

COMMON OCCULT TOOLS

Psychic spellcasters and practitioners of other occult arts use the following tools to perform their mind-bending feats of divination and mysticism. While these items sometimes become charged with psychic energy, more often than not, they are nonmagical utensils that help the user focus her thoughts and connect with the useen world.



ceremonial gear

Certain instruments—often ones similar to items used in religious rites, such as candles and knives are employed in numerous occult rituals (*Pathfinder RPG Occult Adventures* 208). Many of these are commonplace articles that anyone might own, while others are far stranger or more sinister and are useful for only ritualistic purposes.



hypnotist's pendant

Most mesmerists carry a shiny bauble on a chain to help them hypnotize subjects. The rhythmic swinging of such a pendant back and forth helps to distract the subject's mind, allowing the mesmerist's voice to creep into the subject's subconscious. A hypnotist's pendant functions identically to a hypnotist's locket (*Occult Adventures* 249).



DOWSING ROD

Sometimes being referred to as a divining rod, a dowsing rod (*Occult Adventures* 248) is a specially attuned instrument that allows its user to locate a specific material or type of location (usually water, but some rods can find certain minerals or unmarked graves) through the use of the dowsing occult skill unlock (*Occult Adventures* 195).



idol

Usually too large to be a portable item, an idol can represent a significant source of occult power. An idol that gains self-awareness through intense worship and sacrifice can even grant spells or other supernatural abilities to those who venerate it (see pages 60–62 of *Pathfinder Campaign Setting: Occult Realms* for more details).



harrow deck

Using a harrow deck (*Pathfinder RPG Ultimate Equipment* 66) is a popular method of fortune-telling, especially among soothsayers from Varisia. This deck consists of 54 unique, often lavishly illustrated cards, each of which carries a specific meaning when revealed in the process of reading a subject's fortune.



throwing bones

Often used for folk divination, these instruments are the cleaned bones of a chicken or other small animal. When cast onto a floor or table, they form patterns that a person knowledgeable with the prognostication occult skill unlock (*Occult Adventures* 196) can read to gain insight on a subject's nature or predict the near future.



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ON THE COVER



Mavaro encounters a twisted aether elemental while perusing an occult library in this fantastic cover art by Kiki Moch Rizky.



TABLE OF CONTENTS

Introduction	2
Rules Index	3
Encyclopedia Etherica	4
Infinity Scroll	8
Lexicon of the Manifold Planes	12
The Olivaro Opuscules	16
Recursion Tablets	20
Skull of Lost Secrets	26
Psychometabolic Corruption	30
Next Month!	32
Common Occult Tools	Inside Front Cover

REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

Advanced Class Guide	ACG	Ultimate Combat	UC
Advanced Player's Guide	APG	Ultimate Equipment	UE
Advanced Race Guide	ARG	Ultimate Intrigue	UI
Occult Adventures	0A	Ultimate Magic	UM

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.



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INTRODUCTION



The mysteries of the occult can be among the most difficult to chronicle. Unlike the spellbooks and grimoires of the arcane arts or the prayer books and holy texts of the faithful, merely locating an account of the occult can be a hefty endeavor in itself. These occult anthologies are hidden in remote locations or even disguised within esoteric artifacts. *Pathfinder Player Companion: Psychic Anthology* uncovers a number of these treasuries of occult secrets for your characters to encounter and, perhaps, employ to their advantage.

Just as arcane and divine collections of lore offer a wealth of knowledge to their respective practitioners, so are occult anthologies volumes of information on occult and esoteric subjects. Unlike their counterparts, however, occult anthologies rarely contain the workings of specific spells. Instead, they present information on particular aspects of the occult, such as an ancient ritual or details on a demiplane.

On Golarion, it is almost impossible to trace the true origin of an occult anthology. Many of these tomes are found suddenly, seemingly propagating from nothing. The few anthologies that have definite origins are generally collections of notes or information gathered by individuals who are themselves tied to the occult—and many such volumes are found long after the death or disappearance of the noted individual. A significant number of occult anthologies have been discovered in Vudra, but reports of esoteric chronicles span the Inner Sea region and dot the rest of Golarion as well. Some occult anthologies are even found elsewhere in the solar system, such as on Akiton, Castrovel, or other planets.

Regardless of its origin or purpose, an occult anthology typically takes a bizarre and enigmatic form (such as a human skull or an ectoplasmic palimpsest) or resides within a seemingly everyday object (such as a simple scroll or a musical score). Those without the mindset to understand these items are usually put off by their strangeness or easily overlook their importance. It takes innate psychic powers or a will of steel and unbridled curiosity to both identify and unlock an occult anthology. Those who can do so usually include the likes of mediums, occultists, and psychics, but can include mages and warriors with occult experience as well. Once an individual recognizes one of these esoteric dispensaries of information for what it is, she must still discover how to access it. For some collections, this requires extensive research or rituals, while others open their pages almost eagerly, as if wishing to share their strange, and sometimes forbidden, knowledge.

Psychic Aporheosis

Having an interest in or inclination to the occult does not always guarantee that an individual will have or gain psychic abilities. Many people live out their years having inexplicable feelings or encounters but lacking any kind of access to psychic powers. Only a few individuals ever experience the kind of major event that sparks their journey into psychic realms. Sometimes, such a triggering event does not take place until the individual is well along in age; regardless of the timing, though, these events are always significant.

Trauma is a common cause for the rise of latent psychic abilities. For some, it is the death of a relative or loved one. When the heart gives way to grief or anger, these emotions then manifest as strange occurrences around the individual, or sometimes as violent outbursts that cannot be controlled. For others, self-preservation is the key to unlocking psychic powers. When confronted by great danger or the possibility of death, an individual's mind can let loose abilities that may seem miraculous. Individuals who find their psychic apotheosis in times of great stress or great need are seldom fully in control of their abilities, but can learn to tame them over time.

Psychic abilities can also be learned through proper study. Occult scholars and esoteric researchers analyze psychic powers and their workings, spending years or decades examining occult lore. They might be confounded by the most basic of mysteries until they are struck with flashes of inspiration, which sometimes occur only once the researchers have turned their minds to other problems. Some might not even be searching for the occult, but instead stumble upon strange writings and rituals by chance. By studying these occult tomes, researchers learn of an unknown part of their mind, waking psychic powers within themselves.

Self-determination through training the mind and body is another way those with dormant psychic power have tapped into their innate abilities. Rigorous practice and preparation allow an individual to transcend her understanding of her body to achieve what others could only dream of, exhibiting great physical and mental feats. Others manifest their abilities through sheer force of will. These people, for one reason or another, find that they desire or need psychic powers to further their own goals goals that may be driven by generosity, selfishness, or revenge. These individuals may be the most curious of all, drawing on their abilities in ways that learned occultists and psychics cannot explain.

For a rare few, an encounter with the paranormal serves as a psychic catalyst. Individuals may discover an enigmatic object and be subconsciously drawn to its psychic energies. A person may not even understand his obsession with the object until he finally gives himself over to it. The item then reveals the occult secrets hidden within itself, and the person takes his first steps down a twisting but ultimately rewarding road.

Rules Index

Though the majority of the following new rules and character options presented on the indicated pages are for the six occult classes introduced in *Pathfinder RPG Occult Adventures*, there are also options for other classes that dabble in the strange and esoteric.

ARCHETYPES	CLASS	PAGE
Autohypnotist	Mesmerist	17
Kinetic knight	Kineticist	25
Material manipulator	Mesmerist	18
Outer channeler	Medium	12
Panoply savant	Occultist	28
Phantom blade	Spiritualist	4
Projectionist	Mesmerist	18
Totem spiritualist	Spiritualist	6
Usher of lost souls	Spiritualist	7
Vexing trickster	Mesmerist	19
5		
FEATS	ТҮРЕ	PAGE
Blinding Stare	Combat, stare	16
Bouncing Trick	Trick	16
Confusing Stare	Combat, stare	16
Contingent Trick	Trick	16
Elemental Knowledge	_	24
Elemental Overload	—	24
Kinetic Crafting	_	24
Kinetic Invocation	-	24
Metamagic Invocation	-	24
Penetrating Stare	Combat, stare	17
Perturbing Stare	Combat, stare	17
Reflexive Trick	Trick	17
Spell Trick	Trick	17
Split Trick	Trick	17
Swap Trick	Trick	17
SPELLS	SCHOOL	PAGE
Aura of distraction	Enchantment	10
Burst of force	Evocation	10
Debilitating pain	Enchantment	10
Glimpse of the Akashic	Divination	10
Mass debilitating pain	Enchantment	10
Reflexive barrier	Evocation	10
Rend body I–IV	Evocation	10-11
Sensory overload	Enchantment	11
Telekinetic strikes	Evocation	11
Thought worm I–IV	Enchantment	11
-		
OTHER RULES OPTIONS		PAGE
Blast and infusion wild talents		20-22
Magic items		8-9
Outsider spirits		13-15
Panoplies		26-28
Phantom emotional focus		4
Psychometabolic corruption		30-31
Utility wild talents		22-23



ENCYCLOPEDIA ETHERICA

The Encyclopedia Etherica is a grotesque tome of indefinite origin composed entirely of ectoplasm. Chronicled on its oozing pages are the accomplishments of noted spiritualists, details on their phantoms, and discussions of the nature of spirits in general. The original book floats somewhere on the Ethereal Plane, constantly updating itself in a spidery script written by an invisible hand. The most common manner for a copy of the Encyclopedia Etherica to appear on the Material Plane is for a spiritualist's phantom to hold the tome and then have the spiritualist harbor the phantom in her consciousness. The spiritualist proceeds to vomit forth the tome, page by page, until she has a complete volume. The process spans many arduous hours and, during this time, knowledge from the spiritualist's mind is occasionally imprinted into the original Encyclopedia Etherica, extending the length of the regurgitation for

future spiritualists. Kindness (Dhan

kindness (Phantom Emotional focus)

A phantom with this emotional focus was a being with a generous heart in life and continues to remain that way well after death. The phantom's intense generosity compels it to remain a phantom and continue assisting the living, especially relatives or those who had been its good friends during its living years. Kindness phantoms have pleasant and gentle demeanors and speak with a melodic cadence, putting most who see them at ease. Their auras are bright emerald green with occasional fluctuating scarlet or golden hues.

Skills: The phantom gains a number of ranks in Diplomacy and Heal equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Fortitude and Will.

Benevolent: When the phantom uses the aid another action, the bonus granted by a successful check increases by 1. If the phantom aids the spiritualist this way, the bonus instead increases by 2.

Opening Strike (Su): As a standard action, the phantom can make a melee attack against a foe. If this attack hits, the spiritualist designates one ally threatening that enemy. This ally can make a single attack at his full base attack bonus against that enemy as an immediate action.

Etheric Healing (Su): When the spiritualist reaches 7th level, the phantom gains the lay on hands ability with an

effective paladin level equal to its Hit Dice. The phantom can use this ability on the spiritualist as a swift action.

Expanded Aid (Su): When the spiritualist reaches 12th level, the phantom can use the aid another action as a move action. Additionally, the phantom selects four mercies available to a 12th-level paladin that it adds to its lay on hands ability.

Exceptional Aid (Su): When the spiritualist reaches 17th level, the phantom can use the aid another action as a swift action. Additionally, when designating an

ally for an opening strike, that ally gains a bonus equal to the phantom's Charisma modifier on damage rolls for the attack granted to him.

Spiritualist Archetypes

Inspired by the chronicles of the spiritualists who are recounted in the *Encyclopedia Etherica*, spiritualists with connections to the Ethereal Plane have pioneered the following archetypes. Though not particularly common, they can be found in the more occult corners of Golarion.

PHANTOM BLADE

A small selection of spiritualists are connected to spirits of combat and warfare, and manifest a weapon instead of a phantom. These spiritualists are known as phantom blades and fight with ectoplasmic weapons. Phantom blades are often found in Mendev and the Worldwound, where spiritualists are baptized in the blood of comrades; the last survivor of an unfortunate squad might return bearing one of these ghostly blades.

Weapon and Armor Proficiency: A phantom blade is proficient with all simple and martial weapons. She is also proficient with light and medium armor.

This ability alters the spiritualist's weapon and armor proficiency.

Phantom Weapon: A phantom blade begins play with an ectoplasmic sentient weapon known as a *phantom weapon* whose weapon type is chosen by the phantom blade. The weapon type must be one with which the phantom blade is proficient. A *phantom weapon* functions similarly to the *black blade* of the bladebound magus archetype (*Pathfinder RPG Ultimate Magic* 47) except as noted on the Phantom Weapon Progression table on page 6 and in the descriptions below. A phantom blade with this class feature can't have a phantom of any kind, even from another class.

This replaces phantom, phantom recall, spiritual bond, and dual bond.

Spell Combat (Ex): A phantom blade can cast spells and wield her *phantom weapon* at the same time. This functions as the magus's spell combat class ability (*Ultimate Magic* 10).

This replaces etheric tether, shared consciousness, fused consciousness, and empowered consciousness.

Spellstrike (Su): At 2nd level, a phantom blade can deliver spells through her *phantom weapon*. This functions like the magus's spellstrike class ability (*Ultimate Magic* 10) except the only weapon the spiritualist can use to deliver spells is her *phantom weapon*.

This replaces bonded senses.

Spirit of War (Ex): At 3rd level and every 5 spiritualist levels thereafter, a phantom blade gains a bonus combat feat. The spiritualist must meet the prerequisites for these feats, but she treats her spiritualist level as her base attack bonus (in addition to base attack bonuses gained from other classes and racial Hit Dice) for the purpose of qualifying for these feats. The phantom blade also treats her spiritualist level as her fighter level for the purpose of selecting feats with a minimum number of fighter levels as a prerequisite.

This replaces bonded manifestation.

Etheric Focus (Ex): At 4th level, the phantom blade can use her *phantom weapon* to aid her in casting spells with thought components. She can center herself (*Pathfinder RPG Occult Adventures* 144) as a swift action. At 12th level, the spiritualist can center herself as a free action.

This ability replaces spiritual interference and greater spiritual interference.

Phantom Weapon Ability Descriptions: A *phantom weapon* has special abilities (or imparts abilities to its wielder) depending on the wielder's spiritualist level. These abilities are cumulative. A *phantom weapon* normally refuses to use any of its abilities when wielded by anyone other than its phantom blade, and acts as an incorporeal masterwork weapon of its type.

Alertness (Ex): While the phantom blade is wielding or harboring her phantom weapon, she gains the Alertness feat.

Phantom Touch (Ex): A phantom weapon is always treated as a ghost touch weapon, regardless of weapon type or any other abilities modifying the weapon. If the phantom weapon would ever be destroyed, it is instead harbored in the spiritualist's consciousness for 24 hours.

Telepathy (Su): While the phantom blade is wielding or carrying her *phantom weapon*, she can communicate telepathically with the weapon.

Weapon of the Mind (Ex): The phantom blade can harbor her phantom weapon in her consciousness or manifest it in its ectoplasmic form. The phantom blade can manifest the weapon through a ritual that takes 1 minute to perform. Harboring the phantom weapon requires a full-round action.

While the weapon is harbored, the phantom blade gains Improved Unarmed Strike as a bonus feat and treats her unarmed strike damage as a monk of her level -2. If the phantom blade already has this feat, she instead gains Weapon Focus (unarmed strike). The phantom blade's

OTHER KINDNESS-FOCUSED ABILITIES

If a spiritualist archetype allows the selection of an additional focus, add kindness to the list of available foci. In addition, a bloodrager with the id rager archetype (*Pathfinder Player Companion: Occult Origins* 23) can select kindness as his emotional focus. Add the following to other character options (all are found in *Pathfinder RPG Occult Adventures* unless otherwise noted) for spiritualists with kindness phantoms.

Emotional Conduit (Feat): 1st—*charm person*, 2nd blessing of courage and life^{APG}, 3rd—good hope, 4th—mass charm person, 5th—waves of ecstasy, 6th—sympathy.

Fractured Mind (Archetype): *Bless* (5th), *calm emotions* (7th), *heroism* (9th), *good hope* (16th).

Spirit-Bound Blade (Spell): The weapon also gains the *allying*^{uE} special ability.

unarmed strikes gain the *phantom weapon's* enhancement bonus and other abilities when the weapon is harbored. The *phantom weapon* also recovers a number of hit points equal to its ego score every hour that it is harbored.

Quick Manifest (Ex): At 3rd level, the phantom blade can manifest her phantom weapon as a swift action.

Ectoplasmic Pool (Ex): At 5th level, the phantom blade gains a reservoir of excess ethereal energy and ectoplasm that she can draw upon to improve her *phantom weapon*. This pool has a number of ectoplasmic points equal to half her spiritualist level + her Wisdom modifier. The pool refreshes once per day when the spiritualist refreshes her daily spells.

The phantom blade can spend a number of ectoplasmic points to enhance or modify her *phantom weapon*. As a free action, she can spend 1 point to manifest or harbor her weapon. The spiritualist can also spend 2 ectoplasmic points as a free action to allow attacks made with her *phantom weapon* to resolve against touch AC for 1 round.

As a swift action, she can spend 2 ectoplasmic points to grant the weapon one of the following weapon special abilities for 1 minute: $corrosive^{UE}$, defending, flaming, frost, keen, $merciful^{UE}$, shock, or throwing. At 11th level, she can spend 3 ectoplasmic points to grant the weapon one of the following weapon special abilities for 1 minute: corrosive $burst^{UE}$, disruption, flaming burst, holy, icy burst, shocking burst, or unholy. At 15th level, she can spend 5 ectoplasmic points to grant the weapon one of the following weapon special abilities for 1 minute: brilliant energy, dancing, or speed. A phantom blade can spend an appropriate number of points to grant the weapon multiple abilities as one action. A phantom weapon cannot have a modified bonus higher than +10.

Reshape (Ex): At 7th level, a phantom blade can change the weapon type of her *phantom weapon* when she refreshes her daily spells.

Phantom Tether (Su): At 9th level, a phantom blade can spend 1 ectoplasmic point as a swift action to instantly recall



her *phantom weapon* to her hand or consciousness from as far as 1 mile away.

Quick Reshape (Ex): At 13th level, a phantom blade can spend 1 ectoplasmic point to reshape her *phantom weapon* as a full-round action, 2 ectoplasmic points to reshape her weapon as a standard action, 3 ectoplasmic points to reshape her weapon as a move action, and 4 ectoplasmic points to reshape her weapon as a swift action.

Etheric Strikes (Sp): At 17th level, a phantom blade can spend 1 ectoplasmic point as a swift action to allow her *phantom weapon* to ignore a number of points of damage reduction equal to twice her Wisdom modifier or twice the weapon's Charisma modifier, whichever is higher.

Soul Eater (Su): At 19th level, the phantom blade and her weapon can feast on the energy of departing souls. Each time she kills a living or incorporeal creature with her *phantom weapon*, she can pick one of the following effects: she gains a +2 bonus on attack and damage rolls for 1 round, she recovers one 1st- or 2nd-level spell slot, or she gains a number of temporary hit points equal to the *phantom weapon's* ego (these temporary hit points last until lost or 1 minute, whichever is shorter). The creature killed must have a number of Hit Dice equal to or greater than half the phantom blade's spiritualist level for this to occur.

TOTEM SPIRITUALIST

The god callers of Sarkoris had numerous traditions mixing naturalism with the arcane and occult arts. One of the few traditions to survive to the present day is that of the totem spiritualists. These specialized spiritualists call upon phantoms that are manifestations of animals and personifications of nature.

Phantom Animal: A totem spiritualist calls upon spirits of nature known as phantom animals to assist her in her journeys. A phantom animal functions like an animal companion except as noted in the descriptions below.

A totem spiritualist begins play with a phantom animal. The phantom animal uses the statistics of an animal companion and follows the standard animal companion progression in regard to Hit Dice, base attack bonus, saving throws, skills, feats, natural armor bonus, Strength and Dexterity bonuses, and bonus tricks, but not its special

Enhancement

abilities. A phantom animal instead gains the special abilities of a standard phantom listed in the table on page 77 of *Occult Adventures*. A phantom animal is capable of becoming harbored in the spiritualist's consciousness or becoming fully or partially manifested. A phantom animal is otherwise considered a phantom for the purposes of all feats and abilities.

At 7th level and every 5 spiritualist levels thereafter, the totem spiritualist can choose to gain an additional phantom animal. This additional phantom animal uses the appropriate statistics for a phantom animal of its level. A totem spiritualist can have only one active phantom animal at a time. Dismissing an active phantom animal to call another requires a ritual that takes 1 minute to perform.

Instead of gaining an additional phantom animal, the totem spiritualist can choose to empower a phantom animal with which she is already bonded. The first time the phantom animal is empowered, it gains two bonus tricks. The second time it is empowered, the phantom animal gains the hunter's animal focus class ability (*Pathfinder RPG Advanced Class Guide 27*), treating the totem spiritualist's spiritualist level as her effective hunter level. The third time it is empowered, the damage dice of the phantom animal's natural attacks increase by one step.

A totem spiritualist can release a phantom animal from her service much like a druid releases an animal companion. If a totem spiritualist releases a phantom animal from service, she can gain a new one by performing a ritual requiring 24 uninterrupted hours of meditation in an environment where the animal that the phantom resembles typically lives.

A totem spiritualist treats any druid levels she has as effective spiritualist levels to determine the abilities of her phantom animals, but does not treat her spiritualist levels as effective druid levels to determine the abilities of animal companions.

This ability replaces phantom.

Shared Instincts (Su): A totem spiritualist doesn't gain Skill Focus feats while a phantom animal is confined in her consciousness. She instead gains a number of bonus ranks in Knowledge (nature) equal to the phantom animal's Hit Dice.

This ability alters shared consciousness.

Class Level	Bonus	Cha	Int/Wis	Ego	Special
1st-2nd	+0	10	6	5	Alertness, phantom touch, telepathy, weapon of the mind
3rd-4th	+1	11	7	5	Quick manifest
5th-6th	+2	12	8	8	Ectoplasmic pool
7th-8th	+2	13	9	10	Reshape
9th-10th	+3	14	10	12	Phantom tether
11th-12th	+3	15	11	14	-
13th-14th	+4	16	12	16	Quick reshape
15th-16th	+4	17	13	18	-
17th-18th	+5	18	14	22	Etheric strikes
19th-20th	+5	19	15	24	Soul eater

PHANTOM WEAPON PROGRESSION

Spiritualist

Animal Senses (Su): At 9th level, a totem spiritualist shares her phantom animal's senses. If her phantom animal has any of the following abilities, she gains them whenever the phantom animal is harbored in her consciousness: blindsense, darkvision, low-light vision, and scent.

This ability replaces see invisibility.

Twin Phantoms (Su): At 17th level, the totem spiritualist can call upon two of her phantom animals at once. As a standard action, she can manifest a second phantom animal. The phantom animal remains for a number of rounds per day equal to her spiritualist level and can be dismissed as a free action. This duration does not need to be consecutive.

This replaces dual bond.

USHER OF LOST SOULS

Ushers of lost souls are spiritualists who focus on bringing the souls of the dead to their final judgments at the end of the River of Souls. To this end,

they specialize in destroying undead and in laying haunts to rest. Skeptics point out who the apparent contradiction that ushers of lost souls use phantoms to aid them are quickly told that their ectoplasmic allies hail from the Ethereal Plane and are not actually undead. Ushers of lost souls are common among the clergy of Pharasma and are seen throughout the Inner Sea region.

Etheric Channel (Su): An usher of lost souls can focus ethereal energies to channel waves of disruption. The spiritualist can channel positive energy a number of times per day equal to 3 + her Charisma modifier (minimum 1). She channels energy like a cleric of her spiritualist level, except the channeled energy can be used only to harm undead or haunts. This otherwise functions as channel energy for the purposes of feats and abilities. The spiritualist does not require a holy symbol to use this ability.

Spirit Senses (Ex): At 2nd level, an usher of lost souls gains a bonus equal to half her spiritualist level on Perception checks to detect haunts and incorporeal creatures and on Sense Motive checks to determine whether a creature is possessed, under the effects of an enchantment or curse, or otherwise magically controlled.

This ability replaces bonded senses.

Disrupting Phantom (Ex): When an usher of lost souls reaches 4th level, her phantom gains the ability to directly harm haunts. The phantom can make an attack while within a haunt's area against an AC equal to 10 + the haunt's caster level. On a hit, the phantom deals its slam damage to the haunt; the haunt

is immune to critical hits from the phantom. When an usher of lost souls reaches 12th level, her phantom can deal critical hits to a haunt, and the critical threat range for its slam attacks against haunts increases to 19–20.

This ability replaces spiritual interference and greater spiritual interference.

Locate Haunts (Su): At 9th level, an usher of lost souls can locate inactive haunts. As a standard action, she can enhance her vision to detect haunts within 6o feet of her. A haunt's area glows with a bright light for an untriggered haunt or dim light for a haunt that is waiting to reset. She can use this ability for 10 minutes per day per spiritualist level. This duration doesn't need to be consecutive, but it must be spent in 10-minute increments.

This ability replaces see invisibility.

Disruptive Influence (Su): At 14th level, the usher of lost souls can put spirits to rest. She can use one of her uses of *calm spirit*^{OA} to instead cast *purge spirit*^{OA} as a spell-like ability. She can expend two uses of her etheric channel to cast either of these spells as a spell-like ability.

This ability replaces spiritual bond.



INFINITY SCROLL

Recovered by a Varisian expedition to the Nameless Spires in 4681 AR, the Infinity Scroll was studied by Riddleport scholars before it mysteriously disappeared during a riot less than a decade later. Academies all over Golarion still debate the genesis of this enigmatic work. Although none can prove the true origin of the Infinity Scroll, most agree that it is either a tiny fragment of the Akashic Record or a physical manifestation of impossible truths from the Dark Tapestry. The Infinity Scroll consists of thick parchment furled around two extraordinarily smooth obsidian spindles. A turmoil of chaotic sigils moves and shifts across the surface of the scroll, which seems to have no beginning and no end. For the brief period they had the scroll, psychic researchers were able to capture numerous fragments of knowledgeforbidden incantations and recipes for magic items-from its boundless depths before it vanished.

Magic Items

The ability to create the following magic items useful to many psychic spellcasters was culled from the *Infinity Scroll* and disseminated across the Inner Sea region and beyond.

CENTERING JEWEL		PRICE 1,000 GP
SLOT headband	CL 1st	WEIGHT —
AURA faint transmutation		

This simple teardrop jewel is worn on the center of the forehead and gives its wearer the ability to quickly focus her mind. The wearer can center herself (*Pathfinder RPG Occult Adventures* 144) as a swift action.

 CONSTRUCTION REQUIREMENTS
 COST 500 GP

 Craft Wondrous Item, burst of insight^{0A}
 Cost 500 GP

RECONDITE ROD		PRICE varies
Lesser recondite rod		5,000 GP
Recondite rod		18,000 GP
Greater recondite rod		40,500 GP
SLOT none	CL 17th	WEIGHT 5 lbs.
AURA strong (no school)		

This odd, 2-foot-long rod appears to be made out of solidified ectoplasm shot through with energy that pulses brightly at regular intervals, almost like a heartbeat. Three times per day, this rod allows its wielder to cast a psychic spell that could be undercast (such as *ego whip* or *mind thrust*) at 1 level higher, even if the wielder doesn't know the higher-level spell or can't cast spells of that level. The spell uses the same spell slot and save DC as that of the lower-level spell, but creates the effects of the higher-level spell. For example, the wielder could use this rod to cast *mind thrust I*, with the effect of *mind thrust II*. This rod can't be used to cast the highest-level spell of a particular group. The wielder must the able to cast the lower-level spell to use this rod. Using this rod is part of the action of casting the modified spell. A *lesser*

recondite rod can be used with spells of 3rd level or lower. A *recondite rod* can be used with spells of 6th level or lower. A *greater recondite rod* can be used with spells of 8th level or lower.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser recondite rod	2,500 GP
Recondite rod	9,000 GP
Greater recondite rod	20,250 GP

Craft Rod, Empower Spell, the creator must know at least one spell that can be undercast

RING OF MYSTICISM		PRICE varies
Туре І		20,000 GP
Туре II		40,000 GP
Type III		70,000 GP
Type IV		100,000 GP
SLOT ring	CL 11th	WEIGHT —
AURA moderate (no school)		

This ring of bone fused with crystal comes in four varieties, all of them useful only to psychic spellcasters. The wearer's number of psychic spells per day is doubled for one specific spell level. A *ring of mysticism I* doubles 1st-level spells, a *ring of mysticism II* doubles 2nd-level spells, a *ring of mysticism III* doubles 3rd-level spells, and a *ring of mysticism IV* doubles 4th-level spells. Bonus spells from high ability scores are not doubled.

CONSTRUCTION REQUIREMENTS	COST varies
Туре І	10,000 GP
Type II	20,000 GP
Type III	35,000 GP
Type IV	50,000 GP

Forge Ring, limited wish

RING OF PHRENIC PROWESS		PRICE 20,000 GP	
SLOT ring	WEIGHT —		
AURA moderate abjuration and divination			

This ring is made of rough iron and is set with four amethysts. It allows a wearer with a phrenic pool to store up to 4 points from her phrenic pool in the ring as a swift action. These points remain in the ring until used. A wearer can spend points stored in the ring as if they were in her phrenic pool, in addition to the following uses.

As a free action, the wearer can expend 1 point stored in the ring to gain a +2 bonus on concentration checks for 1 round.

As a standard action, the wearer can expend 1 point stored in the ring to attempt to flood a target with raw psychic power. The wearer makes a melee touch attack charged with psychic energy. If the touch attack hits, it deals 3d6 points of nonlethal damage and the target is stunned for 1 round. If the attack misses, the charge dissipates.

As an immediate action, the wearer can expend up to 4 points stored in the ring to gain the benefit of *spell turning* for 1 round. The number of spell levels she can turn is equal to the number of points expended.

CONSTRUCTION REQUIREMENTS COST 10,000 GP

Forge Ring, spell turning, telepathic bond

ROBE OF THE OVERMIND		PRICE 75,000 GP	
SLOT body	WEIGHT 1 lb.		
AURA strong abjuration and conjuration			

This regal-looking robe is trimmed with softly glowing sigils and attuned to one of three types of alignment. It can have geometric sigils (1-45 on d%, lawful alignment), smooth sigils (46-75 on d%, neither lawful nor chaotic alignment), or jagged sigils (76-100 on d%, chaotic alignment). To most wearers, the robe offers no powers and has no effects unless the wearer's alignment doesn't match that of the robe (see below). Only a psychic spellcaster can call upon this potent magic item's powers, which are as follows.

- The wearer gains DR 2/—.
- The wearer gains spell resistance 18.
- The wearer gains a +4 resistance bonus on all saving throws.
- The save DCs of all spells with the mind-affecting descriptor cast by the wearer increase by 1.

If a robe with geometric sigils is donned by a chaotic character, he immediately gains 3 permanent negative levels. The same is true with respect to a robe with jagged sigils donned by a lawful character. A lawful or chaotic character who puts on a robe with smooth sigils, or a neutral character who dons a robe with geometric or jagged sigils, gains 2 permanent negative levels. These negative levels remain as long as the garment is worn and cannot be overcome in any way (including through restoration spells). Negative levels are immediately removed if the robe is removed from the wearer.

CONSTRUCTION REQUIREMENTS **COST** 37,500 GP Craft Wondrous Item, antimagic field, mage armor, creator must be of same alignment as robe

SHARD OF PSYCHIC	POWER	PRICE varies
1st-level		1,000 GP
2nd-level		4,000 GP
3rd-level		9,000 GP
4th-level		16,000 GP
5th-level		25,000 GP
6th-level		36,000 GP
7th-level		49,000 GP
8th-level		64,000 GP
9th-level		81,000 GP
SLOT none	CL 17th	WEIGHT —
AURA strong transmutation		

This shard of quartz is roughly the size of a human finger and covered in flowing sigils. It contains the knowledge of a psychic spell (chosen by the creator when the item is crafted). If the bearer is a psychic spellcaster and has that spell on her class spell list, she can use her spell slots to cast that spell as if it were one of her spells known. A shard of psychic power is priced based on the spell's psychic spell level. If the spell does not appear on the psychic's spell list, it is based on the highest spell level it has on any other spell list. For example, a spell that is on the 1st-level medium list and the 2nd-level spiritualist list is priced as a 2nd-level spell.

COST varies
500 GP
2,000 GP
4,500 GP
8,000 GP
12,500 GP
18,000 GP
24,500 GP
32,000 GP
40,500 GP

Craft Wondrous Item, creator must be able to cast the spell contained in the shard

Spells

The Infinity Scroll also contains the following spells, though no sages can say who (or what) first conceived of them.





AURA OF DISTRACTION

School enchantment [mind-affecting]; Level psychic 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Area 20-ft.-radius emanation centered on you
Duration 1 minute/level (D)
Saving Throw Will negates;

Spell Resistance yes

You emit an aura of subsonic noise and mental imagery that makes concentrating difficult. Any creature within the aura that fails its save takes a -5 penalty on concentration checks. A creature must attempt the Will save upon entering the area of the aura, and the penalty ends as soon as the creature leaves the aura. A creature that succeeds at its save is immune to the effects of the aura for this casting of the spell, even if it leaves and reenters the aura, but must attempt another Will save each additional time this **DEBILITATING PAIN, MASS**

School enchantment (compulsion) [mind-affecting, pain^{um}]; Level psychic 5, witch 5

Target one creature/4 levels

This spell functions as per *debilitating pain,* except you can target one creature for every 4 caster levels you have.

Render School di psychic 8 Casting Compose Range Target Duration discharge You exp in an a perfect within Such a difficult and it co

GLIMPSE OF THE AKASHIC

School divination; Level **Casting Time** 1 full-round action Components V, S Range personal Target you Duration 1 day or until discharged (see text) You expand your consciousness in an attempt to tap into the perfect knowledge contained within the Akashic Record. Such a connection is incredibly difficult to create and maintain, and it can be almost impossible to know at the time of the casting what knowledge will be gained. The information contained within the Akashic Record can be overwhelming when accessed in this fashion, so your mind partitions it away until

needed. For the next day, you can activate the knowledge gained from the Akashic Record as a free action; when you do so, you gain a circumstance bonus equal to your caster level on all skill checks, ability checks, attack rolls, damage rolls, saving throws, and combat maneuver checks for 1 minute. At the end of this time, the overwhelming nature of the Akashic Record assaults your psyche, causing you to be stunned for 2 rounds and then sickened for 1 minute.

REFLEXIVE BARRIER

REND BODY I

School evocation; Level psychic 5

School evocation [force]; Level magus 3, psychic 3 Casting Time 1 immediate action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round (see text) Saving Throw none (harmless); Spell Resistance no (harmless) In the blick of an every you erect a deflective barrier of

In the blink of an eye, you erect a deflective barrier of force to protect one target. The target gains a deflection bonus to its AC equal to half your caster level. This bonus lasts until the beginning of your next turn. You can cast this spell as a reaction to an attack, but you must do so before the result of the attack is revealed.

spell is cast. You are immune to your own aura of distraction.

BURST OF FORCE

School evocation [force]; Level psychic 5, sorcerer/wizard 5 Casting Time 1 standard action Components V

Area 20-ft.-radius burst centered on you **Duration** instantaneous

Saving Throw Fortitude half (see text); Spell Resistance yes

With a burst of telekinetic force, you deal 1d6 points of force damage per caster level (maximum 15d6 points of damage) to all other creatures in the affected area. A successful Fortitude save reduces the damage taken by half. A creature that fails its Fortitude save must also succeed at a Reflex save or be knocked prone.

DEBILITATING PAIN

School enchantment (compulsion) [mind-affecting, pain[™]]; Level psychic 3, witch 3
Casting Time 1 standard action
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/3 levels
Saving Throw Will partial (see text); Spell Resistance yes
The target is overcome with intense pain, causing it to be stunned on a failed save or dazed for 1 round on a successful save.

Casting Time 1 full-round action Components S

Range close (25 ft. + 5 ft./2 levels) **Target** one creature

Duration instantaneous

Saving Throw Fortitude partial (see text); **Spell Resistance** yes You lacerate the body of the target creature with telekinetic force, rending it limb from limb. The target creature takes 1d6 points of damage per caster level you have (maximum 10d6 points of damage). If this spell deals an amount of damage to the target equal to more than half its maximum hit point total, one of the target's limbs (determined randomly) is gruesomely ripped from the target's body and flies 15 feet away from the creature in a random direction. The target then takes 1 point of bleed damage per 2 caster levels you have. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage, but the limb can be restored only by powerful healing effects such as *heal* or *regeneration*. If the damage reduces the target's hit points to below 0, all of its limbs are affected in this fashion.

Creatures without discernible anatomy or limbs are unaffected by *rend body*.

REND BODY II

School evocation; Level psychic 6

This spell functions as per *rend body I*, but the target takes 1d8 points of damage per caster level you have (maximum 10d8). This spell can be undercast.

REND BODY III

School evocation; Level psychic 7

This spell functions as per *rend body I*, but the target takes 1d8 points of damage per caster level you have (maximum 15d8), and if a limb is ripped from its body, the target is sickened for as long as the bleed damage persists. This spell can be undercast.

REND BODY IV

School evocation; Level psychic 8

This functions as per *rend body III*, but the target takes 1d8 points of damage per caster level (maximum 20d8), and one of the target's limbs is ripped off if the amount of damage dealt is greater than 1/4 of its maximum hit point total. This spell can be undercast.

SENSORY OVERLOAD

School enchantment (compulsion) [mind-affecting]; **Level** psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target 1 creature

Duration 1 round /level

Saving Throw Will negates (see text); Spell Resistance yes

You overload the target creature's senses, making it difficult for the target to concentrate. For the duration of the effect, the target must succeed at a Will save at the same DC as the original effect to perform any standard or full-round action. On a failure, the creature loses the action that triggered the saving throw. If successful, the creature is able to take the action, but this spell effect is not negated.

TELEKINETIC STRIKES

School evocation [force]; Level magus 2, psychic 2, sorcerer/ wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 1 minute/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The touched creature's limbs are charged with telekinetic force. For the duration of the spell, the target's unarmed attacks or natural weapons deal an additional 1d4 points of force damage on each successful unarmed melee attack.

THOUGHT WORM I

School enchantment (compulsion) [mind-affecting]; Level psychic 2

Casting Time 1 standard action

Components S

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

Target one creature

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

You implant a minor suggestion within the target creature's psyche that makes it less inclined to resist mental intrusion. The target creature takes a -2 penalty on Will saves against all mind-affecting spells and effects for the duration of the spell.

THOUGHT WORM II

School enchantment (compulsion) [mind-affecting]; Level psychic 3

This spell functions as per *thought worm I*, but the penalty on Will saves is -4. This spell can be undercast.

THOUGHT WORM III

School enchantment (compulsion) [mind-affecting]; Level psychic 4

Saving Throw Will partial (see text)

This functions as per *thought worm II*, except a target that succeeds at its Will save still takes a -2 penalty on Will saves against your mind-affecting spells and effects for the same duration. This spell can be undercast.

THOUGHT WORM IV

School enchantment (compulsion) [mind-affecting]; Level psychic 5

Saving Throw Will partial (see text)

This functions as per *thought worm III*, except that the penalty on Will saves is -6 and a target that succeeds at its Will save still takes a -3 penalty on Will saves against your mind-affecting spells and effects for the same duration. This spell can be undercast.



LEXICON OF THE MANIFOLD PLANES

alman

Barely held between two sections of alien hide from an extraplanar monstrosity, the *Lexicon of the Manifold Planes* is a nearly 3-foot stack of loose parchments. Anyone attempting to read these sheets quickly realizes that they are in no discernible order—in fact, an individual page might be read in almost any orientation, with sentences and diagrams cut off by the edge of the paper. In order to glean any information from the lexicon, certain

sheets must be laid out side by side in a particular sequence, a task that is

nearly impossible without the gentle influence of a medium's spirit and a mind capable of solving complex puzzles. Each correct combination of pages (of which there are countless numbers) displays detailed information on a specific plane or demiplane, or a certain layer of such a plane, often focusing on the creatures found there.

Outer Channeler (Medium Archetype)

Rather than invite strange entities and departed souls into their bodies, outer channelers invite extraplanar entities to inhabit them, allowing the likes of angels and demons to use them as vessels in exchange for power. However, this bond always comes with a cost.

Outsider Invocation (Su): At 1st level, an outer channeler chooses one outsider subtype from among those listed in the Outsider Spirits section on pages 13–15. His alignment must be within one step of the outsider's alignment in order to choose it, and once chosen it cannot be changed. Instead of channeling spirits, an outer channeler invokes outsiders of his chosen subtype during his seance.

Each subtype lists six outsiders that, when invoked, provide the outer channeler with the same benefits as the outsider's associated spirit. For example, an outer channeler with angel as his chosen subtype can invoke the astral deva, balisse, empyrean, movanic deva, planetar, and solar outsiders, which function like the trickster, hierophant, archmage, champion, marshal, and guardian spirits, respectively.

An outer channeler doesn't gain the intermediate power normally granted by his invoked outsider's associated spirit. Instead, he gains the intermediate power noted in his invoked outsider's subtype, regardless of which spirit that invoked outsider is associated with. Furthermore, the outer channeler gains a gift at 13th level, as noted in his invoked outsider subtype. An invoked outsider acts as a spirit for all other effects, including the trance of three and astral beacon class features.

This ability alters spirit and spirit power (intermediate). **Taboo (Ex)**: Whenever he invokes an outsider, an outer channeler must accept one taboo from among those listed by his chosen outsider's subtype before the outsider will enter his body. Accepting this taboo provides the outer

channeler with no benefits other than those

gained from channeling a spirit; if he wishes to gain additional uses of his spirit purge ability as described by the taboo class feature, he must accept a second taboo from among those listed by the legend that his chosen outsider subtype functions as. If the outer channeler breaks this mandatory taboo, the outsider immediately leaves and the outer channeler can't invoke a new outsider until he

atones (as per *atonement*). This ability alters taboo.

Shared Seance (Su): An outer channeler's ally cannot gain the seance boon from an outer channeler's outsider spirit if that ally's alignment is more than one step away from the outsider's alignment.

This ability alters shared seance.

Servitor (Ex): At 3rd level, an outer channeler can summon the spirit of an outsider of his chosen subtype and house it within the body of an ordinary animal. Initially, the outsider takes the form of this animal and acts in all ways as an ordinary familiar of that type. At 7th level, the animal transforms into an outsider, taking the form of an improved familiar with the outer channeler's chosen outsider subtype (such as a cassisian for an angel-invoking medium). The outer channeler doesn't need to meet the prerequisites to gain this improved familiar, and the improved familiar gains the ability to change shape between its outsider form and its animal form at will (as per *beast shape II*).

This ability replaces a medium's haunt channeler and connection channel.

Site Channeling (Su): At 5th level, an outer channeler can invoke outsiders from any site tied to any of the following: creatures of his chosen subtype, deities that grant his chosen subtype as a cleric subdomain, or planes that creatures of his chosen subtype are native to. This is in addition to the usual list of sites from which he can channel his outsiders.

This ability replaces location channel.

Ask the Planes (Sp): At 14th level, an outer channeler gains the ask the spirits ability of the standard medium, except he sends his consciousness to a native plane of his chosen outsider subtype (Heaven for archons, Hell for devils, any good-aligned plane for angels, and so on).

This ability alters ask the spirits and replaces astral journey.

Oursider Spirits

An outer channeler can invoke creatures from the following outsider subtypes. The outsiders associated with each spirit provide no mechanical benefit and are merely suggestions based on the themes and interests of each creature. At the GM's discretion, he can swap which outsiders are associated with each spirit and can even use outsiders of the indicated subtype that aren't listed, though outsiders capable of serving as an improved familiar and outsiders of CR 20 or higher typically do not answer an outer channeler's calls.

AEON

An aeon is an inscrutable force that dispassionately seeks to bring perfect balance to the multiverse.

Alignment: Neutral.

Spirits: Akhana (guardian), bythos (archmage), lipika (hierophant), paracletus (marshal), and pleroma (champion), theletos (trickster).

Taboos: Choose one of the following: you must not be the willing target of a spell or ability that grants a morale bonus; you must not consciously lie or attempt to deceive; you must not purposefully end the life or stop the bleeding (through skill or magic) of a dying creature.

Void Form (Intermediate, Su): You gain a +2 deflection bonus to your AC. In addition, there is a 50% chance that a confirmed critical hit against you is negated, and the damage is rolled normally; this chance doesn't stack with any provided by similar abilities, such as from a suit of armor with the *light, medium,* or *heavy fortification* special ability.

Telepathy (Gift, Su): You can mentally communicate with any other creature within 100 feet that has a language. It is possible to telepathically address multiple creatures at once, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

AGATHION

An agathion is an animal-like spirit from Nirvana, a defender of innocence and a champion of good.

Alignment: Neutral good.

Spirits: Avoral (guardian), bishop (hierophant), cervinal (marshal), leonal (champion), reptial (archmage), and vulpinal (trickster).

Taboos: Choose one of the following: you must act aggressively to best (though not necessarily slay) evil foes; you must provide whatever service you can to promote good in the world and help the innocent, as long as such actions do not impair or prevent you from doing good in the future; you must offer your full protection and support to nonevil innocents who are in need of your service.

Lay on Hands (Intermediate, Su): You gain the lay on hands class feature, using your medium level as your effective paladin level.

Voice of Nirvana (Gift, Su): You can speak to beasts and men alike as a standard action, gaining the benefits of *speak with animals* and *tongues* simultaneously. You can use this ability for up to 10 minutes per day per medium level. These minutes don't need to be consecutive, but must be used in 1-minute increments.

ANGEL

An angel is a servant of the good-aligned planes, a voice of unity and cooperation among celestial beings.

Alignment: Any good.

Spirits: Astral deva (trickster), balisse (hierophant), empyrean (archmage), movanic deva (champion), planetar (marshal), and solar (guardian).

Taboos: Choose one of the following: you must not ignore an opportunity to destroy or hinder an evil creature or organization unless doing so would put innocents in harm's way; you must always offer your foes a chance to peacefully surrender to you, and you must accept and honor any such terms that your foes agree to; you must offer whatever support and assistance you can spare to any creature that asks such service from you, provided your actions do not further the cause of evil.

Protective Aura (Intermediate, Su): You gain a +4 deflection bonus to your AC and a +4 resistance bonus on saving throws against attacks made by or effects created by evil creatures. In addition, you are protected from effects created by evil creatures that possess you or exert mental control over you, as per *protection from evil.*

As a standard action, you can project this benefit to allies within 10 feet as an aura. You may use this ability for a number of rounds per day equal to your medium level. These rounds don't need to be consecutive.

Truespeech (Gift, Su): You gain *tongues* as a constant spelllike ability, with a caster level equal to your medium level.

Archon

An archon is a celestial defender of Heaven, righteousness and justice personified.

Alignment: Lawful good.

Spirits: Codex archon (archmage), hound archon (champion), shield archon (guardian), spyglass archon (trickster), star archon (hierophant), and trumpet archon (marshal).

Taboos: Choose one of the following: you must promote and uphold the tenants of law and good, and may never willingly break a law that is fair and just; you must act with honor and integrity at all times; you must eschew all vices and sinful temptations or desires.

Aura of Menace (Intermediate, Su): As a swift action, you activate a righteous aura that embodies your outsider's fury.

Hostile creatures within a 20-foot radius of you must succeed at a Will save (DC = 10 + half your medium level + your Charisma modifier) or take a -2 penalty on attack rolls, on saving throws, and to AC. This penalty lasts for 1 minute, or until you become frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the current encounter. Whether or not a creature fails its save, it can't be affected by your aura again for 24 hours.

Teleportation (Gift, Su): Add *dimension door* to your medium spell list and list of spells known as a 4th-level spell. In addition, you can cast *dimension door* as a spell-like ability a number of times per day equal to your Charisma modifier, using your medium level as the spell's caster level.

AZATA

An azata is a whimsical outsider from Elysium, a living embodiment of freedom and goodness.

Alignment: Chaotic good.

Spirits: Bralani (champion), ghaele (hierophant), lillend (marshal), raelis (archmage), uinuja (guardian), and yamah (trickster).

Taboos: Choose one of the following: whenever you encounter fine art, food, or performances, you must take no actions for 1d4+1 rounds other than to indulge in your find or until you see a potential or obvious threat (as per the fascinated condition); you must attempt any challenge or obstacle that blocks your path unless doing so would be obviously harmful to you or those under your care; you must always offer support and protection to any nonevil creature that is unable to protect itself.

Slip the Surly Bonds (Intermediate, Sp): You can ignore impediments to your mobility. For a number of rounds per day equal to your medium level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. In addition, you can cast *liberating command*^{UC} as a spell-like ability a number of times per day equal to your Charisma modifier, using your medium level as the spell's caster level.

Gift of Flight (Gift, Ex): You grow feathery wings as a swift action, which otherwise function as per *fly*. You can use this ability for a number of minutes each day equal to your medium level. These minutes don't need to be consecutive, but must be used in 1-minute increments.

DAEMON

A daemon is a nihilistic fiend from Abaddon, an entity obsessed with the eradication of mortal life.

Alignment: Neutral evil.

Spirits: Astradaemon (hierophant), ceustodaemon (guardian), derghodaemon (champion), phasmadaemon (trickster), purrodaemon (marshal), and venedaemon (archmage).

Taboos: Choose one of the following: you must painfully end the life of a single mortal creature (with no fewer than half your Hit Dice) per day, provided that doing so does not jeopardize your own safety; you must take every opportunity to manipulate and coerce others into performing selfdeprecating and self-destructive actions; you must consume a bit of every mortal creature you slay, be it flesh or soul.

Summon Daemon (Intermediate, Sp): You can summon a servant of Abaddon as a standard action. This functions as per *summon monster II*, but you can summon only animals with the fiendish template or outsiders with the daemon subtype—including any daemon from the Expanded Monster Summoning Options table (*Pathfinder Player Companion: Monster Summoner's Handbook* 28). This ability can summon only one creature, regardless of the list used. For every 2 medium levels beyond 6th, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20th level). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Consume the Soul (Gift, Sp): You can consume or imprison the soul of a dying creature. You gain the ability to cast *death knell* as a spell-like ability three times per day using your medium level as the spell's caster level. Instead of gaining the normal benefits of this spell when the target fails its save, you can instead lock the target's soul within a soul gem, functioning like the soul lock ability of a cacodaemon (*Pathfinder RPG Bestiary 2* 64). You count as an evil outsider for the purpose of determining whether you receive a benefit when you ingest a soul gem created by the soul lock ability.

DEMON

A demon is a fiendish spawn of the fecund Abyss, discord and destruction made flesh.

Alignment: Chaotic evil.

Spirits: Glabrezu (archmage), incubus (guardian), marilith (marshal), succubus (trickster), vilsteth (hierophant), and vrock (champion).

Taboos: Choose one of the following: you must not ignore an opportunity to destroy something (or someone) precious to those who actively oppose your plans or goals; you must take every opportunity to tempt or coerce others into embracing their most sinful desires, and you must partake in such delights at every opportunity; you must take every opportunity to inflict physical or emotional pain upon others, provided such indulgences do not detract from your personal goals or safety.

Summon Demon (Intermediate, Sp): You can summon a horror from the Abyss as a standard action. This functions as per *summon monster II*, but you can summon only animals with the fiendish template or outsiders with the demon subtype—including any demon from the Expanded Monster Summoning Options table (*Pathfinder Player Companion Monster Summoner's Handbook* 28). This ability can summon only one creature, regardless of the list used. For every 2 medium levels beyond 6th, the level of the *summon monster IX* at 20th level). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Demonic Taint (Gift, Su): Your natural weapons, as well as any weapons you wield, are treated as chaotic and evil for the purpose of overcoming damage reduction.

DEVIL

A devil is a legalistic fiend from Hell, nothing less than absolute law and order incarnate.

Alignment: Lawful evil.

Spirits: Ayngavhaul (archmage), cornugon (champion), deimavigga (hierophant), erinyes (champion), hamatula (guardian), and osyluth (trickster).

Taboos: Choose one of the following: you must abide by any contracts you sign or verbally agree to, though you are only ever required to obey the letter of these agreements and may twist their intent to your favor; you must tempt others whenever the opportunity arises; you must destroy or despoil all holy sites and relics that you encounter, if doing so would not put you in obvious danger.

Summon Devil (Intermediate, Sp): You can summon a denizen of Hell as a standard action. This functions as per summon monster II, but you can summon only animals with the fiendish template or outsiders with the devil subtypeincluding any devil from the Expanded Monster Summoning Options table (Pathfinder Player Companion: Monster Summoner's Handbook 28). This ability can summon only one creature, regardless of the list used. For every 2 medium levels beyond 6th, the level of the summon monster spell increases by 1 (to a maximum of summon monster IX at 20th level). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

See in Darkness (Gift, Su): You gain darkvision 30 feet. If you already have darkvision, your darkvision range increases by 30 feet instead. This darkvision allows you to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

PSYCHOPOMP

A psychopomp is a steward of souls from the Boneyard, tasked with bringing mortal souls to the afterlife.

Alignment: Neutral.

Spirits: Ahmuuth (hierophant), catrina (marshal), memitim (champion), morrigna (trickster), vanth (guardian), and viduus (archmage).

Taboos: Choose one of the following: you must destroy all haunts and undead creatures whose paths you cross and oppose the creation of such creatures; you must destroy all creatures that would seek to imprison or destroy mortal souls, and set trapped souls free at every opportunity; you must wear a mask that covers the entirety of your face, and never allow it to be removed for as long as you channel the psychopomp.

Spirit Touch (Intermediate, Su): You gain powers that assist in battling evil spirits. You are always granted a saving throw to negate death spells, magical death effects, and energy drain, even if one is not normally allowed. In addition, as a swift action, you can grant your natural weapons, as well as any weapon you wield, the *ghost touch* weapon special ability for a number of rounds equal to your medium level. These rounds don't need to be consecutive.

Spiritsense (Gift, Su): You can notice, locate, and distinguish between living and undead creatures within 30 feet, just as if you had the psychopomp's spiritsense ability.



THE OLIVARO OPUSCULES

With the revisionist policies of House Thrune and the purges of the Hellknight Order of the Rack, the exact date *The Olivaro Opuscules* were penned is hazy. It's known that an opera singer named Octaverca Olivaro lived in Westcrown during the tumultuous years of the Chelish Civil War. Written accounts indicate she was a lousy singer, yet her performances enthralled Chelish high society. The secret to her success lies hidden in her songs and lyrics countless notes and theorems on hypnotic magic, legible to only those with formidable gazes equal to hers. Octaverca knew she sang poorly, so she hypnotized her audiences into adoring her. While the diva eventually disappeared, her writings remain a trove of mesmeric knowledge.

feats

The following feats represent esoteric knowledge from *The Olivaro Opuscules* that has been spread across Golarion.

Stare Feats: Stare feats allow a mesmerist to apply additional effects to his painful stare ability. Characters without the Compounded Pain feat (*Pathfinder RPG Occult Adventures* 129) can apply the effects of only one stare feat to an individual attack; a mesmerist with multiple stare feats must choose which to apply before the damage roll is made.

Trick Feats: This section introduces trick feats, a new type of feat that allows mesmerists—as well as other characters capable of taking mesmerist tricks—to modify their tricks by altering or expanding how they can be used. A target can be implanted with only one mesmerist trick that has been modified by a trick feat at a time, and a single mesmerist

trick can be modified by only one trick feat.

BLINDING STARE (COMBAT, STARE)

Your stare robs your foe of all sight.

Prerequisites: Mesmerist level 7th, painful stare class feature.

Benefit: When you trigger your painful stare, the target must succeed at a Will save (DC = 10 + half your mesmerist level + your Charisma modifier) or be blinded for 1 round.

BOUNCING TRICK (TRICK)

Your mesmerist trick jumps to a new target after the trick is triggered. **Prerequisite**: Mesmerist trick class feature.

Benefit: Whenever you implant a mesmerist trick in a target's mind, you can spend any number of additional uses of your mesmerist trick ability to transform the trick into a bouncing trick. The maximum number of uses of the mesmerist trick ability that you can spend on a single bouncing trick is equal to your Charisma modifier.

After you trigger a bouncing trick, you can redirect the trick to one target within 30 feet as an immediate action. The redirected trick is immediately implanted in the new target's mind, as if it were the original target. You can't implant a bouncing trick in a target that has been previously implanted with that same bouncing trick. You can't implant a creature with a bouncing trick in this manner if doing so would place it above the maximum number of mesmerist tricks that you can implant in a single target.

You can redirect the trick multiple times, up to the number of additional uses of the mesmerist trick ability that you spent on the bouncing trick. If you don't use an immediate action to redirect a bouncing trick as soon as the trick is triggered, any remaining uses of the mesmerist trick ability that you invested in the bouncing trick are lost.

CONFUSING STARE (COMBAT, STARE)

Your stare addles your foe's mind.

Prerequisites: Mesmerist level 7th, painful stare class feature.

Benefit: When you trigger your painful stare, the target must succeed at a Will save

(DC = 10 + half your mesmerist level + your Charisma modifier) or else become confused for 1 round. The target must roll twice to determine the result of its confused condition, and you select which roll is used.

Contingent Trick (Trick)

You implant a flexible mesmerist trick in the target, triggering the more beneficial trick when the time is right.

Prerequisite: Any two trick feats.

Benefit: You can implant a contingent trick in a target's mind, following the same rules and

limitations for implanting mesmerist tricks. A contingent trick acts as a mesmerist trick in all ways, except that when you are implanting a contingent trick, you choose any two mesmerist tricks you know (including masterful tricks) and implant both in your target. You can't choose the same trick twice. When you trigger a contingent trick, it acts only as the mesmerist trick that corresponds to the condition you used to trigger the trick.

PENETRATING STARE (COMBAT, STARE)

Your stare penetrates right through your foe's strongest mental defenses.

Prerequisites: Mesmerist level 7th, painful stare class feature.

Benefit: When you trigger your painful stare, the damage dealt ignores 5 points of the target's damage reduction, unless that damage reduction is untyped (for example, DR 10/—).

PERTURBING STARE (COMBAT, STARE)

Your stare dulls your foe's reactions.

Prerequisites: Mesmerist level 5th, painful stare class feature.

Benefit: When you trigger your painful stare, the target must succeed at a Will save (DC = 10 + half your mesmerist level + your Charisma modifier) or lose its Dexterity modifier to AC for 1 round.

REFLEXIVE TRICK (TRICK)

You are able to implant tricks in yourself in the blink of an eye.

Prerequisite: Mesmerist tricks class feature.

Benefit: Whenever the triggering condition for one mesmerist trick that you have not implanted in yourself occurs, you can implant that trick in yourself as an immediate action. You can then immediately trigger the mesmerist trick as if it were implanted in you when the triggering condition occurred. You can't use this ability if you have already implanted the maximum number of mesmerist tricks in yourself.

SPELL TRICK (TRICK)

You are able to weave psychic contingencies into your target's mind.

Prerequisites: Masterful tricks class feature, ability to cast 4th-level mesmerist spells.

Benefit: You can implant a spell trick in a target's mind, following the same rules and limitations for implanting mesmerist tricks. A spell trick acts as a mesmerist trick in all ways, except you specify under what circumstances the spell trick can be triggered (known as the triggering condition) and what the trick's effects are once it is triggered. When determining the spell trick's effects, choose one mesmerist spell that you know. The spell trick duplicates the effects of the chosen spell when triggered, as if you had cast the spell using a mesmerist spell slot. When you are implanting a spell trick, you must expend a mesmerist spell slot of a level equal to or higher than the chosen spell's level. This spell can be countered and dispelled, and implanting it doesn't provoke attacks of opportunity. You are considered the spell's caster for all purposes, and the spell uses your caster level and ability score modifiers for all purposes. You can't choose a spell with a range of personal unless you are implanting the trick in yourself or a target that you can share your spells with (such as via the share spells ability).

A spell trick counts as a *contingency* spell when determining the total number of contingencies that a creature can have active at once.

Split Trick (Trick)

You can split a mesmerist trick between two targets.

Prerequisite: Mesmerist trick class feature.

Benefit: Whenever you implant a mesmerist trick in a target, you can designate that trick as a split trick. When doing so, you touch two targets and split the trick between them. This counts as implanting a mesmerist trick in both targets. The mesmerist trick functions as normal, except that when the trick's triggering condition occurs, you must choose one of the split trick's targets to receive the effects of the split trick. The other target receives no benefit from the trick.

SWAP TRICK (TRICK)

You can adjust a mesmerist trick that has already been implanted in a creature.

Prerequisite: Mesmerist tricks class feature.

Benefit: Whenever you implant a mesmerist trick in a target, you can designate that trick as a swap trick. The implanted mesmerist trick functions as normal, except you can trigger the swap trick as a standard action by touching the target. When the swap trick is triggered in this manner, the target "loses" the swap trick and instead becomes implanted with any one mesmerist trick that you know in its place. Implanting a mesmerist trick in a target in this manner doesn't count against your number of daily uses of the mesmerist trick class feature.

Mesmerist Archetypes

Mesmerists who have studied *The Olivaro Opuscules* have adopted the techniques within to varying degrees of success, as indicated in the following archetypes.

AUTOHYPNOTIST

An autohypnotist has incredibly powerful psychic abilities that he can't entirely control. As a result, maintaining his powers against an opponent hinders him as much as his target.

Autohypnosis (Su): At 1st level, an autohypnotist has mastered techniques that make his hypnotic stare ability more potent, but at a terrible cost—the autohypnotist succumbs to his own power when he uses it. Whenever the autohypnotist focuses his stare on an opponent, the penalties that opponent takes from the hypnotic stare (as well as any bold stare improvements or stare feats that the autohypnotist has) increase by 1. However, the autohypnotist takes the same penalties as his target while focusing his stare, including those of any bold stare improvements he has.

An autohypnotist can reduce or negate the penalty he imposes upon himself with his hypnotic stare, but doing so allows his opponent an opportunity to escape from the stare as well. The autohypnotist can reduce the penalty he takes from his hypnotic stare ability by half for 1 round as a swift action. If he does so, there is a 25% chance that his hypnotic stare ends altogether. Alternatively, he can choose to negate the penalty he takes from his hypnotic stare for 1 round, but his hypnotic stare then has a 50% chance of ending.

This ability alters hypnotic stare.

Wide Stare (Su): At 5th level, whenever an autohypnotist is focusing his stare on a foe, he can broaden his hypnotic stare as a standard action. When he does so, all creatures within 10 feet of his opponent take penalties from the mesmerist's hypnotic stare and bold stare class features as if he were maintaining his hypnotic stare against each of those creatures, except such creatures treat his hypnotic stare penalty as if it were 2 lower. When the autohypnotist uses this ability, he cannot exclude allies or any other creatures from this effect. If the autohypnotist's hypnotic stare ends for the focused opponent, this effect ends.

This ability replaces mental potency.

MATERIAL MANIPULATOR

Rather than waste time limiting himself to ruling minds, a material manipulator forces his whims upon reality and uses his magic to ensure that those around him comply with his demands.

Manipulator Spells: A material manipulator casts psychic spells drawn from the mesmerist spell list and augmented by a select list of sorcerer/wizard spells. All illusion (glamer), illusion (shadow), and transmutation spells of 6th level and lower are considered to be part of the material manipulator's spell list. These are psychic spells.

This ability alters the mesmerist's spellcasting and replaces consummate liar, the mesmerist trick gained at 2nd level, and manifold tricks.

Revision (Su): At 3rd level, a material manipulator can revise a creature's body to change its appearance. He can use revision a number of times per day equal to 3 + h is Charisma modifier. Using revision is a standard action (or a swift action if the material manipulator uses it on himself), and the material manipulator must be able to touch his target. An unwilling target must succeed at a Fortitude save (DC = 10 + half the material manipulator's mesmerist level + his Charisma modifier) to negate the effect.

At 3rd level, the material manipulator can adjust the target's height and weight, increasing it or decreasing it to any height or weight within the standard range for creatures of the target's type and size category (*Pathfinder RPG Core*

Rulebook 169). At 6th level, he can adjust the target's gender, physical traits (such as nose size, fingernail length, and foot shape), and pigmentation (including eye, hair, and skin color) to any natural variation for creatures of the target's type (and heritage, if applicable). At 10th level, he can adjust the target's age, rewinding the target's age to as young as a young adult (approximately 8 years old for a human) or progressing it to as old as venerable. This causes the target to gain aging bonuses and penalties and adjust its size as appropriate for its new age, but doesn't confer any other benefits gained from aging (such as additional racial Hit Dice, supernatural abilities, and so on). At 14th level, he can adjust the target's type or subtype, as per polymorph. At 20th level, he can instead adjust the target's type as per greater polymorph. This ability is a polymorph effect, and the subject of a revision cannot end the effect early by any means unless the material manipulator permits it. The material manipulator can stack multiple adjustments from this ability into the same polymorph effect—for instance, a 14thlevel material manipulator can adjust himself into an orc, reduce his age to that of a young adult, give himself large feet and a bulbous nose, and change his gender.

This effect lasts for 10 minutes per mesmerist level. At 10th level, the effect lasts for 1 hour per mesmerist level, or 1 minute per level if he uses it as *polymorph*. At 20th level, the effect lasts indefinitely, or 10 minutes per mesmerist level if the material manipulator uses it as *greater polymorph* and causes the target to assume a form with a different type than its true form. The mesmerist can dismiss this effect as a free action.

Clothing and equipment worn by the target is not affected by this effect—gear does not resize to suit the wearer's new form, nor does it merge into her body. Gear unable to be worn or wielded as a result of this effect falls to the ground in the wearer's space.

This ability replaces touch treatment and rule minds.

PROJECTIONIST

Not content to simply command others from afar, a projectionist is able to use his mesmerizing powers to utterly dominate other creatures and objects by projecting his spirit from his body.

Spells: A projectionist's psychic powers manifest in an almost predictable manner, making them less versatile than other spellcasters. At each of the indicated levels, a projectionist must choose the indicated spell to learn—he cannot choose other spells. The spells that a projectionist must learn (and the level at which he must choose them) are *enter image*^{APG} (4th), *lesser object possession*^{OA} (7th), *riding possession*^{OA} (1oth), *object possession*^{OA} (13th), and *greater object possession*^{OA} (16th). The projectionist adds *greater object possession* to his spell list as a 6th-level spell.

This ability alters the mesmerist's spellcasting.

Implant Consciousness (Su): At 4th level, a projectionist can spend one use of his mesmerist trick ability to create a psychic link between himself and one object that bears his likeness, such as a painting or a statue. This functions

in all ways like implanting a mesmerist trick in a creature, except the target is an object. The projectionist can trigger the trick as a standard action at any time—upon doing so, his consciousness leaves his body and fills the target object, functioning as described by the "filling an image with your consciousness" use of the *enter image* spell (*Pathfinder RPG Advanced Player's Guide* 219). Use the projectionist's mesmerist level as the spell's caster level. While filling an image with his consciousness, the projectionist can use and maintain his hypnotic stare on opponents, and can also trigger his painful stare. At 8th level, he can also use any purely mental action (including casting psychic spells) while filling an object with his consciousness.

Once he implants this trick in an object, the projectionist can fill the target with his consciousness whenever he pleases, regardless of distance or whether he is on the same plane as his target. Once he stops concentrating on maintaining the *enter image* effect, his consciousness returns to his body and he cannot fill the target with his consciousness again until he implants another mesmerist trick in that object.

This ability replaces the mesmerist tricks gained at 4th and 8th levels.

Hidden Presence: At 5th level, a projectionist gains Hidden Presence^{OA} as a bonus feat. He doesn't need to meet the feat's prerequisites. He benefits from Hidden Presence and feats that list Hidden Presence as a prerequisite while possessing objects (as with object possession^{OA}) or while filling an object with his consciousness (as described in the enter imageAPG spell), as well as when he possesses creatures, provided the feat is applicable. For instance, Intrusive Presence^{OA} cannot be used to read the mind of an inanimate object possessed via enter image or object possession, as objects possess no minds to be read.

This ability replaces the mesmerist's mental potency.

VEXING TRICKSTER

While many mesmerists are called to embrace the art of deception, using their mind-binding powers to make their foes believe that even the most outrageous realities are actually true, others indulge in the various hijinks their power enables. These mesmerists are known as vexing tricksters. **Consummate Trickster (Ex)**: A vexing trickster gains a +1 bonus on Bluff, Disguise, Sleight of Hand, and Stealth checks. This bonus increases by 1 at 4th level and every 3 mesmerist levels thereafter (maximum +6).

This ability replaces consummate liar.

Trickster's Ego (Ex): At 2nd level, a vexing trickster gains Combat Expertise as a bonus feat. If his Intelligence score is less than 13, his Intelligence counts as 13 for the purpose of meeting the prerequisites for combat feats.

This ability replaces towering ego.

Bonus Feat (Ex): At 3rd level, a vexing trickster gains a trick feat (see pages 16–17) as a bonus feat. He must meet the feat's prerequisites. At 10th level, he gains a second trick feat as a bonus feat.

This ability replaces touch treatment (minor) and touch treatment (greater).

Manifold Hijinks (Su): At 6th level, the vexing trickster learns to implant multiple mesmerist tricks that have been modified by trick feats (henceforth called modified tricks) in his targets' minds simultaneously. At 6th level, the vexing trickster can implant up to two modified mesmerist tricks in a single target simultaneously. At 14th level, he can implant up to three modified mesmerist tricks in a single target simultaneously. This ability doesn't allow a mesmerist to apply more than one trick feat to a single mesmerist trick at a time.

This ability replaces touch treatment (moderate) and touch treatment (*break enchantment*).



RECURSION TABLETS

This anthology of elemental lore takes the form of a kaleidoscope of impervious jade. The history of the *Recursion Tablets* spans millennia. Rumored to be a creation of the nameless elemental empire that ruled the Valashmai Jungle in a bygone epoch, it was rediscovered during Tian Xia's Age of Ashes by a mysterious order called the Phoenix Kindred. This secret society drew upon the *Recursion Tablets'* lore to survive those harsh times. Passed down through the centuries, the kaleidoscope recently disappeared in a conflagration in Oda, along with its last known bearer.

Adjusting the kaleidoscope causes the beads within to form patterns that resemble elemental imagery such

as leaping flames and rushing winds. These motifs even include exotic elements such as void and wood (*Pathfinder Player*

Companion: Occult Origins 6–9). When a kineticist

sets the kaleidoscope to

her chosen element and gathers power, the item draws her into an immersive mindscape and surrounds her in a hemisphere of mirrors, each of which reveals potent elemental secrets.

BLASTS AND INFUSIONS

The *Recursion Tablets* contain the following kinetic blast and infusion wild talents (*Pathfinder RPG Occult Adventures* 15–22. The tablets' secrets allow phytokineticists to draw positive energy from the Positive Energy Plane through the First World like a sieve, granting a new simple blast. Both brilliant infusion and flash infusion (which can be learned as wood infusions) can be applied to a positive blast. Verdant blast can benefit from all the same substance and form infusions as wood blast and positive blast.

BLADE RUSH

Element universal; Type form infusion; Level 2; Burn 2 Prerequisites kinetic blade

Associated Blasts any; Saving Throw none

You use your element's power to instantly move 30 feet in any direction (even straight up), manifest a kinetic blade, and attack once. You gain a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn. The movement doesn't provoke attacks of opportunity, though activating blade rush does. If you have the kinetic whip infusion, you can manifest a kinetic whip instead of a kinetic blade at the end of your movement by increasing the burn cost of this infusion by 1. The blade or whip vanishes instantly after the rush.

BLADE WHIRLWIND

Element universal; Type form infusion; Level 5; Burn 3

Prerequisites kinetic blade

Associated Blasts any; Saving Throw none

You create a kinetic blade and swing it in an arc around you, making a single attack against all foes within reach as if with kinetic blade. If the result is a critical threat, roll to confirm the critical hit against only the first target you hit. The blade vanishes instantly after the whirlwind.

DETONATION

Element fire; Type form infusion; Level 4; Burn 3 Associated Blasts blue flame, fire;

Saving Throw Reflex half Flames explode outward from your body, dealing your blast damage to all creatures and objects within a 20foot radius.

FOCUSED BLAST

Element universal; Type form infusion; Level 2; Burn 2 Associated Blasts any; Saving Throw none

You focus your blast in a concentrated attack. You gain a +1 enhancement bonus on your attack roll with the blast and your caster level check to overcome spell resistance. You can increase the burn cost of this infusion by 2 to increase the enhancement bonus by 1, to a maximum of +5 for 10 burn. You can reduce your blast's total damage by half to reduce the burn cost of this infusion by half as well.

FOXFIRE INFUSION

Element fire, wood; Type substance infusion; Level 3; Burn 2 Prerequisites foxfire (see page 22) or positive blast (see page 21) Associated Blasts blue flame, fire, positive; Saving Throw Will partial

Your blast leaves behind flickering flames that reveal the target's location as per *faerie fire* for 1 minute (or until your next turn if the target succeeds at its save). This effect occurs even if the foe doesn't take damage, as long as the attack penetrates spell resistance (if any). You can reduce the blast's damage by half to increase the DC of this saving throw by 2. A creature can remove the revealing flames early by taking a full-round action to extinguish them.

MAELSTROM

Element water; Type substance infusion; Level 8; Burn 4 Prerequisites extended range

Associated Blasts charged water, water; Saving Throw Reflex partial

You create a 20-foot-radius whirling maelstrom in a body of water within 120 feet (the area of the maelstrom does not include any

squares in the radius that aren't in the water). Any creature in the maelstrom immediately takes one-quarter your blast's normal damage regardless of whether it succeeds at its save. A creature that succeeds at its Reflex save can choose to exit the area at the closest space. A creature in the maelstrom must succeed at a DC 35 Swim check in order to swim, and any creature that enters the maelstrom or ends its turn in the maelstrom takes half your blast's normal damage. As a free action at the beginning of your turn, you can position each creature in the maelstrom anywhere you choose within the affected area. This effect lasts for a number of rounds equal to your Constitution modifier or until you use this infusion again. You can use grappling infusion with this infusion.

POSITIVE ADMIXTURE

Element void; **Type** composite blast (Sp); **Level** —; **Burn** 2 **Prerequisites** positive blast (see below), any other energy

simple blast

Blast Type energy; Damage see text

Choose another energy simple blast you know. Positive admixture's damage is half positive energy, and half the chosen blast's type.

POSITIVE BLAST

Element wood; Type simple blast (Sp); Level —; Burn 0 Blast Type energy; Damage positive energy

You blast your foe with positive energy. The positive energy damage from positive blast and its composites harms only undead and other creatures harmed by positive energy. It never heals creatures, even if they would be healed by positive energy, but it damages haunts and deals full damage to incorporeal undead.

SLICK INFUSION

Element water; Type substance infusion; Level 2; Burn 2 Prerequisites slick

Associated Blasts blizzard, charged water, cold, ice, water; Saving Throw Reflex negates

Your blast leaves behind slippery water or ice in its area for as long as the blast is in that area and for 1 round thereafter, making the area difficult terrain and increasing the DC of Acrobatics checks attempted in the area by 5. You can use this infusion only if you also use a form infusion that has an area of effect.

SPORE INFUSION

Element wood; Type substance infusion; Level 5; Burn 3 Associated Blasts autumn, spring, summer, verdant, winter,

wood; Saving Throw Fortitude negates

Any creature that takes slashing or piercing damage from your blast is infected with spores. If the target fails its Fortitude save, it takes 1d6 points of damage per round for 10 rounds as plants and fungi grow out of its body. At the end of that time, the target is exposed to the pulsing puffs disease. This infusion is a disease effect. When using any wood kinetic blasts against a creature infected by this infusion, you gain a +2 bonus on attack rolls, to saving throw DCs, and on caster level checks to overcome spell resistance. Pulsing Puffs: Blast—injury; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Dex damage; cure 2 consecutive saves.

SYNAPTIC INFUSION

Element air; Type substance infusion; Level 3; Burn 2

Associated Blasts electric, charged water, thunderstorm; Saving Throw Will negates

Your blast sends strange electric signals through the target's body, scrambling its synapses and causing it to become staggered for 1 round. The target is aware it can choose to take a move action to remove the staggered condition inflicted by this infusion. This infusion is a mind-affecting effect.

TELEKINETIC BOOMERANG

Element aether; **Type** form infusion; **Level** 1; **Burn** 1 **Associated Blasts** telekinetic; **Saving Throw** none

This functions as telekinetic blast, except you maintain an elastic strand of aether attached to the object you throw. This allows you to pull it back to you after the attack and catch it if you have enough free hands (and assuming it is small enough for you to carry). This prevents the object from taking damage, but it also prevents you from loosening the strands of aether (see telekinetic blast). Alternatively, if the attack missed, on your next turn as a standard action, you can you can snap the elastic strand back to make another attack with the same substance infusion and metakinesis, as if using a normal telekinetic blast (at which point the object takes damage and doesn't return to you, and you can't try again).

TREMOR

Element earth; Type form infusion; Level 5; Burn 3 Associated Blasts earth; Saving Throw none

You send a tremor through the ground or other solid surface with which you are in contact, allowing you to affect a burrowing or incorporeal creature within that same surface with a normal kinetic blast. This infusion doesn't allow you to attack creatures above the ground if you are burrowing or to ignore total cover provided by factors other than burrowing.

VERDANT BLAST

Element wood; Type composite blast (Sp); Level —; Burn 2 Prerequisites primary element (wood), expanded element (wood)

Blast Type physical; **Damage** bludgeoning, slashing, piercing, and optionally positive energy

You blast your foes with fanciful wild plant growth overflowing with positive energy from the First World. You can decide when verdant blast's damage counts as positive energy damage.

WEIGHING INFUSION

Element void; **Type** substance infusion; **Level** 2; **Burn** 2 **Associated Blasts** gravity, void; **Saving Throw** Reflex negates This infusion functions as entangling infusion, except it entangles and immobilizes a foe by increasing its weight, rather than surrounding it in elemental matter.



WHIP HURRICANE

Element universal; Type form infusion; Level 6; Burn 4

Prerequisites kinetic blade, kinetic whip, blade whirlwind (see page 20)

Associated Blasts any; Saving Throw none

As blade whirlwind, except it manifests a kinetic whip, and the whip lasts until the beginning of your next turn or until you use any form infusion that creates a blade or whip again, whichever comes first.

Utility Wild Talents

The *Recursion Tablets* also contain the following utility wild talents (*Occult Adventures* 22–29), which are available to any kineticist who meets the appropriate prerequisites.

ABSENTIA

Element void; **Type** utility (Sp); **Level** 4; **Burn** 0 **Prerequisites** emptiness

You are always under the effect of *nondetection* as if you had cast it on yourself. If the effect is dispelled, you can call if forth

again as a standard action. You can accept 1 point of burn to grant a creature touched the effects of *nondetection*.

AETHER ARCHITECT

Element aether; Type utility (Su); Level 9; Burn 0

You can spin a small building, bridge, or other edifice out of aether, and even use aether to tether a building to a flat surface other than the ground. By concentrating for 10 minutes, you can create an edifice out of scintillating aether (same hardness and hit points as a *wall of force*) as long as the edifice is no larger than one 10-foot cube per kineticist level. Unless the creation is extremely simplistic, you must succeed at a Craft or Knowledge (engineering) check to add embellishments. This ability can also create a series of tethers to securely attach a normal building to a vertical surface or even a cavern ceiling. Aether architect lasts as long as you concentrate, and you can accept 1 point of burn to make the effect last until destroyed; by accepting this burn, you can use this ability any number of times in a row to create a larger edifice.

BODY OF AIR

Element air; Type utility (Sp); Level 4; Burn 0

You transform yourself into gas, as per *gaseous form*. You can't use kinetic blasts while in this form.

CORPSE PUPPET

Element void; Type utility (Sp); Level 4; Burn 0

You draw upon negative energy to animate a nearby corpse as a zombie or a fast zombie (your choice). You can animate a zombie only if its Hit Dice are no greater than your kineticist level – 4. Each round on your turn, you must take a move action to guide the zombie, or it reverts to a corpse (but retains any damage if you later turn it into a zombie again with this utility talent). By accepting 1 point of burn, you can pour a bit of your own sentience into the zombie, allowing it to persist for 1 round per kineticist level without requiring additional actions on your part,

or until the next time your burn is removed if the zombie has half your maximum zombie Hit Dice or fewer. At 12th level, you can animate a zombie with a number of Hit Dice no greater than your kineticist level – 2. At 16th level, you can animate a zombie with a number of Hit Dice no greater than your kineticist level.

CRYOKINETIC STASIS

Element water; Type utility (Sp); Level 8; Burn 1

You encase yourself or a willing target in an icy sheen, placing the target in a state of suspended animation, as per *temporal stasis* except fire spells and spell-like abilities of 3rd level or higher count as if the caster used *dispel magic* against the stasis. Otherwise, no other force or effect can harm the target.

CURSE BREAKER

Prerequisites emptiness

Element void; Type utility (Sp); Level 4; Burn 0

The power of void protects you from curses and allows you to remove or suppress them. You gain a +4 bonus on saving throws against curses and hexes. You can accept 1 point of burn as a standard action to attempt a caster level check to remove a curse on yourself or another as per *remove curse*. If the curse normally could not be removed by *remove curse*, you can instead suppress the curse until the next time your burn is removed with a successful caster level check. When your burn is removed, you can choose not to remove the burn you spent in this way to continue suppressing the curse without interruption. If you die, any curse suppressed in this way returns instantly.

EARTH TONGUE

Element earth; Type utility (Sp); Level 8; Burn 0

Prerequisites greater tremorsense, tremorsense You are constantly capable of speaking to rocks and stones, including natural and worked stone, as per *stone tell*. This ability is always active, and rocks and stones might speak to you before you speak to them if they have something to say.

FOXFIRE

Element fire; **Type** utility (Sp); **Level** 2; **Burn** 0 **Prerequisites** kinetic healer or void healer

Saving Throw none; Spell Resistance yes

You surround a creature with glowing flames that outline it, as per *faerie fire*. The flames aren't hot enough to deal damage immediately, but a creature lit with foxfire counts as being under the effects of severe heat and must succeed at a Fortitude save against nonlethal damage after 10 minutes. A creature can extinguish the foxfire automatically as a full-round action.

GREEN TONGUE, GREATER

Element wood; Type utility (Su); Level 7; Burn 0 Prerequisites green tongue

Saving Throw none; Spell Resistance no

You can spend 10 minutes in any outdoor location that would be valid for *commune with nature* in order to contact and chat with fey and leshy spirits, allowing you to gain three pieces of information as per *commune with nature*.

HEALING BURST

Element aether, void, water, wood; Type utility (Sp); Level 4; Burn 1

Prerequisites kinetic healer or void healer

Saving Throw none; Spell Resistance yes

You use kinetic healer or void healer (whichever you have, or either if you have both) to heal all creatures in a 30-foot radius around you. Healing burst heals half as much damage as normal, unless your healing amount is based on positive blast, in which case it heals the full amount. Unlike with kinetic healer, you must accept the burn yourself. This counts as kinetic healer for the purpose of the kinetic chirurgeon archetype (*Occult Adventures* 90); the 17th-level metahealer ability heals the kinetic chirurgeon twice, once for half and once for full.

HERBAL ANTIVENOM

Element wood; Type utility (Sp); Level 4; Burn 0

Your body can produce the herbal remedies necessary to counter almost any poison. You gain a +5 alchemical bonus on saving throws against poison as if always under the effect of an antitoxin. You can use the treat poison action from the Heal skill as a standard action with a mere touch, without a healer's kit, and even on yourself; if you succeed, you grant the touched creature a +5 alchemical bonus against that specific instance of poison in addition to the normal +4 bonus from treat poison. You can accept 1 point of burn while using the treat poison action in this way to also produce the effects of *neutralize poison*.

LIVING CAPACITOR

Element air; **Type** utility (Sp); **Level** 2; **Burn** 0 You store electricity damage you take within your body, as if you constantly had *body capacitance*^{ACG} active. Once you discharge this electricity damage via a touch attack, you must take electricity damage again before you can discharge it again.

TREE STEP

Element wood; Type utility (Sp); Level 7; Burn 1 Prerequisites greater woodland step, woodland step You can enter a tree and travel through the shared roots of plants and hyphae of fungi, reappearing at a tree of the same type within range as per tree stride. Each time you activate this ability, it lasts until you have taken a number of tree steps equal to your kineticist level, your burn is removed, or you accept burn again to refresh it. Each time your burn is

removed, you can automatically activate this ability once and ignore the burn cost. You can accept 1 additional point of burn while this ability is active to use all remaining tree steps at once, adding up the total distance traveled and instantly reaching your destination tree even if there wouldn't have been enough trees along the way to make the journey one at a time.

UNDEAD GRIP

Element void; Type utility (Sp); Level 3; Burn 0 Saving Throw Will negates; Spell Resistance yes

This functions as elemental grip, except it works on a single undead creature as per *halt undead*. Unintelligent undead must succeed at a saving throw with a –4 penalty to negate the effects.

WOOD HEALER

Element wood; Type utility (Sp); Level 1; Burn 1; see text Prerequisites positive blast Saving Throw none; Spell Resistance yes



As kinetic healer, but you must base the amount of healing on your positive blast, not wood blast. A phytokineticist with positive blast as her first blast qualifies for the kinetic chirurgeon archetype (*Occult Adventures* 90) and gains this utility talent instead of kinetic healer. This wild talent counts as kinetic healer for prerequisites, and allows you to select kinetic revivification (*Pathfinder Player Companion: Healer's Handbook* 15) as a wood wild talent.

FEATS

Kineticists of all types can learn the following feats by studying the *Recursion Tablets*.

Elemental Knowledge

Your breadth of knowledge widens as you explore your connection to the elements.

Prerequisite: Expanded element class feature.

Benefit: When you chose a different element from your primary element with the expanded element class feature at 7th level, you gain that element's associated skills as class skills. In addition, you gain a +1 bonus on all your element's associated skills. If you chose a third element with expanded element at 15th level, you receive these benefits for that element's associated skills as well.

Elemental Overload

As you become suffused with power, you become more and more like an elemental.

Prerequisites: Elemental overflow class feature, kineticist level 15th.

Benefit: Whenever you have accepted at least 4 points of burn, the chance to ignore the effects of a critical hit or sneak attack increases by an additional 10%. This chance increases by an additional 5% for every 2 points of burn you accept after that. This chance can't exceed 100%.

Normal: Whenever you have accepted at least 3 points of burn, your chance to ignore the effects of a critical hit or sneak attack equals 5% × your current number of points of burn.

KINETIC CRAFTING

You can use your wild talents to help you craft magic items. **Prerequisite:** Kineticist level 3rd.

Benefit: When crafting a magic item or taking item creation feats, you can treat your kineticist level as your caster level. In addition, you can treat any wild talent you have as a spell of the same level or lower for the purpose of fulfilling the requirements for magic item creation (except spell-completion and spell-trigger items). This wild talent must be associated with the same element or deal the same type of energy damage as the emulated spell's descriptor.

KINETIC INVOCATION

You have learned to channel your element's energy into the magic used by traditional spellcasters.

Prerequisites: Kineticist level 1st, elemental focus class feature.

Benefit: For each kineticist element to which you have access, you treat all spells associated with that element (see below) as utility wild talents of the listed level, which you can select as normal. Each has a burn cost of 1 unless otherwise noted, and any nonpermanent, non-instantaneous effects end when your burn is removed. Using this wild talent is considered psychic spellcasting (except for the purpose of prerequisites), and you must provide emotion and thought components, as well as material components where appropriate. In addition, some spells are restricted to certain races (as detailed on page 9 of Pathfinder RPG Advanced Race Guide). Your caster level for a spell is equal to your kineticist level, and the save DC for any spell is equal to 10 + the listed level of the spell + your Constitution modifier. At the GM's discretion, other appropriate spells can be added to each element's list.

Aether: Etheric shards^{OA} (5th), instant armor^{APG} (2nd), kinetic reverberation^{UC} (2nd), protective spirit^{APG} (3rd), telekinetic charge^{UC} (4th; 2 burn).

Air: Air step^{ACG} (2nd), body capacitance^{ACG} (1st), cloak of winds^{APG} (3rd), cloud shape^{ARG} (4th; self only), gaseous form (3rd), wind walk (6th).

Earth: Expeditious excavation^{APG} (2nd; o burn), groundswell^{ARG} (2nd), imprisonment (9th), rampart^{APG} (7th), slowing mud^{ACG} (4th), statue (7th; o burn; self only), stone shield^{ARG} (1st).

Fire: Blessing of the salamander^{APG} (5th; self only), boiling $blood^{UM}$ (2nd), death candle^{ARG} (2nd), fury of the sun^{ARG} (2nd; o burn), hypnotic pattern (2nd), hypnotism (2nd; o burn), invigorate^{APG} (1st).

Void: Animate dead (3rd), command undead (2nd), death ward (4th), halt undead (3rd), life channel^{ARG} (1st; o burn; self only), mind blank (8th; self only), unliving rage^{ACG} (3rd).

Water: Fluid form^{APG} (6th), ride the waves^{UM} (4th), silent image (2nd; o burn), sleet storm (3rd), water breathing (3rd).

Wood: Command plants (4th), fairy ring retreat^{ACG} (7th; ends 1 hour after your burn is removed), goodberry (1st), grove of respite^{APG} (4th), lesser restoration (2nd), ward of the season^{ARG} (3rd).

Special: Kineticists with the air affinity, earth affinity, fire affinity, or water affinity racial traits or the air, earth, fire, or water subtypes can select spells of the appropriate element as if they had this feat. Caligni (*Pathfinder RPG Bestiary 5* 66) and dhampir (*Pathfinder RPG Bestiary 2* 89) kineticists can select spells of the void element as if they had this feat. Gathlain (*Pathfinder RPG Bestiary 4* 122) and ghoran (*Bestiary 5* 119) kineticists can select spells of the wood element as if they had this feat. Such a character must still have access to the appropriate element to select spells this way. At the GM's discretion, this benefit can be expanded to other races.

Metamagic Invocation

You have further refined your combination of elemental power and spellcasting with metamagic techniques.

Prerequisite: Metakinesis class feature.

Benefit: Choose a metamagic feat from the following list: Enlarge Spell, Extend Spell, Intuitive Spell^{OA}, Logical Spell^{OA},

Quicken Spell, Reach Spell^{APG}, or Tenacious Spell^{UI}. When casting a spell via Kinetic Invocation, you can increase its burn cost to augment the spell with that metamagic feat. The burn cost increase is equal to the spell level increase applied by the feat. Augmenting a spell increases its casting time as if it were cast spontaneously.

Special: You can take this feat more than once. Each time you take this feat, select another metamagic feat; you can augment a spell with multiple feats by accepting additional points of burn equal to the total increased spell level.

kinetic knight (kineticist Archetype)

A kinetic knight dons armor and wields a blade of elemental energy. The Phoenix Kindred counted many of these resolute warriors among their number, combining the *Recursion Tablets*' secrets with a warrior's ways. Today, most remaining Tian kinetic knights follow the philosophy of ichimeiyo. Kinetic knights are rarer in the Inner Sea

region, but not unknown; many realize their elemental powers while training for battle.

Courtly: The kinetic knight adds Diplomacy and Sense Motive to her list of class skills instead of Acrobatics and Stealth.

This ability alters the kineticist's class skills.

Elemental Blade (Su): At 1st level, a kinetic knight gains the kinetic blade form infusion, and it costs o points of burn instead of 1 point. She can't use her kinetic blast without the kinetic blade form infusion or an infusion that lists kinetic blade as a prerequisite.

At 3rd level, the kinetic knight gains the blade rush infusion (see page 20). At 5th level, she gains the kinetic whip infusion. Her kinetic whip has the disarm, performance^{UC}, and trip weapon qualities. At 9th level, she gains the blade whirlwind infusion (see page 20). At 11th level, she gains the whip hurricane infusion (see page 22). At 13th level as a swift action, she can accept 2 points of burn to unleash a kinetic blast with the blade rush infusion.

This ability alters kinetic blast and infusions, and replaces metakinesis and metakinetic master.

Kinetic Warrior (Ex): The kinetic knight can use her Constitution score in place of her Intelligence score when qualifying for combat feats. This ability counts as having Combat Expertise for the purpose of feat prerequisites.

Elemental Bastion (Ex): At 2nd level, the kinetic knight becomes proficient with medium and heavy armor and shields (except tower shields). In addition, the kinetic knight can accept 1 point of burn to attune herself to a specific light or heavy shield until the next time her burn is removed. Wielding an attuned shield doesn't prevent the kinetic knight from gathering power. A kinetic knight gains the elemental defense ability at 4th level, rather than 2nd, and its benefits apply only while she is wearing heavy armor and wielding an attuned shield. If the kinetic knight selects the expanded defense talent, its benefits also apply only under these conditions. If she has the shroud of water defense wild talent, whenever its bonus would be increased by accepting burn, she instead increases the enhancement bonus of her armor or attuned shield by an equal amount (to a maximum of +5).

This ability alters elemental defense.

Knight's Resolve (Ex): At 3rd level, the kinetic knight gains the samurai's resolve class feature, as a samurai of her kineticist level – 2. At 11th level, she gains the samurai's greater resolve ability (*Pathfinder RPG Ultimate Combat* 20). If she also has samurai levels, those levels stack with her kineticist levels to determine the benefits of this ability.

This ability replaces the kineticist infusion gained at 3rd level and supercharge.



SKULL OF LOST SECRETS

101- 174p 7=

This unusual collection of esoteric lore takes the form of a human skull, the inside of which is completely covered with cryptic runes. It is impossible to read the runes without shattering the skull, but anyone holding the skull hears its whispering voice in her mind, and a rare few can understand its secrets. The skull's exact origins are unknown, but some scholars of the esoteric argue that

it is connected in some way to the mysterious organization known as the Anaphexia, which wild rumors claim has an archive of similar skulls, each of which can impart different insights. Others believe the Skull of Lost Secrets is the skull of a madman who attempted to erase his own mind, but accidentally imprinted his knowledge inside his skull instead. Either way, the skull contains detailed research on the implement magic used by occultists and on ways panoplies-multiple

implements that share symbolic

connections—can be used together to improve their power. The current whereabouts of the skull are unknown.

Panoplies

While many occultists focus on the inherent psychic properties of certain types of objects, some specialists take their studies a step further, exploring the ways specific types of implements interact with one another. While not all implements psychically resonate with all other kinds of implements, such panoplies unlock even greater magical potential when used to complement one another.

An occultist can select a panoply anytime he selects a new implement school. To do so, he must already have learned to use the implement school of each implement within the panoply at least once. As with any other implement school, when an occultist learns to use a panoply, he gains access to the resonant power and base focus power, and he becomes able to learn the panoply's other focus powers. He also adds one spell of each spell level to his spell list, and these spells can be taken from any of the implement schools associated with the panoply. To use a panoply's resonant power or any of its focus powers, the occultist must select and invest mental focus into the associated implements that day. A single bearer must hold all the panoply's associated implements to gain the panoply's resonant power, and the occultist counts the total number of points of mental focus invested among all of the associated implements to determine the resonant power's effect. The occultist can expend points of mental focus from any of the associated implements to use the panoply's focus powers. Unlike for other implement schools, an occultist cannot select a panoply more than once.

MAGE'S PARAPHERNALIA

This panoply is associated with the arcane arts and the masters of manipulating magic.

Associated Implements: Crystal ball (divination), robe (necromancy), and wand (evocation).

Resonant Power: Each time the occultist invests mental focus into all of the associated implements of a panoply, the panoply grants the following resonant power. The panoply's

> bearer gains the benefits of this power until the occultist refreshes his focus.

Scholarly Knowledge (Su): The panoply grants

a +1 bonus on all Knowledge checks for every 4 points of total mental focus invested in all of the associated implements, to a maximum bonus equal to half the occultist's level. Additionally, the bearer is treated as being trained in all Knowledge checks for the purpose of determining whether or not he can succeed at Knowledge checks with a DC higher than 10. If the occultist is at least 5th level, the panoply's bearer can cast *augury* as a spell-like ability a total number of times per day equal to the greatest number of points of mental focus stored in any one of the associated implements.

Base Focus Power: All occultists who learn to use this panoply gain the following focus power.

Arcane Inspiration (Sp): By consulting a spellbook for 15 minutes, you can expend 1 or more points of mental focus to prepare a divination, evocation, or necromancy spell from the sorcerer/wizard spell list that is contained in that spellbook. You must choose an unused spell slot for the prepared spell to occupy, and the chosen spell must be of a spell level equal to or lower than that spell slot. The number of points of mental focus you must expend is equal to the level of the spell slot used. You can apply metamagic effects to the prepared spell, if desired, and they increase the level of the spell slot the spell occupies as normal. Once the spell is prepared, you can cast it normally, using the prepared spell slot (you cannot use any of your other spell slots to cast it, restricting you to casting it only once per use of this ability). The spell is treated as a psychic spell.

Focus Powers: In addition to the base focus power, occultists who learn to use this panoply can select the following focus powers when choosing powers gained from their focus powers class feature.

Metamagic Knowledge (Su): As a standard action, you can expend 3 points of mental focus and choose a single metamagic feat you qualify for but do not know. You gain that metamagic feat until the next time you refresh your mental focus.

Metamagic Master (Su): As a free action while casting a spell, you can expend 1 or more points of mental focus to apply a metamagic feat you know to that spell without increasing the spell's casting time or the spell level of the spell slot it occupies. The number of points of mental focus you must expend to use this power is equal to the increase in spell levels the metamagic feat would normally require (minimum 1).

Spell Power (*Su*): As a free action while casting a spell, you can expend 2 points of mental focus to increase that spell's caster level by 2. At 12th and 18th levels, whenever you use this ability, you can spend an additional point of mental focus in order to increase the spell's caster level by an additional 1.

Performer's Accoutrements

This panoply is associated with those who deceive as well as those who entertain.

Associated Implements: Mask (illusion) and musical instrument (enchantment).

Resonant Power: Each time the occultist invests mental focus into all of the associated implements, the panoply grants the following resonant power. The panoply's bearer gains the benefits of this power until the occultist refreshes his focus.

Actor's Skill (Su): The panoply grants a +1 bonus on Bluff, Disguise, and Perform checks for every 3 points of total mental focus invested in all of the associated implements, to a maximum bonus equal to half the occultist's level. The panoply also grants an equal bonus on saving throws against divination effects.

Base Focus Power: All occultists who learn to use this panoply gain the following focus power.

False Persona (Su): By spending 1 minute in meditation and expending 2 points of mental focus, you can create a psychic mask that obscures your identity. When you create this false persona, you choose the nature of the persona's alignment and magical auras, and can create a simple background of up to four basic facts about the persona. All divination spells that reveal information about you instead reveal information based on the false persona's background and aura information. Additionally, attempts to scry or magically locate you work only if the creature making such attempts knows that you and your current false persona are the same individual. Otherwise, the spell has no effect, revealing nothing but darkness, as if you did not exist. This effect lasts up to 24 hours or until you next refresh your mental focus (whichever occurs first), though you can dismiss this false persona at any time before then as a fullround action. This effect fools only magical attempts to discern your identity or background, and has no effect on mundane means of gathering information about you.

Focus Powers: In addition to the base focus power, occultists who learn to use this panoply can select the following focus powers when choosing powers gained from their focus powers class feature.

False Confidence (Sp): By taking a standard action and expending 1 point of mental focus, you can instill incredible, boundless confidence in a single living creature with an Intelligence score of 3 or higher within 60 feet, granting that creature a +2 morale bonus on ability checks, attack rolls, saving throws, and skill checks for 10 minutes. As a move action, you can shatter the feeling of confidence, leaving the target feeling hopeless and distraught. If you do, the target can immediately attempt a Will save to negate the effect, with a cumulative -1 penalty for every 2 minutes the creature benefited from the morale bonus. If the target fails this save, it takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks for the remainder of the effect's duration. If the creature then fails an ability check, attack roll, saving throw, or skill check by 10 or more while subject to this penalty, the penalty changes to -4.

Hypnotic Gaze (Sp): By taking a standard action and expending 1 point of mental focus, you can hypnotize a single creature within 60 feet that can see you. The target must succeed at a Will save or become fascinated for as long as you maintain the effect (a move action), plus 1 additional round. Fascinated creatures take a -1 penalty on Will saving throws. For every 3 rounds that you maintain the effect, this penalty increases by 1 to a maximum penalty of -4. Anything that ends the fascination effect also ends the penalty. A creature that succeeds at its saving throw to resist this effect is immune to that occultist's hypnotic gaze for 24 hours.

Puppet Master (Sp): By taking a standard action and expending 2 points of mental focus, you can implant a hypnotic suggestion in a creature. This functions as per suggestion (using your occultist level as the caster level), except that the saving throw DC is equal to 10 + half your occultist level + your Intelligence modifier, and if the target fails its saving throw, you can choose to have it forget everything that occurs while it is under the spell's effects, as well as any recollection of you using this ability on it. Memories forgotten in this way can be recovered with restoration or spells or effects that can restore lost memories (such as modify memory).

SAINT'S HOLY REGALIA

This panoply is associated with devoted members of a goodaligned faith and the power of belief.

Associated Implements: Censer (conjuration) and holy symbol (abjuration).

Resonant Power: Each time the occultist invests mental focus into all of the associated implements, the panoply

grants the following resonant power. The panoply's bearer gains the benefits of this power until the occultist refreshes his focus.

Font of Healing (Su): The panoply grants you mastery over healing magic. When you cast a cure spell (a spell with the "cure" in its name), you restore 1 additional hit point for every 3 points of total mental focus invested in all of the associated implements, to a maximum bonus equal to half the occultist's level. This doesn't apply to damage dealt to undead with the spell.

Base Focus Power: All occultists who learn to use this panoply gain the following focus power.

Restoring Touch (Sp): As a standard action, you can expend 2 points of mental focus to cure a living creature you touch of temporary ability damage. You cure 1 point of temporary ability damage to a single ability score for every 3 occultist levels you have. At 10th level, you can expend an additional point of mental focus to instead restore the same amount of permanent ability drain.

Focus Powers: In addition to the base focus power, occultists who learn to use this panoply can select the following focus powers when choosing powers gained from their focus powers class feature.

Guardian Aura (Sp): As a full-round action, you can expend 3 points of mental focus to emit a 20-foot-radius aura of protection that lasts for 1 minute. You and your allies within the aura gain a sacred bonus to AC equal to 1/4 of your occultist level (minimum +1). Your speed is reduced to 10 feet while this power is active, but you can dismiss it as a free action.

Martyr's Benediction (Sp): As an immediate action when you would be reduced to fewer than o hit points or killed (including by effects that kill without dealing damage, such as *phantasmal killer* and *power word kill*), you can expend 1 point of mental focus to restore a number of hit points equal to 1d8 + your occultist level all allies (other than you) within 30 feet. In addition, if any healed ally is under a fear effect, she can immediately attempt a new saving throw to end it.

Rebuke Anathema (Sp): As a standard action, you can present the holy symbol used as the panoply's associated implement and expend 2 points of mental focus to keep a single creature at bay. Your alignment must be within one step of that of the holy symbol's deity, and the creature's alignment must be more than one step away from both your alignment and the deity's alignment. If neither is the case, this power is ineffective and the spent mental focus is wasted. If the target creature fails a Will save, it can't move toward you for a number of rounds equal to your occultist level.

TRAPPINGS OF THE WARRIOR

This panoply is associated with brave and stalwart warriors, martial skill, and the defense of one's allies.

Associated Implements: Shield (abjuration) and weapon (transmutation).

Resonant Power: Each time the occultist invests mental focus into all of the associated implements, the panoply

grants the following resonant power. The panoply's bearer gains the benefits of this power until the occultist refreshes his focus.

Martial Skill (Ex): When wielding the weapon used as the panoply's associated implement, you treat your base attack bonus as though it were 1 point higher for every 4 points of total mental focus invested in all of the associated implements, to a maximum base attack bonus equal to your occultist level. This increase can grant you additional attacks when using the full attack action (for example, a 12th-level occultist with 12 points of mental focus invested among the associated implements would be treated as having a base attack bonus of +11, with iterative attacks at a base attack bonus of +6 and +1).

Base Focus Power: All occultists who learn to use this panoply gain the following focus power.

Combat Trick (Ex): As a move action, you can expend 3 points of mental focus to gain a single combat feat for which you qualify. This benefit lasts for 1 minute.

Focus Powers: In addition to the base focus power, occultists who learn to use this panoply can select the following focus powers when choosing powers gained from their focus powers class feature.

Counterstrike (Ex): As an immediate action when you are damaged by a melee attack, you can expend 1 point of mental focus to immediately make a single attack at your highest base attack bonus against the creature that hit you, provided that you threaten that creature. If the attack hits, you gain a bonus on the damage roll equal to 1/3 your occultist level (rounded down, minimum +1). This attack counts as an attack of opportunity.

Shield Ally (Ex): As an immediate action when an adjacent ally is the target of a spell or attack, you can expend 2 points of mental focus to redirect that spell or attack to yourself instead. You must declare that you are using this ability before the result of any attack roll is known or before any saving throws are attempted.

Warrior's Resilience (Su): As an immediate action when you would be reduced to fewer than o hit points, you can expend 1 or more points of mental focus to remain at o hit points instead. Using this focus power costs 1 point of mental focus for every 5 points of damage below o that you would otherwise be reduced to (rounded up, minimum 1 point of mental focus). This has no effect on anything that would kill you without reducing your hit points below o, such as a failed saving throw against a death effect.

Panoply Savant (Occultist Archetype)

Some occultists specialize in a particular panoply, fully dedicating themselves to mastering the secrets of the psychic resonance of each of its component implements, as well as the way they interact with one another.

Panoply Specialization: At 1st level, the panoply savant must choose (but doesn't learn how to use) a single panoply. When learning new implement schools, he must

choose either schools associated with his chosen panoply or the chosen panoply itself. Once he has learned to use the chosen panoply, he can learn any further implement schools freely.

Panoply Focus (Su): At 4th level, a panoply savant gains 1 additional point of mental focus each day, which can be invested only in implements associated with his chosen panoply. At 8th level, and every 4 occultist levels thereafter, the number of additional points of mental focus he gains increases by 1 (to a maximum of 5 points at 20th level).

This ability replaces shift focus.

Implement Specialist (Su): At 8th level, a panoply savant learns to use his mastery over the implements in his chosen panoply to unlock greater power from magic items associated with that panoply. For a number of times per day equal to 3 + his Intelligence modifier, when he uses a magic item that matches one of his chosen panoply's associated implements (crystal balls, robes, and wands for the mage's paraphernalia, for instance) and produces a spell effect, he can have the item use his caster level instead of its own. If the magic item doesn't produce a spell effect, the panoply savant can use his caster level against attempts to dispel that item. Additionally, if the item has any abilities that can be used at least three times per day or has three or more daily charges, the panoply savant can spend 1 minute quietly meditating on the item and expend 2 points of mental focus to restore one daily use or one charge to the item.

This ability replaces outside contact.

Panoptic Harmony (Su): At 8th level, a panoply savant can empower his abilities by harnessing the harmonic resonance between his chosen panoply's associated implements. Whenever he casts a spell or uses a focus power with one of his chosen panoply's associated implements, he treats it as though his caster level were 2 higher than it actually is, but only if on his previous turn, he cast a spell with or used a focus power from a different one of his chosen panoply's associated implements.

This ability replaces magic circles.

Panoptic Call (Su): At 12th level, a panoply savant's mastery over his chosen panoply's associated implements is so strong that he can call similar items to him. By taking a standard action and expending 1 point of mental focus from any of his chosen panoply's associated implements, he can cause a single item he can currently see that matches one of his chosen panoply's associated implements (such as a weapon or shield for the tools of the warrior) to fly through the air toward him at a rate of 30 feet per round, landing in his outstretched hand. If the item is unattended, the panoply savant automatically succeeds, but if it is held or worn, he must attempt a special disarm or steal^{APG}

combat maneuver check, using his occultist level as his base attack bonus and his Intelligence modifier in place of his Strength modifier. If the item in question is an implement he currently has 1 or more points of focus invested in, he gains a bonus on this combat maneuver check equal to twice the amount of focus currently invested in it.

This ability replaces binding circles.

Combined Powers (Su): At 16th level, whenever a panoply savant uses a focus power from one of his chosen panoply's associated implements, he can expend 2 additional points of mental focus to also use a focus power from one of his chosen panoply's other associated implements as part of the same action. The second focus power must take the same amount of time or less to activate than the first focus power, and the panoply savant must expend the normal mental focus cost to use the second focus power.

This ability replaces fast circles.



PSYCHOMETABOLIC CORRUPTION

Strange powers exist on Golarion and beyond. Those who survive a brush with cosmic phenomena, occult mysteries, or horrors from beyond the veil occasionally find psychic abilities awakening in their minds. Although potent, such power corrupts the body, subconscious mind, and emotions—often with disastrous results.

The following corruption can be contracted by those who delve into occult lore better left forgotten (for more on corruptions, see page 14 of *Pathfinder RPG Horror Adventures*).

Catalyst

A psychometabolic corruption is contracted as a result of experiencing extreme psychic trauma. When you contract this corruption, you gain a pool of psychometabolic power with a number of points equal to 1 + your manifestation level. These points are used to fuel the gifts of your manifestations. The pool replenishes at the start of each week or whenever you gain a new manifestation level.

PROGRESSION

The corruption is tied to your exposure to psychic power the more you experience, the faster your progression advances. Whenever the total number of points in your psychometabolic pool reaches o, you become afflicted with a random madness (*Horror Adventures* 182) from the following list within the next 24 hours: delirium, delusion, hallucination, mania, night terrors, paranoia, or phobia. This affliction lasts 8 hours, after which you must succeed at a Will save (DC = 15 + your manifestation level) or become twieted by your powers. You must also

or become twisted by your powers. You must also attempt this save when you are reduced to 10% or fewer of your maximum hit points by a psychic effect or when you fail a save against psychic effect by 5 or more. If you are unconscious or under the effects of *calm emotions* for at least 6 of the hours that you spend

afflicted with the madness, your corruption doesn't progress. However, the DC of checks to prevent your corruption from progressing increases by 2. These increases stack each time this occurs, and they last until your corruption reaches the next corruption stage.

> **Corruption Stage 1**: The first time you fail a Will save (as described above), your powers twist your mind. You are constantly afflicted with one madness of the GM's choice from among those listed above. This madness can't be cured or removed while you have this corruption.

Corruption Stage 2: The second time you fail a Will save (as described above), your powers erode your values and morals and replace them with megalomaniacal thoughts. You gain the moral insanity madness (*Horror Adventures* 187). This

madness can't be cured or removed while you have this corruption.

Corruption Stage 3: The third time you fail a Will save (as described above), your body is twisted into a writhing mass of flesh that imprisons your mind. You become a hungry

flesh (*Pathfinder RPG Bestiary 4* 152) under the GM's control, retaining all class levels and abilities that do not rely upon your original form.

Removing the Corruption

To remove the psychometabolic corruption, a psychic spellcaster whose caster level is at least double your manifestation level must eliminate your memories of gaining the corruption and your corruption stage advancing, such as by *modify memory*, and then must cast *psychic surgery*^{OA} on you.

Manifestations

The following are manifestations of the psychometabolic corruption. All spell-like abilities granted by these manifestations use your manifestation level as the spell's caster level unless otherwise noted.

Ameliorate Damage

You can repair damage to your body.

Gift: You can use any of the following spells as a spelllike ability by spending a number of points from your psychometabolic pool equal to the spell's cleric spell level: *lesser restoration, regenerate, restoration,* or any cure spell (a spell with the word "cure" in its name). You can target only yourself with these spells, and you can use this manifestation to cast only a spell whose spell level on the cleric spell list is equal to or less than your manifestation level. You are always treated as a living creature for the purpose of these spells' effects.

Stain: Your body becomes twisted and alien. When an effect other than this manifestation's spell-like abilities heals your ability damage or hit point damage, roll the amount of healing twice and use the lower result.

DEFY GRAVITY

You can lift creatures and objects with your mind.

Prerequisite: Manifestation level 2nd.

Gift: By spending 2 points of psychometabolic power, you can use *levitate* as a spell-like ability. At manifestation level 4th, you can spend 3 points of psychometabolic power to use *hostile levitation*^{UC}.

Stain: Your body weakens. You take a –4 penalty on all Strength- and Dexterity-based checks and skill checks.

ENDLESS ECHOES

You hear voices in your head.

Gift: You gain telepathy with a range of 10 feet + 10 feet per manifestation level that you have. You can use *detect thoughts* as a spell-like ability by spending 1 point of psychometabolic power.

Stain: Garbled thoughts ring in your ears. You take a –2 penalty on all concentration checks. At manifestation level 4th, the penalty changes to –4.

ESCHEW GRAVITY

You lift yourself with your mind.

Prerequisites: Defy gravity, manifestation level 5th.

Gift: By spending 3 points of psychometabolic power as a swift action, you can use *fly* as a spell-like ability.

Stain: Your limbs slow as they weaken. Your speed for all nonmagical movement types is reduced by 10 feet.

MIND BLAST

You can rend your foes' minds with psychic power.

Prerequisites: Endless echoes, psychometabolic blast.

Gift: When you use the telekinetic blast gained from the psychometabolic blast manifestation, you can spend 2 points of psychometabolic power to use the telekinetic force to wreck the mind of each creature targeted. Instead of you rolling to hit targets with your blast, each target can attempt a Will save (DC = 10 + half your manifestation level + your Constitution modifier) to try to negate the damage and any infusions or metakinesis abilities applied to it. When using this ability, your telekinetic blast is a mind-affecting effect.

Stain: Using your powers causes blood to ooze from your nose and eyes. Whenever you spend a psychometabolic point, you take nonlethal damage equal to your manifestation level per point spent.

PSYCHOMETABOLIC BLAST

You can attack your enemies with your mind.

Gift: You gain the kineticist's kinetic blast class feature, as well as the telekinetic blast wild talent. Use your manifestation level as your effective kineticist level to determine the effects of these abilities. If you have the elemental focus (aether) or expanded element (aether) class ability, you instead gain a bonus on damage rolls with your telekinetic blast equal to half your manifestation level (minimum +1).

Stain: Your cranium swells massively. You take a –2 penalty on all Wisdom- and Charisma-based checks and skill checks.

PSYCHOMETABOLIC JAUNT

You can travel with a thought.

Prerequisites: Defy gravity, manifestation level 6th.

Gift: You can spend 4 psychometabolic points to use *dimension door* as a spell-like ability. At manifestation level 9th, you can spend 6 psychometabolic points to instead use *teleport* as a spell-like ability.

Stain: Your body deteriorates. You take a –2 penalty to your Constitution score.

PSYCHOMETABOLIC SHIELD

You can project a shield with your mind.

Prerequisite: Manifestation level 2nd.

Gift: You gain the force ward defense wild talent. Use your kineticist level or your manifestation level (whichever is higher) as your effective kineticist level to determine the effects of these abilities. You can spend 1 point of psychometabolic power to enhance your force ward as if you had accepted a point of burn. If you already have the force ward defense wild talent, this gift has no effect.

Stain: You reflexes become sluggish. You take a –1 penalty on your AC and on Reflex saving throws.



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A MINID-EXIPANIDING READ

For curious readers who wish to hone their psychic skills, a plethora of occult tomes, lost scrolls, and even stranger items lie hidden throughout Golarion. From the kaleidoscopic *Recursion Tablets* to the never-ending *Infinity Scroll, Pathfinder Player Companion: Psychic Anthology* presents a diverse archive of texts elucidating esoteric ideas and techniques that can benefit any psychic spellcasting class, as well as other spellcasters. Alongside feats, magic items, and spells, this volume unlocks the hidden powers of the mind! Inside this book, you'll find:

- ► New archetypes for nearly every occult class, including the phantom blade spiritualist and the autohypnotist mesmerist.
- Panoplies—collections of occultist implements that harness the power resonating between the items—and numerous kineticist wild talents for all the elements.
- ► A new corruption arising from raw psychic energy that, if left unchecked, could mutate one's form into an all-consuming horror of writhing flesh.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.







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