

BOOK OF BEYOND: PSIONIC PATHS



BY CHRISTEN N. SOWARDS

Pathfinder
ROLEPLAYING GAME COMPATIBLE

ULTIMATE
PSIONICS
COMPATIBLE

Lost Spheres



Publishing

BOOK OF BEYOND: PSIONIC PATHS

This work is dedicated to the memory of Steve Russell who encouraged us to pursue our wildest imaginings.
All hail the Autumn King!

Designer: Christen N. Sowards

Editor: James Durchenwald

Cover Art and Background: Zefanya Maega

Interior Art: Dimas Wijil Pamungkas, Dio Mahesa, Jocelyn Sorvida, Zefanya Maega

Graphic Design: Christen N. Sowards, James Durchenwald

Graphic Elements: Evan Monterio

Playtesters: Aaron Gulledge, Donald J. Decker, James Durchenwald, Matt Groen, Michael Lefavor, Orion Peterson, Shawn Rhoades, Vanessa Moon

Special Thanks to Owen K.C. Stephens and Steve Russell for their contributions to 3pp Gaming. All references to Rite Publishing or Rogue Genius products are by permission only.

Compatibility with Ultimate Psionics requires Ultimate Psionics: Core Psionics System from Dreamscarred Press. See <http://dreamscarredpress.com> for more information on Ultimate Psionics. Dreamscarred Press does not guarantee compatibility, and does not endorse this product.

Psionics Unleashed is copyright 2010 Dreamscarred Press and is referenced with permission.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Lost Spheres Publishing company names and logos; the “Book of Beyond: Psionic Paths” name and logo; all artwork, backgrounds, proper names, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License. Proper names including but not limited to Detria, Aldra, Allialla, Meddikar, Otrius, Thaon, and Sarros are not open content and may not be used without Christen Sowards’ written permission.

Lost Spheres Publishing, ©2016 - www.lostspherespublishing.com

For bonus content follow us on Facebook: <http://www.facebook.com/LostSpheresPublishing>

TABLE OF CONTENTS

Contents	
Introduction.....	4
A Source Origin Primer.....	4
Why Source Origins?	4
Astral Fireballs?	4
Source Origin Assignment	5
Source Supertypes.....	5
Origin Supertypes.....	5
Resolving Effects Between Source Origins.....	6
New Psionic Powers.....	7
New Cryptic Powers	7
New Dread Powers	8
New Gifted Blade Power	9
New Marksman Powers.....	9
New Psion/Wilder Powers.....	9
New Psion Discipline Powers.....	10
New Conduit Powers	10
New Egoist Powers	10
New Kineticist Powers	11
New Nomad Powers	11
New Seer Powers.....	11
New Shaper Powers	12
New Telepath Powers.....	12
New Psychic Warrior Powers.....	12
New Sighted Seeker Power.....	12
New Tactician Powers.....	13
New Vitalist Powers.....	13
New Power Descriptions:	14
Actify Penumbra.....	14
Amplified Occlusion	14
Astral Epiphany.....	14
Astral Redirection	15
Astral Shadow.....	15
Autoarchive	15
Broaden Belief.....	16
Deepen Duplicants	16
Disruption Shield	16
Diversify Summons.....	17
Duality	17
Dusk Duplicants	17
Dweomerfreeze.....	18
Echo Pattern	18
Echoed Illumination.....	19
Erupt Conduits.....	19
Etheric Cocoon	20
Extrude Platform	20
Forge Replica	21
Future Shadows.....	21
Gauntlet of Spellgrasping	21
Haunted Shadow	22
Imprint Magic.....	22
Increase Resolution	22
Internalize Supernatural Echo	23
Infuse Spellarmor	23
Penumbral Prisoner.....	23
Postcognitive Imprint	24
Psychoprosthetic	24
Renew Arcanum	26
Resist Source	26
Scattersense	27
Shadow Infusion: Fracture.....	27
Shadow Infusion: Quasireal.....	27
Shadow Infusion: Soften.....	28
Shadow Infusion: Vulnerability.....	28
Shift Self	29
Source Interdiction	29
Spatial Redistribution	30
Substantiate.....	30
Terrorshade	30
Transitive Infusion	31
Unrealize	31
Universal Energy.....	31
Unstable Ectoplasm.....	32
Whispering Shades	32
Zone of Dissonance	33



INTRODUCTION

Welcome to the Book of Beyond: Psionic Paths! In the Pathfinder Roleplaying Game, we are benefited by the vast expanse of third party content and the additional option of reverse compatibility with the world's oldest fantasy role-playing game.

Psionic powers have been a part of that game since its earliest days but rarely have their origins been explored thoroughly. While most statements are nebulous "power of the mind" assertions, energy never really comes from nowhere.

The Book of Beyond series assumes that psions and other psionic creatures achieve a liminal state allowing them to both access the plane they are on and an additional Plane of existence referred to as their Origin. For psionic creatures these planes are most often the Astral, Ethereal or Shadow Planes (collectively referred to as the Transitive Planes).

Don't worry if your campaign doesn't utilize or acknowledge the Planes as something more than "where demons and angels come from"--You can utilize all of this book's material without much effort. The powers involving Source Origin mechanics can just assume just assume similar Source Origin mechanics for all characters.

If you do acknowledge planar mechanics you might find the Source Origin concepts applicable to more than just psionic powers.

A SOURCE ORIGIN PRIMER

Addressing the assignment of Source Origin mechanics in the Pathfinder Roleplaying Game can be confusing initially. This is made truer by the fact that the Core Rulebook already partially implements the system without clearly defining it. Bards, sorcerers and wizards are all Arcane casters. Yet somehow they

are different. Bards and sorcerers are again both Arcane and Spontaneous casters, yet again are different (have different abilities, spell lists and so on). While it is easy to say that the classes are differently trained or some other reasoning, the Source Origin concept helps clearly and easily define differences in the mechanics of classes or different members of a class.

WHY SOURCE ORIGINS?

The definition of magical mysteries may seem at odds with some GM or player perspectives on fantasy but in truth can inform storytelling choices and create space for new mechanical interactions that didn't exist before. Druidic magic that only allows Divine casters empowered by the Primal energies of the world in a sacred grove become more possible. Sorcerers who are empowered by various planar Origins may interact with one another differently offering increased diversity within a single class. New mechanics can be easily introduced by encountering their Origins and so on.

ASTRAL FIREBALLS?

One pitfall that players and GMs new to the idea of Source Origins often find themselves wrangling with is how a particular Origin achieves an effect. If a character's Source Origin is Arcane Inner Planes, how do they summon an Outer Planes creature? The best way to imagine this is that the Source Origin represents where the energy to achieve these abilities comes from, not the direct end source of the effect.

So, for example, one psion with a Mental Astral Plane Origin might extrude direct ectoplasm into an Astral Construct while a Mental Shadow Plane Origin might envision and align a quasi-reality where

the ability to call such a Construct exists in herself or call a echoed version of someone else's construct that is roaming the Shadow. GM descriptives become suggested by the nature of each origin and certain understandings of supernatural become implied. At no time is a power user required to travel to or even be aware of their Origin plane.

SOURCE ORIGIN ASSIGNMENT

Like many decisions in the Pathfinder Roleplaying Game, the Source Origin ruleset is one of collaboration. The GM decides what if any restrictions or commonalities exist in their setting. Ideally this choice is made before character creation but can be introduced at any time. Then, characters select their Source Origins for each class they have (even non-spellcasting ones). Most physical or martial classes are Natural Prime Material origin being physical powers of the physical world (see below). The choice of Source Origin should be generally left in a player's hands unless the GM is telling a story that requires something more restrictive.

SOURCE SUPERTYPES

The Pathfinder Roleplaying Game has been using Source supertypes since the Core Rulebook came out. Arcane and Divine spellcasters have clear source interactions build into the basic mechanics of the game. Arcane casters often suffer armor failure chances or limited access to healing. Divine spellcasters have miraculous ranges of spells available to them. Later books like the Pathfinder Roleplaying Game Occult Adventures book added new supertypes like Psychic (which we combine with Psionic into the Mental supertype). We recommend the following six supertypes for games using the Book of Beyond and other Lost Spheres rulesets:

Arcane - The power of the universe drawn through the innate gifts of Sorcerers and studied in the tomes of Wizards. Bards, bloodragers, magisters, and other innate magic users are generally in this category. These casters are students of the nature of reality, learning the hidden rules of creation or walking as living examples of exceptions to them. Often affiliated

with the Inner or Elemental Planes. Arcane classes have the [Arcane] Source descriptor.

Divine - The power of the Gods, drawn through creation and returned to their mortal vessels. By default clerics, oracles and druids use this power source. Some GMs may wish to attribute the spell-like abilities of outsiders that come from spiritual realms or have aligned subtypes to this source. Often affiliated with the Outer Planes. Divine classes have the [Divine] Source descriptor.

Entropic - The power of system failures in the universe, loopholes in Creation's laws and channeling broken entities of great power. Binders, chaos mages, and other users of fragmentary, shattered or flawed energies likely derive their powers from this Source. Most often affiliated with shard worlds or demiplanes, sometimes with the Astral or Shadow Plane. Entropic classes have the [Entropic] Source descriptor.

Primal - The raw power of the cosmos and the natural energies of the world. Some GMs may wish to reassign Druids this power source. Other examples of the Primal Source would include characters that rely on extremes of skill such as fighters, rogues, and martial initiators. Most often Prime Material in nature. Primal classes have the [Primal] Source descriptor.

Mental - The power of the mind unlocked through self-awareness or rigorous study. Psions, psychics, wilders and similar classes fit this power source. Some campaigns may wish to assign ki using classes like monk or stalker to this Source. Most often affiliated with the Liminal or Transitive Planes (Astral, Ethereal or Shadow). Mental classes have the [Mental] Source descriptor.

Temporal - The power of the flow of time. Exploited by time thieves, time reavers and time wardens alike to alter the course of reality. For more information on temporal magic and mechanics refer to *the Genius Guide to the Time Warden* or *Genius Guide to the Time Thief*, and the motes of time mechanic by Owen K. C. Stephens and Rogue Genius Games. Temporal classes have the [Temporal] Source descriptor.

ORIGIN SUPERTYPES

As with Sources, the game has in its various incarnations flirted with the idea of planar origins. Clerics get miracles sent to them by the powerful Outer Plane entities they worship, psions open their minds to the silver winds of the Astral and psychics connect their Chakras to the misty Ethereal. Spirit binders and thaumaturges gather shards of spiritual patterns from the depths of shattered planes. For purposes of the Lost Spheres Source Origin rules we recommend the following six Origins:

Inner Planes – The character’s power is drawn from the Elemental or Energy Planes, for a long time this was the default assumption of Arcane Source mechanics. Arcane magic was said to originate in the Positive Energy Plane and be shaped outward from there. The introduction of sorcerer bloodlines clouded this somewhat with having clear sources in places such as the Outer Planes or other worlds. Inner Planes Sources have the [Inner] Origin descriptor.

Ethereal Planes – Most of the official “psychic” classes (Presented in the *Pathfinder Roleplaying Game Occult Adventures* rulebook) seem to indicate a connection to the emotive proto-reality of the Ethereal Plane. Misty borders crossed by the lost dead or waves of raw emotional potential unleashed from demiplanar sources comprise the energies of this Origin. Ethereal Plane Sources have the [Ethereal] Source descriptor.

Natural/Prime Material Plane – This is the standard world of Physical Reality. The fulcrum of Inner World energies and the beginning of Outer World resolution, the Prime Material is often called the Natural World. Fighters, barbarians and other physical adepts are Natural Origin characters. Some worlds might add druidic magic and other similar traditions to this Origin. Lastly, if a character wishes to default on selecting an Origin (or if your campaign only uses Source mechanics) the Natural World might be a likely “neutral” Origin. Natural Plane Sources have the [Natural] Source descriptor.

Astral Planes – Most of the psionic characters in the game (from the *Ultimate Psionics* system from Dream-

scarred Press and other similar books) utilize this Origin. Astral constructs, thought bridges and transit at the speed of thought are all examples of the abilities of creatures with this Origin. Astral Plane Sources have the [Astral] Source descriptor.

Shadow or Void Planes – Most of the binding, shadow magic and similar classes utilize the Shadow Plane or a Void Plane of some kind. Due to the similar natures of the Shadow Plane and other damage or altered Demiplanes or Qausi-planes, some GMs may wish to just use the [Shadow] Descriptor for all of them. Others may also wish to introduce a [Void] descriptor.

Outer Planes – These divine realms represent the final resting place of the spirits of the dead and the homes of the Gods they venerate. Clerics and other holy warriors draw their miracles from the wells of this Origin. Outer Planes Sources have the [Outer] Descriptor.

RESOLVING EFFECTS BETWEEN SOURCE ORIGINS

Much like the psionics rules system, the Source Origin system assumes full transparency. Effects can interact normally with one another. That said many of the psionic powers in this book allow those source origins to interact differently. Powers like *resist source* allow you to embolden resistances effects to specific foes. Battling warlocks with [Entropic Void] Source Origins is a lot more possible. Higher level? *Source interdiction* allows you to shut another character’s spells or powers down while maintaining access to your own [Mental Astral] powers. Anti-psionic resistances got you down? Use *duality* to create an [Arcane Elemental] nexus for your *energy ray*!

The Source Origin system allows a set of more tailored storytelling options for your various power using traditions. If it seems complicated, chances are you don’t realize how much you already interact with the concepts involved.



NEW PSIONIC POWERS

Presented below are over fifty new psionic abilities for the Pathfinder Roleplaying Game, while specifically designed to work with the *Ultimate Psionics* system from Dreamscarred Press, these powers can easily be adapted to the revised third edition of the world's oldest roleplaying game.

Some of the psionic powers reference the Source Origin mechanics above. If you choose not to use this system in your campaign you may wish to assume all psionic powers have the [Mental, Astral] descriptors as a default.

For campaigns wishing absolute transparency consider abandoning Origin entirely or setting all Origin descriptors to [Natural]. Generally speaking Source Origins are only required for a few new powers below.

NEW CRYPTIC POWERS

1ST LEVEL

Autoarchive – Allows spell knowledge to be stored in an astral imprint.

Deepen Duplicants – Store a power or spell effect in a dusk duplicant as a trap.

Echo Pattern – You duplicate a quasi-real echo of an effect you have witnessed.

Extrude Platform – Extend a fixed platform from a Liminal plane into the physical world.

Future Shadows – View possible future actions and gain insight into responses and resistances.

Gauntlet of Spellgrasping – Create a gauntlet capable of storing the patterns of spells.

Infuse Spellarmor – Alter spell-created armor to gain lesser armor customizations.

Shadow Infusion: Quasireal – Transform parts of your target to quasi-real shadow allowing disbelief.

2ND LEVEL

Disruption Shield – Gain a resistance bonus to saves vs. a chosen Source Origin.

Increase Resolution – Infuse an effect from a different Source Origin with fortifying energies.

Postcognitive Imprint – Store usage skills in an item.

Psychoprosthetic – Craft a replacement limb from planar matter.

Shadow Infusion: Soften – Transform parts of your target to quasi-real shadow reducing damage resistance.

Zone of Dissonance – Emit a zone that inhibits summoning effects.

3RD LEVEL

Duality – Temporarily alter your Source Origin.

Dusk Duplicants – Create quasi-real copies of yourself.

Erupt Conduits – Cause summoned creatures to emit bursts of planar force.

Filter Future – View possible future actions and take the one you prefer.

Forge Replica – Replicate a quasi-real version an object or area to study it.

Internalize Supernatural Echo – Gain a quasi-real version of a creature's ability.

Scattersense – Afflict target with distracting extradimensional senses.

Shadow Infusion: Fracture – Transform parts of your target to quasi-real shadow creating a weakness.

Shadow Infusion: Vulnerability – Transform parts of your target to quasi-real shadow creating a vulnerability.

4TH LEVEL

Substantiate – Fill an incorporeal creature with manifested ectoplasm making it solid.

5TH LEVEL

Resist Source – Alter the target to allow energies from a Source Origin to flow past and through them.

7TH LEVEL

Astral Redirection – Utilize micro-portals to redirect a supernatural effect, spell or power.

Penumbral Prisoner – Locate a quasi-real version of the target to gain information.

NEW DREAD POWERS

1ST LEVEL

Autoarchive – Allows spell knowledge to be stored in an astral imprint.

Deepen Duplicants – Store a power or spell effect in a dusk duplicant as a trap.

Shadow Infusion: Quasireal – Transform parts of your target to quasi-real shadow allowing disbelief.



2ND LEVEL

Dusk Duplicants – Create quasi-real copies of yourself.

Haunted Shadows – Telepathically exaggerate the motions and presence of shadows in a square to allow flanking.

Postcognitive Imprint – Store usage skills in an item.

Psychoprosthetic – Craft a replacement limb from planar matter.

Terrorshade – Charge your presence with shadow-fueled terror.

3RD LEVEL

Actify Penumbra – Infuse shadow and fear effects with deadly damage.

Amplified Occlusion – Telepathically exaggerate the degree cover defends a creature.

Internalize Supernatural Echo – Gain a quasi-real version of a creature's ability.

Scattersense – Afflict target with distracting extradimensional senses.

Shadow Infusion: Soften – Transform parts of your target to quasi-real shadow reducing damage resistance.

Substantiate – Fill an incorporeal creature with manifested ectoplasm making it solid.

4TH LEVEL

Shadow Infusion: Fracture – Transform parts of your target to quasi-real shadow creating a weakness.

Shadow Infusion: Vulnerability – Transform parts of your target to quasi-real shadow creating a vulnerability.

NEW GIFTED BLADE POWER

5TH LEVEL

Resist Source – Alter the target to allow energies from a Source Origin to flow past and through them.

NEW MARKSMAN POWERS

1ST LEVEL

Autoarchive – Allows spell knowledge to be stored in an astral imprint.

Gauntlet of Spellgrasping – Create a gauntlet capable of storing the patterns of spells.

2ND LEVEL

Postcognitive Imprint – Store usage skills in an item.

Psychoprosthetic – Craft a replacement limb from planar matter.

4TH LEVEL

Resist Source – Alter the target to allow energies from

a Source Origin to flow past and through them.

NEW PSION/WILDER POWERS

1ST LEVEL

Autoarchive – Allows spell knowledge to be stored in an astral imprint.

2ND LEVEL

Deepen Duplicants – Store a power or spell effect in a dusk duplicant as a trap.

Diversify Summons – Alter a summoned spells planar conduit to switch a summoned creature to another.

Extrude Platform – Extend a fixed platform from a Liminal plane into the physical world.

Future Shadows – View possible future actions and gain insight into responses and resistances.

Gauntlet of Spellgrasping – Create a gauntlet capable of storing the patterns of spells.

Increase Resolution – Infuse an effect from a different Source Origin with fortifying energies.

Infuse Spellarmor – Alter spell-created armor to gain lesser armor customizations.

Shadow Infusion: Quasireal – Transform parts of your target to quasi-real shadow allowing disbelief.

Spatial Redistribution – Shape the area of a spell, power or supernatural ability.

Universal Energy – Destabilize a power, spell or supernatural energy into raw energy.

Unstable Ectoplasm – Inject volatile ectoplasm into a power, spell or supernatural energy flaring it erratically.

3RD LEVEL

Broaden Belief – Grant a divine caster broader acceptance of their divinity.

Astral Shadow – Possess an ally's astral construct.

Disruption Shield – Gain a resistance bonus to saves vs. a chosen Source Origin.

Dusk Duplicants – Create quasi-real copies of yourself.

Echoed Illumination – Use the reflective properties of the shadow plane to summon light echoes.

Haunted Shadows – Telepathically exaggerate the motions and presence of shadows in a square to allow flanking.

Imprint Magic – Imprint one spell from a spellcaster to another spellcaster with the same Source.

Quasi-Potion – Cause Shadow planar matter to create a semi-real potion.

Quasi-Wand – Cause Shadow planar matter to create a semi-real wand.

Renew Arcanum – Restore a spell memorization with astral energy.

Shadow Infusion: Soften – Transform parts of your target to quasi-real shadow reducing damage resistance.

Zone of Dissonance – Emit a zone that inhibits summoning effects.

4TH LEVEL

Amplified Occlusion – Telepathically exaggerate the degree cover defends a creature.

Duality – Temporarily alter your Source Origin.

Erupt Conduits – Cause summoned creatures to emit bursts of planar force.

Filter Future – View possible future actions and take the one you prefer.

Whispering Shades – Imprint shadows around a creature with your skills and knowledge.

5TH LEVEL

Shadow Infusion: Fracture – Transform parts of your target to quasi-real shadow creating a weakness.

Shadow Infusion: Vulnerability – Transform parts of your target to quasi-real shadow creating a vulnerability.

Unrealize – Disbelieve an effect strong enough to reduce its reality.

6TH LEVEL

Astral Recall – Help a fallen ally possess another creature temporarily.

7TH LEVEL

Penumbral Prisoner – Locate a quasi-real version of the target to gain information.

Shift Self – Switch places with an alternate reality version of yourself.

Source Interdiction – Suppress a Source Origin's energies around yourself.

9TH LEVEL

Transitive Infusion – Force qualities of a specific Transitive Plane to manifest in another plane of existence.

NEW PSION DISCIPLINE POWERS

NEW CONDUIT POWERS

2ND LEVEL

Astral Shadow – Possess an ally's astral construct.

3RD LEVEL

Substantiate – Fill an incorporeal creature with manifested ectoplasm making it solid.

5TH LEVEL

Astral Recall – Help a fallen ally possess another creature temporarily.

NEW EGOIST POWERS

1ST LEVEL

Shadow Infusion: Quasireal – Transform parts of your target to quasi-real shadow allowing disbelief.

2ND LEVEL

Internalize Supernatural Echo – Gain a quasi-real version of a creature's ability.

Shadow Infusion: Soften – Transform parts of your target to quasi-real shadow reducing damage resistance.

3RD LEVEL

Duality – Temporarily alter your Source Origin.

4TH LEVEL

Resist Source – Alter the target to allow energies from a Source Origin to flow past and through them.

Shadow Infusion: Fracture – Transform parts of your target to quasi-real shadow creating a weakness.

Shadow Infusion: Vulnerability – Transform parts of your target to quasi-real shadow creating a

vulnerability.

Substantiate – Fill an incorporeal creature with manifested ectoplasm making it solid.

NEW KINETICIST POWERS

1ST LEVEL

Universal Energy – Destabilize a power, spell or supernatural energy into raw energy.

2ND LEVEL

Echoed Illumination – Use the reflective properties of the shadow plane to summon light echoes.

NEW NOMAD POWERS

1ST LEVEL

Diversify Summons – Alter a summoned spells planar conduit to switch a summoned creature to another type.

Extrude Platform – Extend a fixed platform from a Liminal plane into the physical world.

Spatial Redistribution – Shape the area of a spell, power or supernatural ability.

2ND LEVEL

Quasi-Wand – Cause Shadow planar matter to create a semi-real wand.

Zone of Dissonance – Emit a zone that inhibits summoning effects.

3RD LEVEL

Erupt Conduits – Cause summoned creatures to emit bursts of planar force.

Etheric Cocoon – Stores dying or dead creatures in the Ethereal Plane to be recalled later.

6TH LEVEL

Astral Redirection – Utilize micro-portals to redirect a supernatural effect, spell or power.

Source Interdiction – Suppress a Source Origin's energies around yourself.

NEW SEER POWERS

1ST LEVEL

Echo Pattern – You duplicate a quasi-real echo of an effect you have witnessed.

Future Shadows – View possible future actions and gain insight into responses and resistances.

Postcognitive Imprint – Store usage skills in an item.

3RD LEVEL

Filter Future – View possible future actions and take the one you prefer.

Scattersense – Afflict target with distracting extradimensional senses.

4TH LEVEL

Unrealize – Disbelieve an effect strong enough to reduce its reality.

6TH LEVEL

Penumbral Prisoner – Locate a quasi-real version of the target to gain information.

Shift Self – Switch places with an alternate reality version of yourself.

NEW SHAPER POWERS

1ST LEVEL

Deepen Duplicants – Store a power or spell effect in a dusk duplicant as a trap.

Gauntlet of Spellgrasping – Create a gauntlet capable of storing the patterns of spells.

Increase Resolution – Infuse an effect from a different Source Origin with fortifying energies.

Infuse Spellarmor – Alter spell-created armor to gain lesser armor customizations.

Psychoprosthetic – Craft a replacement limb from planar matter.

Unstable Ectoplasm – Inject volatile ectoplasm into a power, spell or supernatural energy flaring it erratically.

2ND LEVEL

Disruption Shield – Gain a resistance bonus to saves vs. a chosen Source Origin.

Dusk Duplicants – Create quasi-real copies of yourself.

Forge Replica – Replicate a quasi-real version an object or area to study it.

Quasi-Potion – Cause Shadow planar matter to create a semi-real potion.

Quasi-Wand – Cause Shadow planar matter to create a semi-real wand.

3RD LEVEL

Actify Penumbra – Infuse shadow and fear effects with deadly damage.

Quintessence Sheath – Swiftly shield an ally in inert quintessence.

Substantiate – Fill an incorporeal creature with manifested ectoplasm making it solid.

4TH LEVEL

Dweomerfreeze – Trap a spell-effect in a projection of quintessence.

NEW TELEPATH POWERS

2ND LEVEL

Broaden Belief – Grant a divine caster broader acceptance of their divinity.

Haunted Shadows – Telepathically exaggerate the motions and presence of shadows in a square to allow flanking.

Imprint Magic – Imprint one spell from a spellcaster to another spellcaster with the same Source.

Renew Arcanum – Restore a spell memorization with astral energy.

Terrorshade – Charge your presence with shadow-fueled terror.

3RD LEVEL

Amplified Occlusion – Telepathically exaggerate the degree cover defends a creature.

Astral Epiphany – Grant tactical knowledge to a creature.

Whispering Shades – Imprint shadows around a

creature with your skills and knowledge.

NEW PSYCHIC WARRIOR POWERS

1ST LEVEL

Autoarchive – Allows spell knowledge to be stored in an astral imprint.

Gauntlet of Spellgrasping – Create a gauntlet capable of storing the patterns of spells.

Postcognitive Imprint – Store usage skills in an item.

Psychoprosthetic – Craft a replacement limb from planar matter.

2ND LEVEL

Haunted Shadows – Telepathically exaggerate the motions and presence of shadows in a square to allow flanking.

4TH LEVEL

Resist Source – Alter the target to allow energies from a Source Origin to flow past and through them.

NEW SIGHTED SEEKER POWER

1ST LEVEL

Postcognitive Imprint – Store usage skills in an item.

NEW TACTICIAN POWERS

1ST LEVEL

Autoarchive – Allows spell knowledge to be stored in an astral imprint.

Deepen Duplicants – Store a power or spell effect in a dusk duplicant as a trap.

Gauntlet of Spellgrasping – Create a gauntlet capable of storing the patterns of spells.

2ND LEVEL

Disruption Shield – Gain a resistance bonus to saves vs. a chosen Source Origin.

Dusk Duplicants – Create quasi-real copies of yourself.

Increase Resolution – Infuse an effect from a different Source Origin with fortifying energies.

Infuse Spellarmor – Alter spell-created armor to gain lesser armor customizations.

Postcognitive Imprint – Store usage skills in an item.

Psychoprosthetic – Craft a replacement limb from planar matter.

Zone of Dissonance – Emit a zone that inhibits summoning effects.

3RD LEVEL

Amplified Occlusion – Telepathically exaggerate the degree cover defends a creature.

Astral Epiphany – Grant tactical knowledge to a creature.

Duality – Temporarily alter your Source Origin.

Quintessence Sheath – Swiftly shield an ally in inert quintessence.

4TH LEVEL

Dweomerfreeze – Trap a spell-effect in a projection of quintessence.

Scattersense – Afflict target with distracting extradimensional senses.

5TH LEVEL

Resist Source – Alter the target to allow energies from a Source Origin to flow past and through them.

6TH LEVEL

Penumbral Prisoner – Locate a quasi-real version of the target to gain information.

7TH LEVEL

Astral Redirection – Utilize micro-portals to redirect a supernatural effect, spell or power.

Source Interdiction – Suppress a Source Origin's energies around yourself.

9TH LEVEL

Transitive Infusion – Force qualities of a specific Transitive Plane to manifest in another plane of existence.

NEW VITALIST POWERS

1ST LEVEL

Autoarchive – Allows spell knowledge to be stored in an astral imprint.

Deepen Duplicants – Store a power or spell effect in a dusk duplicant as a trap.

2ND LEVEL

Disruption Shield – Gain a resistance bonus to saves vs. a chosen Source Origin.

Dusk Duplicants – Create quasi-real copies of yourself.

Quasi-Potion – Cause Shadow planar matter to create a semi-real potion.

3RD LEVEL

Etheric Cocoon – Stores dying or dead creatures in the Ethereal Plane to be recalled later.

Quintessence Sheath – Swiftly shield an ally in inert quintessence.



NEW POWER DESCRIPTIONS:

ACTIFY PENUMBRA

Discipline: Metacreativity; **Level:** Dread 3, shaper 3

Display: Material, Mental and Visual

Manifesting Time: 1 immediate action

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

Target: One shadow magic effect, fear effect or shadow creature

Duration: 1 round

Saving Throw: No; **Power Resistance:** No

Power Points: Dread 5, shaper 5

You infuse deadly manifestations of the Shadow Plane into a shadow creature, spell or fear effect. If a creature takes any damage during the following round from the targeted effect (even reduced or partial damage) it takes 2d6 additional damage. Shadow creatures targeted by this effect also gain a +2 to natural armor and +1 to all saving throws for that round. Black crystalline matter hovers in the area.

Augment: You can augment this power in one of the following ways.

1. For every 3 additional power points you spend, the targeted effect deals another 1d6 additional damage.
2. For every 2 power points spent this way, increase the bonus to natural armor and saving throws by +1.

AMPLIFIED OCCLUSION

Discipline: Telepathy; **Level:** Dread 3, psion/wilder 4, tactician 3, telepath 3

Display: Mental, Olfactory, and Visual

Manifesting Time: 1 swift action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will (partial); **Power Resistance:** Yes

Power Points: Dread 5, psion/wilder 7, tactician 5, telepath 5

You distort a creature's perceptions of how completely other creatures are hidden by cover. The target may make a Will save, If it fails, effects that grant cover based bonuses to AC are exaggerated to grant creatures total cover instead. Otherwise, increase the bonuses granted by cover effects to AC by +2 and the bonuses (if any) granted to Reflex saves by +1.

Augment: You can augment this power in one of the following ways.

1. For every 3 additional power points you spend, the power may target another creature.
2. For every 4 power points spent this way, increase the bonus to AC by +2 and Reflex saving throws by +1.

ASTRAL EPIPHANY

Discipline: Telepathy [mind-affecting]; **Level:** Tactician 3, telepath 3

Display: Mental

Manifesting Time: 1 standard action

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

Target: One summoned creature + one summoned creature per 4 levels

Duration: 1 round/level

Saving Throw: Will (partial), Various (special); **Power Resistance:** Yes

Power Points: Tactician 5, telepath 5

You search the astral plane for mnemonic echoes of legends of battle. Infusing this astral pattern into a summoned creature in gains access to the combat feat of your choice. The creature must qualify for this feat. If you manifest this power to affect your own summoned creatures, you may instead manifest as an immediate action.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power's grants an additional combat feat that the initial feat can be used to qualify for.

2. For every 4 additional power points you spend, one target of this

Power can be a native, non-summoned creature. You may use this augment if you are manifesting this as an immediate action.

ASTRAL REDIRECTION

Discipline: Psychoportation; **Level:** Cryptic 7, Nomad 6, Tactician 7

Display: Mental and Visual

Manifesting Time: 1 immediate action

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

Target: One spell, power or supernatural ability with a range greater than touch.

Duration: Instantaneous

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 13, Nomad 11, Tactician 13

You open a series of portals that allow you to retarget an effect within close range of you. You must succeed on a manifester check versus the better of the target effects caster, manifest or hit-dice based DC of 11 + relevant levels or hit dice (in the case of supernatural abilities). If you succeed you may have the effect originate from the square of your choice within range and reposition area of effect or reselecting relevant targets. If you make a successful Spellcraft check to recognize the effect you may reposition or retarget it, you do not you may still cause the ability to fail by

invalidating its target.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power's gains a +2 to its manifester level check.

2. For 2 additional power points the range becomes medium.

ASTRAL SHADOW

Discipline: Athanatism; **Level:** Conduit 2, psion/wilder 3

Display: Mental and visual

Manifesting Time: 1 immediate action

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

Target: One astral construct

Duration: 1 round/level

Saving Throw: No; **Power Resistance:** No

Power Points: Conduit 3, psion/wilder 5

You fuse your being into an ally's 1st astral construct. You gain use of its physical statistics and retain your own mental abilities and class features. See the *possession* spell for details (if you are not using the Pathfinder Roleplaying Occult Adventures rules, then this power functions as mind switch with the astral construct.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power allows you to possess an astral construct 1 level higher.

2. For every 4 additional power points you may select a physical attribute of your real body to manifest in the astral constructs form.

AUTOARCHIVE

Discipline: Telepathy; **Level:** Cryptic 1, dread 1, marksman 1, psion/wilder 1, psychic warrior 1, sighted seeker 1, tactician 1, vitalist 1

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

Range: Touch

Target: Self (special, see below)

Duration: 1 day/level

Saving Throw: Will (harmless); **Power Resistance:** No
Power Points: Cryptic 1, dread 1, marksman 1, psion/wilder 1, psychic warrior 1, sighted seeker 1, tactician 1, vitalist 1

You telepathically encode knowledge of a 1st-level spell you know and have prepared into the astral plane. These astral patterns can be studied to prepare the stored spell information without a spellbook as though the character had selected the spell with the Spell Mastery feat. This power can benefit from the network descriptor. If the Network Power feat is used to alter this power, the psionic character can store a spell for any collective member. While it is possible other collective members to learn these stored spells (subject to normal rules), such spells still need to be scribed in a spellbook to be available to prepare after the power ends.

Augment: You can augment this power in one of the following ways.

1. For every additional power point you spend, this power can encode a spell of 1 level higher.
2. While this power is active you may spend 1 power point per level of a stored spell to prepare or overwrite a prepared spell as a standard action.

BROADEN BELIEF

Discipline: Telepathy; **Level:** Psion/wilder 3, telepath 2
Display: Auditory, material, and visual
Manifesting Time: 1 standard action
Range: Touch
Target: One divine caster
Duration: Instantaneous
Saving Throw: Will (harmless); **Power Resistance:** No
Power Points: Psion/wilder 5, telepath 3

You expand and reinforce the faith of a divine caster telepathically removing doubts and fears of expanded authority. Choose one Domain or Mystery available to the god or Source the divine caster is connected to. The divine caster gains a bonus spell slot of 2nd level or less with a single casting of one spell available to the unknown Domain. A prepared caster regains this spell in the slot of a spent memorization cast in the last 24 hours. A spontaneous caster regains a use of a

spell slot of the chosen level.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power can restore a spell slot or memorization of up to one level higher.
2. If you spend 3 additional power points you may infuse enough astral energy that the spell-slot when cast is considered to be from a mental Source Origin.

DEEPEN DUPLICANTS

Discipline: Metacreativity [shadow]; **Level:** Cryptic 1, dread 1, psion/wilder 2, shaper 1, tactician 1, vitalist 1
Display: Auditory, mental, and visual
Manifesting Time: 1 immediate action
Range: Medium (100' + 10'/level)
Target: One duplicant
Duration: 1 round/level
Saving Throw: No; **Power Resistance:** No
Power Points: Cryptic 1, dread 1, psion/wilder 3, shaper 1, tactician 1, vitalist 1

You create shadow pockets within your duplicants that hold a spell or power effect of 1st level. The duplicants release this effect upon destruction targeting the creature that destroyed them. If the creature is beyond the range of the stored effect, the duplicant is destroyed as normal and the effect is wasted. Cryptics may store their disrupt pattern blast in duplicants as a 1st level effect.

Augment: You can augment this power in one of the following ways.

1. For every 1 additional power point you spend, you may store an effect of 1 level higher.
2. For 2 additional power points you may deliver stored effects to creatures that destroyed a duplicant within Close Range, or instead for 4 power points stored effects can target creatures at medium range.

DISRUPTION SHIELD

Discipline: Metacreativity; **Level:** Cryptic 2, psion/wilder 3, shaper 2, tactician 2, vitalist 2
Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

Saving Throw: Will (harmless); **Power Resistance:** No

Power Points: Cryptic 3, psion/wilder 5, shaper 3, tactician 3, vitalist 3

You manifest a layer of charged ectoplasm around yourself that disrupts specific supernatural energies. Select a Source Origin. You gain a +2 resistance bonus to saving throws versus spells, powers and supernatural effects from that Source Origin.

Augment: You can augment this power in one of the following ways.

1. For every additional 4 powers point you spend, the power can add an additional Source Origin.
2. For every additional 4 powers point you spend, the power's resistance bonus increases by +1.
3. For 6 additional power points you may manifest this power as a immediate action.

DIVERSIFY SUMMONS

Discipline: Psychoportation [summoning]; **Level:** Nomad 1, psion/wilder 2

Display: Auditory, olfactory, and visual

Manifesting Time: 1 standard action

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

Target: One summoned creature

Duration: Instantaneous; special

Saving Throw: Will (negate); **Power Resistance:** Yes

Power Points: Nomad 1, psion/wilder 3

You realign the planar conduits connecting summoned creatures such as those called forth by a *summon monster I* or *summon nature's ally I* spell. The summoner may make a Will save to negate the alteration. If they fail the Save, you may select a different creature from the relevant list. If your GM allows for alternate summons, then this power can utilize the same rules. The control or duration of the spell is not altered.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, the power can alter summons of 1 spell level higher and the Will save DC for the power increases by 1.

2. For 2 additional power points you spend, this power may be used to take control of the altered summon as though you had summoned it.

DUALITY

Discipline: Psychometabolism; **Level:** Cryptic 3, egoist 3, psion/wilder 4, tactician 3

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

Saving Throw: Will (harmless); **Power Resistance:** No

Power Points: Cryptic 5, shaper 5, psion/wilder 7, tactician 5

In a surge of will you locate the central planar tangency of your being and split it. Select a Source Origin you do not have. For the duration of this power your psionic abilities draw on this Source Origin in addition to their original one. Abilities preventing access to a Source Origin must interact with both to prevent access. Your powers count as both Source Origins for purpose of other feats, class abilities and mechanics.

Augment: You can augment this power in one of the following ways.

1. For every additional 4 powers point you spend, the power can add an additional Source Origin.
2. For 2 additional power points you may remove your original Source Origin temporarily in which your psionics become only the new selected Source Origin.
3. For 2 additional power points you may target a Source Origin within yourself that does not grant this power or another creature you are touching to alter one of its Source Origins.

DUSK DUPLICANTS

Discipline: Metacreativity [shadow]; **Level:** Cryptic 3, dread 2, psion/wilder 3, shaper 2, tactician 2, vitalist 2

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 5, dread 3, psion/wilder 5, shaper 3, tactician 3, vitalist 3

You create twin duplicants with quasi-matter from the Shadow Plane. Each of these duplicates occupy your square and may confuse attackers causing them to accidentally attack a duplicant. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your duplicants instead. If the attack is a hit, roll randomly to see whether the selected target is real or a duplicant. If it is a duplicant, the duplicant is destroyed. If the attack misses by 5 or less, one of your duplicant is destroyed by the near miss. Area spells affect you normally and do not destroy any of your duplicants. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your duplicants. Spells that require a touch attack are discharged if used to destroy a duplicant.

Augment: You can augment this power in one of the following ways.

1. For every 4 additional power point you spend, you gain an additional duplicant.
2. For 6 additional power points you may use a move action to direct any number of duplicants to move at your speed in any direction you can see. If you lose line-of-sight of a duplicant it is destroyed.

DWEOMERFREEZE

Discipline: Metacreativity; **Level:** Cryptic 4, psion/wilder 5, shaper 4, tactician 4

Display: Auditory, olfactory, and visual

Manifesting Time: 1 immediate action

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

Target: One spell effect

Duration: 1 round+ (See below)

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 7, psion/wilder 9, shaper 7, tactician 7

In a flash of liminally extruded quintessence you attempt to freeze a spell effect in time. You may make an opposed manifester check versus the caster level of a spellcaster within close range. If successful the spell is frozen for 1 round before taking effect, encased in the a rippling membrane of quintessence. The spell becomes locked in location and trapped at the moment of taking effect. If the target moves or is moved from the area the spell remains behind. Likewise, creatures in the area in the following round are affected by the effect normally. Personal spell effects can be interacted with as an immediate action to touch the quintessence as the spell unfreezes and will take effect on the first target touching the collapsing quintessence.

Augment: You can augment this power in one of the following ways.

1. For every additional power point you spend, the power freezes for 1 additional round.
2. For 2 additional power points you may move your quintessence (and the frozen spell effect) on your action as a move action up to 5' per manifester level.

ECHO PATTERN

Discipline: Clairsentience [shadow]; **Level:** Cryptic 1, seer 1

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

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

Target: One spell or power

Duration: Instantaneous (special)

Saving Throw: Will (partial) and Varies (special);

Power Resistance: No

Power Points: Cryptic 1, seer 1

You manifest a Shadow plane echo of a 1st level spell or power you have just seen cast in the prior round. This echo is a spell-like or psi-like ability and has your manifester level, a Source Origin of Mental Shadow Plane, and requires a Will save in addition to the power or spell's normal effects. This Will save cannot be foregone. Your echo has a 20% reality to those that make a Will save.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power can echo a power or spell of up to one level higher.
2. For every 1 additional power points you spend, this power's base reality increases by 10%, for every 2 power points spent in this way the power's DC raises by 1.
3. For every 1 additional power points you spend, this power can echo a power or spell they have seen up to 1 additional round in the past.

ECHOED ILLUMINATION

Discipline: Psychokinesis [light]; **Level:** Kineticist 2, psion/wilder 3
Display: Mental and visual
Manifesting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One shadow magic effect
Duration: Instantaneous; special
Saving Throw: Will (partial), Various (special); **Power Resistance:** Yes
Power Points: Kineticist 3, psion/wilder 5

You cause light to react to the presence of a shadow effect. Light creates a copy of the shadow magic effect with a partial reality equal to the difference between the shadow effect's difference from 100%. The targets of the copied spell or creatures summoned by this power receive a Will save to reduce interaction with the light to a dazzled condition for 1 round. So if a *shadow conjuration* called forth a 20% real celestial dog, the resulting echoed illumination dog would be 80% unless a Will save was made reducing attacks to merely dazzling the attacked creatures.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, the power gains 10% reality and this power's save DC increases by 1.
2. For every 3 additional power points you spend, this power may be used to counter a [darkness] or [shadow] descriptor effect instead. Make a manifester level check against the caster or manifester level of the effect, if successful you counter it as per the *dispel psionics* power.



ERUPT CONDUITS

Discipline: Psychoportation [force]; **Level:** Cryptic 3, nomad 3, psion/wilder 4
Display: Auditory, mental, and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One summoned creature + one summoned creature per 4 levels
Duration: Instantaneous
Saving Throw: Will (special), Reflex (special); **Power Resistance:** Yes
Power Points: Cryptic 5, nomad 5, psion/wilder 7

You cause the planar conduits of summoned creatures to erupt with multidimensional forces. Each creature targeted receives a Will save to negate the effect. If it fails, it erupts in a 10' burst of force dealing 3d6 force damage to creatures in the that area, including the summoned creature. A creature in the burst may make a Reflex save for half damage.

If a creature is in multiple bursts from this power, it must make Reflex saves for each burst and takes resulting damage from each.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this Power deals an addition 1d6 of force damage and its save DC increases by 1.
2. If you spend 3 additional power points you may remove the Will saving throw and cause the conduit eruption to emerge at the surface of the creatures targeted by the power, rendering them immune to the force burst.

ETHERIC COCOON

Discipline: Psychoportation [calling, mind-affecting, summon]; **Level:** Nomad 3, vitalist 3

Display: Auditory, material, and visual

Manifesting Time: 1 standard action

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

Target: One dying, disabled or recently dead creature

Duration: 1 day/level

Saving Throw: Will (special), Reflex (special); **Power Resistance:** Yes

Power Points: Nomad 5, vitalist 5

You displace a dying or recently dead creature into the Ethereal Plane in a cocoon of protomatter and tethered to your lifeforce. The creature must have a CR of 1 or less. Creatures (dying or dead) failing a Will save are pushed through the planar membrane and sealed in a cocoon. The creature remains suspended in the cocoon until you call them forth as a standard action sometime during the duration of this power. Spells like *see invisibility* reveal the presence and number of etheric cocoon bound to you. When called forth they are compelled to serve you for 1 round per level, after which they immediately die. This power can be manifested again on the remains.

You do not regain power points spent on this power until the creature is released from its cocoon ending the power's effect. If the power's duration expires, the power points return as normal.

Augment: You can augment this power in one of the following ways.

1. For every additional power point you spend, this power can be used on a creature 1 CR higher. Every two points spent this way increases the Will save DC for the power by 1
2. If you spend 3 additional power points you may cause ethereal protomatter to duplicate the creature when it emerges from the cocoon causing multiple manifestations of the creature. On dying, additional creatures dissolve into featureless ooze.

EXTRUDE PLATFORM

Discipline: Psychoportation; **Level:** Cryptic 1, nomad 1, psion/wilder 2

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Close (25' + 5'/level)

Target: 1 planar platform up to 5' square

Duration: 1 minute/level

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 1, nomad 1, psion/wilder 3

You cause a platform of planar matter to extend from its native plane, this platform can be up to one 5' square in size and is 1 inch thick. It has a hardness of 8 and 15 HP. The platforms are anchored in their native plane and ignore gravity in your current plane.

Augment: You can augment this power in one of the following ways.

1. For every additional power point you spend, you extrude an additional platform in a square adjacent to another platform. These platforms must be parallel but can be placed at different heights to create staircase-like ascents and descents.
2. If you spend 4 additional power points the platforms created by this power have 15 hardness and 30 HP.
3. If you spend 8 additional power points the platforms created by this power have 30 hardness and 40 HP.

FILTER FUTURE

Discipline: Clairsentience; **Level:** Cryptic 3, psion/

wilder 4, seer 3

Display: Mental

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 5, psion/wilder 7, seer 5

You render various futures before you visible and utilize the vision to choose the one of your liking. When you are about to roll a d20 for any reason, you may instead roll 2d20 and choose the result you prefer. You must use this ability before rolling dice.

Augment: You can augment this power in one of the following ways.

1. For every 4 additional power points you spend, roll an additional d20.
2. If you spend 4 additional power points you may instead allow an ally to roll 2d20 for their next d20 result.
3. For 6 additional power points you may roll additional dice after a result is known.

FORGE REPLICA

Discipline: Metacreativity; **Level:** Cryptic 3, shaper 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Area or object touched (up to 1 cubic ft./level)

Duration: 1 minute/level

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 5, shaper 3

You shape a copy of an object or area by drawing on Liminal reflections in the Astral, Ethereal or Shadow planes. The power can be used to study something without touching it granting a +2 competence bonus to skill checks such as Disable Device or Knowledge (History). Or the item can be used to pass as the original, making a Craft skill or Disguise skill check to set the DC of the difficulty to determine its veracity.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend you may increase the bonus to a skill this power grants by +2.
2. For 4 additional power points you may increase the duration of this power to 1 hour/level.

FUTURE SHADOWS

Discipline: Clairsentience; **Level:** Cryptic 1, psion/wilder 2, seer 1

Display: Mental and visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 1, psion/wilder 3, seer 1

You search the temporal shifts of the Shadow Plane and the temporal echoes of the Astral Plane to glimpse a course of action. When you manifest this power you may take a single round's worth of actions. You gain an idea of what would happen. Information that would have happened in this round of action is learned (such as provoked attacks of opportunity, required power resistance checks, misses or hits) you then may continue the round with this information in mind.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, an ally may instead see the result of their probable round.
2. For 2 additional power points you may add a +1 insight bonus to any d20 roll that was successful in the glimpsed future.

GAUNTLET OF SPELLGRASPING

Discipline: Metacreativity; **Level:** Cryptic 1, marksman 1, psion/wilder 2, psychic warrior 1, shaper 1, tactician 1

Display: Auditory, material, and visual

Manifesting Time: 1 standard action

Range: 0

Target: Personal

Duration: 1 minute/level

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 1, marksman 1, psion/wilder 3, psychic warrior 1, shaper 1, tactician 1

You create a formidable gauntlet of astral matter capable of holding magical energies. You gain a slam attack allowing you to make lethal unarmed strikes for 1d8 points of damage (plus Strength or other relevant modifiers). You or an ally can store a single spell effect of 1st level within the gauntlet in a manner similar to a weapon with the *spell storing* quality. Each time you release a stored spell from within the gauntlet as part of an attack, the power loses 1 minute of its remaining duration. You cannot manifest this power if you are wearing magical gauntlets.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, the power can spell store a spell of 1 level higher.
2. For 6 additional power points you may attempt to catch a spell of the current spell level or lower storable in the gauntlets that targets or includes you in its area of effect with the gauntlet as an attack of opportunity. You must make an attack roll (melee or ranged, your choice) against the dispel check of the target effect (11 + caster or manifester level).

HAUNTED SHADOW

Discipline: Telepathy [fear, mind-affecting, shadow];

Level: Dread 2, psion/wilder 3, psychic warrior 2, telepath 2

Display: Auditory, olfactory, and visual

Manifesting Time: 1 standard action

Range: Close (25' + 5'/level)

Target: One creature

Duration: 1 round/per level

Saving Throw: Will (negates); **Power Resistance:** Yes

Power Points: Dread 3, psion/wilder 5, psychic warrior 3, telepath 3

You create a sense of menace from the shadows around your target. Your target is allowed a Will save against this effect. If they fail you flood their mind with a fear of shadows allowing you to designate a square they are considered threatened from. That

square can grant tactical bonuses like flanks and is obvious enough from its visual display to be utilized by allies. If the target moves, you may select a new square as a swift action on any turn during the power duration.

Augment: You can augment this power in one of the following ways.

1. For every 3 additional power points you spend, this power can target another creature within range.
2. If you spend 6 additional power points you may manifest this power as a swift action.

IMPRINT MAGIC

Discipline: Telepathy; **Level:** Psion/wilder 3, Telepath 2

Display: Auditory and mental

Manifesting Time: 1 standard action

Range: Touch

Target: Two spellcasters with the same Source

Duration: 1 round/per level

Saving Throw: Will (harmless); **Power Resistance:** No

Power Points: Psion/wilder 5, Telepath 3

You bridge the minds of two spellcasters with the same Source. Knowledge of one 1st Level spell is temporarily copied from one to the other allowing the second to use an immediate action to replace a preparation or spell known of the same level with the new knowledge for the duration of this power.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power can transfer knowledge of up to one level higher.
2. If you spend 4 additional power points you may transfer a spell from a different Source (arcane to divine, psychic to entropic, etc).

INCREASE RESOLUTION

Discipline: Metacreativity [force]; **Level:** Cryptic 2, psion/wilder 2, shaper 1, tactician 2

Display: Material and visual

Manifesting Time: 1 minute

Range: Medium (100' + 10'/level)

Target: One spell, creature or magical effect from another Source Origin

Duration: 1 hour/level

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 3, psion/wilder 3, shaper 1, tactician 3

Integrating planar energies into the supernatural structure of a magical effect from another Source Origin, you make the power, spell or magical effect difficult to dispel. You increase the effective power level of the effect by a caster level of +2.

Augment: You can augment this power in the following way.

1. For every 2 additional power points you spend, this power increases the caster level of an effect by an additional +1.

INTERNALIZE SUPERNATURAL ECHO

Discipline: Psychometabolism [shadow]; **Level:**

Cryptic 3, dread 3, egoist 2

Display: Auditory, material, and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One creature or remains of a creature and you

Duration: 10 minutes/level

Saving Throw: Will (special); Fortitude (special);

Power Resistance: No

Power Points: Cryptic 5, dread 5, egoist 3

Creating shadow versions of the anatomy, magic and mindset of the target creature you internalize them to gain a quasi-real version of their supernatural ability. You can touch a creature or the remains of a creature with a CR of 1. As you create the shadow version of their anatomy within yourself you must make a Will save versus a DC of 10+1/2 the targets HD+its Constitution modifier. If you succeed you gain a version of one of the creature's supernatural abilities that you may use once during the duration of this power at which point it immediately ends. If you fail, your version of the ability is only 50% effective (dealing 50% damage or failing 50% of the time). Additionally, if you fail your Will save, you must make a Fortitude save or be sickened for the power duration.

Augment: You can augment this power in the following ways.

1. For every additional power point you spend, this power may target a creature of 1 CR higher.

2. For every 4 additional power points you spend you may use your version of the supernatural ability 1 additional time before ending the power duration.

INFUSE SPELLARMOR

Discipline: Metacreativity [force]; **Level:** Cryptic 1, psion/wilder 2, shaper 1, tactician 2

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One non-psionic, non-permanent supernatural armor effect

Duration: Instantaneous

Saving Throw: Will (harmless); **Power Resistance:** No

Power Points: Cryptic 1, psion/wilder 3, shaper 1, tactician 3

You infuse supernaturally created armor with a non-psionic Source Origin with enough astral energy to gain 1 customization point worth of aegis armor customization abilities. You may only grant customizations available to an aegis of half your manifester level.

Augment: You can augment this power in the following way.

1. For every 6 additional power points you spend, this power may infuse up to one more point of customizations.

PENUMBRAL PRISONER

Discipline: Clairsentience [shadow]; **Level:** Cryptic 7, psion/wilder 7, seer 6, tactician 6

Display: Material and visual

Manifesting Time: 1 standard action

Range: Close (25' + 5'/2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Will (negates); **Power Resistance:** Yes

Power Points: Cryptic 13, psion/wilder 13, seer 11, tactician 11

You search the Shadow Plane for a quasi-real copy of your target using the target as a Liminal Resonance point. If they fail their save, you appropriate their connection with the quasi-real copy and may interact with it for the duration of this power. You may question the shadow copy about anything the real creature would know. It may make a new Will save with the original's modifier to resist questioning. If it succeeds this power loses one hour of duration. Failures result in answers to the best of the quasi-real copies abilities.

Augment: You can augment this power in the following way.

1. For 2 additional power points you can force the penumbral prisoner to make a skill check for you.
2. For 4 additional power points you can gain access to one feat the prisoner has access to and you qualify for 1 hour for each failed saving throw. During any hour you access this feat, the penumbral prisoner cannot be questioned.

POSTCOGNITIVE IMPRINT

Discipline: Clairsentience; **Level:** Cryptic 2, dread 2, marksman 2, psychic warrior 1, seer 1, sighted seeker 1, tactician 2

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

Range: Touch

Target: Object touched.

Duration: 1 hour/level

Saving Throw: Will (object, harmless); **Power**

Resistance: No

Power Points: Cryptic 3, dread 3, marksman 3, psychic warrior 1, seer 1, sighted seeker 1, tactician 3

You create a liminal tangency within an item to store memory or instinct regarding its use. A weapon or armor you are proficient with and touched manifesting this power imparts proficiency in the item to any creature touching it. This power can benefit from the network descriptor. If the Network Power feat is used to alter this power, the psionic character can imprint proficiencies or feats (see augment below) from any collective member.

Augment: You can augment this power in one of the following ways.

1. For 2 additional power points you can add a feat to which you have access to the object's imprint. Combat feats imprinted only work when a creature is using the imprinted item. A non-Combat feat can be imprinted if it involves the items use such as Skill Focus or Bardic Music feats tied to an instrument. The user still must qualify for any imprinted feat.
2. For each 4 additional power points you can add an additional feat you have access to the object's imprint.
3. For 6 additional power points, you can allow creatures using the item to ignore the prerequisites of a feat.

PSYCHOPROSTHETIC

Discipline: Metacreativity; **Level:** Cryptic 2, dread 2, marksman 2, psychic warrior 1, shaper 1, tactician 2

Display: Material and visual

Manifesting Time: 10 minutes

Range: Touch

Target: 1 creature missing a limb

Duration: 1 hour/level

Saving Throw: Will (object, harmless); **Power**

Resistance: No

Power Points: Cryptic 3, dread 3, marksman 3, psychic warrior 1, shaper 1, tactician 3

You fashion a mentally reactive limb from astral matter, ethereal ectoplasm, or shadowstuff. This limb functions as though it was the creature's original limb, though visually matches the Liminal Planar matter it was created from and it resonates with those planar energies. Astral limbs grant a +2 to CMD vs. disarm checks and a +2 to a single Intelligence-based skill check chosen at the time of creation. Ethereal limbs grant a +2 to checks vs. bull rush checks and a +2 to a single Wisdom-based skill check chosen at the time of creation. Shadow limbs grant a +2 to CMD vs. grapple checks and a +2 to a single Charisma-based skill check chosen at the time of creation.

Augment: You can augment this power in one of the following ways.

1. For 4 additional power points you can add +2 enhancement bonus to Strength to the limb and activities using it.
2. For 4 additional power points ethereal limbs and things they hold can strike as though they had the ghost touch weapon or armor abilities.
3. For 4 additional power points shadow limbs can deliver a 1d6 + Charisma Modifier incorporeal touch attack.
4. For 4 additional power points astral limbs can grant a choice from the Astral Construct Menu A.

QUASI-POTION

Discipline: Metacreativity [shadow, various]; **Level:** Psion/wilder 3, shaper 2, vitalist 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One quasi-real potion

Duration: 1 round/level

Saving Throw: No; **Power Resistance:** No

Power Points: Psion/wilder 5, shaper 3, vitalist 3

You distill a thick liquid of shadow matter that reflects an existing potion. The potion has limited potential, select a 1st level conjuration (healing) spell. The quasi-potion can be consumed to gain the spell benefits. The potion has a caster level of 3. Effects created by the potion require you to make a Will saving throw against the spell's DC in addition to other saving throws, if you succeed this Will save the potion has full effects for its activation, otherwise its effects resolve at 50% (healing, effect duration, etc). The potion evaporates if not used within the duration.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power can create a potion of spell of 1 spell level higher, to a maximum of 3rd level at 4 additional points. For every 2 points you spend the potion's caster level increases by 2.
2. For every 2 additional power points you spend, the potion is 10% more effective if you fail your Will save.
3. For every 2 additional power points you spend the power may create a potion from any school of magic.

4. For every 4 additional power points you spend the power creates an additional potion.

QUASI-WAND

Discipline: Metacreativity [shadow, various]; **Level:** Nomad 2, psion/wilder 3, shaper 2

Display: Auditory, material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One quasi-real wand

Duration: 1 round/level

Saving Throw: No; **Power Resistance:** No

Power Points: Nomad 3, psion/wilder 5, shaper 3

You create a wand of shadow matter that is a reflection of an existing wand. The wand has limited energy. Select a 1st level evocation spell. The quasi-wand can be triggered to cast that spell 1 time. The wand has a caster level of 3. This power gives you no ability to activate wands beyond those you already possess. Effects created by the wand allow you a Will saving throw against the spell's DC in addition to other saving throws, if you succeed this Will save the wand has full effects for its activation, otherwise its effects resolve at 50%.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power can create a wand of spell of 1 spell level higher, to a maximum of 4th level at 6 additional points. For every 2 points you spend the wand's caster level increases by 2.
2. For every 2 additional power points you spend, the wand is 10% more effective if you fail your Will save.
3. For every 4 additional power points you spend the wand gains 1 charge.

QUINTESSENCE SHEATH

Discipline: Metacreativity; **Level:** Shaper 3, tactician 3, vitalist 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Willing or helpless creature touched

Duration: 1 round/level (D)

Saving Throw: No; **Power Resistance:** No

Power Points: Shaper 5, tactician 5, vitalist 5

You extrude a thin covering of quintessence around a willing or helpless creature. For the duration of this ability time ceases to flow for the target creature, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the power's duration ends or it is dispelled (such as by a successful [dispel magic](#) spell or a [freedom](#) spell).

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, the power's duration increases as follows: 2 1 min./level, 4 10 min/level, 6 1 hour/level, 8 1 day/level, and 10 points 1 year/level.
2. For 6 additional power points you may manifest this power as an immediate action.

RENEW ARCANUM

Discipline: Telepathy; **Level:** Psion/wilder 3, telepath 2

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: One arcane caster

Duration: Instantaneous

Saving Throw: Will (harmless); **Power Resistance:** No

Power Points: Psion/wilder 5, telepath 3

You embolden the mind and will of an arcane caster with astral energies allowing them to restructure a lost spell memorization or draw deeper on internal reserves. Choose one expended spell slot of 2nd level or less. A prepared caster regains a spent memorization cast in the last 24 hours. A spontaneous caster regains a use of a spell slot of the chosen level.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power can restore a spell slot or memorization of up to one level higher.
2. If you spend 3 additional power points you may

infuse enough astral energy that the spell slot when cast is considered to be from a mental Source Origin.



RESIST SOURCE

Discipline: Psychometabolism; **Level:** Cryptic 5, egoist 4, gifted blade 4, marksman 4, psychic warrior 4, tactician 5

Display: Material, and visual

Manifesting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: 1 min/level (D)

Saving Throw: Will negates (harmless); **Power Resistance:** Yes

Power Points: Cryptic 9, egoist 7, gifted blade 7, marksman 7, psychic warrior 7, tactician 9

You alter the form of the target to make it permeable to the energies of a specific Source Origin, make it more likely that such energies flow through them then affecting them. Select one Source (arcane, divine, entropic, mental, primal, or temporal) and

one Planar origin. The target gains special Power Resistance 12 + your manifester to the effects (powers and spells) creatures and items with that Source and Origin.

Augment: You can augment this power in one of the following ways.

1. For 2 additional power points supernatural abilities of creatures with the same Source Origins as selected with power are treated like powers or spells. The must roll a special penetration check of their HD + 1d20 to beat the Resistance granted by this power.
2. For every 4 additional power points you spend, you may select another paired Source Origin. Effects from creatures and items matching that exact Source Origin are also affected by the Power Resistance.

SCATTERSENSE

Discipline: Clairsentience [curse, shadow]; **Level:** Cryptic 3, dread 3, seer 3, tactician 4

Display: Auditory, mental, olfactory and visual

Manifesting Time: 1 standard action

Range: Close (25' + 5'/2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will (partial); **Power Resistance:** Yes

Power Points: Cryptic 5, dread 5, seer 5, tactician 7

You cause the target to see through the Shadow Plane into alternate realities and quasi-real realms. The target receives a Will save to negate the effect, otherwise their sense expand beyond into multiple realities simultaneously. The distraction inflicts a -2 penalty to AC and a -1 to Reflex saves. If the creature saves the distraction halves the AC penalty and negates the Reflex save penalty. There is a 10% chance of this power granting the target some beneficial information (GM's choice).

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power increases the penalty by -1. For every 4 points spent this way, the penalty to Reflex saves increases an additional -1.
2. If you spend 4 additional power points the target

becomes flat-footed if they fail their Will save.

SHADOW INFUSION: FRACTURE

Discipline: Psychometabolism [curse, shadow]; **Level:** Cryptic 3, dread 4, egoist 4, psion/wilder 5

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude (partial); **Power Resistance:** Yes

Power Points: Cryptic 5, dread 7, egoist 7, psion/wilder 9

You concentrate on infusing a single point of weakness in the being of the target. Select one descriptor of your choice. Creatures failing their save versus this power take a -4 to all saves versus effects from the chosen descriptor for the duration of the power. Creatures that save successfully still take -2 to all saves versus effects from the chosen descriptor on the next effect of that descriptor, as long as it is within the duration of the power.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power increases damage from the chosen type to the target by another 10%.
2. If you spend 2 additional power points you may target a creature at Close range (25'+5' per level).
3. For every 3 additional power points you spend, this power targets an additional creature.

SHADOW INFUSION: QUASIREAL

Discipline: Psychometabolism [curse, shadow]; **Level:** Cryptic 1, dread 1, egoist 1, psion/wilder 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude (negates); **Power Resistance:** Yes

Power Points: Cryptic 1, dread 1, egoist 1, psion/wilder 3

By flooding a target's flesh with the energies of the Shadow Plane, you undermine its reality allowing strong willed creatures to partially ignore its existence. If the target fails its Fortitude save, other creatures may make a Will save (DC of 10+1/2 the HD of the target+its Constitution modifier) to ignore 10% of the damage it deals. Effects that embolden shadow creatures can be used to counter percent reductions to the target's reality.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power's penalty increases by -1.
2. If you spend 2 additional power points you may target a creature at Close range (25'+5' per level).
3. For every 3 additional power points you spend, this power targets an additional creature.
4. For every 4 additional power points you spend, this power allows creatures saving against the target's reality take an additional 10% less damage from it.

SHADOW INFUSION: SOFTEN

Discipline: Psychometabolism [curse, shadow]; **Level:** Cryptic 2, dread 3, egoist 2, psion/wilder 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude (partial); **Power Resistance:** Yes

Power Points: Cryptic 3, dread 5, egoist 3, psion/wilder 5

You cause the negative charged energies of the shadow plane to erode the nature resistance of the target's body. Reduce all damage reduction that is DR/magic by 5. Targets that save versus this power lose half of the amount of damage reduction, rounded down.

Augment: You can augment this power in one of the

following ways.

1. For every additional power point you spend, this power reduces the damage reduction by another 1 DR.
2. If you spend 2 additional power points you may target a creature at Close range (25'+5' per level).
3. For every 3 additional power points you spend, this power targets an additional creature.
4. If you spend 2 additional power points you may also reduce DR that includes only silver or cold iron. By spending 4 additional points you can also reduce DR that includes an alignment by the same amount in addition to silver or cold iron. By spending 6 points this power will also reduce adamantite based DR.

SHADOW INFUSION: VULNERABILITY

Discipline: Psychometabolism [curse, shadow]; **Level:** Cryptic 3, dread 4, egoist 4, psion/wilder 5

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude (partial); **Power Resistance:** Yes

Power Points: Cryptic 5, dread 7, egoist 7, psion/wilder 9

Submerging energies of the Shadow Plane to form conduits throughout the targets body, you permeate it with an vulnerability to an energy type of your choosing. Creatures failing their save versus this power take 50% more damage from the chosen energy type for the duration of the power. Creatures that save successfully still take 25% more on the next source of damage of that descriptor.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power increase damage from the chosen type to the target by another 10%.
2. If you spend 2 additional power points you may target a creature at Close range (25'+5' per level).
3. For every 3 additional power points you spend, this power targets an additional creature.



in your place. As a side effect of the power, you don't remember all the details of the alternate universe. When you return all power points, spell slots, and other daily use powers are discharged.

Alternatively, if you (or another character affected by this power) have the Liminal Self feat, this power may be used to exchange places with them. This can result in actual physical changes not normally allowed by the feat. Partner with the GM to determine all physical consequences of using this ability.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, you may summon a different instance of alternate self. Each instance becomes set to a particular augment total. For example a seer at 13 power points would shift with a specific, second alternate self and a third at 15 power points (and so on).
2. If you spend 2 additional power points you may affect a willing creature with this power.
3. If you spend 10 additional power points, the duration of this power becomes instantaneous and the alternate self is now your permanent character.

SHIFT SELF

Discipline: Clairsentience; **Level:** Psion/wilder 7, seer 6

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

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

Target: One power, spell, spell-like ability or supernatural ability

Duration: 24 hours

Saving Throw: No; **Power Resistance:** No

Power Points: Psion/wilder 13, Seer 11

You have located another version of yourself in the multiverse, though intense effort of will you can exchange places with them for a single day. This character must be created by the same rules as your current character. They must share at least three of the following with you: Physical statistics, mental statistics, race, class, alignment or gender. At the end of the power's duration you once more switch places with the alternate self, gaining memories of its time

SOURCE INTERDICTION

Discipline: Psychoportation; **Level:** Nomad 6, psion/wilder 7, tactician 7

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 10-ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min/level (D)

Saving Throw: No; **Power Resistance:** See Text

Power Points: Nomad 11, psion/wilder 13, tactician 13

You close the planar conduits to a specific Source Origin in the area around you. Select one Source (arcane, divine, entropic, mental, primal, or temporal) and one Planar origin. Creatures and items with that Source and Origin lose access to power as though they were in an *antimagic field* effect.

Augment: You can augment this power in one of the following ways.

1. For every 4 additional power points you spend, you may select another paired Source Origin. Creatures matching that exact Source Origin are also affected.

SPATIAL REDISTRIBUTION

Discipline: Psychoportation; **Level:** Nomad 1, Psion/wilder 2

Display: Auditory and visual

Manifesting Time: 1 immediate action

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

Target: One power, spell, spell-like ability or supernatural ability

Duration: Instantaneous

Saving Throw: Will (negates); **Power Resistance:** No

Power Points: Nomad 1, psion/wilder 3

You bend space around and through a spells area of effect omitting a single 5' square from the power, square or effect. The effects creator may make a Will save to resist the effect.

Augment: You can augment this power in one of the following ways.

1. For every 1 additional power points you spend, you may add another 5' square to the omission.
2. If you spend 3 additional power points you may place any square omitted somewhere else in close range, possibly targeting enemies.
3. If you spend 6 additional power points you may instead omit a line of connected squares to 5' square/level.
4. If you spend 8 additional power points you may instead omit a burst with a radius of to 5'/2 levels.

SUBSTANTIATE

Discipline: Psychometabolism; **Level:** Conduit 3, cryptic 4, dread 3, shaper 3, psion/wilder 4

Display: Material

Manifesting Time: 1 standard action

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

Target: One incorporeal creature

Duration: 1 round/level

Saving Throw: Will (negates); **Power Resistance:** Yes

Power Points: Conduit 5, cryptic 7, dread 5, shaper 5, psion/wilder 7

You flood the form of an incorporeal being with extruded ectoplasm and render it physical, temporarily denying it the incorporeal subtype.

Augment: You can augment this power in one of the following ways.

1. For every 3 additional power points you spend, you may target an additional creature.
2. If you spend 4 additional power points you may create a corporeal form for a recently deceased creature allowing to manifest a new physical form with half their original Hit Point total and allowing them to function beyond death for the duration of the power.



TERRORSHADE

Discipline: Telepath [mind-affecting, shadow]; **Level:** Dread 2, Telepath 2

Display: Auditory, mental, and visual

Manifesting Time: 1 swift action

Range: Special (see below)

Target: One creature you threaten

Duration: 1 round/level; until discharged

Saving Throw: Will (partial); **Power Resistance:** Yes

Power Points: Dread 3, telepath 3

You flood your presence in the mind of an enemy with dark power from the Shadow Plane lending your visage a terrifying quality to a creature you threaten. The creature can make a Will save. Those that fail the Will save take a -2 morale penalty on all saves versus [fear] effects. Those that save instead take half the penalty.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power's penalty increases by -1.
2. For 6 additional power points you may ignore fear immunity from all sources for all powers, spells and supernatural effects your create.

TRANSITIVE INFUSION

Discipline: Psychoportive [varies]; **Level:** Psion 9, tactician 9

Display: Auditory and visual

Manifesting Time: 1 full-round action

Range: 100' + 10'/level radius

Target: One plane; Emanation

Duration: 1 minute/ level; until discharged

Saving Throw: Will (partial); **Power Resistance:** Yes

Power Points: Psion 17, tactician 17

In an act of supreme will you bring the qualities of one of the Transitive Planes (Astral, Ethereal or Shadow) into alignment with your Plane. The effects vary by the Transitive Plane targeted:

- Astral – Speeds for creatures become 5' per point of Intelligence and all modes of movement resolve as perfect flight. Characters may use any mental Ability Score in place of any physical score.
- Ethereal – The physical world and non-living matter may be ignored if unattended. Incorporeal creatures may be interacted with normally. Creatures gain deflection modifiers to their AC values equal to their Charisma modifiers.
- Shadow – Will saves may be made against all non-Shadow descriptor damage sources

to reduce damage by 50%. Distance can be halved for any creature making a successful Will save against a DC 15 + 1 for 5' in the total distance.

Augment: You can augment this power in one of the following ways.

1. For 2 additional power points this this power's radius becomes medium range.

UNREALIZE

Discipline: Clairsentience; **Level:** Psion/wilder 5, seer 4

Display: Auditory, mental, and visual

Manifesting Time: 1 immediate action

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

Target: One power, spell, spell-like ability or supernatural ability

Duration: Instantaneous

Saving Throw: Will (special); **Power Resistance:** No

Power Points: Psion/wilder 9, Seer 7

You perceive a power or magical effect as less real that it is. Targeted effects become translucent, echoing and hushed to a quieter volume. The intensity of this unreality is such that the effect gains a special Will save before any other effects are determined. Determine the DC as usual for effects from that source. Those who succeed only take 50% of the effects damage, duration or other numeric effects (penalties, negative levels etc.).

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this Power deals an addition 1d6 of force damage and its save DC increases by 1.
2. If you spend 3 additional power points you may remove the Will saving throw and cause the conduit eruption to emerge at the surface of the creatures targeted by the power, rendering them immune to the force burst.

UNIVERSAL ENERGY

Discipline: Telekinesis; **Level:** Kineticist 1, psion/wilder 2

Display: Auditory, mental, and visual

Manifesting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One power, spell, spell-like ability or supernatural ability
Duration: Instantaneous
Saving Throw: Will (special); **Power Resistance:** No
Power Points: Kineticist 1, psion/wilder 3

You destabilize the 1st level spell of an ally to render it into raw universal energy. This state of raw power has the following attributes:

- The spell can be used to deal untyped magical damage of 1d6/level that does not allow for power or spell resistance.
- The spell can be used to counter any spell of the same or lower level.
- The spell may be used to recharge a staff or similar item as though it was any spell of the same level.
- The spell can be infused into a psionic subtype creature to grant 2 power points per spell level.
- The spell can be infused into a psychic spellcaster to grant it a phrenic surge or a psychic creature 1 PE per spell level.

An unwilling caster can may a Will save to negate the spell conversion.

Augment: You can augment this power in one of the following way.
1. For every 2 additional power points you spend, this power can affect an ally's spell of 1 level higher.

UNSTABLE ECTOPLASM

Discipline: Metacreativity [chaos]; **Level:** Psion 2, Shaper 1
Display: Auditory and visual
Manifesting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One power, spell, spell-like ability or supernatural ability
Duration: Instantaneous
Saving Throw: Will (harmless); **Power Resistance:** No
Power Points: Psion/wilder 3, Shaper 1

You infuse a damaging power, spell, spell-like ability or supernatural ability with unstable ectoplasm creating wild and unpredictable effects. The affected ability deals 2d4-4 additional damage. Usually this slightly augments effectiveness of the power but it can result in muted effects. The more energy you expend the more influenced or extreme the ectoplasm can be.

Augment: You can augment this power in one of the following ways.

1. For every 1 additional power points you spend, this adds an additional 1d4-2 of damage to the effect.
2. Each time you spend 3 additional power points you may increase or decrease the modifier to each of the 1d4 rolled by this power by plus or minus 1 per die.

WHISPERING SHADES

Discipline: Telepathy [shadow]; **Level:** Psion/wilder 4, Telepath 3
Display: Auditory, mental, and visual
Manifesting Time: 1 standard action
Range: Touch
Target: One other creature's shadow
Duration: 1 hour/level
Saving Throw: Will (harmless); **Power Resistance:** No
Power Points: Psion/wilder 7, Telepath 5

You telepathically reach through a creature's shadow to fill its quasi-real Shadow self with your own memories and skills. The creature is always considered benefiting from an Aid Another action on skills you possess a higher rank in. At any time during powers duration, the creature can discharge the imprint to gain your guidance on a single skill chosen when you manifest this power. The creature gains a +6 competence bonus to that check. A creature can benefit from only one *whispering shades* manifestation at a time.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend, this power gains an additional +2 competence bonus when this power is discharged.
2. If you spend 4 additional power points you may infuse the shadow with knowledge of a single feat

you know that the creature could currently qualify for, during the duration of this power until it is discharged that feat is available to them.

ZONE OF DISSONANCE

Discipline: Psychoportation; **Level:** Cryptic 2, nomad 2, psion/wilder 3, tactician 2

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 30' emanation centered on you.

Target: One power, spell, spell-like ability or supernatural ability

Duration: Instantaneous

Saving Throw: No; **Power Resistance:** No

Power Points: Cryptic 3, nomad 3, psion/wilder 5, tactician 3

You manifest a zone of psionic power that fluctuates the planar membranes near you in a manner that makes summoning creatures difficult. All casters attempting to summon creatures with spells, spell-like or supernatural abilities in or into the zone need to make a concentration check against a DC of your 11 + your manifester level.

Augment: You can augment this power in one of the following ways.

1. For every 2 additional power points you spend the effect of this power extends the emanation by an additional 30'.
2. For every 1 additional power points you spend the effect excludes one 5' square per round
- 3 For every 2 additional power points you spend the DC to cast summoning spells by 1.
2. Each time you spend 3 additional power points you may increase or decrease the modifier to the by plus or minus 1 per die.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc. Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Lost Spheres Publishing company names, proper names and logos; the "Book of Beyond: Psionic Paths" name and logo; all artwork, backgrounds, and logos; all proper names, all locations, all organization names, all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted

from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Inc; Author: Jason Bulmahn, based on material by

Jonathan Tweet, Monte Cook, and Skip Williams.

10 Luckbringer Feats Copyright Steven D. Russell; Authors: Steven D. Russell

101 Renegade Class Feats Copyright 2011 Steven D. Russell; Author Steven D. Russell
40 Alchemical Items Copyright 2005, Adamant Entertainment; Authors Steve Honeywell.

1001 Spells Copyright 2011 Steven D. Russell; Author Steven D. Russell

Accidents of Birth: Deformities and Deformity Feats, Copyright 2006, Louis Porter Jr. Design, Inc.

Advanced Arcana Volume I Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Advanced Arcana Volume II Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume III Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume IV Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Bestiary © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Advanced Gamemaster's Guide, Copyright 2005, Green Ronin Publishing, LLC; Author Owen K.C. Stephens.

Advanced Player's Guide, Player's Guide to Monks and Paladins, Relics & Rituals: Excalibur, Relics & Rituals: Olympus, and Strange Lands: Lost Tribes of the Scarred Lands all ©2004 White Wolf Inc.

Advanced Player's Guide. Copyright 2010, Paizo Inc; Author: Jason Bulmahn.

Advanced Player's Manual, © 2005, Green Ronin Publishing: Author Skip Williams.

Aerial Adventure Guide: Sky Captain's Handbook, by Michael Mearls, Copyright 2004 Goodman Games

Aerial Servant from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; Published and distributed by Frog God Games; Authors: Clark Greene and Clark Peterson, based on original material by Gary Gyga.

Airships, Copyright 2003, Bastion Press, Inc.

Amphisbaena from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.

Ancient Warriors: Sons of Sparta Copyright 2011 Necromancers of the Northwest, LLC; Authors: Joshua Zaback, Alex Riggs, Justin Holloway

Ancient Warriors: The Vikings Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Ancient Warriors: Way of the Ninja Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway
Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.
Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Anger of Angels. © 2003, Sean K Reynolds.

Animal Lord from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Armies of the Abyss, © 2002, Green Ronin Publishing, LLC; Authors Erik Mona and Chris Pramas.

Ascomid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Assassin's Handbook, © 2002, Green Ronin Publishing, LLC; Authors David "Zeb" Cook and Wolfgang Baur.

Atomie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.

Avatar's Handbook, © 2003, Green Ronin Publishing, LLC; Author Jesse Decker.

Axe Beak from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Baobhan Sith from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Basidiron from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material

by Gary Gyga.

Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.

Bevy of Blades, © 2016, Amora Game; Authors: Brian Moran

Black Market: The Definitive D20 Guide to Cyberpunk Gear Copyright 2005, Adamant Entertainment.: Authors Elissa Carey & Malcolm Sheppard

Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
The Book of Beginnings Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Book of Distinctions And Drawbacks Revised Copyright 2003 Scott Thomas Lynch
Book of Distinctions And Drawbacks Modern Copyright 2003 Scott Thomas Lynch

The Book of Experimental Might © 2008, Monte J. Cook. All rights reserved.

Book of Fiends, © 2003, Green Ronin Publishing, LLC; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Hallowed Might © 2002, Monte J. Cook.

The Book of Roguish Luck Copyright 2005 Wolfgang Baur. All rights reserved.

Book of the Righteous, © 2002, Aaron Loeb.

Brownie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.
Bunyip from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.
Carbuncle from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Fiore.
Caryatid Column from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

The Cavalier's Handbook, Copyright 2004, Green Ronin Publishing; Author Robert J. Schwalb

Cave Fisher from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.
Character Drawbacks, Copyright 2007, Adamant Entertainment. Author: Walt Ciechanowski.

Character Guide: The Gentleman Thief Copyright 2012 Necromancers of the Northwest, LLC; Authors Joshua Zaback, Alex Riggs, David Mesick

Character Guide: The Wise Sage Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Classes of Legend: The Cavalier Copyright 2005, Lion's Den Press; Author Ari Marmell

Classes of the Lost Spheres – Echo. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards

Classic Monsters Revisited. Copyright 2008, Paizo Inc; Authors: Wolfgang Baur, Jason Bulmahn, Joshua J. Frost, James Jacobs, Nicolas Logue, Mike McArtor, James L. Sutter, Greg A. Vaughan, Jeremy Walker.

Cloud Warriors, Copyright 2003, Fast Forward Entertainment

The Complete Book of Eldritch Might Copyright 2004 Monte J. Cook. All rights reserved.

Convergent Paths: Fey Archetypes. Copyright 2013, Steven D. Russell; Author: Mark Seifter.

Cry Havoc, ©2003 Skip Williams. All rights reserved.

Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Crystal Ooze from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

d20 Freeport Companion, © 2007, Green Ronin Publishing, LLC; Author Robert J. Schwalb.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.
Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.
Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.
Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.
Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Death in Freeport Revised, © 2000-2004, Green Ronin Publishing, LLC; Author Chris Pramas.

Death Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

Death Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.
Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

The Deluxe Guide to Fiend Summoning and Faustian Bargains Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Demon, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Shaggy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Demodand, Slimy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Demodand, Tarry from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

The Diamond Throne Copyright 2003 Monte J. Cook. All rights reserved.

Dire Corby from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jeff Wyndham.
Disenchanter from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Dracolisk from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Dragon, Faerie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Brian Jaeger and Gary Gygax.
Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

DragonCyclopedia: Martial Arts Feats Copyright 2011 Glen R. Taylor.

Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

The Ebon Vault: Adamant Armors Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Fantastic Footgear Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

The Ebon Vault: Orbs of Power Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Power of the Ring Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

The Ebon Vault: Secrets of the Staff Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Swords of Legend Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Unstoppable Hammers Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Encyclopaedia Divine: Shamans copyright 2002, Mongoose Publishing.

Executioner's Hood from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Fading Suns: d20, © 2001, Holistic Design, Inc.
Falthar's Curios, © 2000, Green Ronin Publishing, LLC; Author Chris Pramas.

Fang & Fury: A Guidebook to Vampires. © 2003, Green Ronin Publishing; Author: Jim Bishop.

Fantasy Firearms Copyright 2007, Mark Cathro & Skortched Urf Studios; Author Eric Karnes.
Fatal Flaws, Copyright 2005, Basic Action Games

Flail Snail from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.
Plumph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Plumph from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Focus on Freeport #7: The Jade Serpent of Yig, © 2001, Green Ronin Publishing, LLC; Author William Simoni.

Foo Creature from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Forlarren from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

Freeport: The City of Adventure, © 2002, Green Ronin Publishing, LLC; Authors Matt Forbeck and Chris Pramas.
Freeport Companion: Pathfinder Roleplaying Game Edition, © 2008, Green Ronin Publishing, LLC; Authors Robert J. Schwalb, Adam Daigle, Brandon Hodge, John E. Ling, Jr., Greg A. Vaughan

The Freeport Trilogy, © 2005, Green Ronin Publishing, LLC; Authors Chris Pramas, William Simoni, and Robert J. Toth.
Froghemoth from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

The Genius Guide To: Feats of Psionic Might. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to the Archon. Copyright 2010, Super Genius Games, LLC; Author: Owen K.C. Stephens

The Genius Guide To: Chaos Magic. Copyright 2013, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to: The Dragonrider. Copyright 2009, Super Genius Games. Author: Owen K.C. Stephens.
The Genius Guide to: The Godling. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.
The Genius Guide to the Riven Mage. Copyright 2012, Super Genius Games, LLC; Author: Carl Gilchrist and Owen K.C. Stephens

The Genius Guide to: The Time Thief Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
The Genius Guide to: The Vanguard. Copyright 2010, Super Genius Games. Authors: Marc Radle, Owen K.C. Stephens.

The Genius Guide to: The War Master Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
The Genius Guide to: The Witch Hunter Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

Genius Options: Masters of Time. Copyright 2012, Super Genius Games, LLC; Author: Owen K.C. Stephens

Giant, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Giant Slug from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

GM's Gallery: Useful and Interesting NPCs Copyright 2011 Necromancers of the Northwest, LLC; Authors Joshua Zaback, Justin Holloway

The Grand OGL Wiki, <http://grandwiki.wikidot.com> Copyright 2008-2009 Purple Duck Creations; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnick, Charles R. Wenzler Jr, John Fraser.

The Great City Player's Guide © by Ønone Roleplaying Games

Gripli from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Gripli from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Gryph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hammer & Helm. Copyright 2002, Green Ronin Publishing; Author Jesse Decker

Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Heroes of Fantasy copyright 2005, Mongoose Publishing Ltd.

Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Hot Pursuit, Copyright 2005, Corey Reid, published by Adamant Entertainment, Inc.
Household Knight Copyright 2006, Alea Publishing Group.

Huecuva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Underworld Oracle.

Hyperconscious: Explorations in Psionics Copyright 2004 Bruce R Cordell. All rights reserved.

Ice Golem from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene.
The Iconic Bestiary: Classics of Fantasy Copyright 2005, Lions Den Press; Author Ari Marmell

Into the Armory: The Complete Guide to Weapons, Armor, and Equipment Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Philip Masters.

Iron Lords of Jupiter, Copyright 2003 Paizo Publishing. Author: Lizard — Used With Permission.
If Thoughts Could Kill Copyright 2001–2004 Bruce R. Cordell. All rights reserved.

Immortals Handbook, Copyright 2003, Craig Cochrane.

Initiative Cards v2.0 Copyright 2003, The Game Mechanics, Inc.; Author JD Wiker.

Insidious Intentions: The Book of Villainy Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Jackalwere from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
Jubilex from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.
Kamadan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.
Kech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
Kelpie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Kobold Quarterly Issue 7 © 2008, Open Design LLC, <http://www.koboldquarterly.com>; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!
Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.

Leadership Handbook © 2015, Everyman Gaming, LLC; Author Alexander Augunas.

Legendary Classes: Eternal Mage © 2016, Purple Duck Games; Author N. Jolly.

Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.
Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.
Legions of Hell, © 2001, Green Ronin Publishing, LLC; Author Chris Pramas.

Liber Influxus Communis, © 2014, Amora Game; Authors: Greg LaRose, Alex Augunas, Bradley Crouch, Daron Woodson, Eric Morton, Michael Sayre, Mike Myler, Morgan, Boehringer, Scott Gladstein, Wayne Capena, Will McCardell, Wojciech Gruchala.

Liber Vampyr Copyright 2010–2013, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway.

Lurker Above from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Madness in Freeport Revised, © 2001–2004, Green Ronin Publishing, LLC; Author William Simoni.

Madness in Freeport Revised, Copyright 2001–2004, Green Ronin Publishing, LLC; Author William Simoni.

A Magical Medieval Society: Western Europe Copyright 2003, Expeditious Retreat Press; authors Suzi Yee and Joseph Browning.
Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

MARS: A Roleplaying Game of Planetary Romance, Copyright 2006, Adamant Entertainment. Authors: Lizard, Gareth-Michael Skarka, Ian Sturrock

Microsized Adventures © 2015, Everyman Gaming, LLC.; Authors: Alexander Augunas.

Mihstu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.

Mindscapes Copyright 2003–2004 Bruce R. Cordell. All rights reserved.
Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc.; Author: Stan!
Grim Tales, Copyright 2004, Benjamin R. Durbin, published by Bad Axe Games, LLC.
Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.

Monster Encyclopedia I. © 2004, Mongoose Publishing Ltd.

Monster's Handbook Copyright 2002, Fantasy Flight Publishing, Inc. Monte Cook's Arcana Unearthed,

Copyright 2003, Monte J. Cook. All rights reserved.

Monster Modifier, Copyright 2008, Adamant Entertainment. Author: Gareth-Michael Skarka

Monte Cook's Arcana Evolved Copyright 2005–2007 Monte J. Cook. All rights reserved.
Monte Cook's Arcana Unearthed DM's Screen and Player's Guide Copyright 2003 Monte J. Cook. All rights reserved.
Monte Cook's Arcana Unearthed Copyright 2003 Monte J. Cook. All rights reserved.

Moon Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.
Muckdweller from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Mutants & Masterminds, © 2002, Green Ronin Publishing, LLC; Author Steve Kenson.

Mythic Paths of the Lost Spheres. © 2014, Lost Spheres Publishing. Author: Christen N. Sowards

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

A Necromancer's Almanac: 2012 Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

A Necromancer's Almanac: 2013 Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Marie Barnes, Joel Migas

A Necromancer's Grimoire: The Art of Traps Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway, Rosa Gibbons

A Necromancer's Grimoire: The Book of Faith Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: The Book of Martial Action Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Joel Migas

A Necromancer's Grimoire: The Book of Purifying Flames Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: Bounty of the Ranger Copyright 2013 Necromancers of the Northwest, LLC; Authors Joshua Zaback, Alex Riggs

A Necromancer's Grimoire: Bows of War Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

A Necromancer's Grimoire: Faces of the Rakshasa Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway, Rosa Gibbons

A Necromancer's Grimoire: The Fabricant Copyright 2011 Necromancers of the Northwest, LLC; Authors: Justin Holloway, Alex Riggs, Joshua Zaback

A Necromancer's Grimoire: Marchen der Daemonwulf Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: Marchen der Daemonwulf II Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: Masters of the Gun Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs

A Necromancer's Grimoire: Mysteries of the Oracle Copyright 2012 Necromancers of the Northwest, LLC; Authors Joshua Zaback, Justin Holloway, Alex Riggs

A Necromancer's Grimoire: Paths of the Druid Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: The Secret of Herbs Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

A Necromancer's Grimoire: Secrets of the Witch Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: Sorcerous Lineages Copyright 2013 Necromancers of the Northwest, LLC; Authors Joel Migas, Marie Barnes, Alex Riggs

A Necromancer's Grimoire: Spirit Warriors Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: Spirit Warriors II Copyright 2012 Necromancers of the Northwest, LLC; Authors: Justin Holloway, Alex Riggs, Joshua Zaback

A Necromancer's Grimoire: Steeds and Stallions Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: The Wonders of Alchemy Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Necromancers of the Northwest Presents: The Blackshire Mercenary Company Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway
Necromancers of the Northwest Presents: Knights of the Crucible Copyright 2012 Necromancers of the

Northwest, LLC; Authors Alex Riggs

Necrophidius from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.
Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Nereid from the Tome of Horrors Complete
© 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

The Noble's Handbook, © 2003, Green Ronin Publishing, LLC; Author Rodney Thompson.
Swords of Our Fathers, © 2003, The Game Mechanics.

OGL Horror, Copyright 2003, Mongoose Publishing, Inc.

One Million Magic Items, Copyright 2007, Adamant Entertainment. Author: Gareth-Michael Skarka

Otherworldly Invocations Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, David Mesick, Joshua Zaback and Bill Webb; Based on original content from TSR.

Pacts & Pawns. Copyright 2014, d20pfsrd.com Publishing; Author: Michael Massey.

Pact Magic Unbound Vol. 1. Copyright 2012, Radiance House
Pact Magic Unbound: Grimoire of Lost Souls © 2015 Radiance House; Authors: Alexander Augunas, Dairo Nardi.
Path of the Magi © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder Adventure Path #32: Rivers Run Red. Copyright 2010, Paizo Publishing LLC. Author: Rob McCreary

Pathfinder Adventure Path #33: The Varnhold Vanishing. © 2010, Paizo Publishing, LLC; Author: Greg A. Vaughan.

Pathfinder Adventure Path #36: Sound of a Thousand Screams. © 2010, Paizo Publishing, LLC; Author: Richard Pett.

Pathfinder Adventure Path #38: Racing to Ruin. © 2010, Paizo Publishing, LLC; Author: Tim Hitchcock.

Pathfinder Adventure Path #44: Trial of the Beast. Copyright 2011, Paizo Publishing, LLC. Author: Richard Pett

Pathfinder Adventure Path #63: The Asylum Stone © 2012, Paizo Publishing, LLC; Author: James L. Sutter.

Pathfinder Campaign Setting: Inner Sea Bestiary © 2012, Paizo Publishing, LLC; Authors: Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Campaign Setting: Inner Sea Magic, © 2011, Paizo Publishing, Inc; Authors: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor.

Pathfinder Campaign Setting: Isles of the Shackles © 2012, Paizo Publishing, LLC; Author: Mike Shel.

Pathfinder Campaign Setting: Lands of the Linnorm Kings © 2011, Paizo Publishing, LLC; Authors: Matthew Goodall, Jonathan Keith, Colin McComb, and Rob McCreary.

Pathfinder Campaign Setting: Occult Mysteries © 2014, Paizo Inc.; Authors: Jason Bulmahn, Crystal Frasier, Jim Groves, Brandon Hodge, James Jacobs, Erik Mona, F. Wesley Schneider, and Jerome Virnich.

Pathfinder Companion: Chelax, Empire of Devils. Copyright 2009, Paizo Publishing, LLC; Authors: Jonathan H. Keith, Colin McComb, Steven E. Schend, Leandra Christine Schneider, and Amber E. Scott.

Pathfinder Companion: Sargava, the Lost Colony. Copyright 2010, Paizo Inc; Author: JD Wiker.

Pathfinder Player Companion: Magic Tactics Toolbox © 2016, Paizo Inc.; Authors: Alexander Augunas, Steven T. Helt, Thurston Hillman, and Ron Lundeen.

Pathfinder Player Companion: Ranged Tactics Toolbox © 2014, Paizo Inc.; Authors: David N. Ross, David Schwartz, and Kaitlyn Sprague.

Pathfinder Player Companion: Magical Marketplace © 2013, Paizo Publishing, LLC; Authors: John Ling, Ron Lundeen, Patrick Renie, David Schwartz, and Jerome Virnich.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Inc; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC;
Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet,

Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC;
Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC;
Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game GameMastery Guide, © 2010, Paizo Inc; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.
Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.
Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Inc; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Inc; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Paths of Power. Copyright 2009, 4 Winds Fantasy Gaming; Authors Sean O'Connor and Patricia Willenborg, with Connie J. Thomson and Robert W. Thomson.

Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Psionics Augmented: Wilders, © 2015, Dreamscarred Press

Psionics Augmented: Seventh Path, © 2015, Dreamscarred Press.

Psionics Expanded. Copyright 2011, Dreamscarred Press.
Psionics Unleashed. Copyright 2010, Dreamscarred Press.

The Psychic's Handbook, © 2004, Green Ronin Publishing, LLC; Author Steve Kenson.

Psychological Combat © 2014, Everyman Gaming, LLC; Author Alexander Augunas.

Possessors: Children of the Outer Gods Copyright 2003, Philip Reed and Christopher Shy, <http://www.philipreed.com> and www.studioronin.com.

Ptolus: Monte Cook's City by the Spire ©2006 Monte J. Cook.

Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

The Quintessential Witch copyright 2002, Mongoose Publishing.

Random Fantasy Adventure Generator, Copyright 2007, Adamant Entertainment. Author: Gareth-Michael Skarka

Rot Grub from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gyax.

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Salon du Masque, © 2002, Green Ronin Publishing, LLC; Author Chris Pramas.

Sandman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Scarecrow from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Seas of Blood, Copyright © 2001, Mongoose Publishing.

Secret College of Necromancy, © 2002, Green Ronin Publishing, LLC; Authors David "Zeb" Cook and Wolfgang Baur.

The Secrets of Divine Channeling Copyright 2010 Steven D. Russell Author Jonathan McNulty

The Secrets of the Gunslinger Copyright 2011, Steven D Russell; Author Steven D. Russell

The Secrets of the Inquisitor Copyright 2012, Steven D Russell; Author Steven D. Russell

The Secrets of the Luckbringer Copyright 2011, Steven D Russell; Author Steven D. Russell

The Secrets of the Magus Copyright 2011, Steven D Russell; Author Steven D. Russell

The Secrets of Martial Mastery Copyright 2010 Steven D. Russell Author Steve D. Russell

The Secrets of the Masquerade Reveler, Copyright 2014 Steven D. Russell; Author Mark Seifter

The Secrets of the Oracle Copyright 2011 Steven D. Russell; Author David Mallon

The Secrets of Tactical Archetypes II. Copyright 2012, Rite Publishing. Author: Will McCardell and Benjamin Rombeaut

The Secrets of the Taskshaper, Copyright 2010, Steven D. Russell; Author: Steven D. Russell

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

The Shaman's Handbook. Copyright 2002, Green Ronin Publishing; Author Steve Kenson

Shock & Awe: Morale for All D20 Games Copyright 2005, Adamant Entertainment.: Author: Malcolm Sheppard

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

Skillful Stunts Copyright 2006, Adamant Entertainment.: Author: Barak Blackburn
Fantasy Occupations Copyright 2007, Adamant Entertainment.: Author: Walt Ciechanowski

Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Skull & Bones © 2003, Green Ronin Publishing, LLC; Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka.

Slime Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.
Slithering Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.

Spheres of Power. © 2014, Drop Dead Studios
Spriggan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gyax.

Spycraft Copyright 2002, Alderac Entertainment Group.

Supporting Roles: Combat Style Feats. Copyright 2012, Amora Game; Author: Amora Game

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Tactical Implant: The Definitive D20 Guide to Cyberpunk Combat Options opyright 2005, Adamant Entertainment.: Author: Malcolm Sheppard

Tales of Freeport, © 2003, Green Ronin Publishing, LLC; Author Graeme Davis.

Temporary Enchantments Copyright 2006, Adamant Entertainment.: Author: Barak Blackburn
Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer

Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.
Tentamort from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.
Terror in Freeport Revised, © 2001-2004, Green Ronin Publishing, LLC; Author Robert J. Toth.

Tick, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Tome of Horrors II © 2004, Necromancer Games, Inc.; Author: Scott Greene.

Tome of Horrors III, © 2005, Necromancer Games, Inc; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Tome of Secrets, Copyright 2009, Adamant Entertainment, Inc. Authors: Walt Ciechanowski and Gareth-Michael Skarka.

Transcendent 10 – Systems of Skill – Expanded Skill Checks. © 2012, Lost Spheres Publishing. Author: Christen N. Sowards

Transcendent 10 – Feats of Offense – Spellcasting & Metamagic. © 2012, Lost Spheres Publishing. Author: Christen N. Sowards

Transcendent 10–Spells of Synergy – Multiclass & Melee. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards

Transcendent 10–Psonics of Conflict – Zones of Power. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards

Trapper from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Troll, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Ultimate Antipodism Drawn from Light and Darkness, Copyright 2015, Interjection Games, LLC; Author: Bradley Crouch.

Ultimate Charisma © 2015, Everyman Gaming, LLC; Author Alexander Augunas.

Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.
Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Unholy Warrior's Handbook, © 2003, Green Ronin Publishing, LLC; Author Robert J. Schwalb.

Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

The War of the Goblin King Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Wayfinder #5. © 2011, Paizo Fans United; Authors: Ryan Costello, Jr., Liz Courts, Paris Crenshaw, Darrick Dahl, Adam Daigle, Blake Davis, Jess Door, Jeffrey Erwin, J. Russell Estes, Charles Evans, Dawn Fischer, Christoph Gimmmler, Robert Gresham, Jesper Haglund, Eric Hindley, Michael Kelley, Michael Kortes, Michael Lane, Thomas LeBlanc, Jeffrey Lee, Tom McQueen, Kevin Andrew Murphy, Tom Phillips, Dane Pitchford, Marc Radle, John C. Rock, Carl Rossi, Joseph Scott, K. Neil Shackleton, Justin Sluder, Neil Spicer, David Schwartz, Ian Turner, Brandon Waldenberg, and Mike Welham.

Witch's Handbook, Copyright 2002, Green Ronin Publishing; Author Steve Kenson
Wolf-In-Sheep's-Clothing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Zombie, Juju from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Form Blazing Sword! – Bringing Your Own Toys: The Conduit © 2015, Lost Spheres Publishing. Author: Christen N. Sowards

Lost Spheres – Find the Hero Within. © 2015, Lost Spheres Publishing. Author: Christen N. Sowards

Legacy of the Dragons, Copyright 2004 Monte J. Cook.

Mystic Secrets: The Lore of Word and Rune, Copyright 2004 Monte J. Cook.

Akashic Nodes: The Home of Memory, Copyright 2005 Justin D. Jacobson.

Wild Spellcraft Copyright, 2002 ENWorld.

Castlemourn Campaign Setting Copyright 2007, Margaret Weis Productions, Ltd.
E.N. Guild – Monster Hunters' Guild, Copyright 2005, E.N. Publishing; Author Aeryn Rudel.
Dynasties and Demagogues, Copyright 2003, Trident, Inc. d/b/a Atlas Games; Author Chris Aylott.
Occult Lore, Copyright 2002, Trident, Inc. d/b/a Atlas Games; Authors Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.
Crime and Punishment, Copyright 2003, Trident Inc. d/b/a Atlas Games; author Keith Baker.
Fading Suns: D20, Copyright 2001, Holistic Design, Inc; Authors Bill Bridges and Andy Harmon.
D20 Modern System Reference Document, Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
Traps and Treachery, Copyright 2001, Fantasy Flight Inc.; Authors Greg Benage, Kurt Brown, Mark Chance, Brian Ferrenz, Lizard, David Lyons, Brian Patterson, Scott Stoecker, Wil Upchurch.
Love and War, Copyright 2004, Trident, Inc. d/b/a Atlas Games; Author David Chart.
Monte Cook's Arcana Unearthed, Copyright 2003, Monte J. Cook.
Poisoncraft: The Dark Art, Copyright 2004, Justin D. Jacobson.
Skreyn's Register: The Bonds of Magic, Vol. 1: Cabal and Skreyn's Register: The Bonds of Magic, Vol. 2: The Faithful Copyright 2002 Sean K Reynolds. All rights reserved.
The Book of Eldritch Might, Book of Eldritch Might II: Songs and Souls of Power, and Book of Eldritch Might III: The Nexus Copyright 2001, 2002 Monte J. Cook. All rights reserved.
50 New Ways to turn things into other things: Transmutation copyright Silven Publishing and Matthew J. Hanson.
50 New Ways to Blow Things Up: Evocation copyright Silven Publishing and Matthew J. Hanson.
Curses! Copyright ©2002 Kosala Ubayasekara. All Rights Reserved. Author Eytan Bernstein
Encyclopedia Arcane: Necromancy – Beyond the Grave Copyright 2001, Mongoose Publishing.
The Compleat Librum of Gar.Udok.s Necromantic Artes Copyright 2002, Ambient Inc.; Authors M Jason Parent, Denise Robinson, Chester Douglas II
Encyclopaedia Arcane: Necromancy . Beyond the Grave Copyright 2001, Mongoose Publishing.
Spells & Spellcraft Copyright 2002, Fantasy Flight, Inc.
Joe's Book of Enchantment Copyright 2002, Joseph Mucchiello, Jr. Published by Throwing Dice Games.
Plexus – Potent Portals Copyright 2002 Mark Alexander Clover.
Plexus - Open Spells Collection Copyright 2002 Mark Alexander Clover.
Interludes: Brief Expeditions to Bluffsides Copyright 2001, Thunderhead Games, Inc., and Mystic Eye Games, LLC.
Bluffsides: City on the Edge Copyright 2002, Thunderhead Games, Inc., and Mystic Eye Games, LLC.
Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPCnamed spells from the Player's Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of <http://www.necromancergames.com>.
Eldritch Sorcery Copyright 2005, Necromancer Games, Inc.; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Balsley, Chris Bernhardt, Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, Al Krombach, Rob Mason, Matt McGee, Clark Peterson, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb.
Oathbound: Mysteries of Arena, Copyright 2004, Bastion Press
Wildwood, Copyright 2004, Bastion Press, Inc.
Minions: Fearsome Foes, Copyright 2001, Bastion Press
Oathbound: Domains of the Forge, Copyright 2002, Bastion Press
Oathbound: Arena, Copyright 2004, Bastion Press
Oathbound: Wrack & Ruin, Copyright 2003, Bastion Press
Pantheon and Pagan Faiths ©2004 Mystic Eye Games.
Book of Beyond: Spells of Boon and Burden ©2016 Lost Spheres Publishing, Author: Christen N. Sowards
Book of Beyond: Liminal Power ©2016 Lost Spheres Publishing, Author: Christen N. Sowards

Book of Beyond: Psionic Paths ©2017 Lost Spheres Publishing, Author: Christen N. Sowards