equipping them while at the same time indebting them. One of the most important things that Count Malbor offers his allies is a truly safe haven in the form of his mansion. Without



prior knowledge, trying to attack or enter the mansion is a death sentence, as Count Malbor entertains himself by devising new traps or ever more devious layouts.

When he has to defend himself, he has no compunctions about tricking opponents, making them step into horrible traps, trying to bribe them or goad them into making mistakes. He will make sure to maximize his allies' abilities and has a phenomenal understanding of how to make the most of limited resources. His inventiveness has often been the death of attackers.

That said, all allies of Count Malbor know that there comes a time to repay him, and he makes sure to utilize these favors to the greatest extent. He will prefer to use just a little every time, leveraging it into more favors, more gold, or more ways to gain power over others.

AS AN ENEMY

Malbor's greatest power is in his extensive network of contacts, friends in high places, deep understanding of the law, and deep pockets. Those who make enemies of the Count quickly find themselves without friends wherever they go. Shopkeepers know that those who trade with the blacklisted soon find themselves on that blacklist, and when nobles and merchants don't shop, the stores go belly up. The same can be said for almost any venture except religious ones, and as such, Malbor's grasp on local society is great. But this is just the beginning of his enemies' troubles. They will soon find themselves charged with criminal acts, whether guilty or not, and must defend themselves in court.

Malbor's actions escalate if his targets aren't dissuaded. He will have them watched, perhaps even goaded into drawing weapons against one of his underlings. Should they do so, he is quick to call upon his heavily armed and vicious personal guard to "defend his employees," an act that often leaves a cocky group of adventurers worse for wear. Trying to find support against him from a city guard or similar institutions is almost impossible. Not only does Count Malbor generously support the city guard, but he knows he will not be judged in court for defending his underlings.

Should this display of personal power not push the annoying adventurers away, Count Malbor looks to have them sentenced while they are out of town, in contempt of the judge, and even personally pay to have them hunted and brought to justice, dead or alive. He makes sure that anyone interested in such a payment should do well to deliver them dead rather than alive.

With enemies like Malbor, only two options really remain for adventurers: flee or attack. If they attack him in public, he will flee and return later with a price on their head and support from the law for the attempted murder. If they come at him in his mansion, he will play cat and mouse with them, using his mansion as a death trap and his powers to ensure that no one gets out alive. This is the only place where he is overconfident and if cornered here, he will fight to the death.

COUNT MALBOR

CR 4

XP 1,200

Human cryptic 5

LE Medium humanoid (human)

Init +2; Senses Perception +6

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 29 (5d8+3)

Fort +2, Ref +7, Will +6

Defensive Abilities altered defense (+2), evasion, rapid defense

OFFENSE

Speed 30 ft.

Melee Rapier +2 (1d6-1/18-20)

Ranged Mwk shortbow +7 (1d6+2/x3)

Special Attacks Disrupt pattern +6 (ranged touch attack, 1d6+6 plus 2d6)

Cryptic Powers Known (ML 5th; concentration +9); 18 pp

2nd—Detect hostile intent, resist toxin

1st—Elfsight, offensive precognition, vigor

0—Detect psionics, far hand

TACTICS

Before Combat Wary of previous attacks on his life, Malbor manifests *vigor* at the first sign of trouble.

During Combat Malbor will seek to lure enemies onto his traps, using his disrupt pattern ability as his main form of attack.

Base Statistics If Malbor is not maintaining psionic focus, decrease his ranged attack and disrupt pattern damage by 1.

STATISTICS

Str 8, Dex 14, Con 10, Int 18, Wis 12, Cha 13

Base Atk +3; CMB +2; CMD 14

Feats Point-Blank Shot, Precise Shot, Psionic Meditation, Psionic Shot, Scribe Tattoo

Skills Autohypnosis +8, Craft (trap) +12, Disable Device +10, Knowledge (local) +11, Knowledge (nobility) +11, Knowledge (psionics) +11, Perception +6, Sense Motive +9, Spellcraft +12, Stealth +13, Use Magic Device +9

Languages Common, Dwarven, Elven, Gnome, Xeph

SQ Insights (empower trap, quick trapsmith)

Combat Gear Bear trap (2), *dorje of energy ray* (22 charges), *potion of cure moderate wounds*, *psionic tattoo of force screen*, *psionic tattoo of specified energy adaptation*; **Other Gear** Masterwork studded leather armor, rapier, masterwork shortbow, 20 arrows, *cloak of resistance* +1, thieves tools, 110 gp

PSIONICS EMBODIED

COUNT MALBOR

CR 9

XP 6,400

Human cryptic 10

LE Medium humanoid (human)

Init +2; Senses Perception +13

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 deflection)

hp 56 (10d8+11)

Fort +5, Ref +11, Will +10

Defensive Abilities altered defense (+3), improved evasion, hide in plain sight, rapid defense

OFFENSE

Speed 30 ft.

Melee Rapier +6 (1d6-1/18-20)

Ranged +1 *shortbow* +11 (1d6+3/x3)

Special Attacks Disrupt pattern +10 (ranged touch attack, 1d6+6 plus 4d6)

Cryptic Powers Known (ML 10th; concentration +14); 48 pp

4th—*Vanishing strike*

3rd—*Danger sense, dispel psionics, escape detection*

2nd—*Animal affinity, detect hostile intent, resist toxin*

1st—*Elfsight, offensive precognition, vigor*

0—*Detect psionics, far hand*

TACTICS

Before Combat Wary of previous attacks on his life, Malbor manifests *vigor* at the first sign of trouble.

During Combat Malbor will seek to lure enemies onto his traps, using his disrupt pattern ability as his main form of attack. If Malbor is reduced to 25% or fewer hit points, he uses *vanishing strike* to flee.

Base Statistics If Malbor is not maintaining psionic focus, decrease his ranged attack and disrupt pattern damage by 1.

STATISTICS

Str 8, Dex 14, Con 10, Int 19, Wis 12, Cha 13

Base Atk +7; CMB +6; CMD 18

Feats Alertness, Point-Blank Shot, Precise Shot, Psionic Body, Psionic Meditation, Psionic Shot, Scribe Tattoo

Skills Autohypnosis +8, Craft (trap) +17, Disable Device +15, Knowledge (local) +11, Knowledge (nobility) +11, Knowledge (psionics) +16, Perception +13, Sense Motive +16, Spellcraft +17, Stealth +18, Use Magic Device +14

Languages Common, Dwarven, Elven, Gnome, Xeph

SQ Insights (dislocating pattern, empower trap, improved evasion, quick trapsmith, shining pattern, swift trigger)

Combat Gear Bear trap (2), *dorje of energy burst* (18 charges), *potion of cure serious wounds* (2), *psionic tattoo of force screen*, *psionic tattoo of specified energy adaptation*; **Other Gear** +1 *studded leather armor*, rapier, +1 *shortbow*, 20 arrows, *cloak of resistance* +2, *ring of protection* +1, thieves tools, 85 gp

COUNT MALBOR

CR 14

XP 38,400

Human cryptic 15

LE Medium humanoid (human)

Init +2; Senses Perception +18

DEFENSE

AC 20, touch 15, flat-footed 16 (+5 armor, +2 Dex, +2 deflection, +1 dodge)

hp 78 (15d8+11)

Fort +7, Ref +13, Will +12

Defensive Abilities altered defense (+4), enduring defense, improved evasion, hide in plain sight, rapid defense

OFFENSE

Speed 30 ft.

Melee Rapier +10 (1d6-1/18-20)

Ranged +1 *shortbow* +15 (1d6+3/x3)

Special Attacks Disrupt pattern +14 (ranged touch attack, 1d6+18 plus 9d6)

Cryptic Powers Known (ML 15th; concentration +21); 113 pp

5th—*Parasitic possession, pierce the veils, retrieve*

4th—*Disrupting strikes, slip the bonds, vanishing strike*

3rd—*Danger sense, dispel psionics, escape detection*

2nd—*Animal affinity, detect hostile intent, resist toxin*

1st—*Elfsight, offensive precognition, vigor*

0—*Detect psionics, far hand*

TACTICS

Before Combat Wary of previous attacks on his life, Malbor manifests *vigor* at the first sign of trouble.

During Combat Malbor will seek to lure enemies onto his traps, using his disrupt pattern ability as his main form of attack, using *disrupting strikes* on difficult enemies. If Malbor is reduced to 25% or fewer hit points, he uses *vanishing strike* to flee.

Base Statistics If Malbor is not maintaining psionic focus, decrease his ranged attack and disrupt pattern damage by 1.

STATISTICS

Str 8, Dex 14, Con 10, Int 22, Wis 12, Cha 13

Base Atk +11; CMB +10; CMD 22

Feats Alertness, Dodge, Improved Disruption, Improved Initiative, Point-Blank Shot, Precise Shot, Psionic Body, Psionic Meditation, Psionic Shot, Scribe Tattoo

Skills Autohypnosis +8, Craft (trap) +23, Disable Device +20, Knowledge (local) +14, Knowledge (nobility) +15, Knowledge (psionics) +22, Perception +18, Sense Motive +21, Spellcraft +23, Stealth +23, Use Magic Device +19

Languages Common, Dwarven, Elven, Gnome, Maenad, Xeph

SQ Insights (branding pattern, dislocating pattern, disrupted healing, empower trap, improved evasion, quick trapsmith, shining pattern, swift trigger)

Combat Gear Bear trap (2), *dorje of energy burst* (18 charges), *potion of cure serious wounds* (2), *psionic tattoo of force screen*, *psionic tattoo of specified energy adaptation*; **Other Gear** +2 *studded leather armor*, rapier, +1 *shortbow*, 20 arrows, *cloak of resistance* +2, *headband of vast intelligence* +2, *pattern breaker's gloves*, *ring of protection* +2, thieves tools, 204 gp

DESH-RAE-HALRA

BACKGROUND

Growing up on the streets as an urchin, Desh-Rae-Halra, or Desh for short, learned early on that he had to fight for what was his. At the age of 12, he joined the Halra Order, a monastic group focused on martial and social training using psionic talent. Since he came from nothing, Desh valued the stability of his order, as well as what few possessions he acquired during his time there.

As Desh grew into his psionic abilities, he chose to study the arts that would allow him to augment his form and abilities without need for material possessions. So long as Desh could find a weapon, he was a deadly adversary who could hold his own in combat even against well-equipped of opponents. Even without weapons, the urchin-turned-warrior trained to be self-sufficient and capable of defending himself, although he excels when wielding his prized battleaxe.

Although Desh doesn't explain why, his past has given him a uniquely vitriolic view of ranged fighting. Whether it is from an experience he had on the streets before joining the Halra Order or a particular combat after, he won't admit. Whatever the story, the young man abhors ranged weapons and would rather directly engage an opponent than to resort to what he views as cowardly tactics. This tendency isn't always in his best interest, since ranged assaults can often be done faster and with less risk of serious injury, but these are just acceptable risks to Desh, who would rather earn a battle scar and get in the thick of the fight than stand back.

With his training and his background, Desh made a name for himself hunting down those who would prey on the weak, especially if the predator's targets were those unfortunate souls forced to live on the streets. Few other crimes motivate him as quickly as the victimization of those whose only crime was being born into poverty, and after having saved more than a few orphans that had been kidnapped for wicked experiments, Desh became known as someone who could be trusted to help those who had no way to compensate him for his effort.

DESCRIPTION

Of slightly above-average height for a human, Desh keeps his head clean-shaven and wields a battleaxe. While he is well-muscled and toned, he has a lithe build that allows him to stay mobile and react to dangers. A blue cloak drapes over his shoulders, while his sleeveless shirt allows several tattoos on his arms to be prominently displayed. The bracers at his wrist are marked with an H inside an eight-point star, signifying the monastic order that elevated him from a street urchin to an accomplished and self-sufficient warrior. When manifesting psionic powers, Desh's eyes become silver and pupil-less, an occurrence that can rattle enemies who are not used to such displays of power.

PERSONALITY

Generally likeable, Desh's style of speech is brash and straight-forward, and his voice has a raspy bass quality to it. For some, his direct manner of conversation can be jarring, but Desh has found that it leads to people either taking him at face value or believing he is playing some sort of elaborate game to hide his true intentions behind such obvious remarks. During downtime, Desh can most often be found performing some form of physical exercise, even going so far as to use tree branches for pull-ups.

In combat, Desh is similar to his social persona: direct. He has an exceptional disdain for ranged combat, to the point that he will taunt those who use a bow or other ranged weapon. He makes no exceptions in this attitude for his friends, although he won't directly impede their ability to fight enemies. Instead, he challenges them to see who takes out more opponents and might make comments during or after the battle such as "afraid to get your little hands dirty?" or "is that quiver supposed to hide the yellow stripe down your back?" Desh enjoys sparring with others, viewing it as a chance to test his skills and discover new fighting techniques.



PSIONICS EMBODIED

AS AN ALLY

Those who earn Desh's good graces find that he is fiercely loyal and unwavering in his support. Desh takes a particular interest in training those studying to blend psionic power with martial prowess, especially aspiring psychic warriors. Although it rarely occurs, Desh will refuse teaching to anyone who chooses to use ranged weapons, given his open disdain for anything other than melee combat and his training in wielding weapons or fists.

If adventuring with a party, Desh has no problem performing his portion of camp duties. This might include camp set up or break down, and Desh views such activities as a reminder of the importance of service to others, one of the tenets of the Halra Order. This service can also be found if the party seeks out Desh for help. While he can only be in one place at any given time, he has no problem assisting either with his knowledge or his combat skills if a worthy cause is presented to him.

Those who have the same views as the Halra Order, or other members of the Halra Order, find Desh to be an easily-convinced ally to aid in any particular quest or expedition. Once Desh's trust is earned, he is a reliable friend who never holds back to protect his allies.

AS AN ENEMY

As his personality would suggest, Desh directly confronts those who he believes to have wronged him. He does not mince words and has little room for supposed "grey areas" of morality or justice. This is not to say that he is unwilling to hear someone's side of the story, but once it's been determined that he has been wronged or betrayed, Desh is unwavering in his enmity toward the person responsible.

If the betrayal or crime is severe enough, Desh will make it his goal to annihilate the person or group responsible. Desh uses little guile in this regard, he simply seeks to destroy the person or render them destitute, depending on the severity of the situation. While Desh seeks to help those born into squalor, he has no qualms with leaving the corrupt and immoral penniless and without any resources. The young member of the Halra Order believes this can be a learning and growing experience to teach the person or group a lesson in humility.

Those who have crossed Desh can seek to regain his good favor through earnest penance, but he is not quick to forget past actions. However, his past has shown him that good people can be put in bad situations, so he does allow for atonement in exceptional circumstances. This mercy, however, is hard to come by and Desh is more likely to ignore pleas and simply act.

DESH-RAE-HALRA

CR 4

XP 1,200

Human psychic warrior 5

NG Medium humanoid

Init +2; **Senses** Perception +11

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 deflection)

hp 27 (5d8+5)

Fort +5, **Ref** +3, **Will** +3

OFFENSE

Speed 40 ft.

Melee mwk battleaxe +8 (1d8+5/x3)

Psionic Warrior Powers Known (ML 5th; concentration +8); 23 pp

2nd—*body adjustment, psionic lion's charge*

1st—*burst, chameleon, inertial armor, prevenom weapon*

0—*distract* (DC 14)

TACTICS

Before Combat Desh manifests *inertial armor* if it is not already active.

During Combat Desh charges his axe with *prevenom weapon* and charges enemies if they are not adjacent.

Base Statistics If Desh is not maintaining focus, his speed drops to 30 ft. and his battleaxe damage drops to 1d8+4.

STATISTICS

Str 18, **Dex** 14, **Con** 13, **Int** 12, **Wis** 16, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** 19

Feats Deflect Arrows, Dodge, Improved Unarmed Combat, Power Attack, Psionic Charge, Speed of Thought, Up The Walls

Skills Acrobatics +10, Autohypnosis +11, Climb +10, Knowledge (psionics) +9, Perception +11, Profession (soldier) +11, Stealth +12, Swim +9

Languages Common, dwarven

SQ Psionic proficiency, warrior's path (assassin)

Combat Gear *potion of cure moderate wounds* (2), *psionic tattoo of animal affinity (Strength)*; **Other Gear** Masterwork battleaxe, *ring of protection* +1, climber's kit, 160 gp

DESH-RAE-HALRA

CR 9

XP 6,400

Human psychic warrior 10

NG Medium humanoid

Init +2; **Senses** Perception +16

DEFENSE

AC 16, touch 15, flat-footed 12 (+2 Dex, +2 dodge, +1 deflection, +1 natural)

hp 55 (10d8+10)

Fort +9, **Ref** +6, **Will** +6

OFFENSE

Speed 40 ft.

Melee +1 *battleaxe* +13/+8 (1d8+12/x3)

Psionic Warrior Powers Known (ML 10th; concentration +13); 43 pp

4th—*battle transformation*

3rd—*dimensional slide, graft armor, graft weapon*

2nd—*body adjustment, psionic lion's charge, sustenance*

1st—*burst, chameleon, inertial armor, prevenom weapon*

0—*distract* (DC 14)

TACTICS

Before Combat Desh manifests *inertial armor* if it is not already active. If he has time, he manifests *battle transformation*.

During Combat Desh charges his axe with *prevenom weapon* and charges enemies if they are not adjacent.

Base Statistics If Desh is not maintaining focus, his speed drops to 30 ft., his dodge bonus to AC drops to +1, and his battleaxe damage drops to 1d8+6.

STATISTICS

Str 20, **Dex** 15, **Con** 13, **Int** 12, **Wis** 16, **Cha** 9

Base Atk +7; **CMB** +12; **CMD** 24

Feats Deflect Arrows, Dodge, Greater Psionic Weapon, Improved Unarmed Combat, Power Attack, Psionic Charge, Psionic Dodge, Psionic Weapon, Speed of Thought, Up The Walls

Skills Acrobatics +17, Autohypnosis +16, Climb +16, Knowledge (psionics) +14, Perception +16, Profession (soldier) +13, Stealth +19, Swim +12

Languages Common, dwarven

SQ Martial power, psionic proficiency, secondary path (interceptor), warrior's path (assassin)

Combat Gear *potion of cure serious wounds, psionic tattoo of animal affinity (Strength)*; **Other Gear** +1 *battleaxe, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, ring of protection +1, climber's kit, 540 gp*

DESH-RAE-HALRA

CR 14

XP 38,400

Human psychic warrior 15

NG Medium humanoid

Init +3; **Senses** Perception +21

DEFENSE

AC 18, touch 17, flat-footed 13 (+3 Dex, +2 dodge, +2 deflection, +1 natural)

hp 82 (15d8+15)

Fort +11, **Ref** +9, **Will** +9

OFFENSE

Speed 40 ft.

Melee +2 *battleaxe* +19/+14/+9 (1d8+18/x3)

Psionic Warrior Powers Known (ML 15th; concentration +19); 98 pp

5th—*barrage, oak body, summoning strike*

4th—*battle transformation, shrapnel burst* (DC 18), *vanishing strike*

3rd—*dimensional slide, graft armor, graft weapon*

2nd—*body adjustment, psionic lion's charge, sustenance*

1st—*burst, chameleon, inertial armor, prevenom weapon*

0—*distract* (DC 14)

TACTICS

Before Combat Desh manifests *inertial armor* if it is not already active. If he has time, he manifests *battle transformation*.

During Combat Desh likes to use *summoning strike* on high profile targets, but will close using *psionic lion's charge* if he has a direct path.

Base Statistics If Desh is not maintaining focus, his speed drops to 30 ft., his dodge bonus to AC drops to +1, and his battleaxe damage drops to 1d8+8.

STATISTICS

Str 22, **Dex** 16, **Con** 13, **Int** 12, **Wis** 18, **Cha** 9

Base Atk +11; **CMB** +16; **CMD** 24

Feats Cleave, Deflect Arrows, Dodge, Focused Sunder, Greater Cleave, Greater Psionic Weapon, Greater Sunder, Improved Sunder, Improved Unarmed Combat, Power Attack, Psionic Charge, Psionic Dodge, Psionic Weapon, Speed of Thought, Up The Walls

Skills Acrobatics +23, Autohypnosis +26, Climb +21, Knowledge (psionics) +19, Perception +21, Profession (soldier) +15, Stealth +25, Swim +15

Languages Common, dwarven

SQ Martial power, pathweaving (1/day), psionic proficiency, secondary path (interceptor), twisting path, warrior's path (assassin)

Combat Gear *potion of cure serious wounds (2), psionic tattoo of animal affinity (Dexterity)*; **Other Gear** +2 *battleaxe, amulet of natural armor +1, belt of giant strength +4, cloak of resistance +2, headband of inspired wisdom +2, ring of protection +2, climber's kit, 410 gp*

DR. SARASENE GRYM

BACKGROUND

When the Doctor was still mortal, he became infected with a powerful disease that slowly destroyed his body. Horrified with his inexorable death, he sought out ways to rid himself of this disease, but wherever he went he was either reviled or unable to find anyone whose knowledge or power could overcome this disease. It was during this time, searching for knowledge that could save him, that he came upon hidden secrets. These mysteries were said to be guarded by a council that could, given good enough reason, transform a person from mortal to immortal, body defined by their mind.

The Doctor searched for this council as his form continued to grow weaker. When he finally found a member of this mysterious council, he was turned away. The council member said that they turn only the worthy, not those who search them out. Furious by this, the Doctor took this 'elan' captive, torturing him for endless hours to gauge the secrets of the transformation from him. Finally, the council member snapped, and

the Doctor began the process. Where the ritual often required a council to power it, the Doctor had to improvise, theorizing that if an elan's body was tied to his mind, it could be used to fuel the transformation.

The ritual succeeded to a degree, but what the Doctor didn't know was that it would purge his mind as well as his body. All of his knowledge fled him, leaving him with a dead elan and a library of books he no longer understood. As he studied to understand what he had become, something horrific became evident: while he was no longer dying, the disease was still with him. It bubbled inside of him, as if it too had been transformed. His touch could send others into spasms, and his mind could reach out and drink both body and mind. His face was scarred with pockmarks, his speech stuttered by a swollen tongue. Others shy away from him, as if they can feel the disease roiling under his skin. Instead, he surrounds himself with lepers and the diseased, those who are outcasts from society, because he knows their sickness cannot touch his, but his mind can ride theirs, and together they can reap vengeance against the society that cast them out.

His innermost wish is to find the elan council and unleash his wrath against the, for had they but accepted him and transformed him correctly, he wouldn't be this walking vessel for the whispering disease inside of him. They are the pinnacle of rejection for the Doctor, and he strives to understand how all living things work so that he can tailor a disease that will hunt only his own kind, exacting his revenge in the same manner that he himself was to die.

PERSONALITY

Doctor Grym cares mainly for himself and for those afflicted with disease. He will often take the time to ease their pain, even at the cost of a healthy person suffering, and gravitates towards giving them enough strength to help him in return. He dotes over his personal entourage of lepers and the plague-stricken and uses his powers to help as much as he can. When he isn't preoccupied with the diseased, he often turns towards exacting revenge against all of society. Appearing as a benevolent doctor, while poisoning the water or having his cadre of lepers infect others. As his victims pile up, his knowledge grows and he moves on to another village. This intent on avenging himself on society coupled with an interest for cutting people up and studying their insides tends to leave a trail of horror in his wake. But few realize he is the source, since he helps those worst afflicted. Just like a disease will incubate, so does he, slowly changing as the bodies pile up around him until he unleashes his diseases against all around him, even at the cost of his followers.

DESCRIPTION

Wearing a plague doctor's mask and heavy leather clothes, he covers himself as much as he can, not to avoid disease, but to hide the scars he carries. His face



is slightly distorted from pockmarks, his tongue still swollen, and most people shudder when he comes near. He is a representation of death, uncaring and cold, even if he uses his knowledge to heal people. His long cane doubles as a dorje and he acts like the perfect gentleman.

AS AN ALLY

The Doctor can often join a group of adventurers or aid them if he sees longterm benefits to himself in such actions. Perhaps a group will give him cover to move from city to city, or perhaps they willingly find value in his expertise in healing and working with diseases. Regardless, the Doctor doesn't take payment for his help, but requires the right to partake in all knowledge and that he is defended from harm. In exchange, he helps heal his allies, fights off any diseases they might have (for now) and drains the enemies of their health.

When acting as a mentor, Serasene sees great potential in the group to become viable pawns in his arc of vengeance against the elan council. If he finds such tools, he grooms them, subtly pointing them toward local elans and sharing information on a grand conspiracy to replace humanoids with these new creatures. If a targeted elan is a potential council member, he will forego the neutral position of mentor and join in the attack.

For all his scheming, the Doctor is not skilled at deceiving others and his disdain for society and elans in particular often shines through. As such, if the group is sensitive to certain views, the Doctor can quickly go from being a valued ally to a dangerous friend who knows the groups' plans, thoughts, and tactics, and may have them in his collective.

AS AN ENEMY

The Doctor rarely takes his enemies head on, preferring to outmaneuver them and send cronies to handle them. With the use of his collective, strong healing abilities, and frightening powers, such maneuvers are often highly coordinated, hard to stop and leave the enemy considerably spent. If forced to personally handle problems, he will rely on his temporary allies while he himself drains his enemies of health while healing his allies.

Given his fluid loyalties and disdain for society, the Doctor often finds himself surrounded by orcs or goblinoids, who respect his great power. At these times, he often expends the whole tribe in a countless onslaught against cities and towns, leading them to fight again and again, with no clear endgoal beyond destruction.

The most common time to face the Doctor as an enemy is in the middle of an epidemic, perhaps even one he created himself. Regardless, at these times he is helped by his lepers, perhaps even other doctors and often regarded as a saint or healer come to save the village or town. He will help some, but most will suffer and die at his hands. At these times, he is at his hardest to stop, defended by villagers or townsfolk who both like him and think him to be doing good.

DR. SERASENE GRYM

CR 4

XP 1,200

Elan vitalist (miasmatic) 5

NE Medium humanoid (aberrant, psionic)

Init +0; Senses Perception +12

DEFENSE

AC 14, touch 10, flat-footed 14 (+3 armor, +1 shield)

hp 25 (5d6+5)

Fort +6, Ref +2, Will +9

Defensive Abilities Resilience, resistance; **Immune** disease

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4+2/19-20)

Ranged mwk dagger +3 (1d4+2/19-20)

Special Attacks sickening touch +4 (7/day, melee touch, DC 16, nauseates 4 rounds)

Vitalist Powers Known (ML 5th; concentration +9); 42 pp

3rd—*crisis of breath* (DC 17)

2nd—*empathic condition relief*

1st—*collapse* (DC 15), *energy ray*, *natural healing*, *synesthate*

0—*sense poison*, *sicken body* (DC 14)

TACTICS

Before Combat Sarasene will seek to find as safe a location as possible to avoid being the first target of his enemies.

During Combat Dr. Grym prefers to cause target to *collapse* and then move in for a sickening touch before dissecting the creature while it is still alive, relying on *energy ray* if the creature proves particularly resistant to his tactics.

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 12, **Wis** 18, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 14

Feats Open Minded, Expanded Knowledge (energy ray), Unwilling Participant

Skills Heal +12, Knowledge (psionics) +9, Perception +12, Spellcraft +9; -1 penalty to Charisma-based checks when dealing with non-elans

Languages Common, Orc

SQ block toxin (7 /day), collective (4 members, 150 ft. range), collective healing, disease mastery, health sense (identify), medic powers, method (soulthief), repletion, resilience, resistance, sickening touch (7 /day), spirit of many, steal health (9 points of damage), telepathy

Combat Gear *dorje of biofeedback* (27 charges), *power stone of animal affinity*; **Other Gear** Masterwork dagger, +1 leather armor, cloak of resistance +1, masterwork buckler, healer's kit, 178 gp

PSIONICS EMBODIED

DR. SERASENE GRYM

CR 9

XP 6,400

Elan vitalist (miasmic) 10

NE Medium humanoid (aberrant, psionic)

Init +0; **Senses** Perception +17

DEFENSE

AC 18, touch 11, flat-footed 18 (+4 armor, +2 shield, +1 deflection, +1 natural)

hp 57 (10d6+20)

Fort +9, **Ref** +3, **Will** +11

Defensive Abilities Resilience, resistance; **Immune** disease

OFFENSE

Speed 30 ft.

Melee +1 *dagger* +8 (1d4+4/19-20)

Ranged +1 *dagger* +6 (1d4+4/19-20)

Special Attacks sickening touch +8 (7/day, melee touch, DC 19, nauseates 4 rounds, sickened on successful save)

Vitalist Powers Known (ML 10th; concentration +14); 120 pp

5th—*psionic revivify*

4th—*wither* (DC 18)

3rd—*crisis of breath* (DC 17)

2nd—*empathic condition relief*

1st—*collapse* (DC 15), *energy ray*, *natural healing*, *synesthate*

0—*sense poison*, *sicken body* (DC 14)

TACTICS

Before Combat Sarasene will seek to find as safe a location as possible to avoid being the first target of his enemies.

During Combat Dr. Grym prefers to cause targets to *collapse*, *wither* and then move in for a sickening touch before dissecting the creature while it is still alive, relying on *energy ray* or his *dorje of mind thrust* if the creature proves particularly resistant to his tactics. Sometimes he'll use *revivify* on allies to keep himself safe but typically doesn't use it unless forced.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 18

Feats Open Minded, Expanded Knowledge (energy ray), Unwilling Participant

Skills Bluff +1, Diplomacy -1, Disguise +1 (0 vs non-elans), Heal +17, Intimidate -1, Knowledge (psionics) +14, Perception +17, Spellcraft +14; -1 penalty to Charisma-based checks when dealing with non-elans

Languages Common, Orc

SQ block toxin (7/day), collective, collective healing, disease mastery health sense, repletion, resilience, resistance, soulthief's pulse, spirit of many, telepathy

Combat Gear *dorje of biofeedback* (50 charges), *dorje of mind thrust* (20 charges, augmented: 5d10 damage, DC 17), *potion of cure light wounds* (4), *power stone of animal affinity*;

Other Gear +1 *studded leather*, +1 *buckler*, +1 *dagger*, *amulet of natural armor* +1, *crawling tattoo of concussion*, *ring of protection* +1, healer's kit, 118 gp

DR. SERASENE GRYM

CR 14

XP 38,400

Elan vitalist (miasmic) 15

NE Medium humanoid (aberrant, psionic)

Init +0; **Senses** Perception +23

DEFENSE

AC 19, touch 11, flat-footed 19 (+5 armor, +3 shield, +1 deflection)

hp 85 (15d6+30)

Fort +11, **Ref** +5, **Will** +14

Defensive Abilities Resilience, resistance; **Immune** disease

OFFENSE

Speed 45 ft.

Melee +1 *keen dagger* +11/+6 (1d4+4/17-20)

Ranged +1 *dagger* +6 (1d4+4/19-20)

Special Attacks sickening touch +11 (9/day, melee touch, DC 19, nauseates 4 rounds, sickened on successful save), steal life +11 (10 minutes between use, DC 23; targets with more than 140 hp unaffected)

Vitalist Powers Known (ML 15th; concentration +21); 252 pp

8th—*barred mind*

7th—*crisis of life* (DC 23)

6th—*defer fatality*

5th—*psionic revivify*

4th—*wither* (DC 18)

3rd—*crisis of breath* (DC 17)

2nd—*empathic condition relief*

1st—*collapse* (DC 15), *energy ray*, *natural healing*, *synesthate*

0—*sense poison*, *sicken body* (DC 14)

TACTICS

Before Combat Dr. Grym situates himself near high-profile, successful targets and then goes about finding the perfect moment to strike. His goal is to ambush an enemy, *wither* them into helplessness, and see if he can't find what's in them that makes them successful.

During Combat Dr. Grym augments *wither* fully (costing 15 pp and dealing 4d4 Strength damage) and hits the target with it multiple times. Anyone who isn't his target he manifests *crisis of life* or *energy ray* before using vital strike. If he can't secure his target he flees or uses *defer fatality* rather than dying, having bribed the right people to make sure his "deceased" body is collected.

Base Statistics If psionic focus becomes expended reduce Dr. Grym's speed by 10 feet.

STATISTICS

Str 18, **Dex** 10, **Con** 18, **Int** 12, **Wis** 23, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 26

Feats Cushion The Blow, Deceitful, Expanded Knowledge (energy ray), Fleet, Open Minded, Psionic Talent, Speed of Thought, Unwilling Participant, Vital Strike

Skills Bluff +9, Diplomacy -1, Disguise +1, Heal +18, Knowledge (psionics) +19, Perception +23, Spellcraft +19, Stealth +5;

Modifiers -1 on social checks involving non-Elans.

Languages Common, Orc

SQ block toxin (9/day), collective, collective healing, disease mastery, health sense, repletion, resilience, resistance, soulthief's pulse, spirit of many, telepathy

Combat Gear *dorje of biofeedback* (20 charges), *potion of cure moderate wounds* (3), *potion of cure serious wounds* (2), *psionic tattoo of defensive precognition*, *psionic tattoo of vigor*, *power stone of mental disruption*, *power stone of swarm of crystals* (2); **Other Gear** +2 *shadow studded leather*, +2 *buckler*, +1 *keen dagger*, *belt of giant strength* +2, *headband of inspired wisdom* +2, *ring of protection* +1, 68 gp

ENULL BATTLEBORN

BACKGROUND

As he surged to life, Enull remembers picking up a broken mace lying closeby and starting to fight, as if it was ingrained into him. His brethren had forged him on a battlefield and his new mind was still flush with battlerage, and so he was granted the name 'Battleborn'. Since that day, Enull has sought out battles and wars, to hone his skills and to learn more. Often he roams the battlefield after the conflict is finished for new recruits, those who are lingering on the edge between life and death, inducting them and forging them into new life.

To Enull, battle is akin to a game of chess, and he sees himself as the player, masterfully moving his pieces to maximize the return of their potential sacrifice and to set up moves that are yet to come. In fact, his new life is just another game on a higher scale, and every battle he attends, every fallen warrior he reforges into new life, serve a purpose. He moves the pieces and months afterwards, it becomes apparent how he benefited. His keen mind is only matched by his ruthlessness in melee or his ability to sacrifice his own for the greater benefit.

Piece by piece, Enull says he is searching for perfection of both form and thought. However, putting himself into war time and time again also triggers another question amongst the forgeborn that accompany him – is it perfection, or death that he seeks so intently? Enull does not take lightly to the suggestion that his drive for perfection is only a death wish, and many of the forgeborn who suggest such things have been driven away for even mentioning it. Yet, as he purges the unbelievers from his retinue, new ones join and sooner or later, another one questions his motives.

PERSONALITY

Enull is known to offer his talents for hire, yet sometimes turns down those seeking his skills, regardless of their price. Some say that such a client is doomed to fall soon, and few potential clients can take seeing Enull take the opposite side of a conflict without fearing for their lives. In fact, Enull sometimes seeks out groups heading into conflict, silently aiding them without asking for anything in return. Yet all who know Enull know what he does, he does for his own gain.

DESCRIPTION

Encased in armor that would conceal his, to some, unnatural origins, Enull commands respect even from afar. Covered in black plate mail, nothing but a green emanation can be seen from his face when the face plate is down. His armor is designed to inspire fear, covered with screaming demonic skulls, armor spikes and strange glowing runes. All of this is nothing but show, part and parcel of Enull's wish to control every aspect of a conflict. When speaking to his troops, his allies or his team, Enull prefers to keep the face plate up to remind them of his

trials and tribulations. His face, once human, is covered in scars and even his newer forgeborn self is laced with cracks and cuts. The only thing untouched by scarring is his soulstone, its green glow keeping Enull in one piece. In one hand, he carries a spear with a banner attached, in the other, a painted steel shield with his iconic white iron fist painted on it.

AS AN ALLY

Most often Enull will join a group of adventurers to become their tactical backbone, the interconnecting piece that turns a disparate number of people into a combat body, capable of co-ordinated action and attacks. He works for hire, with little to no regard for who his employers are as long as they can pay him, investing his money into better equipment and reliable necessities. Even so, he will sometime join a battle band just for the



PSIONICS EMBODIED

experience, in which case he also requires them to listen to his direction.

Enull relies on his armor if threatened and prefers tactical choices over simple ones – using his powers to make sure the right person is where he should be, targeting the right enemies and slowing down enemies. When he does turn offensive, he uses his energy missile to take out weakened opponents.

If an enemy proves capable enough, Enull might consider him for rebirth as a forgeborn. If so, he will tend to the transformed for the duration of his change, commanding his companions to stay at his side and defend him and the new forgeborn, just like he would have done for them and their ilk.

Finally, mentoring from Enull more often takes the form of a battle-hardened general focusing his troops on certain areas to teach them and prepare them for coming battles. As such, almost all mentoring with Enull means combat missions to harden them. Not everyone enjoys such hardened teaching and many break with Enull after near-death experiences. Unfortunately for them, Enull doesn't view death as a necessary "end" to fighting.

AS AN ENEMY

Few things draw Enull anger, except for targeting other forgeborns. He takes an almost paternal pride in his kind, and believes that they are the ultimate expression of the combination of psionic potential with humanoid flesh. Even so, many meet Enull as an enemy because he has taken up with another group. As a mercenary, Enull is loyal to his employer for the duration of his contract, finding great honor in working for others. That said, he can often switch sides once a contract expires and his foes realize that his strength is theirs in exchange for gold.

Even so, when meeting Enull, he is almost always leading a battle group of some sort. He will tactically use his abilities to put the adventurers at the greatest possible disadvantage. If he has rogues or other warriors depending on flanking, he will target enemies with expose weakness and then let his companions finish the job. Sometimes, he will specifically target fallen foes to force his enemies to take foolish actions to save their comrades.

Enull believes in focusing fire and often commands his battle group to focus almost exclusively on one enemy, bringing them down and allowing his allies to enjoy the benefits of co-operation and shared defenses. Should their morale falter, he reminds them that he has the ability to reforge them should they fall in battle. That said, he doesn't always do that, reminding survivors that becoming forgeborn is something you earn in life.

ENULL BATTELORN

CR 4

XP 1,200

Forgeborn tactician 5

LE Medium humanoid (forgeborn, half-construct)

Init -1; Senses Perception +9

DEFENSE

AC 20, touch 9, flat-footed 20 (+8 armor, -1 Dex, +1 natural, +2 shield)

hp 31 (5d8+5)

Fort +3, Ref +1, Will +5; +2 bonus against fear effects, +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue

OFFENSE

Speed 20 ft.

Melee mwk shortspear +6 (1d6+2)

Tactician Powers Known (ML 5th; concentration +8, +12 if manifesting on the defensive); 34 pp

3rd—*expose weakness* (DC 16)

2nd—*dimension swap, energy missile* (DC 15), *strength of my enemy*

1st—*circumstance shield, entangling debris* (DC 14)

0—*detect psionics, lesser fortify, telepathic lash* (DC 13)

TACTICS

Before Combat Enull activates *circumstance shield* at the earliest hint of conflict, relying on its extended duration to aid him.

During Combat Enull tries to direct a faster member of his collective to approach an enemy, so that he can then use *dimension swap* and *strength of my enemy* to empower himself.

STATISTICS

Str 15, Dex 8, Con 12, Int 16, Wis 10, Cha 12

Base Atk +3; CMB +4; CMD 14

Feats Combat Manifestation, Expanded Knowledge (*energy missile*), Heavy Armor Proficiency, Psionic Talent

Skills Autohypnosis +8, Diplomacy +10, Intimidate +9, Knowledge (engineering) +11, Knowledge (psionics) +11, Perception +9, Spellcraft +11

Languages Common, Forgeborn, Dwarven, Goblin, Ophidian

SQ Collective (limit 3 members, 150 ft. range), coordinated strike (+2, 6/day), improved share, spirit of many, strategy (focus attack, 4/day), telepathy

Combat Gear *potion of cure light wounds, power stone of inevitable strike*; Other Gear Masterwork shortspear, masterwork spiked half-plate, masterwork heavy steel shield, *cloak of resistance* +1, 55 gp

ENULL BATTELORN

CR 9

XP 6,400

Forgeborn tactician 10

LE Medium humanoid (forgeborn, half-construct)

Init +3; **Senses** Perception +13

DEFENSE

AC 24, touch 10, flat-footed 24 (+10 armor, +1 deflection, -1 Dex, +1 natural, +3 shield)

hp 58 (10d8+10)

Fort +5, **Ref** +3, **Will** +8; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue., +2 vs. fear

Resist construct resistance

OFFENSE

Speed 20 ft. (30 ft. out of armor)

Melee +1 *shortspear* +11/+6 (1d6+4)

Melee armor spikes +10 (1d6+3)

Tactician Powers Known (ML 10th; concentration +13, +17 if manifesting on the defensive); 105 pp

5th—*proWess as one*

4th—*battle transformation, psychokinetic charge, sense as one*

3rd—*expose weakness* (DC 16), *withstand as one*

2nd—*dimension swap, energy missile* (DC 15), *strength of my enemy*

1st—*circumstance shield, entangling debris* (DC 14)

0—*detect psionics, lesser fortify, telepathic lash* (DC 13)

TACTICS

Before Combat Enull activates *circumstance shield* at the earliest hint of conflict, relying on its extended duration to aid him. Once battle is joined he'll likely use *proWess as one* to improve the combat abilities of his collective, then use *battle transformation* to give himself an even bigger edge.

During Combat Enull tries to direct a faster member of his collective to approach an enemy, so that he can then use *dimension swap* and *strength of my enemy* to empower himself. After the initial *dimension swap* he's more likely to use *psychokinetic charge* for the added damage opportunity.

STATISTICS

Str 16, **Dex** 8, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 20

Feats Armor Proficiency (Heavy), Combat Manifestation, Expanded Knowledge (energy missile), Improved Initiative, Leadership, OutflankAPG, Psionic Talent

Skills Autohypnosis +13, Diplomacy +14, Intimidate +14, Knowledge (engineering) +16, Knowledge (psionic) +16, Perception +13, Sense Motive +13, Spellcraft +16

Languages Common, Dwarven, Forgeborn, Maenad, Ophidian

SQ collective, coordinated strike, echo effect, improved share, natural armor, spirit of many, strategies (collective defenses, disruptive terrain, focus attack), strategy, telepathy

Combat Gear *potion of cure light wounds, potion of cure moderate wounds* (4), *power stone of inevitable strike*; **Other Gear** +1 *spiked full plate*, +1 *heavy steel shield*, +1 *shortspear*, *cloak of resistance* +1, *ring of protection* +1, 104 gp

ENULL BATTELORN

CR 14

XP 38,400

Forgeborn tactician 15

LE Medium humanoid (forgeborn, half-construct)

Init +3; **Senses** Perception +18

DEFENSE

AC 27, touch 11, flat-footed 27 (+10 armor, +2 deflection, -1 Dex, +2 natural, +4 shield)

hp 86 (15d8+15)

Fort +6, **Ref** +4, **Will** +9; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue., +2 vs. fear

Resist construct resistance

OFFENSE

Speed 20 ft. (30 ft. out of armor)

Melee +2 *shortspear* +16/+11/+6 (1d6+4)

Melee armor spikes +14 (1d6+2)

Tactician Powers Known (ML 15th; concentration +19, +23 if manifesting on the defensive); 227 pp

8th—*ability as one, halt combat* (DC 22)

7th—*personal barred mind*

6th—*brutalize wounds* (DC 20)

5th—*proWess as one*

4th—*battle transformation, psychokinetic charge, sense as one*

3rd—*expose weakness* (DC 17), *withstand as one*

2nd—*dimension swap, energy missile* (DC 16), *strength of my enemy*

1st—*circumstance shield, entangling debris* (DC 15)

0—*detect psionics, lesser fortify, telepathic lash* (DC 14)

TACTICS

Before Combat Enull activates *circumstance shield*, *personal barred mind*, and a fully augmented *battle transformation* over his collective at the first sign of trouble.

During Combat Enull tries to direct a faster member of his collective to approach an enemy, so that he can then use *dimension swap* and an augmented *strength of my enemy* to empower himself. After the initial *dimension swap* he's more likely to use *psychokinetic charge* for the added damage opportunity. He uses *upheaval* to strike down groups of softer enemies outside of fight - casters on a ridge or archers.

STATISTICS

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

Base Atk +11; **CMB** +14; **CMD** 25

Feats Armor Proficiency (Heavy), Combat Manifestation, Expanded Knowledge (energy missile), Improved Initiative, Leadership, OutflankAPG, Psionic Talent

Skills Autohypnosis +13, Diplomacy +14, Intimidate +14, Knowledge (engineering) +17, Knowledge (psionic) +17, Perception +13, Sense Motive +13, Spellcraft +17

Languages Common, Dwarven, Forgeborn, Maenad, Ophidian, Orc

SQ collective, coordinated strike, echo effect, improved share, natural armor, spirit of many, strategies (collective defenses, disruptive terrain, focus attack), strategy, telepathy

Combat Gear *potion of cure light wounds, potion of cure moderate wounds* (3), *ring of the ram* (37 charges remain), *power stone of ectoplasmic grapnel* (2), *psionic tattoo of biofeedback*; **Other Gear** +2 *armor spikes half-plate*, +2 *heavy steel shield*, +2 *shortspear*, *amulet of natural armor* +1, *boots of striding and springing*, *headband of vast intelligence* +2, *ring of protection* +2, 15 gp

ERANA, THE VOICE OF REASON

BACKGROUND

Before the Joining, Era always feared talking in front of people, or even talking to strangers. She was shy, and prone to hiding her face when she got excited. Yet after the Joining, when she became Erana, it all washed away as if it was melting wax. Suddenly, she had insight and understanding and she stood tall, confident in both herself and her skills. As one of the noral, she felt a companionship with her brothers and sisters and knew that her mind was her finest weapon and most powerful tool.

When their leaders asked for volunteers to walk the world, learn their ways, settle their disputes and return with new knowledge, Erana was the first to step up. After an impassioned speech about the



necessity for the noral to spread far and wide to learn all that the world had to offer, she manifested her travelling companion, an emerald-green crystal whom she filled with what remained of Era. A cautious sliver of her old psyche, the crystal now reminds Erana to sometimes be careful and not to be overly trusting – a necessary throwback when travelling.

Erana learned the necessity of caution when she tried to bring peace between a group of human settlers who had driven away the orc tribes living there as nomads. The humans viewed the land as their manifest destiny, their rightful place and saw the orcs as barbarians unworthy of it. The orcs, however, had taken the blatant colonization of their lands as an act of war. Unwavering in her hope to promote peaceful solutions, she underestimated the anger she would engender. Soon, both sides viewed her as an envoy of the other side. The orcs fed her lies, to distract the humans while they prepared, and when the humans found out, they imprisoned Erana and sentenced her to death for treachery. If it hadn't been for Erana protecting a group of children hiding in the watchtower where she was imprisoned from orcish raiders, she would have been hanged. For her actions, the humans just exiled her.

PERSONALITY

Using her telepathic abilities and deep-seated understanding of how relationships work and are formed, she acts as a mediator in conflicts all around the world. She will join caravans to new places to help them, always leaving those who benefitted from her adjudications with but one thing – a favor to be repaid. She will help adventurers, teach them or adjudicate for them, never asking for more in recompense than that they do her a favor in the future, and that they treat all noral with respect. So far, few have turned her down.

DESCRIPTION

Stout, like all noral, Erana dresses in a deep purple robe with golden inlays and intricate patterns that complement her pale white skin with some real depth. She has placed ornate golden rings on her tentacles, as well as on some of her fingers, integrating her symbiote into her dress-code. She holds an equally ornate psicrystal staff, seemingly carved from a single, huge, thigh-bone, with her emerald-green psicrystal set in the top. The staff has a number of strings attached with rocks, crystals, gems and bones tied to it, giving her a somewhat primal look.

AS AN ALLY

Erana always strive to settle disputes and as such, she often allies herself to others that promote peace, order and justice (in that order). She knows that by joining a group of adventurers, she can help them to make the right choices, steering away from brutality masked as necessity. As such, she trades her healing and guardianship against having a say in how enemies are

treated. She will often task members that adventure with her to never slay a humanoid, or intelligent beast and almost always heals those that have been struck down, regardless of their previous inclinations. To Erana, showing mercy is a way to show others the folly of their ways and introduce them to new ways of thinking and acting, promoting a more peaceful world.

While not a combatant, she can protect herself and her innate ability to shatter the minds of others is often quite enough of a warning to ensure that people stay away. If not, she will try to collapse them and tie them up or otherwise disable them. Her final solution, born from the realization that the world is indeed full of evil people incapable of mercy or compassion, is to blast them with missiles as she retreats to call for help.

With a deep seated understanding of how people work, she often mentors young adventurers, tasking them to settle trade disputes, discover sources of discontent and exploring new sources of food and work for local communities. In exchange for helping her, she offers protection and healing, but also advice and can often help a newly formed group of adventurers to get to know all the right people where she is staying. Having a natural predisposition towards people and a generally friendly demeanor ensures that Erana often has tabs on the movers and shakers in a city.

AS AN ENEMY

Facing Erana most often means that you have made grave errors in how you treat others, or that your view of how to handle a problem is critically opposed to hers. Many adventurers put extreme violence as the premier solution to almost any problem, something that Erana takes great pains to avoid. She believes that regardless of current mistakes, intelligent creatures should be afforded legal punishment like any other citizen for their crimes, not deserving of being slaughtered like animals by adventurers.

For this reason, she will often oppose even good-aligned adventurers and either compete with them to solve a problem before they do it (with violence), or she will hire others to help her, provided she cannot simply ask them for a favor. As such, making an enemy of Erana can mean that suddenly the alchemist won't sell you healing potions, the smith "lost" your order and the half-empty tavern "has no available rooms". Even outside of civilization, drawing her ire by attempting something overly violent can lead to her stepping in – on the other side of the conflict, to keep the adventurers from killing.

The greatest threat from Erana comes against those who are callous and vicious, prompting her to personally stop them before they can do more harm to the world. In such cases, she calls in all favors, arms the best warriors she can lay her hands on and keeps them healthy even as they ambush and assault the evildoers.

ERANA, THE VOICE OF REASON CR 4

XP 1,200

Noral vitalist (guardian) 5

LG Medium humanoid (noral)

Init +1; **Senses** low-light vision; **Perception** +4

DEFENSE

AC 12, **touch** 9, **flat-footed** 13 (+3 armor, -1 Dex)

hp 30 (5d6+10)

Fort +7, **Ref** +1, **Will** +11; +2 racial bonus on saving throws against diseases and mind-affecting effects

OFFENSE

Speed 30 ft.

Melee masterwork quarterstaff +1 (1d6-1)

Special Attacks steal health +1 (melee touch, 9 damage)

Vitalist Powers Known (ML 5th; concentration +9); 37 pp

3rd—*resist death*

2nd—*energy missile, psychic bodyguard*

1st—*biofeedback, collapse, detect compulsion*

0—*detect psionics, disruptive touch, lesser fortify*

Psi-Like Ability (ML 2)

1/day—*mind thrust* (2d10, DC 13)

TACTICS

Before Combat Erana will activate *biofeedback* if possible before combat begins.

During Combat Erana prefers negotiation to combat, so she focuses on using *collapse* and *disruptive touch* to try to incapacitate enemies, resorting to more lethal options as a last resort.

STATISTICS

Str 8, **Dex** 8, **Con** 14, **Int** 13, **Wis** 18, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 10

Feats Expanded Knowledge (*energy missile*), Persuasive, Psicrystal Affinity (nimble), Psionic Talent^B

Skills Bluff +9, Diplomacy +11, Heal +10, Intimidate +11, Sense Motive +10, Spellcraft +7

Languages Common, Noral, Maenad

SQ collective (150 ft. range, 4 member maximum), collective healing, request aid, telepathy, transfer wounds (2d6 healed + 5 temporary hit points, 7/day)

Combat Gear *dorje of natural healing* (50 charges),

Other Gear mwk quarterstaff, mwk studded leather armor, *cloak of resistance* +1, 112 gp

PSIONICS EMBODIED

ERANA, THE VOICE OF REASON CR 9

XP 6,400

Noral vitalist (guardian) 10

LG Medium humanoid (noral)

Init +3; **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 10, flat-footed 16 (+5 armor, -1 Dex, +1 deflection, +1 natural)

hp 57 (10d6+20)

Fort +10, **Ref** +3, **Will** +12; +2 racial bonus on saving throws against diseases and mind-affecting effects

OFFENSE

Speed 30 ft.

Melee Mwk quarterstaff +5 (1d6-1)

Special Attacks steal health +4 (ranged touch, 14 damage)

Vitalist Powers Known (ML 10th; concentration +14); 110 pp

4th—*empathic feedback* (DC 18), *wither* (DC 18)

3rd—*resist death*

2nd—*energy missile* (DC 16), *psychic bodyguard*

1st—*biofeedback*, *collapse*, *detect compulsion*

0—*detect psionics*, *disruptive touch*, *lesser fortify*

Psi-Like Ability (ML 2)

1/day—*mind thrust* (5d10, DC 14)

TACTICS

Before Combat Erana will use *biofeedback* and *empathic feedback* if conflict is unavoidable. Otherwise she'd much prefer to talk her way out of any sort of misunderstanding.

During Combat Erana prefers to disable opponents over hurting them, typically by using *wither* to make them nearly harmless if not outright disabled. She also uses *collapse* abundantly.

STATISTICS

Str 8, **Dex** 8, **Con** 14, **Int** 13, **Wis** 19, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 14

Feats Endowed Mind, Expanded Knowledge (*energy missile*), Improved Initiative, Persuasive, Psicrystal Affinity (nimble), Psionic Talent^B

Skills Bluff +11, Diplomacy +15, Heal +13, Intimidate +15, Sense Motive +13, Spellcraft +10

Languages Common, Maenad, Noral

SQ Collective, collective healing, deliver touch powers, guardian method, guardian's pulse, guardian's touch, health sense, request aid, share powers, spirit of many, steal health, swift aid, symbiotic resistance, symbiotic surge, telepathic link, telepathy, transfer wounds

Combat Gear *dorje of natural healing* (50 charges), *oil of magic weapon*, *psionic tattoo of force screen* (2), *psionic tattoo of guarded sleep*, *psionic tattoo of hustle*; **Other Gear** +2 studded leather, masterwork quarterstaff, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, psicrystal, 750 gp

ERANA, THE VOICE OF REASON CR 14

XP 38,400

Noral vitalist (guardian) 15

LG Medium humanoid (noral)

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 18, touch 11, flat-footed 18 (+5 armor, -1 Dex, +2 deflection, +2 natural)

hp 85 (15d6+30)

Fort +14, **Ref** +7, **Will** +18; +2 racial bonus on saving throws against diseases and mind-affecting effects

OFFENSE

Speed 30 ft.

Melee masterwork quarterstaff +7/+2 (1d6-1)

Special Attacks steal health +6 (melee touch, 21 damage)

Psi-Like Ability (ML 7)

1/day—*mind thrust* (7d10, DC 15)

Vitalist Powers Known (ML 15th; concentration +21); 242 pp

8th—*true metabolism*

7th—*bend reality*

6th—*heal injuries*

4th—*empathic feedback* (DC 20), *wither* (DC 20)

3rd—*resist death*

2nd—*energy missile* (DC 18), *psychic bodyguard*

1st—*biofeedback*, *collapse* (DC 17), *detect compulsion*

0—*detect psionics*, *disruptive touch* (DC 16), *lesser fortify*

TACTICS

Before Combat Erana will use *biofeedback* and *empathic feedback* if conflict is unavoidable. Otherwise she'd much prefer to talk her way out of any sort of misunderstanding.

During Combat Erana prefers to disable opponents, typically by using *wither* to make them nearly harmless if not outright disabled. She also uses *collapse* abundantly. If her allies kill anyone, she'll try to use *heal injuries* to keep them alive unless it's a horrible monster. She's willing to *bend reality* to keep bloodshed to a minimum if need be. If she is fighting anyone that *true metabolism* will render a nuisance, she'll try to reason with them while they attack her, such is her +1 on attack rolls against goblinoid and orc humanoids for needless bloodshed.

STATISTICS

Str 8, **Dex** 8, **Con** 14, **Int** 13, **Wis** 22, **Cha** 14

Base Atk +7; **CMB** +6; **CMD** 17

Feats Cushion the Blow, Endowed Mind, Expanded Knowledge (*energy missile*), Fast Aid, Improved Cushion the Blow, Improved Initiative, Persuasive, Psicrystal Affinity (nimble), Psionic Talent^B

Skills Bluff +17, Diplomacy +23, Disguise +5, Heal +18, Intimidate +23, Sense Motive +20, Spellcraft +13

Languages Common, Maenad, Noral

SQ collective, collective healing, deliver touch powers, guardian's expertise, guardian method, guardian's pulse, guardian's touch, health sense, request aid, share powers, spirit of many, steal health, swift aid, symbiotic resistance, symbiotic surge, telepathic link, telepathy, transfer wounds

Combat Gear *dorje of natural healing* (50 charges), *gloves of arrow snaring*, *oil of magic weapon*, *potion of cure moderate wounds* (3), *cure serious wounds*; **Other Gear** +2 studded leather, masterwork quarterstaff, amulet of natural armor +2, circlet of persuasion, cloak of resistance +3, headband of inspired wisdom +2, ring of protection +2, psicrystal, 450 gp

EVAN SERANCE

BACKGROUND

Often plagued by nightmares as a child, Evan was born an “open eye” - seeing both the physical world and the ethereal plane. Such views would drive most ordinary people insane, but not everything was ordinary about Evan. As a half-elf, he knew what it meant to walk between worlds and understood that his worldview wasn't like others'. Evan formed strange friendships with the creatures that hid in the ethereal plane around his village.

As he grew into an adult, Evan fell in love with a strange creature from the other side, a haunting apparition of a woman whose spirit had come to reside on the ethereal plane, impressing the young Evan with her stories. As is the way of young love, Evan became obsessed with finding a way to be with her, and this obsession awakened something within him, a power driven by lust and love, rage and hate, empathy and compassion. Whenever consumed by these feelings, the world responded.

It took years for Evan to understand his power and he scoured the world to find a way to bring him and his lover together. His ambitions brought him into contact with a mystic who claimed she could channel the dead and he brought the mystic back home to channel his love. As the apparition took over the mystic she smiled, thanked her loved one for this chance to feel life again, but was suddenly jerked away. The mystic stared at Evan, then stood up, gathered her things in a hurry and began moving towards the door. A jarred Evan jolted to his feet and stopped the mystic demanding an explanation. The mystic whispered that some evils should not be allowed to return.

Evan surged at this, enraged by someone denying him his love after all this time, and furious that the mystic would slander his love. Consumed by his emotions, Evan tore the secrets of channeling the dead from the mystic's mind, killing her in the process and began channeling his loved one. Finally they would be together, in one body, forever.

However, Evan was now a murderer and tried to cover up his crime by setting his house on fire. The fire spread and, as his hometown burned, he realized he had to flee. Wherever he travelled, he was haunted by what had happened, yet unwilling to give up on his love, he destroyed those that would hunt him, building a legend of an insane killer possessed by a vengeful ghost - yet the truth was far simpler. Evan is fleeing to find a place where he can live out his life with his love. Yet everyone is trying to kill him - and time and time again, Evan is forced to defend himself. With lethal force.

PERSONALITY

Evan is a driven person, focused on achieving his goal to reunite with his dead love. Some would call this madness, questioning both his sanity in loving a dead spirit, or the reality of said spirit. Both are fantastic ways to light a fire in Evans heart, letting him spill his rage out on the world. His propensity for extreme reactions and a history of violence and crimes means that he is hunted. Constantly on the move, it has triggered a strong paranoia in him, often choosing to leave a camp site in the middle of the night or, in the worst of cases, to murder an innocent believed to have been helping the enemy.

DESCRIPTION

Evan is dressed in a ragged chainmail and uses a two-handed morningstar with which to defend himself. His shoulders have a red mantle, now stained and blackened from the repeated use of his fire-powers. His hair is kept in dreadlocks, as much a necessity for his nomadic lifestyle as a conscious choice to be different from others around him. Very human for a half-elf, he sports very subtle elven traits such as slightly greener and bigger eyes, as well as a touch of pointed ears. Even so, with the dust of constant travel and his hair covering the ears, it is hard to realize he is anything but human.



PSIONICS EMBODIED

AS AN ALLY

Rarely making a conscious choice to seek out allies, his paranoia often painting even potential allies as enemies, there are times when a group of adventurers can find themselves on the same side, at least for a while. If Evan is travelling for a long duration, he might join others going the same way. If knowledge on how to awaken his dead love can be found, he will even fight side by side with others, setting aside his paranoia and fear.

As such an ally, Evan brings to bear all his abilities, unleashing horrid firestorms, turning enemies into frozen statues and blasting doors from hinges with his impressive array of destructive forces. With a strong predilection towards always using his wild surge, from time to time he will be overpowered by it and requiring the help of an ally. Even so, he can become a powerful ally to have, provided you can withstand him talking to his “ghost girlfriend” and peering into the Ethereal Plane.

Finally, Evan does have a place where he can help younger adventurers, either those seeking his unique insight into all things astral and ethereal, but also in avoiding the powers that be. He can even take it upon himself to lead a group, but there are rarely people who align with his views of how the world works.

AS AN ENEMY

Becoming Evan’s enemy is far too easy, since his paranoia can often paint innocent people as inquisitors out to get him. That said, most of the time, Evan is hunted and rightly so for his criminal disregard for others, for multiple accounts of murder and destruction of property. He cares primarily for his own quest and doesn’t mind trampling other people on his way, which means he can often draw both legal action and find himself with a price on his head. He leads a nomadic life because of this, but some types of trouble you can’t shake by leaving town. Some murders carry repercussions.

Meeting Evan is often a solitary affair; he rarely has friends or allies. This is not to be mistaken with any form of ease in fighting him. He is capable, armed, and armored and his propensity for wild surging means his attacks are horribly strong. His mastery over the elements means that he can tailor his attacks to avoid defenses or capitalize on weaknesses and he has absolutely no problem with setting structures on fire, tearing down roofs on his enemies, or shattering supporting beams to cover his escape. One famous battle attributed to Evan had him jumping from ship to ship in the harbor, setting each on fire in an attempt to dissuade his pursuers from following him. The destruction of ships and the entire harbor is still viewed as a catastrophe of immeasurable cost.

Finally, his anger and paranoid worldview means that he will take any chance to deliver a coup de grace on his enemies, saving him from having to meet them again. As such, those facing him must be courageous and willing to lay down their lives to defeat him – an unusual proposition in many adventurer groups who prefer living to dying.

EVAN SERANCE

CR 4

XP 1,200

Half-elf wilder 5

CN medium humanoid (elf, psionic)

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

hp 37 (5d8+15)

Fort +4, **Ref** +3, **Will** +4; immune to sleep effects, +3 against enchantment spells and effects, +1 against telepathy powers

Defensive Abilities elude attack (+1)

OFFENSE

Speed 20 ft.

Melee Mwk morningstar +5 (1d8+1)

Ranged Surge blast +4 (ranged touch, 2d6 force)

Wilder Powers Known (ML 5th; concentration +9); 37 pp

2nd—*detect hostile intent*

1st—*energy ray, force screen*

0—*energy splash*

TACTICS

Before Combat Evan activates *force screen* to increase his defensive abilities. He typically has *detect hostile intent* manifested due to his paranoia.

During Combat Evan relies on his surge blast augmented with wild surge as his ranged attack, moving into melee for weaker enemies. For difficult enemies, he uses a fully augmented and wild surged *energy ray*.

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +4; **CMD** 15

Feats Elemental Blast, Enervation Fortitude, Modified Blast, Psionic Talent, Skill Focus (Sense Motive)

Skills Diplomacy +12, Perception +9, Sense Motive +10, Spellcraft +8

Languages Common, Gnome, Sylvan

SQ improved surge bond, psychic enervation, surge blast, surge bond, surging euphoria (+1), wild surge (+2, free surge)

Combat Gear *dorje of vigor* (40 charges), *potion of cure moderate wounds*; **Other Gear** Masterwork morningstar, +1 chainmail, cloak of resistance +1, 240 gp

EVAN SERANCE

CR 9

XP 6,400

Half-elf wilder 10

CN medium humanoid (elf, psionic)

Init +1; **Senses** low-light vision; Perception +15

DEFENSE

AC 22, touch 14, flat-footed 18 (+8 armor, +1 Dex, +3 dodge)

hp 75 (10d8+30)

Fort +6, **Ref** +5, **Will** +7; immune to sleep effects, +4 against enchantment spells and effects, +2 against telepathy powers

Defensive Abilities elude attack (+3)

OFFENSE

Speed 20 ft.

Melee +1 *morningstar* +9/+4 (1d8+2)

Ranged Surge blast +8 (ranged touch, 3d6 force)

Wilder Powers Known (ML 10th; concentration +15); 116 pp

5th—*pierce the veils*

4th—*slip the bonds*

3rd—*dispel psionics*

2nd—*detect hostile intent, energy missile*

1st—*energy ray, force screen*

0—*energy splash*

TACTICS

Before Combat Evan activates *force screen* to increase his defensive abilities. He typically has *detect hostile intent* manifested due to his paranoia.

During Combat Evan relies on his surge blast augmented with wild surge as his cheap ranged attack, moving into melee for weaker enemies. For difficult or clustered enemies, he uses *energy missile*, augmenting and surging as needed.

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 21

Base Atk +7; **CMB** +8; **CMD** 19

Feats Alertness, Elemental Blast, Enervation Fortitude, Expanded Knowledge (energy missile), Modified Blast, Psionic Talent, Skill Focus (Sense Motive)

Skills Diplomacy +18, Perception +15, Sense Motive +18, Spellcraft +13

Languages Common, Gnome, Sylvan

SQ improved surge bond, psychic enervation, surge blast, surge bond, surging euphoria (+1), volatile mind (+2), wild surge (+3, free surge)

Combat Gear *dorje of vigor* (30 charges), *potion of cure moderate wounds*; **Other Gear** +1 *morningstar*, +2 *chainmail*, *cloak of resistance* +1, *headband of alluring charisma* +2, 464 gp

EVAN SERANCE

CR 14

XP 38,400

Half-elf wilder 15

CN medium humanoid (elf, psionic)

Init +5; **Senses** low-light vision; Perception +20

DEFENSE

AC 23, touch 15, flat-footed 18 (+8 armor, +1 Dex, +4 dodge)

hp 126 (15d8+59)

Fort +9, **Ref** +8, **Will** +10; immune to sleep effects, +5 against enchantment spells and effects, +3 against telepathy powers

Defensive Abilities elude attack (+4)

OFFENSE

Speed 30 ft.

Melee +1 *morningstar* +9 (1d8+2)

Ranged Surge blast +12 (ranged touch, 5d6 force)

Wilder Powers Known (ML 15th; concentration +21); 250 pp

7th—*personal barred mind*

6th—*temporal acceleration*

5th—*pierce the veils*

4th—*slip the bonds*

3rd—*dispel psionics*

2nd—*detect hostile intent, energy missile*

1st—*energy ray, force screen*

0—*energy splash*

TACTICS

Before Combat Evan activates *force screen* to increase his defensive abilities. He typically has *detect hostile intent* manifested due to his paranoia.

During Combat Evan relies on his surge blast augmented with wild surge as his cheap ranged attack, moving into melee for weaker enemies. For difficult or clustered enemies, he uses *energy missile*, augmenting and surging as needed. He relies on *temporal acceleration* to activate additional powers or get out of difficult fights.

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 24

Base Atk +11; **CMB** +8; **CMD** 19

Feats Alertness, Elemental Blast, Enervation Fortitude, Expanded Knowledge (energy missile), Favored Energy (fire), Improved Initiative, Modified Blast, Psionic Body, Psionic Talent, Skill Focus (Sense Motive)

Skills Diplomacy +25, Perception +20, Sense Motive +23, Spellcraft +18

Languages Common, Gnome, Sylvan

SQ improved surge bond, psychic enervation, surge blast, surge bond, surging euphoria (+2), volatile mind (+3), wild surge (+5, free surge)

Combat Gear *dorje of vigor* (35 charges), *potion of cure serious wounds*; **Other Gear** +1 *morningstar*, +2 *mithral chainmail*, *circlet of the sheltered mind*, *cloak of resistance* +2, *headband of alluring charisma* +4, *psionatrix of psychokinesis*, 75 gp

LI-ANDRA THE WHISPER

BACKGROUND

Li-andra was a xeph born into a line of hunters that focused on providing for their families through their skill in bringing down game. Symbolic for this hunt was the family crest, the spear falcon, a bird well known among the xeph tribes for being a formidable hunter and easy to spot due to its tell-tale “spear,” a long feather sticking out from the back of its head. Li-andra was thrust into the hunt at an early age, as all children of the family were, and took to it naturally.

But more than just the hunt, Li-andra had an immediate connection to the spear falcon. After finding a hurt falcon during a hunt, Li-andra tended the



wounded bird back to health and has since held a deep rapport for spear falcons, although she is fond of all falcons.

One day when Li-andra returned home from a hunt, she found a xeph warrior waiting for her outside of her house. He said that he had been guided there by visions of a falcon taking xeph form, and he asked Li-andra if she was the one he had seen. She didn't know how to respond to the curious question, but when the warrior drew his weapon and attacked her, something snapped into place in Li-andra's mind and wicked talons instinctively formed over her hands. Li-andra snarled and fought the warrior hard and fast, until he suddenly stopped his attacks and told her that she was indeed the one he had seen in vision and that he had come to train her in the use of her unusual claws.

The warrior took Li-andra under his wing and taught her to master the claws that were Li-andra's mind blades, to utilize her power to help her family and others, and to respect the dangerous weapons that she always carried with her. Li-andra didn't realize it at the time, but the warrior was preparing her for battles soon to come.

Not long after her studies with the old warrior, the local xeph families became divided by a growing sect of malcontents and the more traditional families. This sect named itself the Xephirai, and the violent philosophies and aggressive tactics they championed drew in many of the younger xeph's eager for glory and excitement. Li-andra soon positioned herself in opposition to the tenets of the Xephirai, with her views of violence as a necessary evil to defend home and hearth earning her the enmity of the Xephirai and those who had sought to recruit the clawed hunter.

Li-andra and like-minded xeph's rebuffed the advances of the Xephirai in her community, resorting to deadly force as a last resort, but an end that the Xephirai made necessary far more often than Li-andra would have preferred. The Xephirai turned their focus on other xeph communities before eventually leaving to seek glory and plunder, allowing Li-andra and those who had rejected the violence to live relatively peacefully.

Every now and then, Li-andra travels far from her home to do what she can to halt the Xephirai from expanding their influence, either through direct intervention, or by guiding others to act on her behalf.

PERSONALITY

Li-andra views most situations as a hunter, defining the world as either hunters or prey. To her, it is obvious that she must hunt those who would do wrong, else everyone becomes prey to their depredations. To her, community and comradeship are amongst the most important aspects of life. Creating a community can only be done with love, and love is an integral part of a functioning civilization. This is also the reason she fears the Xephirai and their violent ways – there can never be a functioning community built upon violence and the oppression of those who are weaker. In many ways, Li-

andra views herself as a guardian spirit, hunting down evil to safeguard the world.

DESCRIPTION

Lithe like most xephs, Li-andra is taller than average and stands 5'9". She wears her black hair braided, adorned with metal rings and a spiked ball at the end that make the braid nearly a weapon in its own right. When forming her mind blades, Li-andra fashions them to resemble wicked, falcon-like talons, using them to tear an enemy apart. Always in motion, always moving, Li-andra is a sprinter and a charger, and favors clothing that stays out of her way when she fights, her movements reminiscent of a hunting cat ready to pounce.

AS AN ALLY

Li-andra will always strive to help those that defend communities or that hunt evil in its many forms. That help can take many different shapes, depending on the group of adventurers she is helping and her own needs. For some, she might become a guiding hand, helping them navigate the pitfalls of society and focusing them on the most pressing evils to be destroyed. Sometimes, she will even mentor these young adventurers, helping them channel their potential, regardless of what it is, into something valuable and useful, for both them and the community at large.

If she joins a group in a more active role, she often takes point, using her stealth and athletic skills to scout ahead. In combat, she prefers to swoop down on enemies, targeting those who seem weakest to affect a quick victory. Her stealth and speed usually means she can target spellcasters or manifesters that hide in the back, and there her swiftness often pays bloody dividends. While capable of group tactics and careful planning, she prefers to fight alone and in a way not requiring her to follow any particular pattern or themes. As such, some allies might get annoyed at her freewheeling spirit, yet her results are incontestable.

AS AN ENEMY

If you threaten the community, either through advocating overly violent solutions, or by acting on those violent impulses towards the community, you are an enemy of Li-andra. She will fight you tooth and nail – with words and with actions. In fact, she doesn't mind going from words to action before you have a chance to do so, something that can turn a heated debate into a bloodbath very quickly.

Li-andra focuses on taking out mages and psionics first and foremost, knowing that their abilities often lead to the most destruction, but also because they can sway the minds of weaker people to their side. As such, they are the premier threat and are dealt with swiftly and lethally. Li-andra is, however, governed by her heart and threatening innocents with harm is one of the few ways to stop her in her tracks. That said, once someone has uttered such a threat she will hunt them down and make them pay, viewing them as the worst offenders.

LI-ANDRA THE WHISPER

CR 4

XP 1,200

Xeph Soulknife 5

CG Medium humanoid (xeph)

Init +4; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 37 (5d10+5)

Fort +3, **Ref** +9, **Will** +5; +1 bonus against powers, spells, and spell-like effects

OFFENSE

Speed 30 ft. (40 ft. while focused, +20 ft. when using burst)

Melee 2 +1 *keen mind blades* +9 (1d6+2/17–20 plus 1d8 if using psychic strike)

TACTICS

Before Combat Li-andra will charge psychic strike and form her mind blades if they are not already formed. Her mind blades typically deal slashing damage.

During Combat Li-andra prefers to use her speed to move in for an attack, then using her combat slide ability to withdraw out of immediate harm.

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +6; **CMD** 20

Feats Psionic Talent (2), Speed of Thought, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (mind blade)

Skills Acrobatics +9, Climb +6, Intimidate +5, Perception +5, Stealth +9

Languages Common, Dwarven, Xeph

SQ blade skills (combat slide, full enhancement), burst (+20 ft.), quick draw, throw mind blade

Combat Gear *potion of cure light wounds*, *psionic tattoo of biofeedback*, tanglefoot bag, thunderstone;

Other Gear +1 *studded leather*, *cloak of resistance* +1, *gladiator's gauze*, 10 gp

PSIONICS EMBODIED

LI-ANDRA THE WHISPER

CR 9

XP 6,400

Xeph Soulnife 10

CG Medium humanoid (xeph)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 16, flat-footed 16 (+5 armor, +5 Dex, +1 deflection, +1 natural)

hp 69 (10d10+10)

Fort +5, **Ref** +13, **Will** +8; +1 bonus against powers, spells, and spell-like effects

OFFENSE

Speed 30 ft. (40 ft. while focused, +20 ft. when using burst)

Melee +2 *keen flaming mind blade* +13/+8 (1d8+9/17-20x3 plus 1d6 fire plus 2d8 if using psychic strike) and +2 *keen flaming mind blade* +13/+8 (1d6+5/17-20x3 plus 1d6 fire)

or +2 *keen flaming mind blade* +13 (1d8+9/17-20x3 plus 1d6 fire) and +2 *keen flaming mind blade* +13 (1d6+5/17-20x3 plus 1d6 fire)

TACTICS

Before Combat Li-andra will charge psychic strike and form her mind blades if they are not already formed. Her mind blades typically deal slashing damage.

During Combat Li-andra prefers to use her speed to move in for an attack, then using her combat slide ability to withdraw out of immediate harm.

STATISTICS

Str 12, **Dex** 21, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +11; **CMD** 26

Feats Improved Two-Weapon Fighting, Piranha Strike, Psionic Talent (2), Speed of Thought, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (mind blade)

Skills Acrobatics +18, Climb +14, Intimidate +13, Perception +13, Stealth +18

Languages Common, Dwarven, Xeph

SQ blade skills (alter blade, combat slide, deadly blow, full enhancement, twin strike), burst (+30 ft.), quick draw, throw mind blade

Combat Gear *potion of cure serious wounds*, *psionic tattoo of biofeedback*, *psionic tattoo of thought shield*, tanglefoot bag, thunderstone; **Other Gear** +1 *mithral chain shirt*, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, *gladiator's gauze*, 70 gp

LI-ANDRA THE WHISPER

CR 14

XP 38,400

Xeph Soulnife 15

CG Medium humanoid (xeph)

Init +6; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 26, touch 18, flat-footed 20 (+6 armor, +6 Dex, +1 shield, +2 deflection, +1 natural)

hp 107 (15d10+15)

Fort +8, **Ref** +17, **Will** +11; +1 bonus against powers, spells, and spell-like effects

OFFENSE

Speed 30 ft. (40 ft. while focused, +20 ft. when using burst)

Melee +5 *keen flaming burst corrosive mind blade* +21/+16/+11 (1d8+14/17-20x3 plus 1d6 fire plus 1d6 acid plus 2d8 if using psychic strike plus 2d10 fire on a critical hit) and +5 *keen corrosive burst mind blade* +21/+16/+11 (1d6+9/17-20x3 plus 1d6 acid plus 2d10 acid on a critical hit)

or +5 *keen flaming burst corrosive mind blade* +21/+16/+11 (1d8+14/17-20x3 plus 1d6 fire plus 1d6 acid plus 2d8 if using psychic strike plus 2d10 fire on a critical hit) and +5 *keen corrosive burst mind blade* +21/+16/+11 (1d6+9/17-20x3 plus 1d6 acid plus 2d10 acid on a critical hit)

TACTICS

Before Combat Li-andra will charge psychic strike and form her mind blades if they are not already formed. Her mind blades typically deal slashing damage.

During Combat Li-andra prefers to use her speed to move in for an attack, then using her combat slide ability to withdraw out of immediate harm. If an enemy closes on her, she seeks to distance herself while using her extended strike blade skill to perform attacks.

STATISTICS

Str 12, **Dex** 22, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +15; **CMB** +16; **CMD** 32

Feats Critical Focus, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Piranha Strike, Psionic Talent (2), Speed of Thought, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (mind blade)

Skills Acrobatics +29, Climb +19, Intimidate +18, Perception +18, Stealth +24

Languages Common, Dwarven, Xeph

SQ blade skills (alter blade, combat slide, deadly blow, extended strike, full enhancement, improved enhancement, twin strike), burst (+30 ft.), quick draw, throw mind blade

Combat Gear *potion of cure serious wounds*, *psionic tattoo of biofeedback*, *psionic tattoo of empathic feedback*, tanglefoot bag; **Other Gear** +2 *light fortification mithral chain shirt*, *amulet of natural armor* +1, *crystal hilt* +1, *belt of incredible dexterity* +2, *cloak of resistance* +2, *ring of feather falling*, *ring of protection* +2, *boots of elvenkind*, *gladiator's gauze*, 520 gp

MAYLES MARTHER

BACKGROUND

Mayles grew up as the opposite of his brother - where Bass favored scholarly pursuits, Mayles was all physical. He loved climbing trees, trekking the forests, building camps and hunting even at a young age. Constantly at his side was his neighbor Bass, who grew up to become his best friend. Together they enlisted in the army and fought the king's enemies. They honed their skills and awakened their abilities while abandoned together in a harsh jungle, and fought their way out together.

Side by side, they learned to master their abilities, each focusing on a different style, yet together complementing each other in both combat and outside. Mayles learned how to master his sword, becoming one with his weapon, where Bass learned to unleash his inner beast. Together they liberated a number of villages and small towns from marauding orcs, helping to restore order in a land that had no kings or queens to protect the citizens.

Over time, Mayles organized the villagers into a formidable militia, training the best to become psychic warriors like himself, while Bass focused on hunting down the monsters with a group of specialists. Mayles even managed to find it within himself to love again, to trust another human being with his feelings. But with each passing year, the friends grew further apart until they came face to face over how to treat a lycanthrope problem. Bass saw monsters that needed to be exterminated for the good of the citizens, while Mayles saw infected citizens that needed to be cured of a disease.

When Bass hunted the werewolves down and killed them, Mayles flew into a fit of rage when his love found out that her brother was one of the dead, and Mayles publicly threatened to kill Bass, a challenge that hurt Bass more than any wound could. Bass declined the challenge and Mayles left, unable to face his love, furious that the area they had pacified had become nothing more than the tool for a power-mad monster, furious that he had failed to protect the diseased brother, and furious that his friend had betrayed him. Now Mayles signs up for helping villages or kings alike, offering his sword to protect the weak and help the helpless. Yet he knows in his heart that he will come face to face against his best friend soon and that this time, the meeting might end differently.

PERSONALITY

Mayles is a conflicted individual, torn between his hope that people can be good and the sometimes overwhelming evidence on the contrary. He believes that not everyone is made to face the harshness of the world, and that it should be OK. Some are born to become soldiers, others choose it, but for those who don't, it should be alright to carry on as a teacher, farmer or nomad. Mayles finds himself being a leader far more often than he wants, but he knows people need

leadership and when the only other option is someone like Bass, he steps up.

DESCRIPTION

Mayles has short brown hair and a rugged face with a scar on his left cheek. He has blue eyes and something of a sad smile on his face. Mayles prefers to wear loose clothing, using his psychic powers to defend himself instead of armor, and relies on two mithril swords that seem to be cut rather than hammered into shape, each sword a singular masterpiece, curved as if borne by the wind and the sea, not mortal hands.

AS AN ALLY

Mayles isn't an easy person to get along with, his inner conflicts often making him seem distraught or worried at almost every opportunity. Yet his heart burns for those that cannot defend themselves, for the innocents, and he rages against those who would oppress others for power. He sees the worst of these atrocities in his old friend Bass, but unwilling to face him again, he chooses



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others to exact his anger upon.

Because of this, Mayles can often be found searching for a reason to join a group of adventurers, itching to bring the fight to oppressive overlords, rampaging warlords and criminals who hurt others. As such, he often becomes a driving force inside a group of adventurers, especially one that cannot handle his intense drive and constant need to bring the fight to the enemy. Most people don't realize that he is running from his inability to hurt his old friend and the state he left those who depended on him in. Bringing that up will send Mayles off into a moody rant or even see him leaving the group.

When not driven by his regret, from time to time, Mayles can fall into the unwilling leadership role. He isn't very good at handling people and his emotions often decide how he reacts to things, yet his expertise, experience, and skill means that people still look to him for help or guidance. In these rare occurrences, he will often try to organize people into militias, teaching them to channel any innate skills into the same mystical abilities that he himself has mastered. As such, invariably, the local defense group comes into conflict with an outside force wishing to impose its will upon the people, and Mayles takes the fight to the enemy. Again and again.

AS AN ENEMY

Mayles is an enemy few people wish to have. His determination, together with his combat experience makes him a dangerous warrior and when he can gather either volunteers or adventurers to his side, you can expect him to come for you. Unlike raging berserkers or more uncivilized warriors, Mayles knows to study his enemies, learn their tactics, and map out their weaknesses, and has an innate ability to make the most of nearly any situation.

As such, he will ambush supplies, take out the enemies' allies first, weaken public support, and strengthen his own group first and foremost. He avoids head on conflicts, knowing that the upper hand belongs to those who choose when and where to fight their enemies. Armed with this knowledge, he makes sure to prepare ambushes, use disguises to get close to enemy soldiers or warriors, infiltrate local camps, and take out communications, such as killing messenger birds or soaking warning pyres in water, before striking.

When he does fight, he becomes a whirlwind of death, dashing from one fallen enemy to the next, his swords flashing. Around him, the dead fall like leaves in autumn, yet his face is torn with regret. Mayles does not find joy in fighting, yet he feels it is a necessity. He suggests that prisoners be taken rather than executed, demands that nobody is killed without reason, and will staunchly uphold values over reason.

MAYLES MARTHER

CR 4

XP 1,200

Human psychic warrior 5

NG medium humanoid (human, psionic)

Init +3; Senses Perception +11

DEFENSE

AC 16, touch 16, flat-footed 11 (+3 Dex, +2 dodge, +1 deflection)

hp 33 (5d8+10)

Fort +5, Ref +4, Will +4

OFFENSE

Speed 30 ft.

Melee mwk long sword +6 (1d8+2/19-20) and mwk short sword +6 (1d6+1/19-20) or mwk long sword +8 (1d8+2/19-20)

Psychic Warrior Powers Known (ML 5th; concentration +8); 15 pp

2nd—*prowess, shocking strike*

1st—*force screen, inertial armor, metaphysical weapon, offensive prescience, vigor*

0—*lesser fortify, my light*

TACTICS

Before Combat Mayles manifests either *force screen* or *inertial armor* for protection, and *metaphysical weapon* to empower his main-hand sword.

During Combat Mayles prefers to engage directly in melee, using his speed and two swords to strike out at as many opponents as possible.

Base Statistics If Mayles is not maintaining psionic focus, his attack and damage rolls are reduced by 1.

STATISTICS

Str 13, Dex 16, Con 12, Int 10, Wis 16, Cha 8

Base Atk +3; CMB +4; CMD 16

Feats Combat Reflexes, Dodge, Psionic Dodge, Psionic Meditation, Psionic Weapon, Two-Weapon Fighting, Weapon Finesse

Skills Autohypnosis +10, Bluff +8, Climb +8, Perception +11, Survival +10, Swim +8

Languages Common

SQ Dervish maneuver, warrior's path (dervish)

Combat Gear *potion of cure moderate wounds, power stone of animal affinity*; **Other Gear** masterwork long sword, masterwork short sword, *ring of protection* +1, 380 gp

MAYLES MARTHER

CR 9

XP 6,400

Human psychic warrior 10
NG medium humanoid (human, psionic)
Init +3; **Senses** Perception +17

DEFENSE

AC 17, touch 16, flat-footed 12 (+3 Dex, +1 shield, +2 dodge, +1 deflection)
hp 65 (10d8+20)
Fort +8, **Ref** +6, **Will** +6

OFFENSE

Speed 30 ft.
Melee +1 *long sword* +11/+6 (1d8+4/19-20) and +1 *short sword* +13/+8 (1d6+3/19-20) or +1 *long sword* +11 (1d8+2/19-20)

Psionic Warrior Powers Known (ML 10th; concentration +14); 48 pp

4th—*zealous fury*

3rd—*dimension slide, evade burst, physical acceleration*

2nd—*hustle, prowess, shocking strike*

1st—*burst, force screen, inertial armor, metaphysical weapon, offensive prescience, vigor*

0—*lesser fortify, my light*

TACTICS

Before Combat Mayles manifests either *force screen* or *inertial armor* for protection, and *metaphysical weapon* to empower his longsword.

During Combat Mayles prefers to engage directly in melee, using his speed and two swords to strike out at as many opponents as possible. He uses *physical acceleration* if the fight gets difficult and *zealous fury* on particular difficult enemies.

Base Statistics If Mayles is not maintaining psionic focus, his attack and damage rolls are reduced by 2 and his dodge bonus to AC is reduced by 1.

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 18, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Dodge, Greater Psionic Weapon, Improved Two-Weapon Fighting, Psionic Dodge, Psionic Meditation, Psionic Weapon, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Autohypnosis +16, Bluff +12, Climb +13, Perception +17, Survival +16, Swim +13

Languages Common

SQ Dervish maneuver, martial power, secondary path (interceptor), warrior's path (dervish)

Combat Gear *potion of cure serious wounds* (2), *power stone of animal affinity*; **Other Gear** +1 *long sword*, +1 *short sword*, *headband of inspired wisdom* +2, *ring of protection* +1, 165 gp

MAYLES MARTHER

CR 14

XP 38,400

Human psychic warrior 15
NG medium humanoid (human, psionic)
Init +5; **Senses** Perception +25

DEFENSE

AC 20, touch 19, flat-footed 13 (+5 Dex, +1 shield, +2 dodge, +2 deflection)
hp 79 (15d8+44)
Fort +10, **Ref** +8, **Will** +9

OFFENSE

Speed 30 ft.

Melee +1 *keen short sword* +19/+14/+9 (1d6+8/17-20) and +1 *keen short sword* +19/+14/+9 (1d6+8/17-20) or +1 *keen short sword* +17 (1d6+4/17-20)

Psionic Warrior Powers Known (ML 15th; concentration +20); 105 pp

5th—*catapsi, oak body, summoning strike*

4th—*battle transformation, slip the bonds, zealous fury*

3rd—*dimension slide, evade burst, physical acceleration*

2nd—*hustle, prowess, shocking strike*

1st—*burst, force screen, inertial armor, metaphysical weapon, offensive prescience, vigor*

0—*lesser fortify, my light*

TACTICS

Before Combat Mayles manifests *battle transformation* to empower his form.

During Combat Mayles prefers to engage directly in melee, using his speed and two swords to strike out at as many opponents as possible. He uses *physical acceleration* if the fight gets difficult and *zealous fury* on particular difficult enemies.

Base Statistics If Mayles is not maintaining psionic focus, his attack and damage rolls are reduced by 2 and his dodge bonus to AC is reduced by 1.

STATISTICS

Str 13, **Dex** 20, **Con** 12, **Int** 10, **Wis** 20, **Cha** 8

Base Atk +11; **CMB** +12; **CMD** 27

Feats Advanced Dervish Path, Combat Reflexes, Deep Impact, Dodge, Double Slice, Greater Psionic Weapon, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Psionic Body, Psionic Dodge, Psionic Meditation, Psionic Weapon, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Autohypnosis +22, Bluff +12, Climb +18, Perception +25, Survival +22, Swim +18

Languages Common

SQ Dervish maneuver, martial power, pathweaving 1/day, secondary path (interceptor), twisting path, warrior's path (dervish)

Combat Gear *potion of cure serious wounds* (2), *power stone of animal affinity*; **Other Gear** +1 *keen short sword* (2), *belt of incredible dexterity* +2, *headband of inspired wisdom* +4, *ring of protection* +2, 815 gp

MIRAXAN THE WARFORGER

BACKGROUND

Miraxan wanted to follow his family trade and be a miner and smith, forging weapons and armor for his brethren. Yet fate would have it otherwise, for even though he was a great smith, his insight into strategy and tactics was his greatest advantage.

As a young smith, when the Elders discussed tactics near Miraxan, he would offer his advice. Every time they followed his advice, the battle went smoother than expected. Over the years and as Miraxan grew older, the Elders took him on campaign after campaign, first fixing armor and weapons, but also as an advisor. His ability to form a telepathic collective was used to allow the Elders to discuss strategy without fearing spies, and gave him much needed insight into fighting.

This insight into how his Elders strategized, seeing how things played out over time, gave Miraxan a deeper understanding. Yet he always felt that he was missing something by only surverying strategy, and when hearing that they were suffering defeats in one campaign, he knew he was right about missing something. He

petitioned for the right to join a battle group, to see with his own eyes how things were. At first he was denied, deemed too valuable as a strategic advisor. It wasn't until the fourth loss that his request was approved and suddenly everything came into clarity. Battle was more about adapting tactics than just laying out strategies and his collective gave his battle groups the edge needed.

When Miraxan had turned 130, he found himself in a desperate situation. His elders slain and most of the units broken, he was defending their rear base with a group of young dwarven warriors. Using his insight into tactics and his collective allowed them to co-ordinate counter-attacks and keep the base secure, which infuriated the enemy. Like a stone breaking the wave, them standing the ground turned the tide, bringing the broken dwarves the necessary respite to regain morale and charge back into the fight.

Since that day, Miraxan uses his insights into tactics and strategies to help others, joining groups of adventurers when their quests bring benefits to both them and society at large, such as when hunting down rogue dragons, clearing out undead, or sealing portals. His advice and powers tend to forge any group into an elite force capable of doing much more than they could without him.

DESCRIPTION

Miraxan has spiky hair and beard, formed into shape by his oily hands mostly to stay out of his eyes or away from his work, yet defining his silhouette. His eyes are green, sparkling with a hint of malice, or just wicked humour. His armor, forged as an extension of his mind, is a mish-mash of styles and materials - a bronze arm is attached to a blackened steel chest while the other arm sports some form of crystal. He wields a pickaxe and a warhammer, more "tools of the trade" than true weapons of choice and his armor is littered with toolbelts carrying saws, drills, and other exotic tools of the crafts.

PERSONALITY

Miraxan has two faces, or behaviors, depending on when you meet him. In combat or when working, he is stern and focused, his insight and logic carrying the day. He will evaluate every word that comes from his mouth, judge every tool at his disposal and every man he can muster to overcome his enemies or finish his endeavor. This is the Miraxan most soldiers see, yet there is another side to him. The mirthful experimenting smith, who enjoys a laugh, sometimes at someone else's expense, and doesn't mind trying something new just because it's new. He'll drink elven ale, because who knows, maybe it IS good? He will sing and laugh and dance with a joy for life that is unmatched by many. But when the time has come for combat or work, all of that mirth drains from him as if it was never there and his stern, diagnosing gaze falls upon the problem again.



AS AN ALLY

Miraxan is a loyal dwarven warrior, but in his lifetime he has realized that sometimes you need to work outside the set boundaries to achieve your goals. For this reason, he will often recruit or join adventurers to take down threats, regardless if they are local threats against a dwarven outpost or more pronounced threats against all living things. He has even fought side by side with dark elves against an aboleth incursion, knowing that sometimes the enemy of your enemy can be your ally.

Because of this pragmatic view on people, Miraxan joins almost any group that is working towards the same goal as him, provided he can see some benefit to it. At times when his services are better served on a strategic or tactical level, he will instead act as overarching planner, helping set up teams to work together and prepare a coordinated assault upon enemy positions. His keen eye for tactics also means that he might collect information and hand out suggestions to his teams, giving them a leg up on the enemy.

Sometimes he takes on apprentices, not for monetary gain, but for the experience. He believes that the mentor learns as much from the protégé as the other way around, and if he is to continue growing intellectually and outmaneuvering his enemies, he needs to stay ahead of the curve. Because of this rather unusual view on mentorship, his sessions often take the guise of philosophical discussions, historical treatises and even a fun night out, ale and all.

AS AN ENEMY

The worst time to make an enemy of Miraxan is when you need to either defend someone or take something down. Miraxan excels in both of these areas, and his ability to forge stellar teams and use of strategy and tactics to outmaneuver his enemies means that opposing casualties are bound to become high. Miraxan uses every choke point he can find, turns regular houses into deathtraps, knows how to evaluate and use his men to the utmost advantage, and his ability to coordinate his allies means that what might at first seem to be a clumsy half-orc can quickly become a stealthy acrobatic assassin as Miraxan shares skills and abilities amongst his chosen.

Miraxan often takes the lead when the time for fighting finally arrives. He will focus fire together with his comrades to ensure that they take down enemies rather than spread their strength out and weaken themselves. Before they do this, they will have done everything in their ability to divide the enemy through the use of traps, ambushes, and guerilla tactics. Fleeing enemies find that they are drawn back into combat, a synchronized symphony of attacks raining down upon them.

Worst of all, outside real combat, Miraxan retains the ability to pierce the minds of others and draw forth thoughts and tactics from those who are his enemies. He can thus predict moves, attacks, and tactics in a way most tacticians cannot, a skill he keeps hidden but readily uses it to his advantage.

MIRAXAN THE WARFORGER

CR 4

XP 1,200

Dwarf tactician 5

LG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 Dex, +1 shield)

hp 31 (5d8+5)

Fort +2, **Ref** +2, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge bonus to AC vs. giants

OFFENSE

Speed 20 ft.

Melee mwk warhammer +6 (1d8+1/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Tactician Powers Known (ML 5th; concentration +8 (+12 if on defensive)); 32 pp

3rd—*ectoplasmic grapnel, forced share pain* (DC 16)

2nd—*coordinate as one, read thoughts* (DC 15)

1st—*precognition, skills as one*

0—*conceal thoughts, detect psionics, missive*

TACTICS

Before Combat If he does not currently have *precognition* active, Miraxan manifests it.

During Combat Miraxan's preferred tactic is to target an enemy with *forced share pain* and then engage in melee combat.

STATISTICS

Str 13, **Dex** 12, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +4; **CMD** 15; +4 racial bonus to CMD when resisting a bull rush or trip attempt while standing on the ground

Feats Combat Manifestation, Extra Power Known, Weapon Focus (warhammer)

Skills Autohypnosis +8, Craft (armor) +9, Craft (weapons) +9, Diplomacy +9, Knowledge (engineering) +11, Knowledge (history) +11, Knowledge (psionics) +11, Perception +8 (+10 to notice unusual stonework), Spellcraft +11

Languages Common, Dwarven, Orc, Gnome, Terran

SQ Collective (3 creatures, 150 ft. range), coordinated strike (6/day), improved share, spirit of many, strategy (coordinated distraction, 4/day), telepathy

Combat Gear *potion of cure moderate wounds, psionic tattoo of biofeedback*; **Other Gear** +1 breastplate, masterwork light steel shield, masterwork warhammer, 29 gp

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MIRAXAN THE WARFORGER CR 9

XP 6,400

Dwarf tactician 10

LG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 12, flat-footed 20 (+7 armor, +1 Dex, +1 deflection, +2 shield)

hp 68 (10d8+20)

Fort +4, **Ref** +4, **Will** +7; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge bonus to AC vs. giants

OFFENSE

Speed 20 ft.

Melee +1 *warhammer* +12/+7 (1d8+4/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Tactician Powers Known (ML 10th; concentration +13 (+17 if on the defensive)); 103 pp

5th—*catapsi* (DC 18), *upheaval* (DC 18)

4th—*alienation* (DC 17), *slip the bonds*, *wall of ectoplasm*

3rd—*ectoplasmic grapnel*, *forced share pain* (DC 16)

2nd—*coordinate as one*, *read thoughts* (DC 15)

1st—*precognition*, *skills as one*

0—*conceal thoughts*, *detect psionics*, *missive*

TACTICS

Before Combat If he does not currently have *precognition* active, Miraxan manifests it. He'll also manifest *alienation* on any form of leader if he can, and use *catapsi* if there's a psionist of any sort among the enemy.

During Combat Miraxan's preferred tactic is to target an enemy with *forced share pain* and then engage in melee combat. He'll also manifest *upheaval* to whittle down a group of enemies that he can't immediately close with.

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 22; +4 racial bonus to CMD when resisting a bull rush or trip attempt while standing on the ground

Feats Combat Manifestation, Extra Power Known, Extra Strategy, Lookout^{APG}, Toughness, Weapon Focus (warhammer)

Skills Autohypnosis +13, Craft (armor) +12, Craft (weapons) +12, Diplomacy +14, Knowledge (engineering) +16, Knowledge (history) +16, Knowledge (psionics) +16, Perception +13 (+15 to notice unusual stonework), Spellcraft +14

Languages Common, Dwarven, Orc, Gnome, Terran

SQ collective, coordinated strike, echo effect, improved share, spirit of many, strategies (coordinated distraction, focus attack, hold position), strategy, telepathy

Combat Gear *dorje of energy ray* (50 charges), *oil of magic weapon* (2), *potion of cure moderate wounds* (3), *potion of cure serious wounds*; **Other Gear** +1 *breastplate*, +1 *light steel shield*, +1 *warhammer*, *belt of giant strength* +2, *ring of protection* +1, armorer's tools, weaponsmith's tools, 640 gp

MIRAXAN THE WARFORGER CR 14

XP 38,400

Dwarf tactician 15

LG Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 25, touch 13, flat-footed 23 (+8 armor, +1 Dex, +2 deflection, +3 shield)

hp 101 (15d8+30)

Fort +6, **Ref** +6, **Will** +9; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge bonus to AC vs. giants

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee +2 *warhammer* +17/+12/+7 (1d8+5/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Tactician Powers Known (ML 15th; concentration +19 (+23 if on defensive)); 225 pp

8th—*ability as one*

7th—*bend reality*, *cosmic awareness*

6th—*brutalize wounds* (DC 20)

5th—*catapsi* (DC 18), *upheaval* (DC 18)

4th—*alienation* (DC 17), *slip the bonds*, *wall of ectoplasm*

3rd—*ectoplasmic grapnel*, *forced share pain* (DC 16)

2nd—*coordinate as one*, *read thoughts* (DC 15)

1st—*precognition*, *skills as one*

0—*conceal thoughts*, *detect psionics*, *missive*

TACTICS

Before Combat Miraxan uses *precognition* if it isn't already active, followed by *cosmic awareness* for the first strike and *ability as one* to improve either his collective's Constitution or Strength, in that order.

During Combat Miraxan uses *brutalize wounds* on an enemy, along with *forced share pain* to whittle an enemy down, bit-by-bit.

STATISTICS

Str 16, **Dex** 12, **Con** 12, **Int** 19, **Wis** 10, **Cha** 12

Base Atk +11; **CMB** +14; **CMD** 27(31 vs. bull rush and trip)

Feats Combat Manifestation, Extra Power Known, Extra Strategy, Greater Psionic Weapon, Improved Initiative, Lookout^{APG}, Toughness, Weapon Focus (warhammer)

Skills Autohypnosis +18, Craft (armor) +16, Craft (weapons) +16, Diplomacy +19, Knowledge (engineering) +22, Knowledge (history) +22, Knowledge (psionics) +22, Perception +23 (+25 to notice unusual stonework), Ride +16, Spellcraft +19

Languages Common, Dwarven, Gnome, Orc, Terran

SQ collective, coordinated strike, echo effect, improved share, pooled knowledge, spirit of many, strategies (coordinated distraction, focus attack, hold position, into the fray), strategy, telepathy

Combat Gear *dorje of energy ray*, *potion of cure moderate wounds*, *potion of cure serious wounds* (2); **Other Gear** +2 *breastplate*, +2 *light steel shield*, +2 *warhammer*, *amulet of natural armor* +1, *belt of giant strength* +2, *boots of striding and springing*, *eyes of the eagle*, *headband of vast intelligence* +2, *ring of protection* +2, artisan's tools, artisan's tools, 90 gp

NEKTOK THE DOMINATOR

BACKGROUND

When a blue goblin is born, they immediately stick out like a sore thumb. Surviving the first years as a blue invariably made its mark on Nektok, who came to view his brethren with a deep-seated hate. As a young teenager, he mastered the ability to befriend the tribe and soon “suggested” they raid a caravan of merchants that he knew was guarded by elite mercenaries, and in one fell swoop, he avenged himself on the tribe that had tortured him as a child.

After this, Nektok moved on, finding new tribes to infiltrate. In time, he realized his blood was stronger than the “greens” and with that he made sure to sleep with as many women as possible, before moving on again. For a few years, Nektok spread his seed far and wide only to return again to collect his offspring and “suggest” the tribe go on a mission that would invariably put them in mortal danger or destroy them all.

Today, Nektok is training a generation of blue psions and exploring all the different ways that psionic powers manifest in other creatures. He can even go so far as to hire an interesting group of adventurers to find some item or explore a ruin to study their psionic powers, and then turn on them when they are at their weakest. He returns to his growing tribe with greater knowledge and power every time, and he has already begun teaching his offspring to do the same, and the few amongst them that can shapechange are giving him radical new ideas for infiltration.

However, seeding tribes with his offspring and then finally sending them off to their doom did little to settle the urge for power within Nektok. He believes that his children and he are a stronger race, capable of taking their destined place amongst the great races. However, as long as they are few there is always the threat of extinction. Such possibilities horrify Nektok, and for this reason, he has created multiple communities of his offspring, each thinking itself the only one. That way, they cannot point destroyers towards another community, and it also nurtures a desperation and paranoia that keeps them suitably defensive towards outsiders.

DESCRIPTION

Nektok is a pragmatic, and thus wears masterwork studded leather armor and uses a darkwood buckler, to improve his chances of survival. He has filed down some of his front teeth, to seem more “humane” to others and to appear less like an animal like his green cousins. His ears are studded with huge golden earrings, his pride and glory and his big brown eyes help him seem less dangerous too. His ruby psicrystal sits on his shoulder, like a parrot. On his belt hang multiple books, attached via small chains.

PERSONALITY

As a pragmatist, Nektok knows that he must interact with the civilized world to safeguard his offspring. If he acts like an uncivilized goblin, he will be treated as such and he and his kin will be hunted down by bloodthirsty humans. Because of this, Nektok will often take on a friendly air, telling people that he isn’t a goblin at all, but just shares some similarities with “those unwashed monsters.” If necessary, he tries to pass himself off as anything from a halfling or gnome to a cursed child of humans. At the same time, when meeting goblinoids, he often acts far more brutal and uncivilized to gain their respect, always making sure to befriend the shaman and leader of each tribe. All who oppose him will soon find themselves exploring faraway caves, or telling the berserker that his mother was bad in bed. There are many ways for things to go wrong for those who would work against Nektok and he doesn’t mind using them all.

AS AN ALLY

Nektok allies with people because it is of some use to him. Perhaps he can use a group of adventurers to eliminate rivals, or to defend his growing tribe from predators. Regardless, there is always something in it



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for him. He will often use his small stature to ask for help and protection by the “big fellas,” but as with most things with Nektok, this is just a way to get people to do what he wants.

He uses his abilities to surround himself with people that like him and takes great pains to appear to be their friend. He will quickly take on the role of “squire in training” or manservant to another, if it helps keep him safe from harm. His greatest abilities for a group of adventurers lie in his knack for sensing when things are about to go south or, strangely enough, to talk down enemies so as to avoid conflicts.

That said, his loyalty lies first and foremost with himself and his many offspring. If a scenario means that he and his tribe can benefit more from it than helping his erstwhile allies, he will drop them faster than a hot rock, something that has happened on more than one occasion. From time to time, he can convince his old allies that he simply had to run an errand or ensure the safety of his young ones or had some other, good, reason for disappearing on them.

AS AN ENEMY

Calling himself “The Dominator” isn’t far off from the truth when it comes to Nektok, especially when you face him as your enemy. He will turn friends against you, compel people to make your lives a real mess and he has absolutely no problem killing his enemies if he needs to. As such, he takes great pleasure in tormenting his enemies. He goes from the childish, such as having people leave manure in his enemy’s bed, to the grotesque such as killing their dogs and horses, but leaving people untouched.

His small tribe of offspring is his only real weakness, and he will do anything he can to protect them from harm. That said, they are all psionically active and to some degree trained psions, so facing them all can be a challenge in and of itself. If things escalate to this degree, Nektok will have his tribe unleash everything against his enemies.

Unlike most manifesters who often pace themselves, wary of what might come should they be completely tapped out, Nektok has little to no such regard. He trusts his own ability to overcome problems and will thus quickly expend as much power as he thinks is necessary to win. This means his mind thrusts are especially dangerous, and many enemies have found themselves dead in a pool of their own brains melting for underestimating the little psion.

NEKTOK THE DOMINATOR

CR 4

XP 1,200

Blue telepath 5

CE Small humanoid (goblin, psionic)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 15 (+3 armor, +2 Dex, +1 shield, +1 size)

hp 32 (5d6+12)

Fort +2, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee Dagger +1 (1d3-2/19-20)

Ranged Sling +5 (1d3)

Psion Powers Known (ML 5th; concentration +9); 42 pp

3rd—*dispel psionics*, *hostile empathic transfer* (DC 17)

2nd—*cloud mind* (DC 15), *compelling voice* (DC 16), *detect hostile intent*, *swarm of crystals*

1st—*conceal thoughts*, *empathic connection* (DC 15), *mindlink*, *mind thrust* (DC 15), *vigor*

0—*detect psionics*, *telekinetic punch*, *telepathic lash* (DC 14)

TACTICS

Before Combat Nektok manifests *vigor* at the first sign of trouble.

During Combat Nektok prefers to use *compelling voice* on an opponent and use them as a guardian, and resorts to direct attacks with *mind thrust* if he is unable to control enemies.

Base Statistics If Nektok’s psicrystal is not within arm’s reach, his Perception modifier is reduced to +8.

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 18, **Wis** 13, **Cha** 14

Base Atk +2; **CMB** -1; **CMD** 11

Feats Psicrystal Affinity, Psicrystal Containment, Psionic Body, Psionic Endowment, Psionic Meditation, Psionic Talent^B

Skills Autohypnosis +9, Bluff +10, Diplomacy +10, Knowledge (psionics) +12, Perception +10, Spellcraft +12; -1 penalty on all Charisma-based skill checks with non-goblinoids, +1 bonus with goblinoids

Languages Common, Dwarven, Gnome, Goblin, Orc, Sylvan

SQ Mental intrusion, repletion

Combat Gear *Dorje of fortify* (30 charges), *potion of cure moderate wounds* (2), *power stone of body purification*, *power stone of psionic blast*; **Other Gear** Dagger, sling, masterwork studded leather armor, darkwood buckler, *cloak of resistance* +1, smokestick, thunderstone, 270 gp

NEKTOK THE DOMINATOR

CR 9

XP 6,400

Blue telepath 10

CE Small humanoid (goblin, psionic)

Init +2; **Senses** darkvision 60 ft., telepathy 400 ft.; Perception +15

DEFENSE

AC 20, touch 14, flat-footed 18 (+4 armor, +2 Dex, +2 shield, +1 size, +1 deflection)

hp 51 (10d6+16)

Fort +4, **Ref** +6, **Will** +9

OFFENSE

Speed 30 ft.

Melee Mwk dagger +5 (1d3-2/19-20)

Ranged Sling +9 (1d3)

Psion Powers Known (ML 10th; concentration +15); 128 pp

5th—*mind probe* (DC 19), *pierce the veils*, *power resistance*, *psychic crush* (DC 19)

4th—*fear cascade* (DC 18), *fold space*, *mind control* (DC 18), *wall of ectoplasm*

3rd—*dispel psionics*, *crisis of breath* (DC 17), *energy burst* (DC 17), *hostile empathic transfer* (DC 17)

2nd—*cloud mind* (DC 15), *compelling voice* (DC 16), *detect hostile intent*, *swarm of crystals*

1st—*conceal thoughts*, *empathic connection* (DC 15), *mindlink*, *mind thrust* (DC 15), *vigor*

0—*detect psionics*, *telekinetic punch*, *telepathic lash* (DC 14)

TACTICS

Before Combat Nektok manifests *vigor* at the first sign of trouble.

During Combat Nektok prefers to use *compelling voice* on an opponent and use them as a guardian, and resort to direct attacks with *mind thrust* if he is unable to control enemies.

Base Statistics If Nektok's psicrystal is not within arm's reach, his Perception modifier is reduced to +13.

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 21, **Wis** 13, **Cha** 14

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

Feats Greater Psionic Endowment, Power Penetration, Psicrystal Affinity, Psicrystal Containment, Psionic Body, Psionic Endowment, Psionic Meditation, Psionic Talent[®], Quicken Power

Skills Autohypnosis +14, Bluff +15, Diplomacy +15, Knowledge (psionics) +18, Perception +15, Sense Motive +15, Spellcraft +18; -1 penalty on all Charisma-based skill checks with non-goblinoids, +1 bonus with goblinoids

Languages Common, Dwarven, Gnome, Goblin, Orc, Sylvan
SQ Mental intrusion, repletion, telepathy 400 ft.

Combat Gear *Dorje of fortify* (30 charges), *dorje of force screen* (35 charges), *potion of cure serious wounds* (2), *power stone of body purification*, *power stone of psionic blast*; **Other Gear** Masterwork dagger, sling, +1 studded leather armor, +1 darkwood buckler, *cloak of resistance* +1, *headband of vast intelligence* +2, *ring of protection* +1, smokestick, thunderstone, 170 gp

NEKTOK THE DOMINATOR

CR 14

XP 38,400

Blue telepath 15

CE Small humanoid (goblin, psionic)

Init +6; **Senses** darkvision 60 ft., telepathy 450 ft.; Perception +20

DEFENSE

AC 20, touch 14, flat-footed 18 (+5 armor, +2 Dex, +2 shield, +1 size, +2 deflection)

hp 85 (15d6+33)

Fort +8, **Ref** +9, **Will** +12

OFFENSE

Speed 30 ft.

Melee +1 dagger +7 (1d3-1/19-20)

Ranged Sling +11 (1d3)

Psion Powers Known (ML 15th; concentration +22); 249 pp

8th—*greater psychoport*

7th—*crisis of life* (DC 24), *personal barred mind*, *psychosis*

6th—*disintegration* (DC 23), *temporal acceleration*, *trigger power*

5th—*mind probe* (DC 22), *pierce the veils*, *power resistance*, *psychic crush* (DC 22)

4th—*fear cascade* (DC 21), *fold space*, *mind control* (DC 21), *wall of ectoplasm*

3rd—*dispel psionics*, *crisis of breath* (DC 20), *energy burst* (DC 20), *hostile empathic transfer* (DC 20)

2nd—*cloud mind* (DC 19), *compelling voice* (DC 19), *detect hostile intent*, *swarm of crystals*

1st—*conceal thoughts*, *empathic connection* (DC 18), *mindlink*, *mind thrust* (DC 18), *vigor*

0—*detect psionics*, *telekinetic punch*, *telepathic lash* (DC 17)

TACTICS

Before Combat Nektok manifests *vigor* at the first sign of trouble.

During Combat Nektok prefers to use *compelling voice* on an opponent and use them as a guardian, and resort to direct attacks with *mind thrust* if he is unable to control enemies, or *greater psychoport* if he must flee.

Base Statistics If Nektok's psicrystal is not within arm's reach, his Perception modifier is reduced to +18.

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 24, **Wis** 13, **Cha** 14

Base Atk +7; **CMB** +4; **CMD** 16

Feats Dazing Power, Extend Power, Greater Power Penetration, Greater Psionic Endowment, Improved Initiative, Power Penetration, Psicrystal Affinity, Psicrystal Containment, Psionic Body, Psionic Endowment, Psionic Meditation, Psionic Talent[®], Quicken Power

Skills Autohypnosis +19, Bluff +20, Diplomacy +20, Knowledge (psionics) +25, Perception +20, Sense Motive +20, Spellcraft +25; -1 penalty on all Charisma-based skill checks with non-goblinoids, +1 bonus with goblinoids

Languages Common, Dwarven, Gnome, Goblin, Orc, Sylvan
SQ Last respite, mental intrusion, repletion, telepathy 450 ft.

Combat Gear *Dorje of fortify* (30 charges), *dorje of force screen* (35 charges), *dorje of share pain* (38 charges), *potion of cure serious wounds* (2), *power stone of body purification*, *power stone of psionic blast*; **Other Gear** +1 dagger, sling, +2 studded leather armor, +1 darkwood buckler, *belt of mighty constitution* +2, *cloak of resistance* +2, *headband of vast intelligence* +4, *ring of protection* +2, smokestick, thunderstone, 240 gp

GARAK-GRO "THE RIPPER" ROMAK

BACKGROUND

Romak remembers only violence, for he was born to a clan of orcs who treated him like weak trash, incapable of their rage and with too much human blood in him to be worth anything. Yet this treatment quickly taught the child to dodge kicks, to steal food, to climb to the trees to sleep in peace. Yes, Romak became a survivor extraordinaire, and he quickly grew up.

Annoyed by this "weakblood," the chieftain decided to kill and dispose of Romak, yet for all his strength, it was Romak's guile and intelligence that allowed him to stay one step ahead all the time. Finally, when the tribe turned against him and circled in, Romak revealed his final secret in a blazing show of violence. His handaxes decimated the chieftain, and as they returned to him the clan gasped in awe. His charge took off the head of the chieftain and the clan kneeled, believing Romak to be sent by the gods themselves.

That was the last Romak saw of his clan, as he left them leaderless and confused. He had realized that

while he was part orc, it was the human part of him that had made him a survivor, and he wagered that it was his human blood that had triggered his powers as a young warrior.

Today Romak travels the world, looking for his relatives with only his mother's first name and hometown to guide him, for he has questions he believes only they can answer. To earn a living, he often hires himself out as a mercenary or adventurer-for-hire, solving problems and killing monsters. Yet, he retains part of his orcish bloodhonor and will not take missions that require him to kill his kin, be they human or orc.

DESCRIPTION

Romak wields two big hand-axes, crafted in the style of small dwarven waraxes. He wears adamantine studded leather armor with shoulderpads formed as leering demonic skulls with horns. His jutting teeth are sharpened, and he has shaved his tattooed head, which has black stripes going from the forehead down the back of his head, in the style of his clan. On his chest and attached to his belt are small tokens taken from his enemies, since Romak believes he draws strength from these. While fast, Romak is nothing if not burly and strong and can just as easily decapitate a foe in melee as take them down from a distance.

PERSONALITY

The first thing Romak does when entering the room is scouting out the exits and then sizing up all possible assailants. To him, this is a way of life, one of constant vigilance against those around him. He doesn't initiate conflicts, but his highly tribal style tends to trigger many social conflicts. Romak is quick to end these conflicts with a whispered threat, but if the problem doesn't go away, it will quickly face his axes. He doesn't mind killing, and in fact believes that killing an enemy is the best way to handle them, feeling that mercy is for the weak. "No man, no problem" is a saying that Romak often repeats. He is however curious and on constant lookout for clues to his own past, one of the few things outside combat that will instantly gain his attention.

AS AN ALLY

Romak is a fierce warrior, a mercenary for hire who doesn't blink at most things others would balk at. While his bloodhonor forbids him from killing humans or orcs, there are still plenty of both humanoids and other creatures that have bounties on their head that Romak is happy to collect. When hired as a mercenary, his priorities are to fulfill the mission and to get paid. Should his employer die, he will collect what he is owed (at least) and leave, considering his mission ended.

If Romak needs help with something, it is because he doesn't believe he can do it himself. He dislikes personal pride, believing that it would be foolish to not see your own limits, and as such often requests or hires help



to finish missions he feels inadequate to do himself. Perhaps he is acting as bodyguard to a prestigious merchant, but travel in the coming weeks require more protection than he himself can offer, he hires adventurers or mercenaries to help him out.

Finally, Romak has a soft spot for half-breeds and can become a mentor or guardian for a young adventurer who shares his mixed blood, regardless of whether it is orcish, human or otherwise blended. These protégés he takes on, he teaches survivability first and foremost. It doesn't matter if you can wield a weapon if you can't forage for food – at least not to Romak. So, from the ground up, he ensures that those who follow in his footsteps learn how to survive in a harsh world.

AS AN ENEMY

Depending on the enemy and their previous relationship to Romak, an encounter with him either begins with a growled warning to turn back, or with flashing violence in a blur of blood and steel. If facing a single enemy, Romak will make sure to destabilize him as much as possible, focusing his intimidating throw at him while dazzling him with psychokinetic displays. This way, his enemy is at a disadvantage from the start. If his enemy relies on a single weapon, he tries to disarm them from afar, or knock them down to ensure he has the distance needed.

Romak will always take the time to finish of an enemy, preferring to let others live or flee, as he performs a coup de grace on a fallen warrior. He knows that even the dead can be brought back, but those are the types of miracles that require great investments and few people hold that power. He feels secure in knowing that a single move most certainly takes a pawn off the board and ensures his future victories.

That said, Romak is not above fleeing if he meets obviously more powerful enemies, using his enhanced speed to avoid capture if the combat goes against him. Even so, he dislikes being forced to flee and will often take the time and effort to track his opponents down and try to kill them when conditions are more favorable to him. Many are the adventurers that believe Romak to have been dealt with only to be assaulted by a ragtag group of mercenaries, or bloodthirsty orcs, recently conquered by an angry Romak.

GARAK-GRO "THE RIPPER" ROMAK CR 4

XP 1,200

Half-orc Marksman 5

NE Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); +1 dodge bonus against ranged attacks

hp 37 (5d10+5)

Fort +2, **Ref** +7, **Will** +5

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee 2 mwk throwing axes +8 (1d6+3)

Ranged 2 mwk throwing axes +10 (1d6+4)

Special Attacks Cover fire (DC 15); ranged maneuver

Marksman Powers Known (ML 5th; concentration +6); 9 pp

2nd—*knockdown*

1st—*burst, offensive precognition*

TACTICS

Before Combat Romak activates *offensive precognition* if he has the opportunity.

During Combat Romak particularly enjoys intimidating his opponents, knocking them prone, and moving in for the kill.

Base Statistics If Romak is not maintaining psionic focus, reduce his ranged attack rolls by 1. If Romak is only making a single attack (melee or thrown), increase the bonus to the attack roll by 2 and add a +1 shield bonus to his AC.

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 21

Feats Intimidating Shot, Point-Blank Shot, Returning Throw, Two-Weapon Fighting, Weapon Focus (throwing axe)

Skills Autohypnosis +9, Intimidate +10, Perception +9, Survival +9

Languages Common, orc

SQ Combat style (finesse), dazzling assault (x/day), favored weapon (thrown), wind reader (8/day)

Combat Gear *oil of magic weapon* (2), *psionic tattoo of biofeedback*; **Other Gear** 2 masterwork throwing axes, +1 studded leather armor, masterwork buckler, 54 gp

GARAK-GRO "THE RIPPER" ROMAK CR 9

XP 6,400

Half-orc Marksman 10

NE Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 deflection); +1 dodge bonus against ranged attacks

hp 79 (10d10+20)

Fort +5, **Ref** +9, **Will** +8

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee +1 *throwing axe* +13/+8 (1d6+3) and +1 *throwing axe* +13 (1d6+3)

Ranged 2 +1 *throwing axes* +16 (1d6+4)

Special Attacks cover fire (DC 18); ranged maneuver

Marksman Powers Known (ML 10th; concentration +12); 30 pp

3rd—*ectoplasmic grapnel, flexible trajectory*

2nd—*body adjustment, knockdown*

1st—*burst, offensive precognition*

TACTICS

Before Combat Romak activates *offensive precognition* and *flexible trajectory* if he has the opportunity.

During Combat Romak particularly enjoys intimidating his opponents, knocking them prone, and moving in for the kill or using *ectoplasmic grapnel* to close with them quickly.

Base Statistics If Romak is not maintaining psionic focus, reduce his ranged attack rolls by 2. If Romak is only making a single attack (melee or thrown), increase the bonus to the attack roll by 2 and add a +2 shield bonus to his AC.

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +10; **CMB** +13; **CMD** 27

Feats Deadly Aim, Far Shot, Intimidating Prowess, Intimidating Shot, Point-Blank Shot, Returning Throw, Two-Weapon Fighting, Weapon Focus (throwing axe)

Skills Autohypnosis +15, Intimidate +22, Perception +15, Survival +15

Languages Common, orc

SQ Combat style (finesse), dazzling assault (5/day), disengage, favored weapon (thrown +3), instill awe, orc blood, weapon familiarity, style mantra (finesse), style skill (finesse), wind reader (13/day)

Combat Gear *power stone of energy push* (2), *psionic tattoo of biofeedback*, *psionic tattoo of endorphin surge*, *power stone of inflict pain*; **Other Gear** +2 *studded leather*, +1 *buckler*, +1 *throwing axe*, *masterwork throwing axe*, *cloak of resistance* +1, *ring of protection* +1, 346 gp

GARAK-GRO "THE RIPPER" ROMAK CR 14

XP 38,400

Half-orc Marksman 15

NE Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 21, touch 15, flat-footed 21 (+6 armor, +3 Dex, +2 deflection); +1 dodge bonus against ranged attacks

hp 117 (15d10+20)

Fort +8, **Ref** +12, **Will** +11

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee +1 *flaming throwing axe* +20/+15/+10 (1d6+4 plus 1d6 fire) and +1 *throwing axe* +20 (1d6+4)

Melee +1 *throwing axe* +20 (1d6+4)

Ranged +1 *flaming throwing axe* +24 (1d6+4 plus 1d6 fire) and +1 *throwing axe* +24 (1d6+4)

Special Attacks cover fire (DC 20); ranged maneuver

Marksman Powers Known (ML 15th; concentration +17); 57 pp

4th—*inertial barrier, mirror shot, steadfast perception*

3rd—*ectoplasmic grapnel, flexible trajectory*

2nd—*body adjustment, knockdown*

1st—*burst, offensive precognition*

TACTICS

Before Combat Romak activates *offensive precognition* and *flexible trajectory* if he has the opportunity.

During Combat Romak particularly enjoys intimidating his opponents, knocking them prone, and moving in for the kill.

Base Statistics If Romak is not maintaining psionic focus, reduce his ranged attack rolls by 2. If Romak is only making a single attack (melee or thrown), increase the bonus to the attack roll by 2 and add a +3 shield bonus to his AC.

STATISTICS

Str 17, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +15; **CMB** +18; **CMD** 33

Feats Crippling Assault, Deadly Aim, Double Slice, Far Shot, Greater Psionic Shot, Intimidating Prowess, Intimidating Shot, Point-Blank Shot, Psionic Shot, Returning Throw, Staggering Shot, Two-Weapon Fighting, Weapon Focus (throwing axe)

Skills Autohypnosis +20, Intimidate +31, Perception +25, Survival +20

Languages Common, orc

SQ Combat style (finesse), cover fire, dazzling assault, defensive shot, disengage, instill awe, orc blood, weapon familiarity, style mantra (finesse), style skill (finesse), style technique (finesse), teleporting attack, wind reader (18/day)

Combat Gear *dorje of energy missile* (50 charges), *potion of cure moderate wounds* (2), *psionic tattoo of biofeedback* (2), *psionic tattoo of endorphin surge* (2); **Other Gear** +3 *studded leather*, +2 *buckler*, +1 *flaming throwing axe*, +1 *throwing axe*, *cloak of resistance* +2, *eyes of the eagle*, *ring of protection* +2, 746 gp

SAMAZI NUATL

BACKGROUND

To the ophidians, the greater the power your mind has, the greater your position in society will be. Samazi knew she had potential, yet as her broodmates realized their potential, she found herself blind to where her talents lie. She tended to her duties and listened to her elders, yet wherever they pointed her, she felt unattached and unwilling. She accepted that she would never rise above her lowly station and settled into life as a clerk in one of the huge pyramid-cities when she stumbled on a notation in one of the reports she was supposed to categorize.

It spoke of a mysterious band of wanderers, grey-skinned, hairless, of stocky build, who had been apprehended by one of the guard patrols. Yet, what followed was a terrifying description of every nightmare known to her kind coming alive to these guardsmen. Something stirred within Samazi and she left her position to track these dour warriors down to learn their secrets. She managed to surprise them, and as she approached them, she could feel her mind being stripped bare, her deepest fears diagnosed and then, with a flash of power, they came alive.

Samazi pushed on and although she was crying, and on her knees, she demanded of the duergar to be taught their secrets, to see what they saw. Impressed with her willpower, they allowed her to journey with them and to learn. When Samazi returned, her abilities shook the foundation of the power structure in her homecity. She could wield powers few of her kind had heard of and even fewer had mastered.

This disruption of traditions was, for a time, problematic as old rules were forced to adjust to Samazi's newfound psychic powers and ritual battles for power had their definitions changed. Her own kind especially found her powers disturbing, for while most ophidians are emotionally detached, fear is an almost primal and instinctual feeling and even they experience it from time to time. Because of this, for some time, she was viewed as something of a rebel, but after a political battle, Samazi won over her detractors by proving how much she had to give in the form of knowledge and possibilities. In exchange for being granted leave to partake as a fully valued member of the psionic meritocracy, she would offer her abilities to others in the form of training. Samazi herself was baffled at the ease with which she overcame her opponents, especially since she had already decided to find acolytes to share her discoveries with. This merely meant that she had the support of the entire meritocracy behind her as she established a guild and training hall.

Since then, Samazi either trains her acolytes, who come from all the ophidian cities to learn at her feet, or she travels to experience new things. She often joins adventurers for a stint, to see new horrors, to experience their fears, and to add them to her own internal library

of horrors.

DESCRIPTION

Samazi is physically a small ophidian, her serpentine form and liteness making her seem even smaller and her skulking rarely helping. Covering her body in green leather armor with serpent motifs, she is often seen manifesting her serpents bite to scare her enemies, tapping into a primal fear of snakes. Her red eyes complete the form and with two daggers formed like fangs, she strikes an imposing figure, an assassin of sanity made real.

PERSONALITY

Samazi takes great pride in having discovered and explored this new discipline of psionic power and loves invoking even the most basic of fears, almost smelling their delicious energies from afar. That said, she is neither needlessly cruel nor otherwise terrible against those she knows or works with. While not always the most sociable of people, she is, like many ophidians, quite cold emotionally, expressing very little to those around her. She knows though, deep down, that even ophidians feel fear and her insight into the minds of others makes her enjoy her own fears so much more. For this reason, she always pushes herself a little beyond her own comfort zone, taking on enemies she's not sure



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she can win against, climbing a rocky cliff she can't guarantee she will succeed at. This constant triggering of her own fears pays off in the form of being able to tap into deeper reserves of power and then turning it against her enemies.

AS AN ALLY

Mostly, Samazi is either a mentor or a fellow traveler to adventurers. As a mentor, she teaches those that thrive on fear, from dreads, such as herself, to telepaths, wilders and even rogues, cavaliers and fighters who come to learn from her. She takes great pride in this ever expanding movement, especially when the students are ophidians, knowing that her place in history will be cemented more and more with every pupil that learns from her. She will often help her students with knowledge, and can sometimes send them out on tests to teach them the value of not becoming complacent with their own fears.

That said, she practices what she teaches, and will from time to time offer to join adventurers on their missions. She often does this at no cost to the adventurers, taking an almost monastic view on the experience as one of enlightenment and insight. Always looking for more disciples, she gladly shares what she knows with her adventuring friends, looking to unlock both their potential and her own. However, she does have one personal trait that often earns her the dislike of the adventurers she travels with – and that is her propensity for insane challenges. When others think sneaking around the angry giant is the best way to handle it, she will provoke it instead. This way, she knows she is either at the top of her game, or she dies following her own teachings of never settling. Either way, she is happy with the outcome.

AS AN ENEMY

The fool that gets on Samazi's bad side will regret that decision for the rest of their life. Samazi will target an enemy with every tool at her disposal. At first, it takes the form of societal derision; she has extensive connections throughout her home city and even outside, and many contacts to call upon. Her movement has garnered many supporters and some are more fanatical than others. Samazi knows how to utilize such fanaticism and has often unleashed her most horrific students upon her enemies. Some turn their flesh into nightmare forms; others weave nightmares into physical shapes. Together, they haunt Samazi's enemies with terror, not allowing them to sleep or rest, pushing their buttons and weakening them from afar.

Samazi values her newly founded movement and attained position in her home city, so she rarely goes up against enemies openly. If she is forced to, she brings with her all of her students and friends, making sure that if she is challenged openly, she will win. Losing her guild and her status in her home city is one of her greatest fears, and one she hasn't conquered yet.

SAMAZI NUATL

CR 4

XP 1,200

Ophidian dread (fearmonger) 5

NE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 armor, +4 Dex, +1 natural)

hp 31 (5d8+5)

Fort +3, **Ref** +8, **Will** +5; +2 racial bonus against poisons

OFFENSE

Speed 30 ft.

Melee 2 mwk daggers +5 (1d4+1)

Special Attacks Devastating touch +6 (touch attack, 1d6+5)

Dread Powers Known (ML 5th; concentration +8); 22 pp
2nd—*id insinuation* (DC 15), *subconscious banishment* (DC 15)

1st—*lingering touch*, *offensive prescience*, *untouchable aura* (DC 14)

0—*distract* (DC 13), *telepathic lash* (DC 13)

TACTICS

Before Combat Samazi prefers to drop out of sight and sneak up undetected if possible.

During Combat Samazi uses her powers to soften up opponents, relying on the steel of her daggers to finish them off.

Base Statistics If Samazi is not maintaining psionic focus, reduce the DC of *subconscious banishment* and *untouchable aura* by 1.

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 8, **Wis** 16, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 17

Feats Extra Terrors, Fear Mastery, Psionic Endowment, Psionic Talent, Two-Weapon Fighting

Skills Acrobatics +11, Autohypnosis +8, Bluff +9, Intimidate +11, Stealth +12, Spellcraft +8

Languages Common, Ophidian

SQ Aura of fear, channel terror, terrors (chase terror, 9/day)

Combat Gear *potion of cure moderate wounds*, *psionic tattoo of animal affinity (Strength)* **Other Gear** Masterwork studded leather armor, masterwork dagger (2), *cloak of resistance* +1, 71 gp

SAMAZI NUATL

CR 9

XP 6,400

Ophidian dread (fearmonger) 10
NE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 55 (10d8+10)

Fort +5, **Ref** +11, **Will** +9; +2 racial bonus against poisons

Immunity fear effects

OFFENSE

Speed 30 ft.

Melee +1 *dagger* +10/+5 (1d4+2/19-20) and *mwk dagger* +10 (1d4+1/19-20)

Special Attacks Devastating touch +8 (touch attack, 1d6+10)

Dread Powers Known (ML 10th; concentration +14); 58 pp

4th—*fear cascade* (DC 19)

3rd—*dispatch, mental barrier*

2nd—*id insinuation* (DC 16), *subconscious banishment* (DC 17), *true terror*

1st—*lingering touch, offensive prescience, untouchable aura* (DC 16)

0—*distract* (DC 14), *telepathic lash* (DC 14)

TACTICS

Before Combat Samazi prefers to drop out of sight and sneak up undetected if possible.

During Combat Samazi uses her powers to soften up opponents, relying on the steel of her daggers to finish them off.

Base Statistics If Samazi is not maintaining psionic focus, reduce the DC of *fear cascade*, *subconscious banishment*, and *untouchable aura* by 1.

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 8, **Wis** 19, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 21

Feats Extra Terrors, Fear Mastery, Insightful Terror, Psionic Endowment, Psionic Talent, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +16, Autohypnosis +14, Bluff +14, Intimidate +17, Stealth +17, Spellcraft +13

Languages Common, Ophidian

SQ Aura of fear, channel terror, energizing fear, terrors (chase terror, incite fear, nightmare step, steal essence, 15/day)

Combat Gear *potion of cure moderate wounds, psionic tattoo of animal affinity (Strength)* **Other Gear** +1 *dagger*, +1 *studded leather armor*, *masterwork dagger*, *cloak of resistance* +1, *headband of inspired wisdom* +2, *ring of protection* +1, 345 gp

SAMAZI NUATL

CR 14

XP 38,400

Ophidian dread (fearmonger) 15
NE Medium humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 armor, +5 Dex, +1 natural, +1 deflection)

hp 55 (10d8+10)

Fort +8, **Ref** +14, **Will** +14; +2 racial bonus against poisons

Immunity fear effects

OFFENSE

Speed 30 ft.

Melee +2 *dagger* +16/+11/+6 (1d4+4/19-20) and +2 *dagger* +16/+11 (1d4+3/19-20)

Special Attacks Devastating touch +12 (touch attack, 1d6+15)

Dread Powers Known (ML 15th; concentration +20); 113 pp

5th—*pierce the veils, psychic crush* (DC 21), *schism*

4th—*deadly fear* (DC 21), *fear cascade* (DC 21), *moment of terror* (DC 20)

3rd—*dispatch, mental barrier*

2nd—*id insinuation* (DC 17), *subconscious banishment* (DC 17), *true terror*

1st—*lingering touch, offensive prescience, untouchable aura* (DC 16)

0—*distract* (DC 15), *telepathic lash* (DC 15)

TACTICS

Before Combat Samazi prefers to drop out of sight and sneak up undetected if possible.

During Combat Samazi uses her powers to soften up opponents, relying on the steel of her daggers to finish them off.

Base Statistics If Samazi is not maintaining psionic focus, reduce the DC of *deadly fear*, *fear cascade*, *subconscious banishment* and *untouchable aura* by 1.

STATISTICS

Str 12, **Dex** 20, **Con** 13, **Int** 8, **Wis** 22, **Cha** 8

Base Atk +11; **CMB** +12 **CMD** 26

Feats Extra Terrors, Fear Mastery, Improved Two-Weapon Fighting, Insightful Terror, Psionic Endowment, Psionic Meditation, Psionic Talent, Psionic Weapon, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +22, Autohypnosis +21, Bluff +19, Intimidate +24, Stealth +23, Spellcraft +18

Languages Common, Ophidian

SQ Aura of fear, channel terror, energizing fear, horrid revelation, shadow twin, terrors (chase terror, haunting steps, incite fear, mindlock (150 ft.), nightmare step, steal essence, 21/day), twin fear

Combat Gear *potion of cure serious wounds, psionic tattoo of animal affinity (Strength)* **Other Gear** +2 *dagger* (2), +1 *studded leather armor*, *masterwork dagger*, *belt of incredible dexterity* +2, *cloak of resistance* +2, *headband of inspired wisdom* +4, *ring of protection* +1, 45 gp

SARANIA THE LIGHTFOOT

BACKGROUND

Sarania was the middle child in a huge family of halflings, living as caravan traders throughout the world. By the time she was a teenager, she had seen most of the civilized cities, met with most races, and seen most of the places a caravan would ever go. Sated with the experiences the caravan allowed her, Sarania became enraptured by a fellow halfling, sharing stories of daring raids to free slaves, and turned her eye towards becoming a freedom fighter for those whose lives had been chained.

Her first experience with the man she had fallen in love with proved catastrophic. Tagging along to scout out an area where a cult had supposedly brought human slaves, things went bad from the start. As they arrived at the temple, it wasn't abandoned as they had heard, it was teeming with life. A number of priests in shining armor were herding people into the main building, beating those who were too slow with large wooden sticks carved to look like oversized human thighbones. Shocked at this, Sarania followed her emotions rather than her head when she saw a human child being dragged towards the temple. She rushed out from the woods and stabbed the priest in the knee, telling the little boy to run. Even as the boy got away, she and her friend were quickly surrounded. In the ensuing battle, Sarania was captured and her love brutally beaten to death.

Forced for months to serve the priests as they performed degrading rituals, her spirits were broken by the devastation she witnessed. In all that darkness, something changed within her. The glum shadows of the temple disappeared and with it, her weariness. When the cult was raided by adventurers, she took the opportunity to slip out of her bonds and flee; her sudden dexterity beyond what she could normally do. She never came back, and leaving those slaves still there to an uncertain future nagged at her. From that day, she promised she would never turn her back on someone again.

Sarania quickly realized that her speed, her quick reflexes, her ability to see in the dark - those were not native to her fellow halflings and she trained hard as an acrobat performer with the caravan during the days to master her abilities so that at night she could keep her promise, seeking slaves to free, the oppressed to help.

Sarania uses the caravan as a hiding place, as a way to get around, and as a way to smuggle slaves out of areas that condone or practice slavery. Over time, she has become a defining voice in the caravan, even gaining a number of followers who have taken up her views. She is teaching these followers to tap into the same skills she has developed, raising a new crop of freedom fighters to purge slavery from the lands.

PERSONALITY

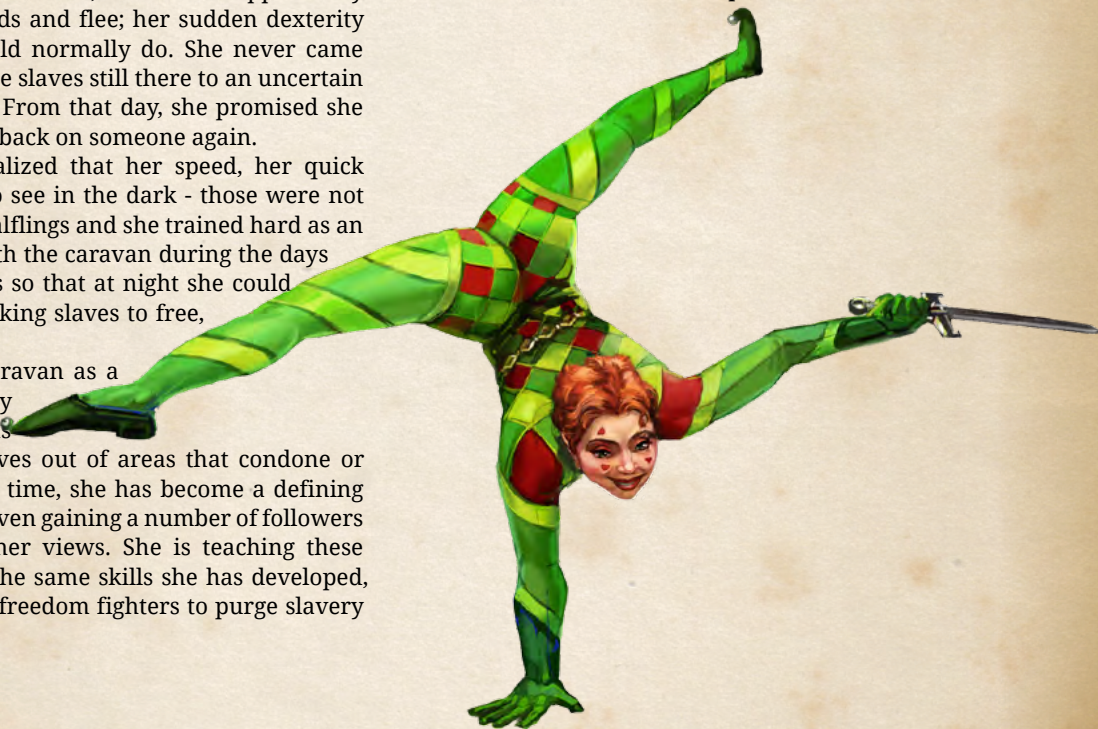
With a bubbly personality and always smiling, few take Sarania for the fighter she really is. She knows this and uses it to her advantage both in and outside of combat. She infiltrates noble dinners as a jester or acrobat entertainer to scout a castle or manor out, knowing that beneath it are girls chained for the darker pleasures of the attending nobles. Once the wine overflows, she quickly disappears, leaving the nobles none the wiser. This intrinsic ability to not be blamed or suspected of foul play is something she often plays up to, acting like a happy child, ready to dance, drink, and play. However, that innocence is quickly lost when she focuses on her target and goes from blameless child to dangerous rebel in the blink of an eye.

DESCRIPTION

Sarania is tall for a halfling, almost four feet tall with a lithe build. She wears close-fitting clothes appropriate for a circus acrobat, but the clothes are actually her astral suit, always active and granting its benefits. With red hair and green eyes, she makes quite the impression on those around her and she never turns down a chance to smile and dance.

AS AN ALLY

Sarania will help those who can help her set others free. As long as their goals align somewhat, Sarania is open to almost any form of employment in exchange for the adventurers helping her. Her extreme stealth is her strongest suite, allowing her to scout out enemy encampments and stay hidden in case the adventurers need support. She can scale almost any wall, jump most chasms, and is quite capable with her swords, despite her size. Fast reflexes also help her avoid enemies, and



while small, she is tougher than she looks.

When not directly helping adventurers out to get their help in return, Sarania eagerly helps most people she deems to be good at heart. She can help them by giving them temporary employment guarding her caravan, or she might employ them to run distractions against a slave-owner. Either way, she pays well.

If they are looking for other types of help rather than just employment, she gladly offers them a ride with her caravan or information about places and people, as long as she feels secure that the people she discusses either won't get in trouble, or deserves the trouble that is coming. Her free spirit, loose tongue, and penchant for making enemies of the powerful might also lead her to call in those favors at almost any time. It wouldn't be the first time that a group of adventurers, grateful for her help, end up sheltering her or defending her against angry mercenaries and slavers.

AS AN ENEMY

Sarania makes for the type of enemy people don't know they had, until it is too late. She's not a murderer and will kill if forced to, but she finds the task far too repulsive in most situations. What she will do is make her enemy's life hell. Her small size and stealthy demeanor means she can often make it into any camp, building, or safe haven without being noticed. Capable of walking on walls or clinging to the roof makes her even more mobile. She uses this to find out her enemies' weaknesses, or to steal things from them. Not a thief per se, she knows people take pride in their things and depriving them of these things is a great way to punish the unjust.

When not stealing things, she can often turn to destruction as a way to force enemies to stop their activities. She will set fire to their house when they are out, cut down saddles for mounts or pour salt into wine casks or vinegar into whiskey barrels. She has a creative mind and a penchant for exploring that creativity by treating enemies to destructive surprises. Her ability to get to rooftops means she likes to unscrew crystal chandeliers, stuff fireplaces full so the smoke fills the house instead, and a hundred other ways to torment her enemies. Life quickly becomes an annoyance for those who cross her.

If forced into a fight, Sarania will always look for a way out. She believes she can do more by living to see another day, rather than fighting to the bitter end. She will reconfigure her suit to give her more speed, to outrun enemies, often over rooftops. If that is not an option, she reconfigures the suit to make her tougher, and then activates all her tattoos before an all-out assault. If ever in this situation, she strives to take down enemies and then flee rather than slowing down to finish them. She hopes in her heart that a severe beating by a petite girl will force them to reconsider finishing the fight.

SARANIA THE LIGHTFOOT

CR 4

XP 1,200

Halfling aegis 5

CG small humanoid (halfling)

Init +6; Senses Perception +1

DEFENSE

AC 19, touch 18, flat-footed 12 (+1 armor, +6 Dex, +1 size, +1 dodge)

hp 37 (5d10+5)

Fort +7, Ref +9, Will +5; +2 racial bonus on all saving throws against fear

Defensive Abilities evasion; DR 3/-

OFFENSE

Speed 45 ft.

Melee 2 mwk short swords +9 (1d4+1/19-20)

TACTICS

Before Combat Sarania will use her speed to close in and activate her astral suit if it is not already active.

During Combat Sarania uses her speed and size to dart in to attack already-engaged opponents, taking advantage of flanking opportunities as much as possible.

Base Statistics If Sarania's astral suit is not active, her speed is reduced to 20 ft., she loses her climb speed and evasion, her weapon damage is reduced to 1d4, and her Dexterity is reduced to 18.

STATISTICS

Str 10, Dex 22, Con 13, Int 14, Wis 8, Cha 12

Base Atk +5; CMB +4; CMD 20

Feats Dodge, Master Craftsman, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +16, Climb +14, Craft (clothing) +11, Diplomacy +6, Stealth +15, Use Magic Device +9

Languages Common, Dwarven, Halfling, Xeph

SQ Astral armor (skin), augment suit (1), customizations (adhesive feet, evasion, nimble - 2, psionic attacks, psionic damage, speed - 5), invigorating suit, power points (7), reconfigure (2/day)

Combat Gear *psionic tattoo of animal affinity (STR)*, *psionic tattoo of force screen*, *psionic tattoo of offensive prescience*; Other Gear 2 masterwork shortsword, masterwork padded armor, *cloak of resistance +1*, everburning torch, 2 smokesticks, 75 gp

PSIONICS EMBODIED

SARANIA THE LIGHTFOOT

CR 9

XP 6,400

Halfling aegis 10

CG small humanoid (halfling)

Init +6; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 21, touch 19, flat-footed 13 (+2 armor, +6 Dex, +1 size, +2 dodge)

hp 75 (10d10+20)

Fort +11, **Ref** +13, **Will** +9; +2 racial bonus on all saving throws against fear

Defensive Abilities evasion; **DR** 4/-

OFFENSE

Speed 45 ft.

Melee +1 *short sword* +16/+16/+11 (1d6+2/19-20) and +1 *short sword* +16/+11 (1d6+2/19-20)

TACTICS

Before Combat Sarania will use her speed to close in and activate her astral suit if it is not already active.

During Combat Sarania uses her speed and size to dart in to attack already-engaged opponents, taking advantage of flanking opportunities as much as possible.

Base Statistics If Sarania's astral suit is not active, her speed is reduced to 20 ft., she loses her climb speed, darkvision, evasion, and her extra attack on a full attack, her weapon damage is reduced to 1d4, and her Dexterity is reduced by 4.

STATISTICS

Str 10, **Dex** 22, **Con** 14, **Int** 14, **Wis** 8, **Cha** 12

Base Atk +10; **CMB** +9; **CMD** 25

Feats Dodge, Improved Two-Weapon Fighting, Master Craftsman, Psionic Dodge, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +21, Climb +19, Craft (clothing) +18, Diplomacy +11, Stealth +20, Use Magic Device +14

Languages Common, Dwarven, Halfling, Xeph

SQ Astral armor (skin), augment suit (2), customizations (adhesive feet, augmented weapon, darkvision, evasion, nimble - 2, psionic attacks, psionic damage, quickened attacks, speed - 5), invigorating suit, power points (20), reconfigure (4/day)

Combat Gear *potion of cure serious wounds*, *psionic tattoo of animal affinity (STR)*, *psionic tattoo of force screen*, *psionic tattoo of offensive prescience*; **Other Gear** 2 +1 *shortsword*, +1 *padded armor*, *cloak of resistance* +2, everburning torch, 2 smokesticks, 325 gp

SARANIA THE LIGHTFOOT

CR 14

XP 38,400

Halfling aegis 15

CG small humanoid (halfling)

Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 26, touch 22, flat-footed 17 (+3 armor, +7 Dex, +1 size, +2 dodge, +2 deflection, +1 natural)

hp 112 (15d10+30)

Fort +13, **Ref** +15, **Will** +11; +2 racial bonus on all saving throws against fear

Defensive Abilities improved evasion; **DR** 6/-

OFFENSE

Speed 45 ft.

Melee +1 *psychokinetic short sword* +22/+22/+17/+12 (1d6+3 plus 1d4 ectoplasmic/19-20) and +1 *psychokinetic short sword* +22/+17/+12 (1d6+3 plus 1d4 ectoplasmic/19-20)

Space 5 ft.; **Reach** 10 ft.

TACTICS

Before Combat Sarania will use her speed to close in and activate her astral suit if it is not already active.

During Combat Sarania uses her speed and size to dart in to attack already-engaged opponents, taking advantage of flanking opportunities as much as possible.

Base Statistics If Sarania's astral suit is not active, her speed is reduced to 20 ft., she loses her climb speed, darkvision, evasion, improved evasion, and her extra attack on a full attack, her weapon damage is reduced to 1d4+1, her reach reduces to 5 ft., and her Dexterity is reduced by 6.

STATISTICS

Str 10, **Dex** 25, **Con** 14, **Int** 14, **Wis** 8, **Cha** 12

Base Atk +15; **CMB** +14; **CMD** 30

Feats Alertness, Combat Reflexes, Dodge, Extra Customization, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Master Craftsman, Psionic Dodge, Psionic Weapon, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +26, Climb +24, Craft (clothing) +24, Diplomacy +16, Stealth +25, Use Magic Device +19

Languages Common, Dwarven, Halfling, Xeph

SQ Astral armor (skin), augment suit (2), cannibalize suit (2/day), customizations (adhesive feet, augmented weapon, darkvision, energy resistance, evasion, improved evasion, nimble - 3, psionic attacks, psionic damage, quickened attacks, reach, speed - 5), invigorating suit, power points (20), reconfigure (7/day)

Combat Gear *potion of cure serious wounds (2)*, *psionic tattoo of animal affinity (STR)*, *psionic tattoo of force screen*, *psionic tattoo of offensive prescience*; **Other Gear** 2 +1 *psychokinetic shortsword*, +2 *padded armor*, *amulet of natural armor* +1, *cloak of resistance* +2, *ring of protection* +2, everburning torch, 2 smokesticks, 725 gp

SUMERN, WALKER OF WORLDS

BACKGROUND

For most elans, who they were before their transformation is in many ways crucial to why they were transformed. To most elans, understanding this person they were before is important to contrast them with who they are now and how to move forward. However, Sumern isn't like most of her kind in that way.

What was before is irrelevant to Sumern, and she doesn't care much to explore who she was prior to her transformation. When she had been transformed, she came into the world as a perfect being. She had been granted true immortality, her physical body capable of withstanding time itself and tremendous damage before succumbing to death. Sumern loves herself and life itself even more – she enjoys experiencing new things in her travels.

Sumern views herself as a tabula rasa, an unwritten page that is bursting with potential. She can become anyone she wants to, unburdened by her past, changing with every experience and every place she explores. Sometimes, when staying in the same place for a while, a small nagging thought at the back of her head wonders why she is so focused on forgetting her past, yet she always swats away that thought, focusing on her next experience, always moving on.

She is always on the move, looking to learn of an area's history, its culture, eat its food, drink its beverages, talk to its inhabitants, and do what they do, at least for a while. She is a collector of travelling experiences, and this gives her the strength and power to continue onward, regardless of what she faces. Her joyous behavior, however, makes her sometimes seem a little off against the misery she might be viewing, yet she does not notice this.

However, if there is combat, she will become far less joyful, despising having to take lives when unnecessary, but quite aware that sometimes bloodshed is an important aspect of survival, and survival is paramount to experiencing more. However, before she resorts to violence, she will try to speak to aggressors and suggest that they back down and that the conflict can be resolved.

DESCRIPTION

Sumern has red hair, scruffy and slightly unkempt, and sparkling green eyes, making her a stunning vision of beauty. Yet Sumern seems young, like a teenage girl forced into an adult world, her large innocent eyes not portraying her inner feelings. She dresses in a swirling white dress, as if she was headed for a summer party rather than a dungeon filled with danger. She wields a crystal dagger, emerald like her eyes, and when she manifests, her left hand shimmers with energy that materialize as crimson droplets, splashing onto her white dress, the only true warning of the danger she presents.

PERSONALITY

Sumern is a consummate explorer. To her, experiencing the world, seeing every place, is the greatest meaning there can be. Every world holds untold experiences, every nation a visual buffet of things to see, architecture to experience, heights to climb, and depths to plunge into. She wants to swim in every sea, lake and river, fly with the birds, climb every mountain, see every city.

Sumern is aware that her body won't die of age, and she looks forward to seeing new cities spring up, old cities fall apart, and civilizations rise and fall as the wheel of time turns. Because of this endless need, this urge to experience the world around her, Sumern is almost always on the move, a literal world nomad, she doesn't put down roots anywhere, which also means that most friendships are fleeting, most relationships short.

AS AN ALLY

Sumern can easily join a band of travelling adventurers, to explore a dungeon or see new places, be they cities



PSIONICS EMBODIED

or planes. She offers her services mostly free of charge, only asking for an equal share in anything they acquire during their travels. Most adventurers gladly accept such an offer, yet over time they grow suspicious of her. Her aberrant nature is hard to pin down and she just rubs people the wrong way after a while, as if her constant joy at life was too much to handle. Even so, her abilities are many and varied, and her help most often appreciated.

Some might hire her for her more esoteric skills. Her ability to traverse the Astral Plane means that to many adventurers, Sumern is the only way to travel the planes. Unlike most, she often does this at no cost, content with seeing and experiencing more. This willingness to help others to traverse the planes means that she is often asked to perform this service for those who cannot afford it.

One of her greatest weaknesses is that while she will fight if necessary, she won't stay if things turn dire. She knows she is meant to experience and explore all the worlds, an infinity of experiences, and that can only end through violent means. She knows that she can literally live for all eternity, unless something takes her life. This means she is careful and at a time when the group of adventurers might need her most, she might disappear on them, leaving them stranded and facing powerful enemies.

AS AN ENEMY

Sumern has many friends, people whom she has helped for free. Those that become Sumerns enemies, alienate themselves from her other allies. Those who once were too poor to pay for her help can have turned a tidy profit and don't mind helping her out if she needs a hand. Even so, Sumern is hard to provoke into becoming a true enemy. She would rather flee than face needless violence, and this is most often the reason for the few enemies she has.

Either she abandoned someone at a crucial point, or she took something that someone wanted. To Sumern, neither is of consequence. If she knew there was something she owned that would shake her pursuers she would leave it behind, but unfortunately for all included, she rarely stops to hear demands or threats, disappearing from her enemies with the blink of an eye. Enemies wishing to hunt her down must make sure they can follow her where others won't walk – she will levitate, skate, and hop through time itself if she needs to. If captured, she will take the time to manifest *astral caravan*, leaving the Material Plane to find herself somewhere else, far away from her captors. The last thing she will accept is to spend her eternity in captivity, never experiencing something new again. In fact, she would rather die.

SUMERN, WALKER OF WORLDS CR 4

XP 1,200

Elan psion (nomad) 5

CG Medium humanoid (aberrant)

Init +6; **Senses** Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 25 (5d6+5)

Fort +5, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee crystal dagger +2 (1d4-1/19-20)

Psion Powers Known (ML 5th; concentration +9); 42 pp

3rd—*astral caravan, time hop* (DC 17)

2nd—*breach, concussion blast, defy gravity, dimension swap*

1st—*astral traveler, burst, defensive precognition, dissipating touch, skate*

0—*detect psionics, float, lesser fortify, telepathic lash*

TACTICS

Before Combat Sumern will typically activate one of her defensive powers and move in close to prepare for a *dissipating touch*.

During Combat Sumern's preferred tactic is to make an attack with *dissipating touch* and then use nomad's step to move to a safe location.

Base Statistics If Sumern's psicrystal is not within arm's reach, her Perception modifier changes to +6 and her Sense Motive modifier changes to +1.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 13

Feats Extend Power, Fast Step, Improved Initiative, Psionic Meditation, Psionic Talent^B, Psicrystal Affinity (hero)

Skills Autohypnosis +9, Fly +10, Knowledge (Planes) +12, Knowledge (psionics) +12, Perception +8, Sense Motive +3, Spellcraft +12, Survival +9; -1 penalty on all Charisma-based skill checks when dealing with non-elans

Languages Common, Dwarven, Elven, Goblin, Xeph

SQ Nomad's step, resistance, resilience, repletion

Combat Gear *power stone of inertial armor*; **Other Gear** *bracers of armor* +1, *cloak of resistance* +1, crystal dagger, 73 gp

SUMERN, WALKER OF WORLDS CR 9

XP 6,400

Elan psion (nomad) 10

CG Medium humanoid (aberrant)

Init +6; **Senses** Perception +13

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 45 (10d6+10)

Fort +7, **Ref** +6, **Will** +9

OFFENSE

Speed 40 ft.

Melee crystal dagger +5 (1d4-1/19-20)

Psion Powers Known (ML 10th; concentration +15); 115 pp

5th—*adapt body, planar travel, psychoport, upheaval*

4th—*correspond, flight, fold space, psychokinetic charge*

3rd—*astral caravan, dispel psionics, heightened vision, time hop* (DC 17)

2nd—*breach, concussion blast, defy gravity, dimension swap*

1st—*astral traveler, burst, defensive precognition, dissipating touch, skate*

0—*detect psionics, float, lesser fortify, telepathic lash*

TACTICS

Before Combat Sumern will typically activate one of her defensive powers and move in close to prepare for a *dissipating touch*.

During Combat Sumern's preferred tactic is to make an attack with *dissipating touch* and then use nomad's step to move to a safe location.

Base Statistics If Sumern's psicrystal is not within arm's reach, her Perception modifier changes to +11 and her Sense Motive modifier changes to +3. If Sumern is not maintaining psionic focus, her speed drops to 30 ft.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 21, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +1; **CMD** 13

Feats Extend Power, Fast Step, Improved Initiative, Psionic Meditation, Psicrystal Affinity (hero), Psicrystal Containment, Psionic Talent^B, Quicken Power, Speed of Thought

Skills Autohypnosis +14, Fly +15, Knowledge (planes) +18, Knowledge (psionics) +18, Perception +13, Sense Motive +3, Spellcraft +18, Survival +14; -1 penalty on all Charisma-based skill checks when dealing with non-elans

Languages Common, Dwarven, Elven, Goblin, Maenad, Xeph

SQ Inconstant position 2/day, nomad's step, resistance, resilience, repletion

Combat Gear *dorje of offensive precognition* (42 charges), *potion of cure moderate wounds* (2), *power stone of inertial armor*; **Other Gear** *bracers of armor* +2, *cloak of resistance* +1, *headband of vast intelligence* +2, crystal dagger, 345 gp

SUMERN, WALKER OF WORLDS CR 14

XP 38,400

Elan psion (nomad) 15

CG Medium humanoid (aberrant)

Init +6; **Senses** Perception +18

DEFENSE

AC 17, touch 14, flat-footed 15 (+3 armor, +2 Dex, +2 deflection)

hp 67 (15d6+15)

Fort +10, **Ref** +9, **Will** +12

OFFENSE

Speed 40 ft.

Melee +1 *crystal dagger* +7 (1d4/19-20)

Psion Powers Known (ML 15th; concentration +22); 115 pp

8th—*greater psychoport*

7th—*divert teleport, ethereal passage, evade burst*

6th—*banish, sustained flight, temporal acceleration*

5th—*adapt body, planar travel, psychoport, upheaval*

4th—*correspond, flight, fold space, psychokinetic charge*

3rd—*astral caravan, dispel psionics, heightened vision, time hop* (DC 19)

2nd—*breach, concussion blast, defy gravity, dimension swap*

1st—*astral traveler, burst, defensive precognition, dissipating touch, skate*

0—*detect psionics, float, lesser fortify, telepathic lash*

TACTICS

Before Combat Sumern will typically activate one of her defensive powers and move in close to prepare for a *dissipating touch*.

During Combat Sumern's preferred tactic is to make an attack with *dissipating touch* and then use nomad's step to move to a safe location.

Base Statistics If Sumern's psicrystal is not within arm's reach, her Perception modifier changes to +16 and her Sense Motive modifier changes to +18. If Sumern is not maintaining psionic focus, her speed drops to 30 ft.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 24, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +3; **CMD** 15

Feats Combat Manifestation, Dodge, Extend Power, Fast Step, Improved Initiative, Psionic Dodge, Psionic Meditation, Psicrystal Affinity (hero), Psicrystal Containment, Psionic Talent^B, Quicken Power, Ready Response, Speed of Thought

Skills Autohypnosis +19, Fly +20, Knowledge (planes) +25, Knowledge (psionics) +25, Perception +18, Sense Motive +18, Spellcraft +25, Survival +20, Swim +17; -1 penalty on all Charisma-based skill checks when dealing with non-elans

Languages Common, Dwarven, Elven, Goblin, Maenad, Xeph

SQ Accelerated activity 1/day, inconstant position 2/day, nomad's step, resistance, resilience, repletion

Combat Gear *dorje of cleanse body* (40 charges), *dorje of offensive precognition* (42 charges), *potion of cure serious wounds* (2), *power stone of inertial armor*; **Other Gear** *bracers of armor* +3, *cloak of resistance* +2, *cognizance crystal* (3), *headband of vast intelligence* +4, *ring of protection* +2, +1 crystal dagger, 125 gp

THUM, JARL OF SHADOWS

BACKGROUND

Thum was born the youngest of his father's sons, but he would in time grow to be the most feared and well known of the Frozen Jarls. As a child, Thum quickly realized that might makes right, more so in the tribe where he was born. He trailed his older brothers as they trained in sword fighting and listened to his father's tales of great reavings, raids, and wars in the south.

His brothers were strong and brave, and they often turned that strength upon each other in vicious brawls. Thum's father encouraged it, believing it would help them grow stronger and tougher, and thus ensure their survival in the long run. Being the youngest and smallest, it also meant that Thum was the one getting the fiercest of the beatings. He refused to tap out, always fighting until he was knocked out, not wanting to be found weaker than his brethren. Yet, after every time, Thum's father lambasted him for his folly, telling him that he should accept that he was weaker and tap out of the brawl while he still could. Yet for every time his father scolded him, Thum grew ever more focused on winning over his brothers. In time, he learned one important lesson that would change the shape of his destiny for all time - his mind and will were never broken, his courage the flame which never faltered.

Growing into a bold and boastful teenager, it came to be that Thum challenged his brethren to brave the Black Cavern, a strange cave where few men dared enter, and fewer still would find their way out. One by one, his brothers denied his dare, until he found himself face to

face with his father, who in turn challenged him to dare the Black Caverns himself. Brash and unwilling to face the shame of standing down to his father, he willingly accepted his own challenge. He asked but for one thing, to be granted leave to bring his father's sword with him and as surprised as his father was, he accepted.

Thum disappeared into the Black Cavern and quickly found himself lost. Yet, as a trained warrior, Thum managed to face off against the weird fungi and giant insects, but paid dearly in blood and scars. In time, he fought his way to the heart of the Black Cavern. There he found something within himself, a revelation of sorts and with this, Thum made his way out of the cavern. This revelation took the form of an impenetrable armor made of living shadows that crawled over him.

When he returned, it was as a seasoned warrior and he promptly challenged his brethren, this time not as a child, but as a warrior. Horrified by what they saw, each brother still accepted this challenge, for it would shame them to deny their brother yet again now that he had proven himself. One by one, they were defeated, and to save their lives, they swore themselves to him. Angered by his son's behavior, his father demanded his sword back, and at this Thum plunged his father's sword deep into his chest.

Thum had risen to become the new Jarl of his tribe; taking his place on the Council of Jarls, he took the title "Skhuggjarl," meaning Jarl of Shadows. As the Jarl of his tribe, Thum seeks new trials and tribulations to challenge himself, for he intends to become the Verldjarl - Jarl of Worlds.

DESCRIPTION

Looming over most others at eight and a half feet tall, Thum is covered by his astral suit, which appears as living shadows that extend down and over his large bastard sword. The sword is with a crystal blade inserted into a bone handle. Thum's living shadow armor often creates horrible spikes and hooks, as if it was alive and had a mind of its own. Thum shaves his hair and allows his fluid armor to show his scarred face when he isn't in combat, with one scar in particular going from the top of his skull, over one eye, across the nose, and just touching his cheek.

PERSONALITY

Thum is relentless and his experiences in the Black Cavern have taught him that you can never give up. He isn't sure if the darkness of the cavern itself rooted in his heart and mind, or if the darkness was always there, deep inside him. Even so, the black armor strengthens him, making him a powerful warrior, and he isn't about to question that. Thanks to his armor, Thum rules his tribe as Jarl and he intends to lay the world at his feet. He believes only in himself; those who cannot stand up to him deserve only death at his hands, or to bend the knee and follow him. Strength, to Thum, is not only physical, but both mental and spiritual. He will respect



a weak halfling elder that stands up to him over a strong orc warlord that can haul a small house but bends knee. Respect however, doesn't save you: the halfling elder would still die.

AS AN ALLY

There is only one way to be "allied" to Thum – by bending your knee and following his orders. Thum has no patience for pupils per se, but does take on especially promising warriors for his Jarlavakt, the elite guard, and part of the initiation is a trip to the heart of the Black Cavern and back with Thum. Some don't return, deemed too weak to join the Jarlavakt, while those that do return are the strongest of warriors. That said, he never shares the secrets of his living black armor with anyone and strikes down those foolish enough to ask for his guidance. His armor is an extension of himself; he cannot teach someone to be Thum.

Those that have bent the knee can expect Thum to be relentless in his leadership. He whips his followers into a frenzy, raiding villages and taking slaves, always extending the reach of his tribe. He sends his followers to scout out leaders of other tribes, to determine their relative strength and what powers they have so that Thum can challenge them. Those that succeed are allowed to share in the spoils of war – be they gold, weapons, or slaves.

Should the adventurers find themselves promoted to Jarlavakt, they will enter combat with Thum himself. He doesn't expect his Jarlavakt to be his bodyguards, in fact he even tells them that should he die in combat, to take his mantle of Jarl for themselves. Thum doesn't expect to fall and it would shame him to be saved if he did. What he does require of them, however, is to never fail, never flee, and kill all those who oppose him. Most do.

AS AN ENEMY

By their very nature, most people are enemies of Thum, even if they don't know it yet. To Thum, you are either his follower, or you are working against him in some form or another. As such, the world needs to be conquered, and his enemies killed or enslaved, to ensure a world where no one works against him.

Thum rampages through combat with his enormous sword in tow, crystallized by his suit to channel destructive energies. Thum focuses on the closest enemy, only making a conscious choice if he is challenged to combat. Otherwise, Thum believes that the best enemies are those who are dead, and sooner or later, everyone must die before him or yield. His intense attacks means that few people remain standing when he begins, so yielding must come quickly or death descends quickly.

That said, he won't kill his own followers or those that yield, preferring to build his power base and knowing that to become the Verldjarl, he must not only slay his enemies, but rule his people with an iron fist.

THUM, JARL OF SHADOWS

CR 4

XP 1,200

Half-giant aegis (trailblazer) 5

CE Medium humanoid (giant, human)

Init +0; Senses low-light vision; Perception +6

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 55 (5d10+23)

Fort +8, Ref +2, Will +6; +2 racial bonus on saving throws against all fire spells and effects

Defensive Abilities fortification, stalwart; DR 3/-

OFFENSE

Speed 20 ft.

Melee mwk large bastard sword +11 (3d8+11/19-20)

Psi-Like Ability (ML 2)

1/day—*stomp* (DC 10)

TACTICS

Before Combat If it is not formed, Thum activates his astral suit, although he wears it in virtually all situations.

During Combat Thum prefers to wade directly into combat, using his powerful defensive abilities and his muscle to take the fight straight to the enemy.

STATISTICS

Str 20, Dex 10, Con 16, Int 13, Wis 12, Cha 8

Base Atk +5; CMB +11; CMD 21

Feats Extra Customization, Psionic Body, Psionic Talent, Psionic Weapon

Skills Autohypnosis +8, Climb +7, Intimidate +3, Perception +6, Survival +12, Swim +7; +2 bonus to Survival checks to follow tracks, +2 bonus to Perception checks to find traps

Languages Common, Giant

SQ Astral suit (juggernaut), customizations (brawn, crystallized weapon, flexible suit, fortification, hardy, improved armor, improved damage, spiked carapace, stalwart), 12 power points, powerful build, rapid adjustment

Combat Gear *oil of magic weapon, potion of cure moderate wounds, psionic tattoo of endorphin surge, psionic tattoo of expansion, psionic tattoo of force screen, thunderstone*; Other Gear Masterwork large bastard sword, dagger, longsword, heavy steel shield, *cloak of resistance +1, cracked dark blue rhomboid ioun stone*, 8 gp

THUM, JARL OF SHADOWS

CR 9

XP 6,400

Half-giant aegis (trailblazer) 10

CE Medium humanoid (giant, human)

Init +0; **Senses** low-light vision; Perception +11

DEFENSE

AC 22, touch 10, flat-footed 22 (+11 armor, +1 natural)

hp 99 (10d10+40)

Fort +12, **Ref** +5, **Will** +10; +2 racial bonus on saving throws against all fire spells and effects

Defensive Abilities fortification, stalwart; **DR** 4/-

OFFENSE

Speed 20 ft.

Melee +1 large bastard sword +18/+13 (3d8+15/19-20)

Reach 10 ft.

Psi-Like Ability (ML 5)

1/day—*stomp* (5d4, DC 12)

TACTICS

Before Combat If it is not formed, Thum activates his astral suit, although he wears it in virtually all situations.

During Combat Thum prefers to wade directly into combat, using his powerful defensive abilities and his muscle to take the fight straight to the enemy.

STATISTICS

Str 22, **Dex** 10, **Con** 16, **Int** 14, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +17; **CMD** 27

Feats Extra Customization, Greater Psionic Weapon, Psionic Body, Psionic Talent, Psionic Weapon, Weapon Focus (bastard sword)

Skills Autohypnosis +14, Climb +15, Intimidate +9, Perception +11, Survival +18, Swim +15; +5 bonus to Survival checks to follow tracks, +5 bonus to Perception checks to find traps

Languages Common, Giant

SQ Astral suit (juggernaut), customizations (augmented weapon, brawn - 2, crystallized weapon, flexible suit, fortification, hardy, improved armor, improved damage, reach, stalwart), 32 power points, powerful build, rapid adjustment

Combat Gear *potion of cure serious wounds*, *psionic tattoo of endorphin surge*, *psionic tattoo of expansion*, *psionic tattoo of force screen*; **Other Gear** +1 large bastard sword, mwk heavy steel shield, *cloak of resistance* +2, *amulet of natural armor* +1, *crystal spaulders* +1, 795 gp

THUM, JARL OF SHADOWS

CR 14

XP 38,400

Half-giant aegis (trailblazer) 15

CE Medium humanoid (giant, human)

Init +0; **Senses** low-light vision; Perception +17

DEFENSE

AC 24, touch 10, flat-footed 24 (+12 armor, +2 natural)

hp 163 (15d10+76)

Fort +16, **Ref** +8, **Will** +13; +2 racial bonus on saving throws against all fire spells and effects

Defensive Abilities fortification, stalwart; **DR** 6/-

OFFENSE

Speed 20 ft.

Melee +2 large vicious deep crystal bastard sword +25/+20 (3d8+17/19-20 +2d6 and 1d6 to Thum) or +2 large vicious deep crystal bastard sword +25 (3d8+15/19-20 +6d6 and 1d6 to Thum, touch attack)

Reach 10 ft.

Psi-Like Ability (ML 7)

1/day—*stomp* (7d4, DC 13)

TACTICS

Before Combat If it is not formed, Thum activates his astral suit, although he wears it in virtually all situations.

During Combat Thum prefers to wade directly into combat, using his powerful defensive abilities and his muscle to take the fight straight to the enemy.

STATISTICS

Str 24, **Dex** 10, **Con** 18, **Int** 14, **Wis** 13, **Cha** 8

Base Atk +15; **CMB** +23; **CMD** 33

Feats Deep Focus, Deep Impact, Extra Customization, Greater Psionic Weapon, Psionic Body, Psionic Meditation, Psionic Talent, Psionic Weapon, Weapon Focus (bastard sword)

Skills Autohypnosis +19, Climb +20, Intimidate +14, Perception +17, Survival +25, Swim +20; +7 bonus to Survival checks to follow tracks, +7 bonus to Perception checks to find traps

Languages Common, Giant

SQ Astral suit (juggernaut), cannibalize suit (2/day), customizations (augmented weapon, brawn - 3, flexible suit, fortification, frightful presence, hardy - 2, improved armor - 2, improved damage, reach, retaliate, stalwart), invigorating suit, 59 power points, powerful build, rapid adjustment

Combat Gear *potion of cure serious wounds* (2), *psionic tattoo of endorphin surge*, *psionic tattoo of expansion*, *psionic tattoo of force screen*; **Other Gear** +2 vicious large deep crystal bastard sword, mwk heavy steel shield, +1 crystal spaulders, *cloak of resistance* +3, *amulet of natural armor* +2, 830 gp

XANDER THE INVISIBLE BLADE

BACKGROUND

Where most halflings are happy and carefree, Xander is serious and dour. His entire family was slaughtered by marauding orcs when he was but a small child, hiding in a small hollow as his family was torn to pieces. Weeks after the raid, driven by thirst and hunger, Xander dared to leave his hidden spot. After sating his immediate thirst and hunger, he had to bury his family and friends, despite being barely a teenager. This horrible experience changed him deeply. After burying everyone, he picked what supplies he could carry and left his old life behind.

Joining a nearby monastery more out of necessity than a comparable philosophical outlook, Xander realized that these monks were more than just philosophers; they were warrior-philosophers, preaching a life of action to change the world into a better place, rather than sit idly by. Finding himself drawn to their ways more and more, he began to listen and learn, finding something within himself that flared to life in the form of a black blade of energy. Where some of the monastic members could use their strength, Xander realized that his speed was his best asset. Over time he trained to become a silent killer, so as to strike down those who would ravage the world.

Once he had learned enough, Xander infiltrated a slave-caravan, and then silently took out the slavers who believed him unarmed and harmless. His small form, his liveness and silence, together with his mind blade allowed him to continue infiltrating and executing those who would do evil. Since then, Xander has spent most of his lifetime tracking down criminals of all kinds and assassinating them. To Xander, the death of someone who would hurt others is justified, regardless of what petty laws say.

Wandering the bleak hills of his once beloved home, the hate and dread of the entire situation washed over him. Hate for those whom had savaged and destroyed his safe haven, his family and his friends. Dread for the randomness of it all, the palpable feeling that it

could happen again, to anyone, without warning. Then and there, he decided that he would find a way to make things right again, to safeguard those who couldn't save themselves. The only question was how. He was alone, starving, with neither skills nor strength.

DESCRIPTION

Xander's most defining aspect is his shaved head and the tattoo that covers it. Dressed in a light-weight mithril chainmail with a black cloak covering his shoulders, Xander makes a dark figure. Well-trained, lithe, and shockingly fast, Xander manifests his mind blade in the form of two blood-red daggers that pulse with a crackling dark energy. His beady eyes and small nose make him seem almost childish, yet his constantly angry snarl of a mouth makes it clear that he is not.

PERSONALITY

Xander is driven by an intense pathos of doing right, regardless of whether that "right" is correct according to the law. He is intense, focused and will organize whatever means he finds necessary to take out evildoers. The only thing that will divert his attention is the presence of orcish marauders, which draws out the hate and anger in Xander, making him forget both his current mission and his own safety. He can easily veer off course from a given mission, or convince his fellows to take a detour to slaughter orcs. In his eyes, there is no such thing as an innocent orc, only an orc that has yet to kill, maim, or rape someone who never deserved it. Because of this, he sympathizes with half-orcs, whom he sees as the unfortunate offspring of such violence.

AS AN ALLY

A group striving to hunt down criminals can gain Xander's support, whether willingly or not. He excels in stalking his prey and is a ruthless slayer, taking position as a scout unless asked to stay back. Unfortunately, that ruthlessness also makes him a dangerous companion to have if looking to catch criminals rather than slay them. Xander will easily go back and kill each and every criminal. His dark mood can also keep spirits dour, yet his assistance is worth it in any combat situation.

When not joining a group of adventurers, Xander can provide invaluable support. In many communities, the dour little halfling is well-respected, and a word from him can



PSIONICS EMBODIED

open many doors, from academies and monasteries, to the guildhall or a count's court. Beyond this, he can often help adventurers preparing to hunt orcs through his own vast experiences against them, or by helping them train. If another adventurer shows potential, or interest, Xander can offer to teach them the ways of the silent blade, provided they swear an oath to protect the weak and turn the blade against all evil.

Finally, Xander can also be the instigator behind a mission for a group of adventurers. If he feels that he cannot solve a problem by himself, or that his services are required elsewhere, yet a problem remains, he doesn't mind spending his hard-earned cash to hire mercenaries or adventurers to take care of it for him. In these cases, it is almost always raiders, criminals, or orcs that are assumed to be a problem.

AS AN ENEMY

Don't sleep without a guard. Expect no mercy. If Xander has decided you are evil, you can expect no chance to explain yourself, to talk yourself out of what you have done, or even to run away. He will hunt you, spy on you, learn your weaknesses and patterns and when you go to relieve yourself one dark night, you're not coming back. He can infiltrate almost any place and should he turn his mind to it, he can become as innocuous as a halfling as anyone, or a dark shadow silently moving through your stronghold.

These are the legends his followers spread, his allies remind those who would stray from the light and his enemies whisper amongst each other. To many, Xander is a legend, a ghost that you frighten unruly children with, or a monster that whips the orcs into a frenzy. As such, his story often proceeds him when he stays for long in one place. If those stories don't drive his enemies away, Xander takes the time to track them down and strike them down.

If he realizes he cannot take down his enemies by himself, he will gladly pour out all his gold into hiring assassins, mercenaries, or adventurers to gather and attack them. He shows little compassion to those he deems evil and doesn't mind doing things which others might feel are a bit unsavory, such as torching a house with criminals inside and boarding up all doors and windows. This casual view towards using the worst methods of the enemy against them means that few can really prepare for what Xander brings.

XANDER THE INVISIBLE BLADE CR 4

XP 1,200

Halfling soulknife 5

NG Small humanoid (halfling, psionic)

Init +4; **Senses** Perception +12

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 37 (5d10+5)

Fort +4, **Ref** +10, **Will** +6; +2 bonus against fear

OFFENSE

Speed 20 ft.

Melee +1 *flaming mind blade* +10 (1d4+1/19-20 plus 1d6 fire), +1 *flaming mind blade* +10 (1d4+1/19-20 plus 1d6 fire), or +1 *flaming mind blade* +12 (1d4+1/19-20 plus 1d6 fire)

TACTICS

Before Combat Xander prefers to duck out of sight and use Stealth to catch targets unaware.

During Combat Xander engages directly into melee combat, wielding his mind blades in a flurry of attacks.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 18

Feats Alertness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (mind blade), Wild Talent

Skills Acrobatics +14, Bluff +8, Intimidate +8, Perception +12, Sense Motive +7, Stealth +16

Languages Common, Dwarven, Halfling, Orc

SQ Blade skills (deceptive blade, full enhancement), psychic strike (1d8)

Combat Gear *potion of cure moderate wounds* (2), *psionic tattoo of force screen*; **Other Gear** +1 chain shirt, cloak of resistance +1, smokestick (2), 460 gp

XANDER THE INVISIBLE BLADE CR 9

XP 6,400

Halfling soulknife 10

NG Small humanoid (halfling, psionic)

Init +5; **Senses** Perception +17

DEFENSE

AC 22, touch 17, flat-footed 17 (+5 armor, +5 Dex, +1 size, +1 deflection)

hp 75 (10d10+10)

Fort +7, **Ref** +13, **Will** +9; +2 bonus against fear

OFFENSE

Speed 20 ft.

Melee +3 *flaming mind blade* +18/+13 (1d4+3/17-20 plus 1d6 fire), +3 *flaming mind blade* +18/+13 (1d4+3/17-20 plus 1d6 fire), or +3 *flaming mind blade* +18 (1d4+3/17-20 plus 1d6 fire), +3 *flaming mind blade* +18 (1d4+3/17-20 plus 1d6 fire)

TACTICS

Before Combat Xander prefers to duck out of sight and use Stealth to catch targets unaware.

During Combat Xander engages directly into melee combat, wielding his mind blades in a flurry of attacks.

STATISTICS

Str 10, **Dex** 21, **Con** 13, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +9; **CMD** 24

Feats Alertness, Improved Critical (mind blade), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (mind blade), Wild Talent

Skills Acrobatics +20, Bluff +13, Intimidate +13 Perception +17, Sense Motive +12, Stealth +22

Languages Common, Dwarven, Halfling, Orc

SQ Blade skills (deceptive blade, full enhancement, powerful strikes, twin strike, reaper's blade), psychic strike (3d8)

Combat Gear *potion of cure serious wounds* (2), *psionic tattoo of force screen*; **Other Gear** +2 *chain shirt*, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, *smokestick* (2), 60 gp

NOTE All favored class bonuses went to HP

XANDER THE INVISIBLE BLADE CR 14

XP 38,400

Halfling soulknife 15

NG Small humanoid (halfling, psionic)

Init +5; **Senses** Perception +17

DEFENSE

AC 22, touch 17, flat-footed 17 (+5 armor, +5 Dex, +1 size, +1 deflection)

hp 75 (10d10+10)

Fort +7, **Ref** +13, **Will** +9; +2 bonus against fear

OFFENSE

Speed 20 ft.

Melee +3 *flaming mind blade* +18/+13 (1d4+3/17-20 plus 1d6 fire), +3 *flaming mind blade* +18/+13 (1d4+3/17-20 plus 1d6 fire), or +3 *flaming mind blade* +18 (1d4+3/17-20 plus 1d6 fire), +3 *flaming mind blade* +18 (1d4+3/17-20 plus 1d6 fire)

TACTICS

Before Combat Xander prefers to duck out of sight and use Stealth to catch targets unaware.

During Combat Xander engages directly into melee combat, wielding his mind blades in a flurry of attacks.

STATISTICS

Str 10, **Dex** 21, **Con** 13, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +9; **CMD** 24

Feats Alertness, Improved Critical (mind blade), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (mind blade), Wild Talent

Skills Acrobatics +20, Bluff +13, Intimidate +13 Perception +17, Sense Motive +12, Stealth +22

Languages Common, Dwarven, Halfling, Orc

SQ Blade skills (deceptive blade, full enhancement, powerful strikes, twin strike, reaper's blade), psychic strike (3d8)

Combat Gear *potion of cure serious wounds* (2), *psionic tattoo of force screen*; **Other Gear** +2 *chain shirt*, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, *smokestick* (2), 60 gp

NOTE All favored class bonuses went to HP

XELARA THE DREAMCATCHER

BACKGROUND

Xelara was often misunderstood as a child, mainly because her community did not understand the gift she was displaying. Her ability to sense the dreams and nightmares of those around her gave her a strange insight into people, an insight that most found unnerving which led to her being shunned by her peers and feared by her elders. Saddened by her exclusion from the community she loved, Xelara became resentful. Had it not been for the strange family that came to town in the caravan, she might have turned down a darker path. The strangers were seemingly immune to her abilities, and their ways were silken and smooth, soothing her worried heart. They recognized her powers as soon as they arrived and decided to stay, both to protect and learn from the little girl.

Protected by these strangers, Xelara learned first to control her instinctual use of her powers, leaving her to finally become at peace with herself. She soon discovered how to integrate back into her community, realizing for

the first time how others perceived the world. One by one, those who had shunned her began welcoming her back. Over time, she began to rely less and less on the protection of her mentors.

Xelara grew, harnessing her ability by taking away the nightmares of her community, releasing tensions, and smoothing over problems. However, when the town was attacked by the dangers of the world, she would unleash those nightmares against the attackers. Those she faced, she would make claw out their eyes to stop the visions, or she would rend their flesh with unseen claws of terror.

Xelara realized that her ability to channel and utilize fear isn't what people expect, so she goes to great lengths to calm those around her, often preferring to solve a problem through mediation before resorting to violence. However, when her loved ones are threatened, Xelara is capable of destroying enemies from within, their horrors taking form and devastating them.

This devotion to protecting her friends and community came to the fore when the nomadic strangers that once had helped her became hunted in turn. Mercenaries showed up looking for them, and her community sheltered them as long as it could. But her mentors would not let the community take the brunt of the anger from the mercenaries, and decided to slip silently into the night. Xelara, indebted to them for helping her, decided to join them and help defend them should the mercenaries catch up. When they finally did, Xelara was forced to let go of all restraint to push them back, even letting her own fears fuel her powers. Since then, she travels the world, sometimes with her mentors, sometimes alone, to help others like her find peace.

DESCRIPTION

Xelara has green tinted scales and skin, a variation on the icy blue her caste normally portrays and an anomaly amongst dromites. Her eyes, however, still carry the tell-tale icy blue of her caste and she still controls ice and cold like any other of her caste. Although most members of her race have no gender, Xelara is one of those dromites who is female instead of genderless, giving her features a slightly more delicate cast. Using heavy boots and well-made leather armor, she carries very little except a few tools and potions. Sometimes, most often when manifesting her powers, her shadow will animate, transforming into horrible monsters and seemingly having a life of its own.

PERSONALITY

Xelara is a teacher at heart, striving to help others by sharing knowledge and understanding. Sometimes, her deep-seated abilities to look into the fears of others means that she knows a little too much about people around her, a trait she has learned to downplay and ignore when talking to strangers. Amongst friends, she will use that knowledge to heal their hearts and minds, by soothing nightmares and relieving them of fears. Phobias in particular are an area of specialty for Xelara



and she has helped many overcome their instinctual fears, like those of snakes and spiders. This strong desire to help sometimes makes Xelara go overboard, taking liberties others don't appreciate. Once, she taught a number of street orphans to write, which later led to a problematic uprising amongst the poor that led to unwanted violence.

AS AN ALLY

Always striving to help her friends, Xelara is a staunch supporter and will go to great lengths to help those she cares about. She helps friends track enemies and will even fight side by side if that is the only solution. She uses her powers mainly to defend her friends and unravel any courage their enemies have as a way to break their morale and finish a fight before it becomes deadly.

When not joining her friends, Xelara will gladly help by mentoring and teaching, sharing her own abilities and actively seeking out her home community, or her nomadic mentors to act on her behalf to help her friends. This means that once you are her friend, there is almost nothing you cannot learn or master from her or her extended network if given enough time.

There are few times that Xelara will ask others to put themselves in danger and not join them herself – she doesn't believe in asking others to do what she won't dare herself, but she is also a realist and understands that she can't be at multiple places at the same time. So if her skills are more needed elsewhere, or if she will just get in the way, she doesn't mind hiring others to help. That said, she will rarely ask adventurers to kill or steal, preferring them to scout or retrieve things without violence.

AS AN ENEMY

Facing Xelara as an enemy means the adventurers must have made grievous errors. She will only act out against those that have hurt her community or her nomadic mentors, or any new friends she has made. If that is the case, she prefers to punish her enemies from afar. Using her terrors and powers, she puts them to sleep and then haunts their dreams, leaving them waking up drained and weak. If that is not an option, she will dance through them inciting fear and unleashing her devastating touch.

She knows that her abilities can tear people limb from limb and builds up her attacks, first intimidating them and then unleashing her horrible strikes. In most of her enemies, this manifests in the form of something moving inside them, tearing at their skin from the inside and trying to get out. When an enemy dies, something crawls out from their wounds, joining with Xelara's shadow. She knows this cannot be a good thing and tries to avoid it as best she can.

XELARA THE DREAMCATCHER CR 4

XP 1,200

Dromite dread 5

NG Small humanoid (insectoid)

Int +1; **Senses** scent; Perception +13

DEFENSE

AC 17, touch 13, flat-footed 16 (+3 armor, +1 Dex, +1 natural, +1 deflection, +1 size)

hp 32 (5d8+10)

Fort +0, **Ref** +5, **Will** +5

Resist cold 5

OFFENSE

Speed 20 ft.

Melee mwk heavy pick +6 (1d6+1/x4)

Ranged dagger +5 (1d3+1/19-20)

Special Attacks Devastating touch +5 (touch attack, 1d6+5)

Dread Powers Known (ML 5th; concentration +8); 17 pp
2nd—*concealing amorpha, thought shield*

1st—*biofeedback, slumber* (DC 14), *untouchable aura* (DC 14)

0—*detect psionics, empathy*

Psi-Like Ability (ML 2)

1/day—*energy ray* (cold, 2d6+2)

TACTICS

Before Combat Xelara will activate *biofeedback* if facing creatures immune to mind-affecting powers, else she manifests *untouchable aura*.

During Combat Xelara prefers to use her terrors as part of her attacks with devastating touch, resorting to her pick only against non-living creatures.

STATISTICS

Str 13, **Dex** 12, **Con** 8, **Int** 13, **Wis** 12, **Cha** 17

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

Feats Additional Terror, Extra Terrors (x2), Psionic Body, Psionic Talent

Skills Autohypnosis +9, Climb +11, Intimidate +14, Knowledge (psionics) +9, Perception +13, Sense Motive +9, Spellcraft +9

Languages Common, terran

SQ Aura of fear, channel terror, terrors (horrible strike, incite fear (DC 15), overwhelming fear (DC 15), 14/day)

Combat Gear *potion of cure light wounds* (2), *power stone of strength of my enemy, psionic tattoo of animal affinity* (Charisma); **Other Gear** Masterwork studded leather armor, masterwork heavy pick, *ring of protection* +1, dagger, climber's kit, 287 gp

PSIONICS EMBODIED

XELARA THE DREAMCATCHER CR 9

XP 6,400

Dromite dread 10

NG Small humanoid (insectoid)

Init +1; **Senses** scent; Perception +18

DEFENSE

AC 19, touch 13, flat-footed 18 (+4 armor, +1 Dex, +2 natural, +1 deflection, +1 size)

hp 61 (10d8+16)

Fort +2, **Ref** +8, **Will** +8

Defensive Abilities fear; **Resist** cold 5

OFFENSE

Speed 20 ft.

Melee Mwk heavy pick +10/+5 (1d4+1/x4)

Melee Dagger +9/+4 (1d3+1/19-20)

Special Attacks Devastating touch +9 (touch attack, 1d6+15)

Dread Powers Known (ML 10th; concentration +15); 55 pp

4th—*deadly fear* (DC 19), *fear cascade* (DC 19), *moment of terror* (DC 19)

3rd—*guarded sleep*

2nd—*concealing amorphia*, *thought shield*, *true terror* (DC 17)

1st—*biofeedback*, *slumber* (DC 16), *untouchable aura* (DC 16)

0—*detect psionics*, *empathy*

Psi-Like Ability (ML 5)

1/day—*energy ray* (cold, 5d6+5)

TACTICS

Before Combat Xelara will activate *biofeedback* if facing creatures immune to mind-affecting powers, else she manifests *untouchable aura*.

During Combat Xelara prefers to use her terrors as part of her attacks with devastating touch. She also uses *fear cascade* and *moment of terror* to make enemies more susceptible to her later terrors and powers. She only really has the heavy pick for non-living enemies anymore as it's now a vastly inferior weapon to her devastating touch.

STATISTICS

Str 13, **Dex** 12, **Con** 8, **Int** 13, **Wis** 12, **Cha** 20

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

Feats Additional Terror, Extra Terrors (x2), Multiple Connections, Open Door, Psionic Body, Psionic Talent, Touch of Terror

Skills Autohypnosis +14, Climb +16, Intimidate +23, Knowledge (psionics) +14, Perception +18, Sense Motive +14, Spellcraft +14

Languages Common, terran

SQ Aura of fear, channel terror, devastating touch, fearsome insight, terror, terrors (horrible strike, incite fear, mindlock, overwhelming fear, steal essence, terrified escape, 21/day)

Combat Gear *oil of magic weapon* (2), *potion of cure moderate wounds* (2), *potion of cure serious wounds* (2), *psionic tattoo of animal affinity* (Charisma), *psionic tattoo of biofeedback*, *psionic tattoo of force screen*, *psionic tattoo of sidestep* (2); **Other Gear** +1 studded leather, dagger, masterwork heavy pick, *amulet of natural armor* +1, *headband of alluring charisma* +2, *ring of protection* +1, climber's kit, 535 gp

XELARA THE DREAMCATCHER CR 14

XP 38,400

Dromite dread 15

NG Small humanoid (insectoid)

Init +1; **Senses** scent; Perception +24

DEFENSE

AC 22, touch 14, flat-footed 21 (+5 armor, +1 Dex, +3 natural, +2 deflection, +1 size)

hp 91 (15d8+24)

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

Defensive Abilities fear; **Resist** cold 5

OFFENSE

Speed 20 ft.

Melee Mwk heavy pick +13/+8/+3 (1d4+1/x4)

Melee Dagger +13/+8/+4 (1d3+1/19-20)

Special Attacks Devastating touch +13 (touch attack, 1d6+21)

Dread Powers Known (ML 15th; concentration +21); 115 pp

5th—*induce nightmare* (DC 21), *pierce the veils*, *psychic crush* (DC 21), *schism*

4th—*deadly fear* (DC 20), *fear cascade* (DC 20), *mindwipe* (DC 20), *moment of terror* (DC 20)

3rd—*guarded sleep*

2nd—*concealing amorphia*, *thought shield*, *true terror* (DC 18)

1st—*biofeedback*, *slumber* (DC 17), *untouchable aura* (DC 17)

0—*detect psionics*, *empathy*

Psi-Like Ability (ML 7)

1/day—*energy ray* (cold, 7d6+7)

TACTICS

Before Combat Xelara uses *biofeedback*, *thought shield*, *pierce the veils*, and (if the fight promises to be difficult) *schism*. then uses her ranged *mind lock* terror to initiate the fight, allowing her to freely devastate one target later.

During Combat Xelara will always manifest two terrors unless it becomes redundant. She relies on *schism* to use *deadly fear* and the *psychic crush* on creatures she hits with her terrors or with *moment of terror* to increase their chances of falling. She ignores any surrendered enemies, choosing to focus her most powerful attacks on resisting enemies.

STATISTICS

Str 13, **Dex** 12, **Con** 8, **Int** 13, **Wis** 12, **Cha** 22

Base Atk +11; **CMB** +11; **CMD** 24

Feats Additional Terror, Combat Manifestation, Extra Terrors (x3), Multiple Connections, Open Door, Overchannel, Psionic Body, Psionic Talent, Terror Mastery, Touch of Terror

Skills Autohypnosis +19, Climb +21, Intimidate +32, Knowledge (psionics) +19, Perception +24, Sense Motive +19, Spellcraft +19

Languages Common, terran

SQ aura of fear, channel terror, devastating touch, fearsome insight, shadow twin, terror, terrors (horrible strike, incite fear, mindlock, overwhelming fear, ranged mindlock, soul-chilling fear, steal essence, terrified escape, 30/day), twin fear

Combat Gear *dorje of collapse* (50 charges), *potion of cure moderate wounds* (3), *potion of cure serious wounds* (2), *psionic tattoo of animal affinity* (Strength), *psionic tattoo of biofeedback*, *psionic tattoo of body adjustment*, *psionic tattoo of force screen* (2), *psionic tattoo of sidestep* (3), *psionic tattoo of heightened vision*; **Other Gear** +2 studded leather, dagger, masterwork heavy pick, *amulet of natural armor* +2, *eyes of expanded vision*, *headband of alluring charisma* +4, *ring of protection* +2, climber's kit, 285 gp

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