



Terrors from the Id: The Book of Psionic Horror

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Terrors from the Id: The Book of Psionic Horror

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Introduction

Welcome to Horror Plug-Ins!

This product is a part of our line of support materials for campaign play for use with campaigns using a horror theme. We love all of the exciting additions to the game since Pathfinder Roleplaying Game Horror Adventures released this summer, but why wait to spring something truly horrible on your players? When you see the “Horror Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of that book, from mind-melting madness and sinister serial killers to most bloodthirsty bastards and blackguards that ever bedeviled your heroes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find anywhere.

Psionic power is a scary, scary thing if executed correctly. Imagine walking past a person on the street reading your deepest secrets inconspicuously, or a the myriad random objects around you suddenly becoming implements of destruction. From King to Cronenberg to Otomo, many artists of the 20th century have used the premises of psychic power to nightmarish effect, to the point where it has become one of the de facto sources of power for sci-fi horror. Of course, many of these ideas about power, fear, and control transfer well over to the world of Pathfinder, which is why I’ve decided to give them a bit of attention in the document below.

This project has certainly been a long time coming, as have many of my other ones. Rest assured, the long days of development purgatory on this and some of my other projects are coming to an end.

Enjoy

-Matt Daley/Thealtruistorc

Special Electronic Features

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

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Archetypes

Deranged Mind (Psion)

Within the recesses of the mind are places that every species declares should not be dwelt upon. The murderous instincts, the subliminal desires for destruction, the overwhelming lusts for power and pleasure. Be they natural or perhaps implanted by some unknown force, these monstrosities of the mind are considered taboo for most psionicists save for a few. Known as Deranged Minds, these individuals tap into the cruel secrets of their brain in the hopes of achieving incredible power

Deformity (Ex): At 1st level, a Deranged Mind gains an Oracle Curse of his choice, which advances using the Deranged Mind's psion level as his oracle level. In addition, any effects that would normally apply to spells instead apply to powers, and any abilities that alter caster level instead alter manifester level. If the curse would grant a spell known, the Deranged Mind learns the spell as a power of the same level.

This ability replaces the bonus feat gained at 1st level

Tap the Madness (Su): At 5th level, the Deranged Mind gains the ability to harness the powers deep within his psyche, amplifying the strength of his manifestations at the cost of making his mind and body more vulnerable. As part of manifesting a power, the deranged mind may choose to take a -1 penalty on all saving throws until the end of his next turn. If he does, the save DC of the power he manifests increases by 1. At 15th level, he may take a -2 penalty to increase the DC by 2.

This ability replaces the bonus feat gained at 5th level

Afflicting Madness (Su): At 10th level, the Deranged Mind gains the ability to harm the psyches of creatures around him when opening his mind to madness. Whenever the Deranged Mind uses Tap the Madness, all creatures within 30 feet of the Deranged Mind that were not affected by the power take the same penalty as the Deranged Mind on saving throws.

This ability replaces the bonus feat gained at 10th level

Alien Power (Su): At 15th level, the Deranged Mind's manifesting abilities become something unusual and unnatural, forming

into effects that cannot wholly be categorized as psionic anymore. Whenever the Deranged Mind uses tap the madness, they ignore any power resistance that the target of their power may possess. In addition, they ignore any immunities that targets may possess to their effects (mindless creatures saving against mind-affecting effects gain a +5 bonus, however).

This ability replaces the bonus feat gained at 15th level

Overpowering Madness (Su): At 20th level, the Deranged Mind's sheer presence is enough to distort reality and horrify all those nearby. When using Tap the Madness, the Deranged Mind's is treated as having an additional psionic focus ready to be expended for the purpose of the power or the effects of any feats that affect the power. In addition, all creatures within 300 feet of the Deranged Mind must succeed on a will save (DC 10 + ½ the Deranged Mind's class level + the Deranged Mind's Intelligence Modifier) or be shaken for 1 round. This affects even creatures that are normally immune to fear effects.

This ability replaces the bonus feat gained at 20th level

Fearsome Overlord (Dread)

The concept of fear is usually something that foes can run or hide from, an external force that threatens the individual from the outside. However, what can be done about an enemy whose terrifying influence has already entered your mind.

Collective A fearsome overlord develops the ability to use psionic power to a psychic network through which he may affect them. As a standard action, a fearsome overlord can join any number of willing targets into his collective (up to his limit, see below). The fearsome overlord must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The collective can contain up to his key ability modifier or half his dread level, whichever is higher. The fearsome overlord is always considered a member of his own collective, and does not count against this limit.

The fearsome overlord can choose to remove a member as a free action on his turn, and any member can voluntarily leave the

collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until the member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A fearsome overlord is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy below).

A fearsome overlord can manifest certain powers through his collective. If a dread power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may manifest any power with the Network Descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass dread), any compatible spell or power with a range greater than touch can also be used through the collective.

At 15th level, a fearsome overlord's collective range is limitless on the same plane as the fearsome overlord

At 19th level, a fearsome overlord's range reaches even across other planes and dimensions.

This ability replaces devastating touch

Malice The fearsome overlord gains unwilling participant as a bonus feat at 1st level, using his charisma modifier in place of wisdom to determine the save DC of effects.

Fearmonger Powers The fearsome overlord adds the [Network] descriptor to all of the following powers: all powers with the [fear] descriptor, demoralize, id insinuation, mind over the immaterial, tortured visions, spiritual lordship, mindwipe, personality parasite, sensory cascade, and induce nightmare

Spirit of Many A fearsome overlord of 2nd level gains special abilities when manifesting powers with the Network descriptor. He can manifest these powers on any member of his collective, even if they are out of the power's range or would normally be immune to the power. Whenever he manifests a power with the Network descriptor targeting only members of his collective, the power loses the mind-affecting descriptor (if it had it) and is treated as a supernatural ability (bypassing Power Resistance and becoming immune to dispel attempts), although it still provokes an attacks of opportunity to manifest as normal. Network powers manifest only on members of the collective never allow saving throws - their saving throw entry becomes "None," although if the power specifies a subsequent saving throw, subjects attempt those saves normally. The fearsome overlord also adds the following augment to all powers with the network descriptor:

Augment For every additional power point you spent, you can choose an additional target, so long as the target is a member of your collective.

This ability replaces the terror gained at 2nd level. Terrors are learned normally starting at 4th level

Fearsome Collective (Su) All creatures that are part of the fearsome overlord's collective take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within the fearsome overlord's collective. This ability functions only while the fearsome overlord remains conscious, not if he is unconscious or dead. This ability replaces aura of fear.

Collective Terror The fearsome overlord is capable of channeling his terrors through his collective. As a standard action, the fearsome overlord may target a single creature within his collective. That creature is treated as if it had been attacked by devastating touch for the purpose of being affected by a single terror the fearsome overlord possesses. In addition, the dread can instead choose to make an intimidate check against a target within their collective, regardless of distance. This ability is considered to have the [Network] descriptor, and can be augmented by spirit of many.

Frightful Induction At 3rd level, the fearsome overlord gains the ability to force targets into their collective upon contact. When the fearsome overlord strikes a creature with a melee attack, he may expend a use of his terrors to induct the creature into his collective as per the unwilling participant feat. The creature is allowed a saving throw against this effect. This ability replaces channel terror.

Omnipresent Fear At 11th level, the fearsome overlord gains the ability to hunt down any creature which would try to run from them. They automatically know the location of any creature in their collective, and can expend a use of their terrors to view them as the Remote Viewing power without a saving throw (ML equal to dread level). This ability replaces twin fear.



New Dread Terrors

- **Maddening Fear:** The Dread's attack deals sanity damage equal to the dread's level. A creature is allowed a will save (DC 10 + your charisma modifier + ½ your dread level) to halve this damage.

Martinet (Tactician)

Whereas most tactician form a mutual relationship with their followers, Martinets are a kind whose association with their followers is more antagonistic. Pushing their collective beyond their limits in painful and forceful manners, Martinets ensure victory at all costs, caring not for their followers or their well-being but only for victory.

Uncaring Collective The Martinet is not negatively affected in any way if a member of his collective is reduced to 0 hit points or killed. This ability modifies the tactician's collective class feature

Press Onward (Su) At 1st level, the Martinet gains the ability to force targets through pain and injury. As a swift action, the Martinet can cause all members of his collective to ignore any of the following status conditions on them for 1 round: confused, cowering, dazed, dazzled, disabled, dying (though they still suffer hit point damage each round), exhausted, fascinated, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, stunned, or unconscious. In addition, while under the effects of this ability, creatures ignore any damage that they take (including that which comes from dying). However, when the effect wears off, suppressed effects have their duration extended by a number of rounds equal to the number of

rounds they were suppressed, and creatures take damage equal to twice the amount of damage that they ignored while under the effects of this ability. At 5th level and every 4 levels thereafter, the duration of this ability extends by an additional round, to a maximum of 5 rounds at 17th level. The Martinet can use this ability a number of times per day equal to 3 + his intelligence modifier. This ability replaces coordinated strike.

Unyielding Legion (Su) At 6th level, the Martinet gains die-hard as a bonus feat, even if he does not meet the prerequisites, and can share it with creatures in his collective using his coordinate ability as if it were a teamwork feat. This ability replaces the teamwork feat gained at 6th level.

Transfer Injury (Su) At 14th level, the Martinet learns to keep his allies alive so long as they can remain useful to him. Whenever any member of his collective takes damage, the Martinet may transfer as much of that damage as he wishes to other members of the collective however he wishes. This damage is empathic in nature, and cannot be reduced by damage reduction. This ability replaces pooled knowledge

Zealot Convictions (Zealot)

Edge of Insanity: The zealot gains the shattered mind oracle curse, using his zealot level as his oracle level for the purpose of determining the effects of the curse.

Offering of Sanity: As a free action, the zealot may take sanity damage up to his charisma modifier. When he does, he regains an expended maneuver for every point of sanity damage he received. If the sanity system is not in use, the zealot may take a number of points of wisdom, intelligence, or charisma damage instead, gaining 2 maneuvers for every point of ability damage he takes.

Tainted Entity: The zealot's mind and body are alien, transformed by psionic power from their original state. Choose aberration, monstrous humanoid, or outsider. The zealot may treat himself as either that type or his own type for the purpose of effects. The zealot must be at least 14th level to select this conviction

Mad Echoes: Whenever the zealot uses his echoes of steel class feature, he may inflict 1 point of sanity damage on all creatures affected by the ability. If he does, the target may use the maneuver one additional time before it is used up. The zealot must be at least 6th level to select this conviction.

Corruption Mission (Zealot)

Twisted Horde As long as you maintain psionic focus, all creatures within your collective are affected by the gifts as well as stains of any corruption manifestations possessed by other creatures within the collective. If you expend psionic focus, you may cause all creatures within the collective to ignore any stains of their corruptions for 1 round.

Warping Majesty (Su): The zealot's strikes distort the very make-up of the universe, perverting targets into unspeakable abominations.

If the zealot spends 3 power points on a martial strike, the target is affected as if by Malefic Metamorphosis. If the creature failed a saving throw against the maneuver that activated this power, it is affected



automatically. Otherwise, it is allowed a fortitude save (DC 10 + the zealot's charisma modifier + half the zealot's level) to negate the effect.

If the zealot spends 4 additional power points on a martial strike, the target is forcibly inducted into the zealot's collective. As a swift action, the zealot may command the target to perform any standard or move action the zealot wishes, with the creature being allowed a will save (DC 10 + the zealot's charisma modifier + half the zealot's level) to stop from performing the action. Leaving the collective if the creature has been inducted in this way requires a move action and a successful will save (DC 10 + the zealot's charisma modifier + half the zealot's level).

Psyche Preserver (Vitalist)

The world is filled with horrors that most mortals would rather hide from, secrets and experiences that can ravage a person's mind like a blade may rend their body. Psyche Preservers are vitalists who specialize in treating or handling these injuries, perhaps not always healing but nonetheless mitigating the horrors of madness that wrack the uninitiated.

Preserver Powers: The Psyche preserver adds the following powers to the vitalist power list if not already available, and treats them as if they had the network descriptor: all powers of the [healing] sub-discipline, Aura Alteration, Intellect Fortress, Memory Modification, Mind Seed, Personal Barred Mind, Psychic Chirurgery, Suppress Compulsion, Synthesete, Thought Shield, and Tower of Iron Will.

This ability replaces Medic Powers

Transfer Scars (Su): This ability functions as transfer wounds (including as part of vitalist's touch class feature), save that instead of normal damage it instead transfers sanity damage. The psyche preserver does not gain the transfer scars ability until 4th level, at which point it heals 1d6 points of damage rather than 2d6. Similarly, the damage for Transfer Scars does not increase at 7th, 14th, or 19th levels.

This ability replaces transfer wounds.

Collective Safeguard: In addition to the normal use of collective healing, the psyche preserver gains the ability to transfer sanity damage between members of their collective. Whenever a creature in the psyche preserver's collective takes sanity damage, the psyche preserver may allocate that sanity damage across any members of their collective, distributing it to other members of the collective when the damage is dealt.

Example: Marissa the Ranger is a member of Ganymede the Psyche Preserver's collective. Marissa has her first encounter with a flying polyp, failing her will save and taking 14 points of sanity damage. Ganymede may redistribute this 14 points of damage across members of her collective in any way she wishes, such as by dealing 4 to Marissa, 4 to himself, and 6 to another member of the collective.

This ability modifies collective healing

Sanity Sense (Su): Starting at 2nd level, the psyche preserver may use their health sense ability to detect how much sanity damage any member of their collective has taken, alongside the members' sanity score, sanity edge, and sanity threshold.

This ability modifies health sense

Tranquility Pulse (Su): Instead of the normal pulse ability gained at 6th level, a Psyche Preserver gains the following pulse.

Tranquility Pulse: As a free action, a Psyche Preserver may spend one power point to send a pulse to all members of their collective. This enables them to ignore the effects of any madness or mind-affecting effect upon them for one round.

Sanity Ward (Su): At 7th level, the Psyche Preserver learns to shield his allies from mental harm. As an immediate action, when any members of the Psyche Preserver's collective would take sanity damage, the Psyche Preserver may expend a use of Transfer Scars to negate an amount of sanity damage on all members of their collective equal the amount of darts to shield their mind and that of their allies from horrific images and experiences. As any sanity damage that transfer scars would transfer (roll to determine the amount blocked). At 13th level, the Psyche Preserver may expend psionic focus to maximize the damage blocked by this ability.

Respite from Madness (Su): At 19th level, the Psyche Preserver figures out the miraculous process of reversing sanity damage, potentially healing broken minds through her abilities. When the Psyche Preserver uses an ability that can heal ability damage, she may restore a number of points of sanity damage equal to the number of power points spent on the power as well.

New Surge Type: Horrific Surge (Wilder)

Wild Surge and Psychic Enervation: The wilder taps into the primal energies of fear to enhance the strength of her abilities. When an horrific wilder invokes a wild surge, she may make an intimidate check against one creature within close range (25 feet + 5 feet/level), gaining a bonus to this check equal to her wild surge value. If she suffers psychic enervation, the wilder is shaken for a number of rounds equal to the level of wild surge used and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: Whenever the wilder makes an intimidate check on a creature that is already shaken, frightened, or otherwise affected by fear, the fear increases by 1 step regardless of its origin.

Improved Surge Bond: At 5th level and every 4 levels thereafter, the horrific wilder can make an intimidate check against an additional creature when using her wild surge.

Prestige Classes

Psijacker

Telepathic networks, as secure and omnipotent as they seem, are no more than another means of communication which can be tapped and manipulated by a sufficiently inventive individual. The most talented of these call themselves psijackers, masters of infiltrating and destabilizing the mental faculties of opponents. Once an ally has been touched by a psijacker, no assurance exists that their perceptions or mental abilities can be trusted.

In order to become a psijacker, a character must meet the following prerequisites.

Manifesting Ability to manifest at least 3rd-level powers, including at least two telepathy powers

Feats Inducting Power, Shared Power, Unwilling Participant

Skills Sense Motive 7 ranks, Knowledge (psionics) 7 ranks

Hit Dice: d6

Manifesting: When indicated, the psijacker gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained (bonus metapsionic or item creation feats, and so on). This essentially means that he adds that level of psijacker to the level of whatever other manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a psijacker, he must decide to which class he adds the level of psijacker for purpose of determining power points per day, powers known, and manifester level.

Attune Target At 1st level, the psijacker gains the ability to implant a bit of his psychic influence in the mind of any foe he targets with a mind-affecting power. He gains the following augment for all mind-affecting powers.

Augment If you spend 2 additional power points, one creature that fails its save against this power becomes attuned to you for the duration of the power. While attuned, a creature can be targeted by the manifester's psionic powers from any range regardless of line of effect.

Collective Development At each level, if a psijacker possess the collective class feature, his collective ability advances as if he had gained a level in the class that grants the collective class feature.

Hijack Network At 2nd level, a psijacker gains the ability to utilize the collective abilities of targets and opponents. Whenever the psijacker attunes a creature using their Attune Target ability, they treat themselves as part of their collective. The psijacker cannot be forcibly removed from the collective so long as the target is attuned, and can redirect any power or effect that affects another creature in the collective to himself by expending psionic focus.

Telepathic Relay At 2nd level, the psijacker gains the ability to utilize psychic contacts of their targets. The psijacker is aware of any creature that has made mental contact (through telepathy, mind-affecting powers manifested by one of the creatures, or a collective or

Level	BAB	Fort	Ref	Will	Special Abilities	Manifesting
1	+0	+0	+0	+1	Attune Target, Collective Development	-
2	+1	+1	+1	+1	Hijack Network, Telepathic Relay	+1 level of existing class
3	+1	+1	+1	+2	Overmind, Falsify Signal	+1 level of existing class
4	+2	+1	+1	+2	Multiple Attunements, Insidious Attunement	+1 level of existing class
5	+2	+2	+2	+3	Psychic Contagion	-

similar class feature) with an attuned creature. The psijacker treats all creatures that have made mental contact as if they are also attuned, save that they cannot also be used for telepathic relay.

Overmind At 3rd level, the psijacker gains the spirit of many class feature of a tactician if it did not have it already. In addition, any creatures in an attuned creature's collective or that the psijacker can target using telepathic relay are also considered a part of the psijacker's collective for the purpose of targeting them with collective effects or powers with the [network] descriptor (even if the psijacker does not normally possess a collective). Such creatures do not count towards the maximum number of creatures a psijacker can have in their collective.

Falsify Signal At 3rd level, the psijacker gains the ability to interrupt or alter telepathic communication between individuals. Whenever an attuned creature tries to communicate telepathically with another creature, the psijacker is aware of it. By expending psionic focus, the psijacker can change what the creature is saying via telepathy, or even prevent them from saying anything. The creature whose signal is being falsified is allowed a will save (DC 10 + half the psijacker's character level + the psijacker's manifesting ability modifier) to negate this, but once it fails its save it cannot communicate telepathically again for 1 round.

Multiple Attunements At 4th level, the psijacker's Attune target becomes substantially more effective, able to affect multiple creatures at once. Change the augment from attune target to the following:

Augment For every additional power point you spend, you may attune 1 creature that fails their will save against this power.

Insidious Attunement: At 4th level, a psijacker's attunement ability becomes more long-lasting. Rather than the normal duration, a psijacker may cause a creature to become attuned for 24 hours. In addition, attuned creatures take a -2 penalty on saving throws against the psijacker's mind-affecting powers. This attunement effect can be removed with a successful dispel psionics effect (use the psijacker's manifest level as the manifest level for the attunement effect).

Psychic Contagion (Su) At 5th level, a psijacker learns how to turn their telepathic intrusions into an epidemic. Any mind-affecting power that the psijacker manifest gains the following augment:

Augment If you spend 4 additional power points, you may cause the power to become contagious. Any creature (excluding you) that makes mental contact with a creature affected by the power (such as

communicating telepathically with the creature, using a mind-affecting power on the creature, or inducting them into a collective or similar effect) must make a will save against this power or be affected by it. This ability does not work on powers that do not allow a will save.

Paragon Lunatic

Insanity is something that we all fear, a loss of control or sensibility that separates us from the world worse than any injury could. However, there are some who draw power from madness, developing their insanity to the point where they are more capable than a sane man. Be the font of their madness contact with an insane entity or perhaps horrific mental potential, these paragon lunatics represent the zenith of what instability and wrongness can bring to a person

In order to become a Paragon Lunatic, a character must meet the following prerequisites

Skills Autohypnosis 5 ranks

Feats Iron Will

Special Must possess at least one greater madness or at least two lesser madnasses

Hit Dice: d8

Class Skills A Paragon Lunatic's Class Skills are Acrobatics (Dex), Appraise (Int), Autohypnosis (Wis), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Cha), Heal (Wis), Intimidate (Cha), Knowledge (All) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha)

Skills per level: 6 + Intelligence Modifier

Weapon and Armor Proficiencies A Paragon Lunatic gains no new weapon or armor proficiencies

One with the Madness (Ex) At 1st level, the Paragon Lunatic becomes entwined with his insanity to the point where they are one while also insulating his mind against all other effects. The Paragon Lunatic becomes immune to all mind-affecting effects save for any madnasses he already possesses. Nothing can cure, suppress, or remove these madnasses.

Mad Insight (Ex) At 1st level, the Paragon Lunatic is able to draw power from his insanity to gain an advantage on a certain

Level	BAB	Fort	Ref	Will	Special Abilities	Enhanced Development
1	+0	+0	+0	+1	One with the Madness, Mad Insight 1/day	-
2	+1	+1	+1	+1	Enhanced Development, Madman's Boon	+1 level of existing class
3	+2	+1	+1	+2	Bonus Feat, Mad Insight 2/day	+1 level of existing class
4	+3	+1	+1	+2	Madman's Boon	+1 level of existing class
5	+3	+2	+2	+3	Mad Insight 3/day	+1 level of existing class
6	+4	+2	+2	+3	Bonus Feat, Madman's Boon	+1 level of existing class
7	+5	+2	+2	+4	Mad Insight 4/day	+1 level of existing class
8	+6	+3	+3	+4	Madman's Boon	+1 level of existing class
9	+6	+3	+3	+5	Bonus Feat, Mad Insight 5/day	+1 level of existing class
10	+7	+3	+3	+5	Schizopotency, Madman's Boon	-



endeavor, regardless of what it may be. Once per day, the Paragon Lunatic may reroll one d20 roll, taking the second result even if the first was higher. At 3rd level and every odd level thereafter, he may use this ability an additional time.

Enhanced Development: In delving deeper into his insanity, the Paragon Lunatic becomes more adept in other skills. At 2nd level, the Paragon Lunatic must choose a class he belonged to before adding the prestige class to be his aligned class. He gains all the class features for this class, essentially adding every Paragon Lunatic level besides 1st and 10th to his aligned class to determine what class features he gains. He still retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other class features of her aligned class as well as those of the paragon lunatic prestige class.

Madman's Boon: At 2nd level and every even-numbered level thereafter, the paragon lunatic gains some sort of advantage that draws upon their twisted mental faculties. Each individual boon can only be selected once.

- **Channeled Insanity:** When rolling a saving throw vs an effect of his insanity or rolling on a d% die to determine the effects of a madness affecting him, the Paragon Lunatic rolls twice and takes the higher result of the two.
- **Convey Madness:** The Paragon Lunatic gains the ability to extend his madness to others. Doing so requires 1 hour and a successful diplomacy check (DC 10 + the target creature's hit dice + the target creature's wisdom modifier). Success means that the target creature begins to suffer from the effects of one madness that the Paragon Lunatic suffers from.
- **Not Wholly Mortal:** The Paragon Lunatic's very essence is warped by insanity to the point where it can no longer be considered a creature of its own type. Rather than its existing type, he is treated as an Aberration for the purpose of spells and effects such as the bane weapon.
- **Mental Mutation:** The Paragon Lunatic's abilities change as his mind reorients its functions. One of the Paragon Lunatic's ability scores increases by +2. However, another ability score decreases by 4.
- **Unintelligible Mind:** Any creature that tries to enter the mind of a Paragon Lunatic not only fails, but suffers from the attempt. Any creature that uses a mind-affecting effect on the Paragon Lunatic takes a number of points of sanity damage equal to the Paragon Lunatic's class level. A successful will save (DC 10 + half the Paragon Lunatic's hit dice + the Paragon Lunatic's Charisma modifier) halves this damage.

- **Evade Judgement:** The Paragon Lunatic is constantly affected as if by an Undetectable Alignment spell, save that the effect is extraordinary and cannot be dispelled.
- **Evade Detection:** The Paragon Lunatic is constantly affected as if by a Nondetection spell, with a caster level equal to his character level.
- **Power from Fear:** Whenever the Paragon Lunatic is targeted by a fear effect, he instead gains a +1 bonus on attack rolls and saving throws for the duration that the fear effect would last.
- **Strange Empathy:** The Paragon Lunatic gains the Wild Empathy ability of a druid equal to his character level, save that its effects apply to one of the following creature types: animals, aberrations, or outsiders of a specific alignment.
- **To the Last Breath:** The Paragon Lunatic gains the Ferocity universal monster ability.
- **Painless:** Any nonlethal damage that the Paragon Lunatic takes is reduced by half.
- **Truly Painless:** the Paragon Lunatic becomes immune to nonlethal damage. They must possess the painless boon to select this boon.

Bonus Feat: At 3rd level and every third level thereafter, the Paragon Lunatic adds an additional ability to his repertoire of skills. He gains one feat that he meets the prerequisites for. This feat can be retrained as a normal feat.

Schizopotency At 10th level, the Paragon Lunatic gains the ability to tap into his mental and physical faculties. At the start of the day, the Paragon Lunatic can choose to alter himself in one of the following ways:

- May retrain any number of feats that they possess. The Iron Will feat needed to meet the prerequisite for this prestige class cannot be retrained.
- May exchange a number of known spells or powers for spells or powers of equal level up to their spellcasting or manifesting ability score modifier.
- Retrain any skills that they possess
- Exchange any number of Rogue Talents, Investigator Talents, Alchemist Discoveries, Madman's Boons, or similar abilities, at the discretion of the GM.

Powers

Armageddon

Discipline Psychokinesis (force)

Level Kineticist 9

MANIFESTING

Display Auditory, Visual

Manifesting Time 1 minute

EFFECT

Range Personal

Area 1 mile radius/level, centered on manifester

Duration Instantaneous

Saving Throw Fortitude half; **Power Resistance** No

Power Points 17

DESCRIPTION

Channelling all of your raw psionic power into a single burst, you unleash cosmic destruction over all that you survey. All things within range, including you, take 10d6 points of force damage. Upon manifesting this power, you take 4d6 points of ability burn to your manifesting ability score.

Assign Imperative

Discipline Telepathy (curse, mind-affecting)

Level Telepath 6

MANIFESTING

Display Auditory and Mental

Manifesting Time 10 minutes

EFFECT

Range close (25 feet + 5 feet/level)

Target One creature

Duration Permanent

Saving Throw None; **Power Resistance** yes

Power Points 11

DESCRIPTION

One of the most terrifying abilities of any telepath, this power distorts the ambitions of a target for a permanent duration. You command the target to perform or refrain from specific action, forcing the target to follow the given instructions until the job is completed, no matter how long it takes. If the instructions involve some open-ended task

that the recipient cannot complete through his own actions, the power remains in effect for a maximum of 1 day per manifester level. A clever recipient can subvert some instructions. This power cannot be dispelled as normal, and only a cleanse spirit, bend reality, or similarly powerful instance of magic can end its effects. Even still, these effects require a successful manifester level check (DC 10 + your manifesting ability score modifier + the number of power points spent on this power) in order to dispel this power. However, a psychic surgery power is strong enough to end the effects of this power automatically.

AUGMENT

In addition to the ways that Mind Control can be augmented, this power can be augmented in the following ways.

1. If you spend 4 additional power points, you may manifest this power as a standard action. If you do, the target is allowed a will save.
2. If you spend 4 additional power points, you may force a creature under the effects of this power to perform actions against its nature, including self-destructive actions. The creature is allowed a saving throw to break away from this effect if subjected to a flagrant command of this manner.
3. If you spend 2 additional power points, you may deteriorate the mind and body of the targeted creature should their efforts prove insufficient. Once per day, you may cause a target to take a -3 penalty to all of its ability scores. These penalties are cumulative, but can never reduce an ability score below 1.

Awestrike

Discipline Telepathy (mind-affecting)

Level Dread 6, Psion/Wilder 7, Tactician 7

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range Personal

Area 60-foot spread centered on you

Duration 1 round/level, see text

Saving Throw Will partial, see text; **Power Resistance** yes

Power Points 11 dread, 13 psion/wilder and tactician

DESCRIPTION

You unleash a telepathic shockwave that overtakes the minds of targets, forcing them to stunned silence before your awesome presence. All creatures that fail their saving throws against this effect become helpless for 1 round/level, unable to comprehend the full extent of power they are witnessing. Each round on its turn, a creature affected by this power may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity.

AUGMENT

1. For every 2 power points you spend augmenting this power, the range increases by 10 feet and the DC increases by 1.
2. If you spend 2 additional power points and expend psionic focus, this power has a persistent effect. For 1 round/level, any creature that enters the area of this power must save against this power's effects.
3. If you spend 4 additional power points, a creature that recovers from this power early after being affected by it for at least 1 round is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

Beckoning

Discipline Clairsentience (Calling)

Level Seer 1

MANIFESTING

Display Mental

Manifesting Time 1 minute

EFFECT

Range 100 miles

Target up to 20 entities of 6 HD or fewer; see text

Duration instantaneous

Saving Throw none; **Power Resistance** no

Power Points 1

DESCRIPTION

A psychic signal emanates to all creatures of specific type out to an 100-mile radius, which can be delivered to up to 20 such creatures, starting with the nearest creatures until the limit has been met. This power can't contact creatures with more than 6 Hit Dice. You can't send a specific message, but this power can be characterized as an open invitation to make contact and establish communication.

If there is an appropriate entity within range, the power succeeds automatically. You don't know whether the message was received, nor any specific details about what creatures received it or how many. Creatures that receive the message know the location and distance from where the power was manifested. Because this power doesn't call or summon the target, the target must have its own way to reach the place where the spell was cast.

How creatures respond to a beckoning power is circumstantial and it is possible the creatures will simply ignore the power. Creatures that come and investigate do so in their own time. They usually arrive cautiously, aware of the potential for ambush. Targets of the power might inform their organization or community if they have one. There are no restrictions on how the creatures react to being contacted, and they might respond with hostility, parley, entertain an alliance, or subjugate the manifester and their related community.



Using this power counts as mentally contacting the creature for the purpose of any of its special abilities (such as the star-spawn of Cthulhu's overwhelming mind). For the purpose of powers like remote viewing, the creature has firsthand knowledge of you and a connection similar to if it possessed a likeness of you.

AUGMENT

If you spend 2 additional power points, the range of this power increases to 200 miles. 4 points increases the range to 500 miles, while 6 points increases the range to infinite on the same plane. 8 points enables this power to work across planes

If you spend 10 additional power points, you may choose to have this power act not only as a signal, but as a passage for creatures you contact. One creature that hears this ability may teleport immediately to the location of the manifester as an immediate action if it so chooses. This causes the power to gain the [teleportation] descriptor. For every 2 power points you spend beyond this, you may transport one additional creature

If you spend 6 additional power points, you may manifest this power as an immediate action

For every additional power point you spend augmenting this power (including as part of other augments), you may beckon creatures with 2 additional hit dice

Deathless Form

Discipline Psychometabolism [healing]

Level Psion/Wilder 4, Tactician 4, Vitalist 4

MANIFESTING

Display Visual, Material

Manifesting Time 1 standard action

EFFECT

Range Close (25 feet + 5 feet/level)

Target 1 creature

Duration 1 round/level

Saving Throw Will negates (harmless); **Power Resistance** yes

Power Points 7

DESCRIPTION

You place the target in a state where death cannot reach it, the creature's body healing off the bare minimum of injuries needed to keep the target alive. While under the effects of this power, the target cannot be killed by hit point damage; the creature automatically stabilizes when below 0 hit points, and any damage that would kill the creature is negated. However, the creature does not heal nor regain consciousness; further healing is required in order to bring the creature back to positive hit points.

AUGMENT

If you spend 4 additional power points, you may use this power as an immediate action

If you spend 2 additional power points, you may also render the target immune to death from ability damage, ability drain, and death effects while they are affected by this power. Their ability scores still drop as normal and inhibit function when reduced to 0, but do not kill the creature.

If you spend 4 additional power points, the duration of this power extends to 1 minute/level

Ectoplasmic Voyager

Discipline Psychometabolism

Level Dread 6, Egoist 6, Psychic Warrior 6

MANIFESTING

Display Olfactory

Manifesting Time 1 standard action

EFFECT

Range touch

Targets you and one touched creature per three levels

Duration 1 hour/level (D); see text

Saving Throw no and Will negates (harmless); **Power Resistance** no and yes (harmless)

Power Points 11

DESCRIPTION

This power functions as Ectoplasmic Form, save that the manifester can affect others and also travel at a much greater speed. As a free action, a creature affected by this ability can change the fly speed granted by this power from 20 feet (perfect) to 600 feet (poor) or back to 20 feet (perfect). A creature can regain its physical form as desired and later resume the ectoplasmic form. Each change to and from ectoplasmic form takes 5 rounds, which counts toward the duration of the power (as does any time spent in physical form). As noted above, you can dismiss the power, and you can even dismiss it for individual characters and not others.

AUGMENT

If you spend 4 additional power points, you may reduce the time needed to change between physical and ectoplasmic form to one move action.

Empathic Understanding

Discipline Telepathy

Level Cryptic 3, Dread 3, Psion/Wilder 3, Tactician 3, Vitalist 3

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range personal

Area 30-foot radius centered on you.

Duration 10 minutes/level (D); see text

Saving Throw Will negates; **Power Resistance** yes

Power Points 5

DESCRIPTION

You establish a field of psychic energy around yourself that facilitates easy communication between individuals, enabling them to understand whatever it is that the others are asserting with perfect accuracy. This enables all creatures to understand whatever it is that others say or attempt to communicate through other language (sign language, for example) with perfect accuracy, even if they would otherwise not know the language. Even if a creature is not otherwise capable of speaking (but still possesses an intelligence score), this power can be used to interpret their feelings and emotions when they attempt to enunciate them (such as a dog barking). This does not reveal a creature's thoughts, so a being with secrets to hide may simply keep silent inside the field to avoid detection. A creature within the area of this power is allowed a will save to avoid entering into this link and having its words or intentions understood.

AUGMENT

If you spend 6 additional power points, you automatically determine when any linked creature within the area is lying.

For every 2 additional power points you spend, the radius of this power increases by 10 feet and the save DC increases by 1.

False Sensory Input, Complex

Discipline Telepathy (mind-affecting)

Level Telepath 5

MANIFESTING

Display Mental

Manifesting Time 1 round

EFFECT

Range Long (400 ft. + 40 ft./level)

Target One creature

Duration Concentration, up to 1 min./level (D)

Saving Throw Will negates; **Power Resistance** Yes

Power Points 9

DESCRIPTION

This power functions as False Sensory Input, save that the effects are more potent and can take more forms. Two senses rather than 1 are affected by this power, and it is possible to create sensations where none exist or alter the perceived size of an entity by more than 50%.

AUGMENT

In addition to using the augments of False Sensory Input, this power can be augmented in the following ways

For every 2 additional power points you spend, you may affect an additional sense with this power.

If you spend 2 additional power points, you may use this power to interfere with clarifying abilities. Any creature affected by this power loses any insight bonuses they possess. If you spend 2 additional power points beyond this, any insight bonuses it possesses become penalties of equal amount.

For every 2 additional power points you spend on this power (including as part of another augment), the save DC increases by 1.

Feed to Oblivion

Discipline Athanatism

Level Conduit 8

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range Medium (100 feet + 10 feet/level)

Target 1 creature

Duration concentration (maximum 1 round/level)

Saving Throw Fortitude partial (affects objects); **Power Resistance** No

Power Points 15

DESCRIPTION

You violently tear open a portal to the netherworld inside the target, consuming its very essence and reducing it to nothingness. Each round you concentrate, the target must make a fortitude save or take 10 points of damage per manifester level alongside 1d4 negative levels (fortitude half for both). As this effects targets a creature

or object's very existence, even entities that are normally immune to negative levels (including undead) suffer from this power. If reduced to 0 hit points, the target is obliterated completely, and can only be restored via a reality revision power or similarly powerful magic.

AUGMENT

For every 3 additional power points you spend, you may target one additional creature or object each round you concentrate.

Halt

Discipline Psychokinesis (cold)

Level Kineticist 5

MANIFESTING

Display Auditory, Visual

Manifesting Time 1 standard action

EFFECT

Range personal

Area 30-foot radius centered on manifester

Duration instantaneous and concentration (maximum 1 round/level)

Saving Throw Fortitude partial, see text; **Power Resistance** yes

Power Points 9

DESCRIPTION

Sapping all energy from the surrounding area, you leave everything within range at a standstill. Projectiles lose their momentum and clatter to the ground where they are, psionic effects are shut down as if affected by a Dispel Psionics power, and creatures must make a fortitude save or become paralyzed for the duration of this power. Creatures normally immune to paralysis are still affected by this power, but those immune to cold are not. Creatures are entitled to a fortitude save each round to escape this effect each round that the manifester concentrates.

AUGMENT

If you spend 4 additional power points, this power can be manifested as an immediate action

For every 2 additional power points spent on this power, the radius increases by 10 feet and the DC increases by 1.

Hive Control

Discipline Telepathy

Level Psion/Wilder 4, Tactician 4

MANIFESTING

Display Olfactory

Manifesting Time 1 standard action

EFFECT

Target 1 unintelligent creature or swarm of unintelligent creatures

Saving Throw Will negates; **Power Resistance** Yes

Power Points 9

DESCRIPTION

Your willpower seizes hold of a nearby entity of infinitesimal intellect, enabling you to usurp control over their actions. This ability functions as Mind Control, save that it does not affect a single creature. Rather, it takes control of a single creature or swarm of creatures with an intelligence score of -. Even if such creatures cannot understand your commands, they intuitively know your commands and obey them.

AUGMENT

For every 2 additional power points you spend, you may target one additional creature or swarm with this effect.

If you spend 6 additional power points, you may use this power to control intelligent swarms or troops as if they were unintelligent swarms.

For every 2 additional power points you spend (including as part of other augments), the save DC of this power increases by 1.

Insurrection

Discipline Telepathy (mind-affecting)

Level Dread 4, Psion/Wilder 4

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range Close (25 feet + 5 feet/level)

Target 1 creature/2 manifester levels within range

Duration 1 round/level

Saving Throw Will negates; **Power Resistance** yes

Power Points 7

DESCRIPTION

You sow discord and tension in your opponent's mind, stemming them to violence against their former allies. The affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by an insurrection to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. Affected creatures will continue to attack unconscious allies until they are dead, and may go beyond killing them if the character knows that resurrection is easily obtainable. If there are no creatures which the creature would be able to attack while acting abnormally, it moves in a random direction that turn.

AUGMENT

For every 2 power points you spend, the save DC increases by 1 and an additional target may be selected with this power. Additional targets must be within 15 feet of the original

If you spend 6 additional power points, the target has a 75% chance to attack the nearest target each round rather than 50%.

Interference Field

Discipline Psychokinesis

Level Psion/Wilder 4, Psychic Warrior 4, Tactician 4

MANIFESTING

Display Auditory

Manifesting Time 1 standard action

EFFECT

Range 20 feet

Area 20-foot emanation centered on you

Duration 1 round/level

Saving Throw Fortitude partial; **Power Resistance** no

Power Points 7

DESCRIPTION

Psychokinetic static floods the area, making it difficult for foes to focus or utilize their abilities. Creatures within this aura that fail their fortitude save take a -8 penalty on all concentration checks made while inside the area of this effect, and may not concentrate on powers or spells while in the area. Those that succeed on their save take only a -4 penalty on such checks.

AUGMENT

If you expend psionic focus, you may exempt yourself from the effects of this power

If you spend 6 additional power points, you may cause this power to not have a fortitude save, treating all creatures inside the area as if they had failed their save.

For every 2 power points spent augmenting this power (including as part of other augments), the save DC increases by 1 and the range increases by 10 feet

Latent Programming

Discipline Telepathy (mind-affecting)

Level Dread 6, Psion/Wilder 6, Tactician 6, Vitalist 6

MANIFESTING

Display Mental, Auditory

Manifesting Time 1 hour

EFFECT

Range Close (25 feet + 5 feet/level)

Target One Creature

Duration permanent until discharged

Saving Throw see text; **Power Resistance** yes

Power Points 11

DESCRIPTION

Delicately, you place a trigger inside the target's mind, setting it to take effect when certain conditions are met. This power functions as Trigger Power, save that the power you set to trigger is placed in the target creature's mind rather than on your body and that the power cannot have a range of personal. You must still manifest the power you wish to set to trigger, and if its normal manifesting time is longer than 1 hour, the manifestation time for that power is used instead. The target is allowed a save against that power at the time of its initial manifesting, but the power does not take effect unless the trigger (set at the moment the creature is affected) occurs.

A creature can only be affected by one Latent Programming power at a time, but a single manifester can have multiple instances of this power active upon multiple creatures. In addition, this power can be made permanent with an incarnate power (minimum ML 19th) at a cost of 27,500 gp. If this is done, the power becomes latent again when its duration expires, and can be reactivated by the same trigger an infinite number of times.

AUGMENT

If you spend 2 additional power points, you may use Latent Programming to set a power that would otherwise have a range of personal.

If you spend 2 additional power points, you may have this power affect a creature or object that the target is touching rather than the target itself. For example, you could force a creature to make a save against Malefic Metamorphosis as soon as it shakes hands with the target creature.

Lifeseeker

Discipline Athanatism

Level Cryptic 5, Dread 5, Marksman 4, Psychic Warrior 5, Psion/Wilder 5, Tactician 5

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range personal

Area 60-foot radius spread centered on manifester

Duration 10 minute/level

Saving Throw none; **Power Resistance** no

Power Points Marksman 7, Others 9

DESCRIPTION

Reaching out, you probe the area around you for any signs of life, detecting all souls or other entities that wander your vicinity. You automatically detect any living creatures that are in the area, knowing their exact location. This ability works even through physical barriers, and line of effect is not required in order to sense an entity with this ability. This ability only works on living creatures, so undead, objects, and constructs are not detected.

AUGMENT

If you spend 4 additional power points, you automatically possess line of effect with your psionic powers on any creature that you detect, even if it would otherwise be on the other side of some obstacle.

If you spend 4 additional power points, this power also works on undead and constructs.

For every additional power point you spend, the range of this ability increases by 5 feet

Lore of the Deceased

Discipline Athanatism

Level Conduit 9

MANIFESTING

Display Mental

Manifesting Time 10 minutes

EFFECT

Range touch

Target one dead creature

Duration Instantaneous

Saving Throw none; **Power Resistance** yes

Power Points 17

DESCRIPTION

Drawing upon the secrets of a dead creature's body, you draw upon the knowledge it possessed in life. You learn one psionic power known by the deceased creature, including one that it possesses as a psi-like ability. You may manifest this power as if it were a power known.

Malefic Metamorphosis

Discipline Psychometabolism

Level Psion/Wilder 3, Vitalist 3

MANIFESTING

Display Material

Manifesting Time 1 standard action

EFFECT

Range Touch

Target 1 creature

Duration permanent

Saving Throw Fortitude Negates; **Power Resistance** yes

Power Points 5

DESCRIPTION

While enhancing one's abilities with psychometabolic power is difficult, inhibiting those of an opponent are a technique that many find easier to gain a grasp upon. On a failed fortitude save, the target creature is affected by one of the following penalties

A -6 penalty to one ability score

Size is decreased by up to 2 size categories

Target loses use of a limb. If this limb is a leg, fin, wing or other method of mobility, the target's speed that uses that limb is halved. If it loses all such limbs, it cannot use that method of movement. If this limb is an arm, the target loses the ability to manipulate anything (including weapons) with that arm. If all arms are disabled in this way, the target cannot apply somatic components to spells.

The target becomes blind or deaf, as chosen by the manifester.

The target's natural armor decreases by 3 (minimum 0)

The target's damage reduction is reduced by 5 (minimum 0)

Any regeneration or fast healing the target possesses is reduced by 5 (minimum 0). If the target's regeneration cannot be bypassed, it cannot be reduced below 1.

The target's fly maneuverability is reduced by 2 steps. If it would go below poor, the target loses the ability to fly.

The target takes a -4 penalty on all attack rolls, skill checks, ability checks, and saving throws

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. This ability can only be selected up to twice. The second time, it causes the target to only have a 25% chance of acting normally

This power cannot be dispelled normally, but any effect that would remove ability damage is capable of removing the effects of this power.

AUGMENT

For every 4 additional power points you spend, you may select another effect to apply to a creature. The same effect can be applied any number of times unless stated otherwise.

If you spend 2 additional power points, the range increases from touch to close (25 feet + 5 feet/level). For every 2 points you spend on top of this, you may select an additional target within range.

If you spend 4 additional power points, you gain the ability to affect a creature with multiple manifestations of this power.

For every 2 power points you spend augmenting this power (including as part of other augments), the save DC increases by 1.



Memory Revelation

Discipline Clairsentience (network)

Level Cryptic 2, Dread 2, Psion/Wilder 2, Tactician 2, Vitalist 2

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range Touch

Target you and one creature touched

Duration Instantaneous

Saving Throw Will negates; **Power Resistance** Yes

Power Points 3

DESCRIPTION

You make contact with the memory of your target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

AUGMENT

For every additional power point you spend, you may share 1 additional minute of memories with the target.

If you spend 4 additional power points, you may display false memories with this power.

If you spend 4 additional power points, you can share a memory that emboldens or demoralizes a creature. You may embolden the target (granting a +2 morale bonus on attack rolls, saving throws, and skill checks) or demoralize them (causing them to become shaken).

This effect lasts for 1 minute/level. If you spend 4 additional power points, the bonus or penalty from this effect is doubled.

For every 2 power points you spend augmenting this power (including as part of other augments), you may select an additional target within 15 feet of the original and the save DC increases by 1)

Mental Evolution

Discipline Psychometabolism

Level Cryptic 5, Dread 5, Psion/Wilder 5, Tactician 5, Vitalist 5

MANIFESTING

Display Olfactory, Mental

Manifesting Time 1 standard action

EFFECT

Range Medium (100 feet + 10 feet/level)

Target one creature

Duration Instantaneous

Saving Throw Will negates; **Power Resistance** Yes

Power Points 9

DESCRIPTION

Reaching into a creature's mental faculties, you radically alter the thinking capacity of your target, enhancing it to sophisticated intelligence or reducing it to animalistic instinct.

If this ability is used on a creature with an intelligence score of 2, 1, or -, the manifester rolls 3d6 and changes the creature's intelligence score to the result. In addition, the creature's charisma score increases by +1d6, or +2d6 if the creature was originally mindless. The creature gains feats and skills as appropriate to its new intelligence score,

and gains the ability to understand one language that the manifester knows plus an additional number equal to its intelligence modifier. The affected creature is friendly toward you and is of an alignment chosen by the manifester. However, the manifester has no special empathy or connection with a creature affected in this way.

If this power is used on an intelligent creature (intelligence score of 3 or higher), the power instead has a degrading effect. The target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma- based skills, cast spells, manifest powers, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wis

The effects of this power can only be removed via psychic surgery, bend reality, cleanse spirit, or similarly powerful magic.

AUGMENT

If you expend 2 additional power points, you may give a creature whose intelligence score you increase the ability to speak any language that it understands.

If you spend 2 additional power points, this power ignores power resistance

For every 2 additional power points you spend (including those spent as part of other augments), the DC of this power increases by 1

Mindscape Generation

Discipline Telepathy (mind-affecting)

Level Cryptic 2, Dread 2, Psion/Wilder 2, Tactician 2, Telepath 1

MANIFESTING

Display Mental

Manifesting Time 1 Standard action

EFFECT

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

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Power Resistance** yes

Power Points 3, telepath 1

DESCRIPTION

Fabricating a pseudoreal space in the linked psyche of you and your target, you create a binary mindscape and initiate a psychic duel with the target.

This mindscape includes only two minds: yours and the target's. This power ends and both minds return to their respective bodies if one of you drops below 0 hit points or if both of you agree to end the psychic duel (a free action that you can perform even if it isn't your turn).

Even if you manifest this power, you must succeed at a Will save to escape your own psychic duel if your opponent doesn't want to allow you to leave. Powers like Mindscape Transcendence can also free you from the mindscape (this power is one of the few spells you can manifest in a binary mindscape). A binary mindscape is clearly a fabrication of the manifester's imagination, and disbelieving the mindscape doesn't alter how the mindscape works.

This power ends at any time that you choose to depart the mindscape, freeing the target as well. Any creature that drops below 0 hit points while inside the mindscape returns to its body. If this happens to you, the power also ends, freeing anyone still inside.

If you create an immersive mindscape with this power, it can be made permanent with an Incarnate power by a manifester of 12th level or higher at a cost of 10,000 gp in crystal foci. You and other creatures aware of a permanent mindscape can come and go using the mindscape door spell or similar powers.

For the purpose of meeting prerequisites, this power is considered to be Create Mindscape, Greater Create Mindscape, and Instigate Psychic Duel.

AUGMENT

By spending 4 additional power points, you may choose to create an immersive mindscape in place of a binary mindscape. You are allowed to control whether this mindscape is overt or veiled, as well as whether it is harmful or harmless. You may also determine the shape, size, and gravity of the mindscape. You must also create a method of exit from the mindscape when you manifest this power, and that method must be possible to achieve based on the traits of the mindscape, even if it is obscure or difficult. The GM decides whether a method of escape is reasonable. Anything that would be a reasonable method of waking from a dream during deep sleep could allow one to leave a mindscape. If you choose to create a veiled mindscape, the first time another creature interacts with the environment, it can attempt a Will save to disbelieve the effect. Disbelieving a mindscape reveals to that creature that it's within a mindscape and gives it the knowledge needed to leave the mindscape, but doesn't free it from the mindscape.

By spending 2 additional power points, you may alter the magic traits of a mindscape you create in any way you wish.

By spending 2 additional power points, you may target up to 1 creature/level with this power, sending them into the mindscape with you. These creatures may not be brought into a binary mindscape.

By expending psionic focus, you may target a creature to draw into the mindscape without line of sight. However, you must be aware of its presence within range. If you target an area with more than one sentient creature and you have never seen any of the creatures before (for example, if you know a group of soldiers is inside a barracks but you can't see them through the door), the subject of this spell is selected at random. If you have seen firsthand the creature you wish to target (continuing the example, if you spied the sergeant entering the room moments before), You can select it unerringly from among all the creatures.

For every 2 power points you spend augmenting this power (including as part of other augments), the save DC increases by 1.

Mindscape Genesis

Discipline Telepathy (mind-affecting)

Level Dread 3, Telepath 3

MANIFESTING

Display Mental

Manifesting Time 1 full round

EFFECT

Range See text

Effect 1 Illusory Creature

Duration see text

Saving Throw Will negates (see text); **Power Resistance** no

Power Points 5

DESCRIPTION

You infuse a mindscape with an illusory creature, which acts believably on all accounts. The creature may be created anywhere in the mindscape, and may take any form. You automatically sense anything that the creature senses, and may direct the creature to act in whatever manner you wish. The creature lasts as long as the mindscape does, but you may eliminate any creature you create as a free action. Individuals who interact with the creature are allowed a will save to recognize the illusion.

If you manifest this power while outside of a mindscape, you may generate your creation inside of the mindscape of a creature within close range (25 ft + 5 ft/level). The creature is allowed a will save to prevent you from sending a creation into their mindscape.

AUGMENT

For every additional power point you spend, you may create an additional creature within the mindscape

For every 2 power points you spend augmenting this power (including as part of other augments), the save DC increases by 1

Mindscape Invitation

Discipline Telepathy (network) (mind-affecting)

Level Dread 5, Telepath 5, Tactician 5

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range Unlimited

Target 1 willing creature/manifested level

Duration Instantaneous

Saving Throw none (harmless); **Power Resistance** yes

Power Points 9

DESCRIPTION

You call together the minds of several willing creatures, pulling them into a mindscape that you currently reside in (or that you enter with the manifestation of this power). Regardless of their location, creatures are brought inside the mindscape (but can leave or be forced out as normal). From that point, creatures are allowed to interact or do whatever they wish in the mindscape.

AUGMENT

If you spend 4 additional power points, you may bring unwilling minds into the mindscape. Such creatures are allowed a will save to avoid being pulled in.

If you spend 4 additional power points, you may use this ability on creatures who are asleep. Their dreaming minds are pulled into the mindscape if they are willing (or they are allowed a saving throw if they are unwilling and the power is augmented in the first manner).

Mindscape Lens

Discipline Clairsentience

Level Cryptic 1, Dread 1, Psion/Wilder 1

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range Close (25 feet + 5 feet/level)

Target One creature

Duration 1 minute/level

Saving Throw Will negates; **Power Resistance** yes

Power Points 1

DESCRIPTION

You peer inside the mind of a creature, observing any mindscape that it resides in. You sense anything that they sense inside the mindscape, but cannot alter the mindscape or communicate with the individual inside without the aid of another ability.

AUGMENT

If you spend 2 additional power points, you can use this ability on a sleeping creature's dreamscape rather than a mindscape.

If you spend 6 additional power points, you gain the ability to generate an entity that can perceive and interact with the subconscious realm more actively. This functions as the remote viewing power, save that it only works on the creature you are looking into the mindscape of. You cannot use this ability to manifest powers inside a binary mindscape

Mindscape Transcendence

Discipline Telepathy (network) (mind-affecting)

Level Cryptic 3, Dread 3, Psion/Wilder 3, Telepath 2, Tactician 3, Vitalist 3

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range Personal, see text

Target You

Duration Instantaneous

Saving Throw Will negates (see text); **Power Resistance** yes

Power Points 5, telepath 3

DESCRIPTION

Your conscious mind immediately leaps in or out of a mindscape. If you manifest this power outside of mindscape, you may enter a mindscape inhabited by a creature of your choice within close range (25 feet + 5 feet per 2 levels). The creature is allowed a will save to prevent you from following it into the mindscape.

If you manifest this power inside of a mindscape, you may have your mind exit the mindscape and return to your body.

You may manifest this power while inside a binary mindscape in order to leave it. This power may be used to leave a binary mindscape but not to enter one.

AUGMENT

For every 2 additional power points you spend, you may affect an additional touched creature with this power.

By spending 4 additional power points, you may exist simultaneously in and outside the mindscape. You may take a full round's worth of actions inside the mindscape as well as outside the mindscape, and do not take any penalties to AC outside of the mindscape while engaged in a psychic duel.

If you spend 2 additional power points, you may use this power to enter a binary mindscape being used for a psychic duel. One creature of your choice inside is allowed a will save, being shunted out of the mindscape on a failed save. You remain to resume the psychic duel with the remaining participant if they fail, but are yourself shunted out if they succeed.

If you spend 4 additional power points, you may use this ability to enter or exit a creature's dreamscape much in the same way that you would do with a mindscape

Obsession

Discipline Telepathy (Mind-Affecting)

Level Psion/Wilder 3

MANIFESTING

Display Auditory and Material

Manifesting Time 1 standard action

EFFECT

Range Close (25 ft. + 5 ft./2 levels)

Target One creature

Duration 1 hour/level

Saving Throw Will negates; **Power Resistance** Yes

Power Points 5

DESCRIPTION

Placing an overwhelming compulsion in the target's mind, you guide them towards a certain mission, object, or entity. If the target of the creature's obsession is an object, place, or creature, the creature will pursue that entity and not allow it to leave their sight, resisting violently if they are forcibly separated. If the target of the creature's obsession is an objective or quest, they will work ardently to complete that objective so long as they remain affected by this power. This power does not cause the creature to perform any actions that would be suicidal or otherwise heavily detrimental to itself (killing a powerful ally is normally considered detrimental in this manner, but sabotaging their weapon or otherwise interfering with their activity would not). However, the creature takes a -2 penalty on all attack rolls, skill checks, and saving throws when acting in opposition to their obsession.

When you manifest this power, you may choose to have instill it with either loving or hateful emotions. If the target's obsession is fueled by love, it will try to safeguard and protect the target of its obsession however it can. If the target is fueled by hateful emotions, it will do everything in its power to inhibit or interfere with the target of its obsession. You have no special influence over a creature affected by this power, but this effect may cause a target to do things that would normally be out of its nature.

AUGMENT

If you spend 4 additional power points, this power's duration increases to 1 day/level.

If you spend 4 additional power points, the penalty from this power becomes more severe. For every hour that the target spends acting against its obsession (or for every day, if the duration of the power is 1 day/level), the target takes 2 points of wisdom damage. This damage can be healed by acting in accordance with the obsession in a major way (such as finding the item you are obsessed with or grievously harming the reputation of someone you hate) or by acting on the obsession for at least 10 minutes.

Phrenic Overload

Discipline Telepathy (mind-affecting)

Level Dread 6, Telepath 7, Tactician 7

MANIFESTING

Display Auditory, Mental

Manifesting Time 1 standard action

EFFECT

Range personal

Area 40-ft.-radius emanation centered on you

Duration 1 minute/level

Saving Throw Will partial (see text); **Power Resistance** Yes

Power Points 13 telepath and tactician, 11 dread

DESCRIPTION

Psychic signals bombard all those nearby as the erratic and complex thoughts of their fellows unrelentingly flood the minds of all inside the field. Creatures inside the area of this power (excluding the manifester) struggle to operate in the maelstrom, taking a -4 penalty on all attack rolls, saving throws, and skill checks. In addition, by making a concentration check as a move action (DC 10 + the number of power points spent on this power + your manifesting ability score modifier), a creature (including the manifester) can pick out the thoughts of a particular creature, as the Read Thoughts power with no saving throw allowed.

AUGMENT

If you expend psionic focus, you may omit a number of creatures within the area from the effects of this power equal to your intelligence modifier.

If you spend 4 additional power points, creatures affected by this power must succeed on a will save or be confused so long as they remain in the area and for 1 round after they leave.

If you spend 2 additional power points, you may also impose a -4 penalty on the AC of all affected creatures as well as to the save DCs of all of their abilities.

If you spend 2 additional power points, you automatically succeed on any concentration checks made to read the minds of creatures within the effects of this power, and may read thoughts as a swift action.

For every 2 power points you spend augmenting this power (including as part of other augments), its range increases by 10 feet and the save DC increases by 1.

Psionic Effigy

Discipline Metacreativity (creation)

Level Shaper 7

MANIFESTING

Display Visual, Material

Manifesting Time 1 hour

EFFECT

Range Close (25 feet + 5 feet/level)

Effect 1 effigy

Duration Permanent until triggered (see text)

Saving Throw see text; **Power Resistance** see text

Power Points 13

DESCRIPTION

From ectoplasm, you create a receptacle of psionic power that possesses an infinite lifespan. The receptacle can be of any dimensions from tiny to huge size. As part of manifesting this power, you manifest a single power into the effigy. When certain conditions are met (as designated by the manifester), the effigy releases the power that was manifested into it, targeting a predesignated target. This target may be "whatever creature or creatures activated the effigy, the manifester, a selected creature present at the time of manifesting (either of which can be affected from anywhere in the multiverse), or even the

effigy itself. The effigy possesses 80 hit points and hardness 25. The effigy cannot be moved from its location where it is created. Dispel Psionics has no effect on the effigy, but Dismiss Ectoplasm can destroy it. Destruction of the effigy by any means automatically causes the power within to activate.

AUGMENT

For every 2 power points you spend, you may manifest an additional power into the Effigy when you create it.

If you spend 4 additional power points and 25,00 gp worth of components, you may choose to have the effigy reactivate after 1 minute. If the trigger conditions are met any additional times, the effigy activates again, and can activate an infinite number of times.

If you spend 4 additional power points, you may designate the targets of this power as "all creatures within 60 feet of the effigy." These targets may be those within 60 feet at the time of manifesting or those within 60 feet at the time of activation.

Relapse

Discipline Clairsentience (mind-affecting)

Level Cryptic 4, Dread 4, Psion/Wilder 4, Psychic Warrior 4, Tactician 4, Vitalist 4

MANIFESTING

Display Material and Mental

Manifesting Time 1 standard action

EFFECT

Range Medium (100 feet + 10 feet/level)

Target 1 creature

Duration instantaneous

Saving Throw Will negates; **Power Resistance** yes

Power Points 7

DESCRIPTION

Reaching through the target's memories and experiences, you reactive an effect that has ended upon their mind and body, as if it had begun anew. When a creature fails their save against this ability, choose one power or spell that has affected them within the last 24 hours that has ended or been dispelled. The effect begins again, using the same duration that the original power or spell had. For example, you may use this power on a creature which was under the effects

of Compelling Voice three rounds ago, reactivating the Compelling Voice effect with a duration equal to the duration of the original power and using all the same variables (such as effect, manifester level, dispel DC, and damage type for certain powers) as the original power. An individual power can only be relapsed once.

Using this power does not give you automatic knowledge of all powers that have affected the creature over that duration, and this power has no effect if you try to reactivate a power or spell that the target has never been subject to. This power does not work if the original power is still active upon the target. If the power you are reactivating has a duration of concentration, you must concentrate to keep its effects active.

AUGMENT

If you spend 4 additional power points, you may choose to affect the target with any power or spell that they have been affected with in the past, rather than just within the last 24 hours.

If you spend 8 additional power points, you may relapse a power that has previously been relapsed.

If you expend psionic focus, you immediately figure out all powers and spells that have affected the target in the last 24 hours.

Respite of Sanity

Discipline Telepathy [mind-affecting, network]

Level Psion/Wilder 3, Tactician 3, Vitalist 3

MANIFESTING

Display Visual, Material

Manifesting Time 1 standard action

EFFECT

Range Close (25 feet + 5 feet/level)

Target 1 creature

Duration 1 minute/level

Saving Throw Will negates; **Power Resistance** yes

Power Points 5

DESCRIPTION

You ease the mind of the target, suppressing the madness that lurks in their mind temporarily. While under the effects of this power, the target ignores the effects of one madness or mind-affecting effect that is affecting them. The effect resumes when the power's duration expires.



AUGMENT

For every 2 additional power points you spend, you can negate an additional effect on the target

If you spend 6 additional power points, you may cause the target to become immune to sanity damage for the duration of this power.

Selective Negation Field

Discipline Psychokinesis

Level Cryptic 6

MANIFESTING

Display Auditory and Olfactory

Manifesting Time 1 standard action

EFFECT

Range 10 feet

Area 10-foot radius emanation, centered on you

Duration 1 minute/level

Saving Throw none; **Power Resistance** no

Power Points 11

DESCRIPTION

Having learned to identify and understand the unique patterns of each individual psionic power, you suppress only certain signals to prevent the utility of certain tactics. Choose one psionic power. This ability functions as a null psionics field, but only for that particular power. Only the exact power mentioned is affected—a selective negation field set to prevent the manifesting of concealing amorpha would not prevent manifesting of greater concealing amorpha. If you move into an area where a previously manifested power you have selected as a suppressed power is in effect, that power is affected as if by null psionics field.

This power can even negate a null psionics field, another selective negation field, or any power that specifies immunity to null psionics field. Multiple instances of this power can overlap. Their effects stack, preventing the functioning of every power targeted by any of the multiple emanations. Power effects created by artifacts or deities cannot be suppressed by Selective negation field.

AUGMENT

For every additional power point you spend, you may choose an additional power to be affected by this power.

If you expend 4 additional power points, the duration of this power extends to 1 hour/level.

For every 2 additional power points you expend, the range of this power increases by 5 feet.

Soul Chorus

Discipline Athanatism

Level Conduit 7, Tactician 7, Vitalist 7

MANIFESTING

Display Mental, Visual, see text

Manifesting Time 1 minute

EFFECT

Range 20 ft.

Target You and up to five deceased psionic creatures in range; see text

Duration 1 min./level (D)

Power Points 13

DESCRIPTION

Drawing upon the powers of the fallen, you harness their latent psionic power for your own gain. This functions as Metaconcert, save that instead of targeting willing allies, you instead target dead psionic creatures within range. The soul chorus draws all power points that the dead targets possessed at the time that they died, and the conductor may use any powers that were known to any of the creatures. Damage can be split evenly between the manifester and the dead targets as between creatures in a metanetwork (a corpse normally possesses 10 hp, plus 10 for each size it is above small), but any ability damage that would be transferred instead destroys any dead bodies that would take it.

Alternatively, this power can be used as a normal metaconcert power, save that it can target undead creatures as well as living creatures.

AUGMENT

For every additional power point you spend, this power's duration increases by 1 minute.

For every 2 additional power points spent this way, the maximum number of members of the metanetwork increases by one, and the range and radius of the area of effect increase by 5 ft.

Spacial Displacement

Discipline Psychoportation

Level Psion/Wilder 6, Tactician 6

MANIFESTING

Display Visual

Manifesting Time 1 standard action

EFFECT

Range Long (400 feet + 40 feet/level)

Area 20-foot cube of space

Duration 1 minute/level

Saving Throw Reflex partial; **Power Resistance** no

Power Points 11

DESCRIPTION

Ripping out a cube of space, you transplant it elsewhere within range. All contents of the area (including atmosphere and creatures) are transported to another point in range of your choice. One must be aware of location to transport the cube to it. The contents of the area that this cube is transported to is transported to where the original cube was sent from. Creatures on the edge of the area are allowed a reflex save to jump out of the area of this power, but those within it are transported alongside the other contents of the cube. After being transported, objects and creatures are affected by the physical laws that would otherwise change them in their new location (for example, turf transported into the air will fall, and a cube of air transported underwater will be flooded). When the duration expires, the cubes switch back to their original locations

AUGMENT

If you spend 6 additional power points, you may extend this power to infinite range, including locations on other planes

If you spend 2 additional power points, you may create a seal against the effects outside the new location of the cube. Atmosphere and contents do not move between the cube and the outside world unless forcibly moved, though creatures can move between the cube and the exterior unimpeded

For every additional power points you spend, the range increases by 5 feet in each dimension.

Tactical Suppression

Discipline Telepathy (mind-affecting) (network)

Level Cryptic 3, Dread 3, Psion/Wilder 3, Psychic Warrior 3, Tactician 3, Vitalist 3

MANIFESTING

Display Mental and Olfactory

Manifesting Time standard action

EFFECT

Range Close (25 feet + 5 feet/level)

Target 1 creature

Duration 1 minute/level

Saving Throw will negates; **Power Resistance** Yes

Power Points 5

DESCRIPTION

Forcing your will on an opponent, you mentally block one of their abilities from use. When you manifest this power, choose one feat, power, or skill. On a failed save, the target may not use that selected ability for the duration of this power, nor any abilities that require it as a prerequisite (if a skill is selected, treat the target as if they had no ranks in that skill). This power does not give you knowledge of what feats, powers, or skills that the target possesses; if you choose to suppress an ability that the creature does not have, the effect is wasted.

AUGMENT

For every 2 additional power points you spend, you may select another target within 15 feet of the original target and may suppress one additional ability that each target possesses. You may suppress different abilities for each target.

If you spend 6 additional power points, you learn what powers, skills, and feats the target possesses once they fail their will save. You may then choose which abilities to suppress from those that you know the target has.

If you spend 6 additional power points, you gain the benefits of any feats or skills that you suppress, as well as the ability to manifest any powers you suppress, for the duration of this power.

For every 2 power points you spend augmenting this power (including as part of other augmentations), the save DC increases by 1.

Vestigial Servitor

Discipline Athanatism (Spirit)

Level Conduit 7

MANIFESTING

Display Visual, Mental

Manifesting Time 1 standard action

EFFECT

Range Medium (100 feet + 10 feet/level)

Effect 1 Phantom Servitor

Duration 1 round/level

Saving Throw none; **Power Resistance** no

Power Points 13

DESCRIPTION

You call upon a spirit to aid you, acting as a repository for your powers. The spirit is an incorporeal entity with a number of hit points equal to your manifester level, and appears at a location within range.

As a move action, you may move the spirit up to 40 feet. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any power you manifest whose range is touch or greater can originate from the spirit instead of from you. The powers affect targets normally, despite originating from the spirit.

Finally, you may take an additional standard action's worth of mental actions each round for each spirit that you have active. If you do, you take a -2 penalty to your manifester level for each active spirit.

AUGMENT

For every 3 additional power points you spend, you may create an additional spirit. You may move all of these spirits as part of the same action.

If you expend psionic focus, you may use the senses of your spirit without becoming blind or deaf.

Violate Identity

Discipline Telepathy (mind-affecting)

Level Telepath 8

MANIFESTING

Display Mental

Manifesting Time 1 standard action

EFFECT

Range close (25 feet + 5 feet/level)

Target 1 creature

Duration permanent

Saving Throw Will negates; **Power Resistance** yes

Power Points 15

DESCRIPTION

You delve deep into the mind of your target, learning everything that they know and sculpting their worldview to your liking. When a creature fails a saving throw, you immediately understand all of their thoughts and memories and why they view the world as they do. You may rearrange, delete, or otherwise rewrite the creature's memories however you wish, altering their memories, teachings, ideas, and any other concepts that you desire to be changed. While this may be used to alter the targets opinions and knowledge, you may not directly cause an alignment shift by tinkering with the target's memories, nor may you alter the creature's class levels, feats, or other abilities in any way. This power's effects can be reversed only by a psychic surgery or reality revision power, or by similarly power magic. The target has no idea that its memory has been altered once the power has been manifested.

AUGMENT

For every 2 power points you spend, the save DC of this power increases by 1

If you spend 2 additional power points, you may change the target's alignment with this power

If you expend psionic focus, you may leave the target permanently insane, afflicting them with a single madness of your choice when the power is completed. You may choose the specifics of this madness, such as what the character incorrectly perceives when afflicted by a delusion or hallucination madness.

Feats

Maddening Power [Metapsionic]

Your powers pollute the minds of those who experience them

Benefits: To use this feat, you must expend your Psionic focus. This feat can be applied only to mind-affecting powers that allow a will save. If a target fails a will save against the power, they take an amount of sanity damage equal to the number of power points spent on the power. If sanity is not used, the target takes an amount of damage to 1 mental ability score equal to half the number of power points spent on the power (minimum 1). Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Contagious Power [Metapsionic]

Your powers are hazardous to those who would try to inhibit them

Benefits: To use this feat, you must expend your Psionic focus. This feat can be applied only to targeted powers that are harmful to their target, allow a save, and don't have a range of personal; a contagious power never spreads to someone who would benefit from being the target of the power. A manifester level check to dispel or remove a contagious power that fails by 5 or more causes it to spread from the original target to the creature that attempted to remove it. The power spreads to the new target regardless of its normal range or any special targeting requirement like a melee or ranged touch attack. The power is treated as if you had just manifested it on the new target. The new target receives a saving throw as well as the benefit of power resistance (if applicable) if the power normally allows it. A contagious power can be identified normally as it is being cast with a successful Spellcraft check. Identifying whether a power is contagious by its effect, however, requires the use of the analyze aura spell or a similar effect.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Inducting Power [Metapsionic]

Once a foe is harmed by your ability, their woes are only beginning

Prerequisites: Unwilling Participant

Benefits: To use this feat, you must expend your Psionic focus.

This feat can be applied only to mind-affecting powers that allow a will save. If a target fails a will save against the power, they are immediately added to your collective. In order to make room for creatures, you may remove others from the collective as a free action as part of manifesting the power.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

Killing Madness

Creatures cannot live with the effects your powers place upon their mind

Benefits: Whenever you reduce a creature to 0 sanity or deal enough damage to a mental ability score that the damage exceeds that ability score, the creature dies rather than suffering from the normal effects. Creatures killed in this way cannot be raised by any effect save for Reality Revision or similarly powerful magic.

Power of Madness [Psionic]

You tear apart your mind to gain escalating levels of power

Benefits: As part of manifesting a power, you may take any amount of sanity damage to a maximum of your sanity score minus any sanity damage you have already taken. For every point of sanity damage you take, you gain 1 power point.

Enhance Manifestation

You pour additional psychic power into your attacks to assert your superiority in psychic combat

Prerequisites: Ability to initiate a psychic duel

Benefits: While engaged in a psychic duel, you may enhance your manifestations by spending additional MP.

When creating an offensive manifestation, you may spend additional MP to extend the duration of an condition you inflict on your foe by a number of rounds equal the amount of additional MP spent.

When creating a defensive manifestation, you may increase or reduce a numerical alteration by the amount of additional MP spent.

When creating a thought-form creature, increase the max MP limit on all of its augmentations by 2.

Psionic Dueling Expertise [Psionic]

Drawing from your psionic power, you amplify your might in a psychic duel

Prerequisites: Ability to initiate a psychic duel

Benefits: The damage dice of all offensive manifestations created from MP generated from power points or psi-like abilities is increased from d8 to d10.

Psionic Dueling Supremacy [Psionic]

You blend psychic and psionic power to become the lord of the duel

Prerequisites: Psionic Dueling Expertise, manifester level 7th

Benefits: When engaged in a psychic duel, you may generate MP more easily from power points. When you exchange power points for MP, you need only sacrifice one power point for every point of MP you gain.

Overlord's Mindscape

You find a riveting challenge in crushing the minds of many foes at once

Prerequisites: 9th level, ability to initiate a psychic duel

Benefits: When you initiate a psychic duel, you may target a number of additional creatures equal to your intelligence, wisdom, or charisma modifier (whichever is highest). The minds of these creatures are effectively combined inside the mindscape, with the resulting combatant having a number of hit points equal to the combined number of hit points of all targets that failed their saving throws (hereafter referred to as constituent creatures). The MP generated from the creature's ability scores is equal to the combined amount that each constituent creature would normally generate when brought into a psychic duel. Damage dealt in the psychic duel is distributed equally among constituent creatures, and should the combatant be reduced to 0 hit points it is split apart back into its constituent creatures (all of which have been reduced to 0 hit points).

Improved Overlord's Mindscape

Many more foes can now feel the full capacity of your psychic wrath

Prerequisites: Overlord's Mindscape

Benefits: When instigating a psychic duel with multiple creatures using the overlord's mindscape feat, you may target 3 additional creatures.

Special This feat may be selected multiple times, each time increasing the total number of creatures that may be targeted by 3 + the number of times you have previously taken this feat.

Martial Psychic [Combat]

Your knowledge of advanced combat techniques carries over into the psychic duel

Prerequisites: Ability to initiate at least one martial maneuver, Knowledge (martial) 3 ranks, knowledge (arcana) 3 ranks

Benefits: While in a psychic duel, you may perform any martial maneuvers that you know as well as maintain the benefits of whatever

stance you are in. You may perform a martial maneuver in place of an offensive manifestation, using the damage of the offensive manifestation in place of weapon damage. As you do not effectively move while inside a psychic duel, you ignore the effects of any maneuver or stance that involve movement.

Dream Sovereign [Psionic]

You assert your influence over dreaming minds in numerous ways

Prerequisites: Ability to manifest Dream Message or Induce Nightmare

Benefits: When you manifest either Dream Message or Induce Nightmare, you gain the ability to augment them in the following ways

Dream Message

For every additional power point you spend, you may target one additional creature with this power.

If you spend 2 additional power points, you may hold a conversation with a creature you have contacted with this power. Each creature (manifester and any targets) is capable of sending a number of messages equal to the manifester level of this power, but only between themselves and the manifester. If the manifester spends 2 additional power points, then the creatures may deliver messages that can be heard by all entities affected by this power.

If you spend 6 additional power points, you may manifest a single power on the targets of this power. The power affects however many creatures it normally would, and targets are allowed a saving throw as normal.

Induce Nightmare

If you expend psionic focus, you may ensnare a creature in a nightmare dreamscape rather than allowing them a saving throw (Horror Adventures 163)

For every 2 power points you spend augmenting this power, you may choose 1 additional feature to be added to a nightmare dreamscape you create using this power.

For every additional power point you spend, you may target one additional creature with this power.



Corruptions

The following are additional corruptions whose rules are based upon those found in Horror Adventures.

Overload

You tap into unstable forms of power that warp your mind, bestowing constant threat of overload on your powers.

Catalyst The catalyst for this power is frequently a form of psionic power that increases the power of someone's psionic abilities at other costs, such as an abundant use of the overchannel and body fuel feats or a new form of psionic technology that affects those who draw on its power for too long.

Progression All manifestations of this corruption cause some form of psychic enervation, as the wilder class feature. The effects of the psychic enervation typically have a 10% chance of happening with each manifested power that benefits from a manifestation, +5% for every manifestation of this corruption the manifester possesses. Each manifestation has a different enervation effect. If you suffer from psychic enervation while already affected by psychic enervation, you enter a state of extreme enervation, which increases the progress of this corruption. For every additional manifestation you utilize in manifesting a power beyond the first, the chance of psychic enervation increases by 5%, and the effect of failure always causes extreme enervation.

At the GM's discretion, this corruption may apply to spellcasters as well as manifesters, in which case the effects apply (and psychic enervation is threatened) when an individual casts a spell rather than manifests a power.

- **Corruption Stage 1** The first time you suffer from extreme enervation, the chance of enervation occurring on other manifestations increases by +5%.
- **Corruption Stage 2** The second time you suffer from extreme enervation, your mind becomes unstable to the point where every manifestation is a threat. Every time that you manifest a power, even if it is not affected by any manifestations of this corruption, you suffer a risk of psychic

enervation, which drains a number of power points equal to your manifester level and leaves you staggered for 1 round each time it occurs.

- **Corruption Stage 3** The third time you suffer from extreme enervation, your mind collapses and your body is destroyed. You may become a Cerebremorte or Unbodied under the GM's control.

Removing the Corruption Removing the Overload Corruption requires invasive trepanning into a person's mind, a surgery which drains all power points from the affected creature (although these can be regained normally) and deals 2d6 points of intelligence drain.

Manifestations

Roiling Overload

Your power flows over the target

Gift When you manifest a power, you may invoke this manifestation to reroll any die rolls made as part of the effect of the power (such as damage dice or the duration of an effect). You may not use this ability to reroll an attack roll, psychic enervation roll, or checks to overcome power resistance.

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become shaken until the end of your next turn

Forceful Overload

Your powers puncture enemy defenses

Gift When you manifest a power, you may invoke this manifestation to gain a +1 bonus to the DC of the power and a +2 bonus to manifester level checks to overcome power resistance. These bonuses double at manifester level 5th

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become dazed until the end of your next turn.

Invigorating Overload

Powers bolster your physical strength

Gift When you manifest a power, you may invoke this manifestation to gain a +2 bonus all physical ability scores for 1 round. This bonus does not stack with itself

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become sickened until the end of your next turn

Restorative Overload

Your metabolism feeds of psionic power

Gift When you manifest a power, you may invoke this manifestation to heal a number of hit points equal to twice the number of power points you spent on manifesting this power.

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become nauseated until the end of your next turn.

Easing Overload

You facilitate the enhancement of your powers, albeit temporarily

Gift When you manifest a power, you may invoke this manifestation to decrease the power point increase of a metapsionic feat applied to the power by 2 power points.

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and your manifester level is reduced by 2 until the end of your next turn.

Warding Overload

You turn your powers to defend yourself

Gift When you manifest a power, you may invoke this manifestation to gain a +1 insight bonus on AC and saving throws for 1 round. This increases to +2 at manifestation level 5th

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become flat-footed until the end of your next turn.

Disruptive Overload

Your powers tear through any effects that foes would use to safeguard themselves

Prerequisites Forceful Overload, Manifestation level 5th

Gift When you manifest a power, you may invoke this manifestation to bypass any energy resistance or immunities that targets would possess to the power.

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become stunned until the end of your next turn.

Murderous Overload

Your power demands blood

Gift When you manifest a power, you may invoke this manifestation to deal 1 additional point of damage per manifester level. If the power does not kill a creature, you suffer psychic enervation automatically.

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and take 1 point of bleed damage. This bleed damage is stopped by supernatural healing or a DC 15 heal check.



Enlightening Overload

In an extreme surge of power, you find clarity

Gift When you manifest a power, you may invoke this manifestation to gain a +2 bonus on all attack rolls and perception checks until the end of your next turn.

Stain When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and take a -4 penalty on attack rolls and perception checks until the end of your next turn.

Compelled

Alien powers have forced their influence into your mind, seizing control of your actions and turning you against your allies. Be they magical forces or psionic compulsions, these effects can drastically alter the course of a life or even an entire society

Catalyst This corruption takes effect when an individual is affected by a certain very powerful mind-affecting effect or other ability that would take control of their mental faculties. Normal powers and spells are not usually strong enough, but more complex rituals or experiments may offer the impact necessary to rewrite a person's faculties to serve the compulsion.

Progression This corruption develops at the behest of your patron, which may order you to perform certain actions in their interest. At the GM's decision, the character may be forced to make a will save (DC 15 + your manifestation level) or perform some act the serves the patron who placed this corruption inside them. The creature has no memory of the action or actions they perform while under this effect, which lasts 10 minutes and can occur only once per day.

- **Corruption Stage 1** The first time the character acts beyond their control in service of their patron (or at GM's discretion, when they serve their patron while in control), the corruption progresses by one stage. The character can be targeted twice per day with control by their patron.
- **Corruption Stage 2** The second time the character acts beyond their control in service of their patron, the patron can target the character once per hour rather than twice per day.
- **Corruption Stage 3** The third time the character performs an act in service to their patron, they become an NPC under the GM's control

Removing the Corruption Removing this corruption requires a great deal of rehabilitation and psychotherapy to get the effects of the compulsion out of your mind. This process takes 1 week, and may require a successful autohypnosis check to expunge the effect.

Manifestations

Fathomless Psyche

This functions as the Aboleth Corruption manifestation of the same name

Favored Pawn

Your superior looks out for you, but knows where you are.

Gift You gain a +1 insight bonus on all saving throws

Stain You automatically fail any saving throw against scrying effects performed by the creature who gave this corruption to you.

Guided Hand

Your combat abilities are influenced by an outside force

Gift Whenever you are forced to roll for miss chance from concealment, you roll twice and take the better result

Stain At the behest of your master, you may be forced to take a -2 penalty to attack rolls against certain targets.

Greater Shattered Mind

This ability functions as the Promethean Corruption of the same name

Mad Guidance

Your master donates information, albeit at a cost

Gift Once per day, you can manifest Hypercognition as a psi-like ability (ML 15th). The information you obtain must be of the sort that the creature who gave you this corruption would have available.

Stain When you use this ability, you take 2 points of wisdom damage.

Perpetual Zeal

Defeat is incapable of claiming you when your mission is on the line

Gift: You are able to remain conscious and continue fighting even if their hit point totals fall below 0. You are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.

Stain: You take 1 point of constitution damage every time you are reduced below 0 hit points.

Shattered Mind

This ability functions as the Promethean Corruption of the same name

Skill Conditioning

This functions as the Aboleth Corruption manifestation of the same name, save that the ability is affiliated with creatures of the same type as the one who imposed this corruption rather than aberrations

Unconscious Agenda

This functions as the Aboleth Corruption manifestation of the same name, save that the ability is affiliated with creatures of the same type as the one who imposed this corruption rather than aberrations

Ravager

The processes of psionic and magical power may draw energy from the environment of the caster or manifester, using this power to supply the miracles enacted by the supernatural manipulator. However, when pushed too far, these abilities have the potential to ruin an environment, reducing once-fertile soil to lifelessness.

Catalyst This corruption's catalyst is a piece of information rather than an event. A caster or manifester may learn of the secret of ravaging with a DC 20 knowledge (arcana, nature, or psionics) check or if it is explained to them by another individual who possesses it. From there, they gain the ravaging initiate manifestation, which they may use at any time.

Progression This corruption threatens to progress each time the character uses the ravaging initiate manifestation. Whenever the character uses the benefits of that corruption, they must make a will save (DC 15 + their manifestation level).

- **Corruption Stage 1** The first time you fail a will save, you take a -2 penalty to your caster or manifester level whenever you cast a spell or manifest a power without ravaging
- **Corruption Stage 2** The second time you fail a will save, you lose the ability to cast or manifest without ravaging, forcing you to ravage any time you want to perform either of these tasks (unless you are using ravaging energy from prepared ravager or siphoning ravager). In addition, your alignment shifts one step towards evil.
- **Corruption Stage 3** The third time you fail a will save, the process of ravaging corrupts your mind. Your alignment shifts to evil, and you become an NPC under the GM's control.

Removing the Corruption Removing the effects of the ravager corruption requires seeking penance from a divine spellcaster capable of casting the atonement spell, which relieves the effects of this corruption save for the ravaging initiate manifestation. The ravaging initiate corruption can never be removed, as the caster is burdened by this horrible secret for the rest of their existence.

Manifestations

Ravaging Initiate

You have learned the secret of ravaging

Gift When you cast a spell or manifest a power, you may declare that you are ravaging the area around you, enhancing the strength of your ability. When you use this ability, you increase or decrease the effectiveness of the spell or power based upon the terrain that you are casting or manifesting upon.

Terrain	Change to spell/power DC
Wasteland	Cannot cast/manifest
Desert	-2
Cold, Underground	-1
Urban, Mountains	0
Planes (other than material plane), Swamp, Plains	+1
Jungle, Water, Forest	+2

Stain When you ravage, the ground underneath you out to a radius of 5 feet + 5 feet per level of the spell (if you are casting a spell) or 10 feet + 5 feet per 2 power points spent on the power (if you are manifesting a power) becomes lifeless wasteland. Wasteland is incapable of sustaining any life, and you are incapable of ravaging when any terrain that is wasteland would be ravaged.

Stable Ravager

Your mastery of ravaging enables you to perform it multiple times in an area

Gift When you ravage, the area that you ravage becomes equivalent to a desert environment rather than a wasteland. If you ravage in an area that is equivalent to a desert, the area becomes wasteland.

Stain When you ravage in this way, the radius of the ravage effect increases by 10 feet

Painful Ravager

Your ravaging abilities can harm others nearby, including yourself

Gift Whenever you ravage, all creatures within the area that becomes wasteland take 1d6 points of damage. This improves to 2d6 at manifestation level 10th

Stain Whenever you ravage, you also take 2d6 points of damage, which increases to 3d6 at manifestation level 10th

Prepared Ravager

You are able to store ravaging power for later

Gift As a standard action, you may ravage an area without casting a spell or manifesting a power. If you do, you may later cast a spell or manifest a power that would ravage the same amount of area without ravaging while still gaining the benefits of ravaging. You may store this energy for as long as you wish

Stain So long as you are storing this energy, you take a -1 penalty on all saving throws

Sickening Ravager

Your ravaging strips the strength from creatures within

Gift All creatures within the effect of your ravage when you use it must make a fortitude save (DC 10 + your spellcasting or manifesting ability score modifier + 1/2 your hit dice) or become sickened for a number of rounds equal to your spellcasting or manifesting ability score modifier.

Stain When ravaging, you take a -4 penalty on all concentration checks.

Distance Ravager

You can displace your ravaging effects

Prerequisite Manifestation level 6th

Gift When you ravage, rather than centering the ravage effect on yourself, you may instead center it on any location within close range (25 feet + 5 feet/level)

Stain When you ravage in this way, your caster or manifester level for the effect is reduced by 2

Efficient Ravager

You sacrifice more of your power to ravage with less substantial damage

Gift When you ravage, you may reduce the radius of the wasteland by half

Stain When you use this ability, you must expend an additional spell slot of the same level spell you are casting or a number of additional power points equal to that you spent on the power.

Siphoning Ravager

You draw power from creatures near you.

Prerequisite Manifestation level 4th

Gift As a standard action, a number of times per day equal to your spellcasting or manifesting ability score modifier, you may make a melee touch attack against a creature and bestow upon it 1 negative level. If you do, you gain the benefit of ravaging on your next spell or power even if you do not ravage.

Stain Your body and mind become tainted with dark energy. You take a -4 penalty on sense motive checks as well as all charisma-based skill checks save for intimidate

Versatile Ravager

You utilize your resources effectively to extend your abilities further

Prerequisite Corruption Stage 2

Gift When you ravage, you may consume an area with a radius twice as long as normal. If you do, you do not use up the power points, spell slot, or prepared spell that you used in conjunction with this ability.

Stain When you use this ability, you take a -2 penalty on all d20 rolls for one round afterward.

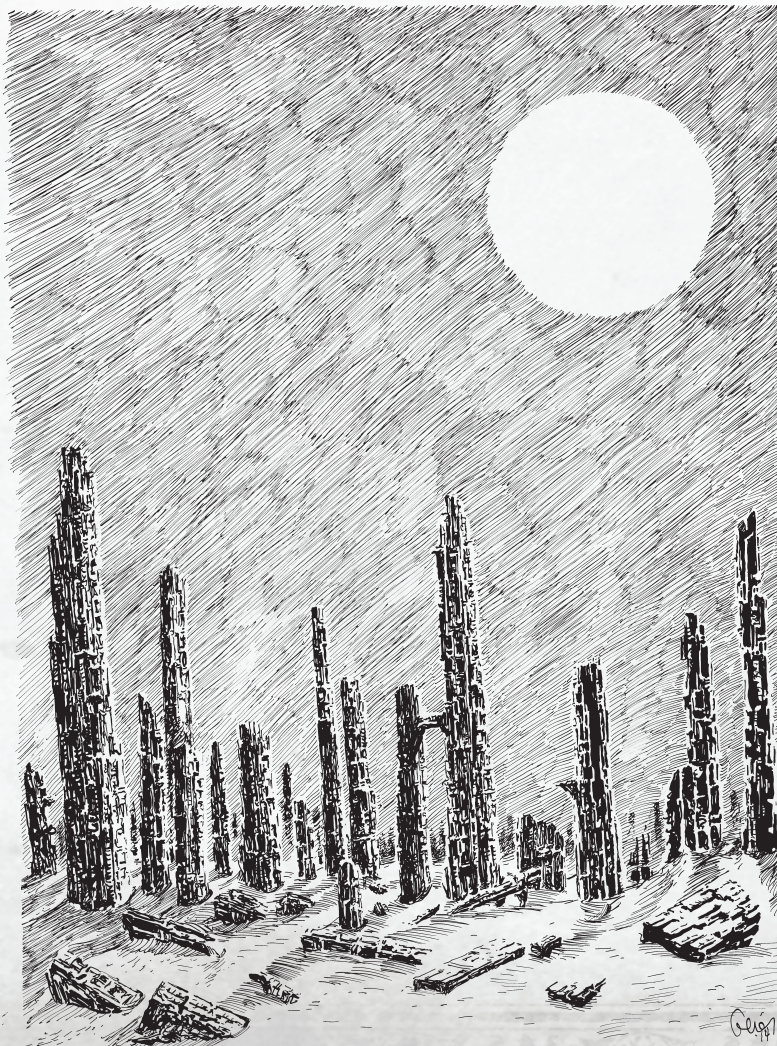
Mighty Ravager

You unleash explosive power that takes an immense backlash but promises incredible effect

Prerequisite Corruption Stage 2, Manifestation level 7th.

Gift When you ravage, you may increase your caster or manifester level for the effect by 1 for every 5 additional feet you add to the radius of the ravage. You can increase your caster or manifester level by up to 1 for every 5 hit dice you possess.

Stain Each time that you use this ability, you take a number of points of ability burn to one ability score equal to the amount you increased your caster or manifester level.



Special Rules

Sanity Rules

In addition to other methods, sanity can be treated using some psionic powers. Body Purification removes 1d2 points of sanity damage plus 1 additional point for every 2 power points by which it is augmented, but only works once per day. Aura Alteration removes 3d4 points of sanity damage plus 1 additional point for every power point spent, but also only works once per day. Bend Reality and Psychic Surgery both remove all sanity damage that a creature possesses.

In addition, one may choose to have a target suffer sanity damage the first time they witness a psionic power or psi-like ability being used. The DC of this save is 10 + the number of power points spent on the power and the experience deals sanity damage equal to twice the level of the power (dealing only 1 sanity damage on a successful save).

Psionic Dueling

In a manner similar to psychic mages, psionists are capable of projecting their minds onto the universe to create quasi-real planes known as mindscapes. These mindscapes are frequently the dueling grounds of powerful psionists wishing to explore the more elaborate recesses of their mental capacity or determined combatants who wish to settle their disputes separately from the rest of the universe.

Psionic dueling is identical to psychic dueling, save for a few additional options provided by the psionists' unique mental abilities. Presented below are some options that outline the premise of dueling using psionic abilities alongside new powers that enable one to psionically initiate a psychic duel.

Psionic Abilities in a Duel

For the purpose of use, a psionic character retains their psionic focus while in a psychic duel, and may expend or regain it while in the duel. The overchannel feat may also be used in a psychic duel, with the combatant generating 1 MP for every level that their manifester

level would increase but suffering 1d8 points of damage for every point of MP generated in this way. A wilder may also utilize their wild surge class feature while engaged in a psychic duel, generating an amount of MP equal to the intensity of their surge but threatening psychic enervation as normal. The Solicit Psicrystal power may be used inside of a mindscape to transfer concentration on a thought-form creature over to a psicrystal.

For the purpose of any ability relating to psychic duels, psionic powers are considered to be psychic spells.

Generating Manifestation Points

In addition to the normal methods of generating manifestation points, a psionic character may generate manifestation points using the following methods.

Generating MP from Power Points: As a free action, a combatant may expend power points to generate MP. The combatant generates 1 MP for every 2 power points they expend. If the combatant is part of a Metaconcert power, he may draw power points from the metaconcert as well as his own reserve.

Generating MP from Psionic Focus: As a free action, a combatant may expend psionic focus to generate 5 MP.

Generating MP from Psi-Like abilities: A combatant can sacrifice a use of a psi-like ability in a way similar to sacrificing spell-like abilities to generate MP. This generates an amount of MP equal to half the manifester level of the psi-like ability + 1. However, each at-will psi-like ability can be sacrificed only once during a single psychic duel; it is not a source of infinite MP.

Offensive Manifestations

For the purpose of determining damage dice for offensive manifestations, psychic spells, psi-like abilities, and psionic focus all grant d8s.

Fleshwarping

Beyond even the capacity of the drow, some psionicists have taken the manipulation of flesh to a level unprecedented, creating numerous unique warps that enhance the abilities of creatures beyond normal levels or warp them into unique forms that the creators feel are better suited to their whims. In addition to the fleshwarps listed in *Horror Adventures*, **Table: Fleshwarped Creatures** contains many fleshwarped creatures that can be created using the fleshwarping feat.

In addition, many psionicists are also capable of creating unique and powerful fleshgrafts.

Fused Body

Price 90,000

Slot Body (see text)

Elixir Price 1,600 gp for 2 (see text)

Temporary Duration 10 minutes

Saving Throw DC 24

You combine the bodies of two creatures into a single creature, in a manner similar to the Fusion power. Both creatures are required to be helpless or willing for this procedure to function, and they must be

Table: Fleshwarped Creatures

<i>Creation</i>	<i>Creatures Required</i>	<i>Cost</i>
Phrenic Scourge	1 psionic creature with at least 7 class levels	3,000 gp
Phrenic Adept	1 creature able to manifest 4th-level powers of the same discipline as the Adept	4,000 gp
Phrenic Dreadnought	1 half-giant with at least 9 class levels	4,500 gp
Phrenic Infiltrator	1 doppelganger	1,000 gp
Phrenic Matriarch	10 psionic creatures, one of whom must be able to manifest at least 5th-level powers	9,000 gp
Ural	2 psionic creatures, one of whom must be able to manifest 3rd-level powers	2,500
Skum	1 gillman	400 gp
Proto-Shoggoth	12 creatures	11,000 gp
Gibbering Mouther	6 creatures	6,000 gp
Shipmind	4 creatures, all of which must have an intelligence above 18	12,000 gp
Neh-Thalggu	6 creatures, one of which must be able to cast 4th-level spells or manifest 4th-level powers	7,000 gp
Veiled Master	1 Aboleth with the ability to cast 6th-level spells or manifest 6th-level powers	14,000 gp
Omnipath	1 Aboleth with the ability to cast 8th-level psychic spells or manifest 8th-level powers	20,000 gp
Charnel Colossus	20 humanoids, each with at least 6 class levels	24,000 gp
Fleshwarped Creature	1 creature to which the template is applied	200 gp per hit die of the creature
Mutant Creature	1 creature to which the template is applied	300 gp per hit die of the creature
Amalgam Creature	2 creatures that you wish to be combined using this template	700 gp per point of CR of the new creature (minimum 700 gp)

adjacent to each other when consuming the elixir. While fused, both creatures treat their body slot as occupied.

Penalty The composite creature's mind struggles to operate, causing it to take a -4 penalty to its intelligence score.

Cost 45,000 gp

Creation Requirements Fleshwarper, Craft (Alchemy) 16 ranks, Heal DC 28

Elixir Cost 800 gp for 2

Sealed Mind

Price 40,000 gp

Slot head

Elixir Price 1,200 gp

Temporary Duration 8 hours

Saving Throw DC 14

This fleshwarp inures the target's mind against any assault that would act upon it. While under the effects of this fleshwarp, the target becomes immune to all mind-affecting effects.

Penalty Although the wielder becomes resilient, there is a bypass placed inside the mind of the target when they gain this fleshwarp. A particular image, tone, or phrase exists that causes the creature to operate as if affected by Mind Control until another trigger frees them from the effect. Only the creator of the fleshwarp or elixir knows of these specific triggers, but can share them with others.

Cost 20,000

Creation Requirements Fleshwarper, Craft (Alchemy) 13 ranks, Heal DC 25

Elixir Cost 600 gp

Psionic Awakening

Price 1,600 gp

Slot Head

Elixir Price 400 gp

Temporary Duration 1 day

Saving Throw DC 12

This graft is a portion of a psionic creature's brain, which bestows some psionic understanding when fused with the brain of another creature. A creature affected by this fleshwarp gains Wild Talent and Unlocked Talent as bonus feats.

Penalty This power is overwhelming for the wielder, and can be difficult to tide. The creature takes a -2 penalty on saving throws against psionic effects

Cost 800 gp

Creation Requirements Fleshwarping, Knowledge (Psionics) 3 ranks, Heal DC 16

Elixir Cost 200 gp

Equipment

Torc of the Legendary Ravager (Major Artifact)

Slot Neck; **Aura** overwhelming necromancy or psychokinesis; **CL** 20th; **Weight** 3 lb.

DESCRIPTION

This incredibly potent dark artifact was created by a ravager who wished to use his abilities to bring entire nations under his control. The powers wielded by he who carries this artifact challenge those of even the gods, giving an already-unstable individual unbelievable power.

While carried by an individual with the ravaging initiate corruption, the Torc bestows several new abilities upon the individual who carries it. When ravaging, a spellcaster can enhance their spells in the following ways. Four separate Torcs exist, each with a unique effect:

Obsidian Torc: The caster may increase the ravage radius by any distance, increasing his caster level by 1 for every 5 feet it is extended

Peridotite Torc: The caster may increase the ravage radius by any distance, increasing the save DC of the spell by 1 for every 10 feet it is extended.

Opal Torc: The caster may increase the ravage radius by any distance, gaining the ability to apply one level's worth of free metamagic for every 10 feet it is extended

Diorite Torc: The caster may increase the ravage radius by any distance, ignoring 100 gp in material components for every 5 feet the radius is extended.

DESTRUCTION

Destroying a Torc of the Legendary Ravager requires it to be used as the focus for an incredibly powerful spell which would defile out to a radius of at least a mile. The Torc itself may be used as a component that fulfills the defiling requirement, after which it shatters.



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