

# PSIONICS AUGMENTED



## ◆ SEVENTH PATH ◆

By Andreas Rönnqvist and Doug Haworth



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# PSIONICS AUGMENTED

## SEVENTH PATH

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

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## FROM THE AUTHOR

If you had asked me a few years ago, I would have never thought I'd be here, writing this book for a company as amazing as Dreamscarred Press. A pleasant surprise, to be sure – and here we are! I'm still reeling from seeing my name on that cover art.

It all started when I approached Jeremy just over a year ago. I was inexperienced, looking to hone my skills as a freelancer and as a game designer, and trying to get my name out there. But, Jeremy handed me my first assignment – a huge pile of powers, for a class that didn't exist yet. I suddenly had pages and pages of power names and one-sentence descriptions. I was clueless! Still, I tried my best (or what I thought what my best). Turns out, it wasn't so good, and I got my first true example of negative feedback. I took it poorly. It's a little embarrassing now, looking back on it. But hey! That's how we learn! A few months later (and some inspiring words from Andreas!), I was back to work again, having picked up a whole new pile of Seventh Path names and sentence descriptions from Jeremy. I learned that feedback is super good, and that having a dedicated crew of playtesters and people willing to look it over and give me their unbiased reports allows me to bring to life the best possible versions of my creations. It takes a village, and all that – in this particular case, I just carried the Dreamscarred crew's child for a while.

I would never have gotten this far without everyone's help. Thanks to Andreas, and Jeremy, and Jade, (as well as Jade's unnamed posse), for all their knowledge, ideas, and constant (often late-night) feedback. Thanks to all of the folks that gave their time and efforts for me, on the GitP, Dreamscarred, and Paizo forums – I tried to include at least a little nod to every bit of input! Thanks to my own personal team of playtesters, whether or not they knew they were actually testing anything. Thanks to my fiancé, for her undivided love and support, and her uncanny ability to keep me grounded. Thanks to the cases and cases of Monster that fueled me through this last year - Khaos, I'm looking at you! And finally, thanks to you. Without you, this would all be just a couple of folks shooting around ideas for their home games. So, here's hoping that this book, and its role in your own games, becomes a part of many legends and incredible game nights to come. I know it's already a part of mine!

- Doug Haworth  
Lead Developer

## SEVENTH PATH

Welcome to the Seventh Path, named so because it expands upon the six disciplines available to the psion. This book introduces the athanatism discipline, focused around the classic spiritual medium - séances and spirit channelers, but also with subjects such as voodoo. Athanatism extends the power of the mind over departed spirits, allowing its practitioners untold control over them, but also the ability to travel into the lands of the dead. This book, by virtue of its theme, therefore touches upon the horrific and the bleak, yet also opens up ancestral spirits as a source of power for the psionic classes. We hope that this book gives you great joy and countless new options for realizing your concepts and ideas!

### INCLUDED IN THIS BOOK

This book introduces the athanatism discipline, similar to how the original disciplines work, they provide both broad powers available to many classes, and a limited number available only to the conduit. The conduit is the specialized master of athanatism, capable of wielding a deeper understanding and greater power over the spirits than any other class. In addition, being surrounded by the departed gives him the ability to commune with ancestors and draw knowledge from them.

Each psionic class gains at least one archetype that dwells upon the theme of the spirits, ghosts, haunts and ancestors that make up the departed. From the hounforge who controls a manifested spirit through his spirit doll, to the shackler, who binds the recently dead to himself to draw power.

Also introduced are new feats that expand on the options given in this book, such as binding a spirit to your psicrystal, or learning how to manipulate the departed.

Finally in the Character Options chapter, a new concept is introduced – the prestige class archetype. The new prestige classes being designed for this book were very similar to existing prestige classes, so instead of an entirely new prestige class, prestige class archetypes were created, building off the existing concept of the class archetype.

Naturally, a new discipline requires a multitude of new powers and dozens are presented. In the Powers chapter, you will find over seventy new powers for every manifesting class. These powers deal with haunts, spirits, ancestors, ghosts, and the incorporeal in a diverse number of ways that should fit every style of play - offensive, defensive, and tactical.

Finally, a book like this wouldn't be complete without some truly horrific monsters, taken from our worst nightmares, darkest tales, dreaded myths, and horror stories. From mirror spirits waiting for the unsuspecting mind, to the nattmara, an ancient spirit that will consume you while you sleep, this chapter has toys for every game master to challenge the players.



# CHARACTER OPTIONS

This chapter gives you a number of new options, from the athanatism psion discipline, to at least one archetype for each of the psionic classes found in *Ultimate Psionics*. Varying in theme from the ancestral to the voodoo inspired, these archetypes open up new possibilities and concepts for classic psionic classes.

## PSIONIC DISCIPLINE

This supplement introduces a new psion discipline, athanatism, to the existing list of six themed disciplines. A psion specializing in athanatism gains special benefits which are documented below.

### ATHANATISM

A psion who specializes in athanatism is known as a conduit. Where most psions interact with the world by manipulating raw forces, the conduit has learned to interact with the energy of the dead. She understands that spiritual energy is simply another type of energy that can be used just as a kineticist manipulates fire or electricity, or can be shaped like ectoplasm.

**Additional Class Skills:** A conduit gains Bluff, Perception, and Sense Motive as additional class skills.

**Spirit Affinity:** At 2nd level, the conduit gains the Negative Energy Affinity feat as a bonus feat. In addition, once per day when meditating for power points, you can commune with your ancestral spirits to exchange one of your powers known from the anathatism discipline for another power from the athanatism discipline of an equal level.

**Poltergeist Aura (Su):** Beginning at 8th level, you gain an aura that emanates in a 30-foot radius from you. You can emanate this aura for a number of rounds per day equal to your conduit level and the aura can be activated or deactivated as a free action on your turn. All enemies inside this aura are battered by angry spirits. The affected creatures treat the area within the aura as difficult terrain, can't make attacks of opportunity while in the aura, and take a penalty to attacks equal to half your Intelligence modifier (minimum -1 penalty). You can expend your psionic focus as a swift action to have the spirits concentrate on one enemy in the aura, making that creature gain the staggered condition in addition to the other penalties unless the target creature succeeds on a Fortitude save (DC 13 plus your Intelligence modifier).

**Hand of the Grave (Su):** Once per day beginning at 14th level, you can make a melee touch attack against a creature. You are treated as incorporeal for the purposes of this attack, ignoring natural armor, armor, and shield bonuses to armor class, but are affected by deflection bonuses and force effects. If the attack is successful, the creature the creature dies and its soul becomes a shadow spirit (as the *blackest shade*\* power) for 1 minute per

level. This is considered a death effect. At the end of the duration, the soul returns to the body, which is at -1 hit points but stabilized.

**Straddling Both Worlds (Su):** The conduit's armor (if any) and weapons (if any) are always treated as if they have the *ghost touch* special ability. By expending psionic focus, the conduit can become incorporeal for a number of minutes equal to his Intelligence modifier. In addition, the conduit can choose to affect any incorporeal creature as if they were corporeal, for the purpose of his powers or abilities.

## ALTERNATE CLASS FEATURES

Presented below are new alternate class features for the different psionic classes from *Ultimate Psionics*. When a character selects a class, he must choose to use the standard class features defined for the class or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the form claws class feature of the feral heart replaces the form mind blade class feature of the soulnife. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature. For example, a paladin could not be both a hospitaler and an undead scourge since they both modify the smite evil class feature and both replace the aura of justice class feature. A paladin could, however, be both an undead scourge and a warrior of the holy light, since none of their new class features replace the same core class feature.

## ANCESTRAL (PSYCHIC WARRIOR)

Two types of psychic warriors make pacts with the spirits. The ancestral binds himself to the spirits of the honored dead, drawing power from his ancestors. He is a benevolent leader of his people, and speaks for the noble and well-intentioned spirits.

**Spirit Road:** Ancestrals have a broader range of study than most psychic warriors. At 1st, 7th, and every six levels thereafter, the ancestral adds one conduit power of his choice to his list of powers known. These powers can be of any level up to the highest level psychic warrior power that the ancestral can manifest. In addition, the ancestral gains the ancestral path (shown below).



# PSIONICS AUGMENTED

However, the ancestral gains no proficiency in heavy armor. This ability replaces warrior's path.

**My Father's Ways (Su):** At 9th level, the ancestral may draw the souls of his honored ancestors to his aid. Once per day, as a full-round action, he can expend his psionic focus to choose one weapon and one type of creature type from the following list: aberration, animal, construct, dragon, fey, humanoid, magical beast, monstrous humanoid, ooze, outsider, plant, undead, or vermin. If he selects humanoid or outsider, he must also select a subtype. For the next hour, the ancestral gains proficiency with this weapon, as well as additional bonuses against the creature type chosen. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type, and may make Knowledge skill checks untrained when attempting to identify this type of creature. In addition, he gains a +2 bonus on attack rolls, damage rolls, and the save DCs of any psychic warrior powers he manifests against creatures of the chosen type. These bonuses stack with those granted by a ranger's favored enemy or other similar ability.

At 11th level, this ability improves. The ancestral may use it one additional time per day, for a total of twice.

This ability replaces secondary path.



## ANCESTRAL PATH

*The focus of those that follow the ancestral path is on the spirits of those that came before. They listen to their whispers and draw guidance from them.*

**Powers:** guidance of the ancestors, weaken bonds

**Skills:** Autohypnosis, Heal, Knowledge (history)

**Bonus Class Skill:** Knowledge (history)

**Trance:** Beginning at 3rd level, while maintaining psionic focus, you gain a +1 insight bonus to Armor Class against incorporeal attacks, a +2 competence bonus on Knowledge checks, and a +1 competence bonus on manifest level checks. These bonuses increase by 1 for every four psychic warrior levels thereafter.

**Maneuver:** Beginning at 3rd level, you can expend your psionic focus as a free action when making a skill check or Will save to roll two dice, choosing either result. At 13th level, you may instead roll three dice and choose one.

## ANIMIST (AEGIS)

Rarely, an aegis will find himself in a position to gain favor with the spirits by gathering and preparing special items, or fetishes. These fetishes are imbued with blood and attuned to specific enemies – and when that enemy is confronted, the spirits assist the animist.

**Class Skills:** The animist adds Knowledge (religion) to his list of class skills.

**Astral Suit:** The animist can only form his astral suit into the astral mantle form (shown below). He is not able to select the astral skin, astral armor, or astral juggernaut forms. His astral suit otherwise functions as normal.

**Astral Mantle:** When formed into astral mantle, an astral suit resembles masterwork hide armor and is treated as such for all mechanical purposes. While the animist maintains his psionic focus, he can move at normal speed while wearing his astral mantle. Should the animist be wearing armor when forming his astral suit in this fashion, the astral suit encloses the armor and the animist gains the benefits of only his astral suit and not those of his armor, even if his armor would confer better benefits. Forming his astral suit into this form takes a move action. The animist gains the following free customizations: power resistance, presence (shown below). At 2nd level, the animist gains the energy resistance customization as a free customization when the astral suit is in astral mantle form. At 10th level, the animist gains the improved armor (2) customization as a free customization.

**Gris-Gris:** With the help of the spirits, the animist creates a small fetish bag that gains in power as he does. Beginning at first level, while the animist's astral suit is in astral mantle form, he gains an armor bonus to AC equal to his Charisma modifier (minimum +1, to a limit of the armor bonus provided by his astral mantle) against incorporeal attacks.

At 5th level, the gris-gris can become attuned to specific types of spirits, granting various bonuses based on the spirit. Once per day, as a ritual that takes five



minutes to perform, the animist may choose one of the following spirits, gaining the listed bonuses for one day or until they end it early as a free action (see below). In addition, as a free action while the animist has one or more spirits attuned to their gris-gris, they may end one of the effects to heal hit points equal to their class level. This is a supernatural effect.

**Anger:** +2 insight bonus on damage rolls.

**Crossroads:** +2 insight bonus on opposed skill checks.

**Duality:** +2 insight bonus to any two skills, chosen when the animist attunes their gris-gris.

**Haunting:** +1 insight bonus on save DCs of any aegis or animist effect the animist creates.

**Protection:** +1 insight bonus to AC and one save, chosen when the animist attunes their gris-gris.

**Serenity:** +1 insight bonus on attack rolls.

At 12th level, the animist may select any two of these options whenever they attune their gris-gris.

This ability replaces astral repair, master craftsman, and cannibalize suit.

**Blood Talisman (Su):** At 2nd level, the animist can gain further power from the blood of his enemies. He can spend a swift action to gather some of the blood of an adjacent to an enemy that has been damaged and hasn't received magical or psionic healing. If the animist has hit that enemy with a charge attack and dealt damage this turn, he may instead gather blood as a free action. Against that enemy for the round, he gains a +1 competence bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks, and a +1 competence bonus on weapon attack and damage rolls. At 6th level, and every four levels thereafter, this bonus increases by one.

Activating this ability again, while already in use, immediately causes the previous effect to end.

This ability has no effect on targets immune to bleed effects, such as constructs or the undead. Ghosts or other incorporeal undead are affected as normal (the animist leeches from their soul).

This ability replaces craftsman.

## ANIMIST CUSTOMIZATIONS

The new customizations presented below may only be selected by the animist archetype.

### 1-Point Customizations

**Ghostly Guidance:** The animist reduces any miss chance he would suffer on attack rolls while he is wearing his astral suit by 5%, to a minimum of 0%. In addition, while he is wearing his astral suit, he gains a +1 bonus on Perception checks. This customization can be taken once for every four levels the animist possesses. Its effects stack.

**Ward of Blood:** The animist gains a +2 bonus to his Armor Class against incorporeal attacks while he is wearing his astral suit. This customization can be taken once for every five levels the animist possesses. Its effects stack.

### 2-Point Customizations

**Presence:** The animist gains a +2 enhancement bonus to Charisma while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Charisma is increased by +2.

### 3-Point Customizations

**Spirit Eyes:** The animist gains a modified version of lifesense while he is wearing his astral suit. He notices and locates living creatures and incorporeal undead within 60 feet, just as if he possessed the blindsight ability. The animist must possess the blindsense and ghostly guidance customizations to take this customization. The animist must be at least 11th level before selecting this customization.

**Spirit Fury:** The animist draws the spirits of the fallen to him, gaining their power at the expense of self-control. While he is wearing his astral suit, he may rage for a number of rounds per day equal to 4 + his class level + his Charisma modifier. While raging, the animist gains a +4 morale bonus to Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the animist bonus hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, an animist cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

An animist can enter or end his rage as a free action, and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in rage. An animist cannot enter a new rage while fatigued or exhausted.

This customization can be taken once for every six levels the animist possesses. Each time it is taken after the first, the animist may rage for additional 6 rounds per day, and gains a rage power that they qualify for. For the purpose of qualifying for rage powers, the animist is treated as a barbarian of his class level. If the animist possesses rage powers from another source (such as from levels in the barbarian class), they may not be used while in a spirit fury. The animist must be at least 6th level before selecting this customization.

## BOKRON (MARKSMAN)

The bokron specializes in trickery, field control, and spiritual mastery. They do not manipulate psychic forces, but instead conjure and channel the spirits into their weapons and enemies.

**Way of the Spirit:** A bokron adds Knowledge (religion) to her list of class skills.

**Conjure (Su):** At 1st level, the bokron gains access to her first conjure – a trick drawing power from the spirits. She gains an additional conjure at 5th level and at every 4 levels thereafter. A bokron cannot select an individual conjure more than once. She may use conjure a number



of times per day equal to her class level + her Wisdom modifier (if positive).

Using a conjure is a swift action, and can be used as long as the bokron maintains psionic focus. Unless otherwise noted, the conjure affects the next ranged attack she makes this turn. The bokron must successfully hit with the attack, or the conjure fails. The save to resist a conjure is equal to 10 + 1/2 the bokron's level + the bokron's Wisdom modifier.

**Anger:** Brings mindless rage. The target must succeed at a Will save or become enraged at the bokron for the next round, making a charge attack against them if within range. If they are too far away, they instead spend their turn moving as close to the bokron as possible. At 17th level, the bokron may expend her psionic focus to have this affect every target she successfully hits with a ranged weapon this turn. This is a mind-affecting effect.

**Crossroads:** Brings crippling indecision. If the target fails a Will save, it can take no action other than moving or non-aggressive free actions for one round. At 13th level, the bokron may expend her psionic focus to instead stun the target. This is a mind-affecting effect.

**Duality:** Mirrors attacks. If the target fails a Fortitude save, it takes full damage from this attack immediately, and half that damage at the start of its next turn, excluding any precision damage. At 9th level, the bokron may expend her psionic focus to instead deal this damage in a 10-ft. radius burst, centered on the target, at the start of its next turn.

**Haunting:** Brings dread and fear. If the target fails a Will save, they are shaken and will not willingly approach the bokron for one round. At 9th level, the bokron may expend her psionic focus to instead frighten the target. This is a mind-affecting fear effect.

**Protection:** Causes the target to attract ranged attacks. If the target fails a Reflex save, any ranged weapon attack made against any target within 10 feet of them for the next round automatically changes targets to them. In addition, any ranged attack during this time period that targets the bokron receive a +2 luck bonus. At 13th level, the bokron may expend her psionic focus to redirect rays or other psionic or magical ranged attacks requiring an attack roll as well.

**Serenity:** Brings misplaced peace, causing the target to believe they are in a safe place. If the target fails a Will save, they will spend their turn sheathing weapons, putting away combat items, and generally relaxing. They provoke an attack of opportunity from one of the bokron's allies that currently threaten them, chosen by the bokron. At 9th level, the bokron may expend her psionic focus to instead cause the target to fall prone and provoke attacks of opportunity from each of the bokron's allies that threaten them. This is a mind-affecting effect.

This ability replaces wind reader and favored weapon.

## BOTTLER (DREAD)

Sometimes, dreads do not rely on their own innate abilities to cause fear in their foes. These rare dreads, known as bottlers, capture and change the lingering terrors of others to suit their own purposes. To them, haunts are nothing more than weapons and tools.

**Unquiet Spirit (Ex):** The bottler's affinity with haunts has taught him much. He gains an insight bonus on skill checks made to notice and identify haunts equal to half his class level, and may notice them early automatically, with no check required. This ability replaces fearsome insight.

**Sacred Bottles:** Starting at 2nd level, bottlers gain a number of sacred bottles equal to half their class level. These bottles are treated as potion bottles for the purpose of being attacked or destroyed, but gain additional hardness equal to half the bottler's class level. The bottles can appear in any shape or size, but always share the same rules. If any of the bottles are destroyed, new ones are created to replace them the next time the bottler would normally regain power points after resting. If a sacred bottle leaves the bottler's possession, it breaks and becomes useless. A bottle with a captured haunt has an obvious visible effect (filled with smoke, glowing green, etc.). As the bottler gains in power, this ability improves.

At 5th level, the bottler may, as a standard action, break one of his sacred bottles to spontaneously re-create a haunt from memory. Each of the haunts presented below are used as a part of the bottler's training, and he is assumed to have experienced and survived them (that is, he may create them freely with this ability). The area of the haunt is centered on the bottler, and he may automatically control the haunt each round as long as he has at least one empty sacred bottle remaining. This haunt lasts for a number of rounds equal the bottler's Charisma modifier, or until destroyed (whichever happens first). This is a supernatural effect. While the haunt is active, the area changes subtly to match the haunt's effects (a ghostly alleyway for the choking hands haunt, or a long hallway for the orbs haunt, for example). This has no in-game effect, and vanishes as soon as the haunt is destroyed.

**Slamming Portal:** LE haunt (doors or shutters in 5-ft. radius); ML 1; Perception DC 10 (to see a portal closing); hp 2; tricked by *hide from undead*. The haunted door or window slams shut, held fast as if by *hold portal* for 1 minute or until the haunt is destroyed.

**Orbs:** CE haunt (10-ft.-by-20-ft; hallway); ML 2; Perception DC 10 (to notice pulsating, glowing orbs); hp 4; destroyed by *slow* effect. This swarm of glowing orbs, ranging in size from tiny peas to large melons, cause witnesses to be subjected to the effects of *scare* (DC 13). The bottler must be at least 6th level to use this haunt.

**Cold Spot:** NE persistent haunt (15-ft. radius); ML 3; Perception DC 10 (to notice sudden temperature drop); hp 13; damaged by fire. When the area is entered, the temperature immediately drops to freezing, drawing



warmth from the living. This duplicates *chill touch* (DC 11), automatically affecting all creatures in the area for each round they remain. A bottler must be at least 7th level to use this haunt.

**Choking Hands:** CE persistent haunt (15-ft.-by-30-ft.; alleyway); ML 4; Perception DC 20 (to see coalescing vapor); hp 18; tricked by *hide from undead*. This spirit manifests as a pair of spectral skeletal hands, latching on to the throats of the victim. This +4 touch attack duplicates a *vampiric touch* each round, adding the temporary hit points to the haunt's hp total. A bottler must be at least 8th level to use this haunt.

**Mad Monk:** CN haunt (25-ft.-radius; churchyard); ML 5; Perception DC 20 (to hear pouring liquid); hp 10. A robed monk materializes, offering a gold chalice to a target in the area. There is a 50% chance that the liquid within functions as a *cure critical wounds* - otherwise, it functions as the *poison* spell (DC 16). The haunt ends as soon as one creature drinks from the chalice. The bottler must be at least 9th level to use this haunt.

**Baleful Apparition:** CE haunt (30-ft.-by-30-ft.; chamber); ML 6; Perception DC 18 (to feel an ominous presence); hp 12. Victims of the haunt are subject to disturbing, phantasmal images. These unnatural sights and sounds cause all in the area to be affected as if by *fear* (DC 16). A bottler must be at least 10th level to use this haunt.

**Deathless Defenders:** CE haunt (30-ft. radius); ML 7; Perception DC 20 (to see spectral image of a decayed regiment); hp 14; tricked by *hide from undead*. Appearing as regiments of spectral, decaying warriors, these haunts charge those in the area bearing rusting arms and armor. These attacks mimic the effects of *eyebite* (DC 19). The bottler must be at least 11th level to use this haunt.

**Ghastly Whispers:** CE haunt (up to 40-ft. radius); ML 8; Perception DC 20 (to hear whispers growing louder); hp 16. Those in the area can hear a faint whispering, growing louder and louder. This maddening disorientation functions as an *insanity* (DC 20). The bottler must be at least 12th level to use this haunt.

**Ectoplasmic Miasma:** CE persistent haunt (30-ft. radius; ethereal cloud); ML 9; Perception DC 15 (to see congealing mist); hp 40; tricked by *hide from undead*. Dozens of spectral visages appear, howling and twisting, in the fog, their limbs and faces mangled. These figures pass through those in the area, duplicating both *solid fog* and *acid fog* (DC 17), except that they deal untyped damage. The bottler must be at least 13th level to use this haunt.

**Headless Horseman:** CE persistent haunt (10-ft.-by-50. ft.; bridge); ML 10; Perception DC 20 (to hear the galloping of a phantom horse); hp 45. This haunt appears as a headless, mounted rider, wearing ancient armor, head swinging from the saddle of its rotting horse. Every round, it gallops by, attacking a target within the area as if with *mage's sword* (with a +16 attack bonus). The bottler must be at least 14th level to use this haunt.

**Spectral Carriage:** CE haunt (15-ft.-by-60-ft.; roadway); ML 11; Perception DC 22 (to hear galloping hooves); hp

22. Appearing as a translucent horse-drawn carriage, full of laughing ghosts in rotting finery, this haunt swerves to run down all the area. This functions as a *clenched fist* (+25 attack), affecting every target in the area. The bottler must be at least 15th level to use this haunt.

**Hungry Earth:** CE haunt (80-ft.-radius; graveyard); ML 12; Perception DC 29 (to feel the ground shift); hp 24. Deep, yawning graves open in the earth beneath each target in the area, functioning as an *earthquake* cast on open ground (DC 15 or 20). Victims that fall into the grave are buried as normal until they free themselves or are recovered. The bottler must be at least 16th level to use this haunt.

**Gjenganger:** CE persistent haunt (up to 65-ft. radius); ML 13; Perception 28 (to see the haunt becoming corporeal); hp 58. The gjenganger manifests corporeally, appearing as a twisted, stunted double of a target in the area. However it appears, the haunt relies on its "dead man's pinch", a +13 melee touch attack that causes bubonic plague, as if by *contagion* (DC 16). The bottler must be at least 17th level to use this haunt.

**Keening Suicides:** CE haunt (60-ft.-radius; tower); ML 14; Perception DC 30 (to hear distant, plummeting screams); hp 28. This haunt appears with the awful wails of those leaping to their deaths from high atop the tower. These wails overwhelm the living, filling them with lethal sorrow. This functions as a *wail of the banshee* (DC 23) to all within the area. The bottler must be at least 18th level to use this haunt.

This ability replaces the bonus feats normally gained by a dread at 5th level and every 4 levels thereafter.

**Bottle of Command (Su):** At 2nd level, the bottler learns to use his sacred bottles to control haunts. After the bottler has successfully identified a haunt, he may attempt to control it as a free action by expending one of his daily uses of terror. To control a haunt, a bottler must succeed at a manifester level check against a DC equal to 10 + the manifester level of the haunt. If the haunt is persistent, the DC of this save is increased by 2. A bottler must have at least one empty sacred bottle to control a haunt. A bottler in control of a haunt may choose either its next target (if the haunt is currently active) or when it triggers (if the haunt is currently inactive). If a bottler fails to control a haunt, he may not attempt to control it again for 24 hours.

At 10th level, a bottler may completely possess a haunt he controls. While the bottler is possessing a haunt, he is dazed, but controls all actions the haunt takes, when it triggers, and may activate the haunt on his turn, instead of when it would normally act. In addition, the bottler may cause a possessed haunt to count as persistent for a number of rounds equal to his Charisma modifier (minimum 1). If the haunt is destroyed while he is possessing it, the possession ends and the bottler is stunned for a number of round equal to the number of rounds he was possessing it. A bottler may cease possessing a haunt at any time as a free action, in which case the haunt also ends immediately.



This ability replaces the dread's 2nd and 10th level terrors.

**Bottle of Sealing (Su):** At 11th level, the bottler learns to seal haunts within his bottles for later use. A bottler may, as a free action, expend one of his daily terror uses to attempt to capture a haunt instead of controlling it. To capture a haunt, the bottler must succeed at a manifester level check against a DC equal to 15 + the manifester level of the haunt. If the haunt is persistent, the DC of this save is increased by 2. If a bottler attempts to capture a haunt with CR higher than his class level, he automatically fails, but the use of terror is not expended. A bottler must have at least one empty sacred bottle to attempt to capture a haunt. If a bottler fails to capture a haunt, he may not attempt to capture it again for 24 hours. A captured haunt is inactive, and is immune to all effects until it is freed (a standard action). When it is freed, the haunt immediately becomes active and controlled by the bottler, treating him as the center of its area. Each captured haunt takes up one sacred bottle – if the bottler has no empty sacred bottles, he may not control or capture any haunts until he has freed up a bottle by releasing a haunt. If a bottle containing a haunt is destroyed, the haunt within it dissipates harmlessly.

At 15th level, the bottler gains a +4 insight bonus on the save to control or capture a haunt. He may also attempt to control or capture a haunt one additional time in a 24-hour period if he fails the first attempt.

This ability replaces twin fear.

## CHANNELER (WILDER)

Not all wilders rely on their emotional instability for power. The channeler connects to the spiritual realm, drawing the energy for their outbursts from the spirits of the environment. The most powerful of their kind also possess the ability to influence the spirits, gaining the desired results.

**Ghost Surge:** The channeler taps the emotions of the area around her, drawing upon the unquiet dead for power. She gains the ghost surge surge bond (shown below). This ability replaces surge bond.

**Spectral Memories (Ex):** Starting at 4th level, when the channeler uses her wild surge ability, she gains a +2 morale bonus on one of either attack rolls (calm), damage rolls (rage), saving throws (fear), or skill checks (desperation), based on which emotion the wild surge is currently drawing on.

If the channeler is overcome by psychic enervation following her wild surge, she still gains the morale bonus for this use of her wild surge ability, but also gains a -2 penalty on the other three check types as she is overwhelmed by ghostly emotions.

At 12th level, the morale bonus increases to +3, and the penalty is reduced to -1. At 20th level, the bonus increases to +4, and the penalty is reduced to 0.

This ability replaces surging euphoria.

## GHOST SURGE

**Wild Surge and Psychic Enervation:** The channeler draws power not from her own emotions, but from the emotions of the spirits of the dead. When a channeler invokes a wild surge, she chooses one of the following emotions – calm, desperation, fear, or rage. If the channeler manifests calm, she reduces the chance for psychic enervation for this wild surge by 5%. If the channeler manifests desperation, she gains a number of temporary hit points equal to her manifester level – these hit points last five minutes or until the channeler manifests a different emotion. If the channeler manifests fear, the power she invoked the wild surge for gains a +1 bonus to its save DC. If the channeler manifests rage, the power she invoked the wild surge for gains a +2 bonus on checks made to bypass power resistance. A channeler overcome by psychic enervation is confused until the end of her next turn and loses a number of power points equal to her normal manifester level.

**Surge Bond:** You gain Negative Energy Affinity as a bonus feat. You must still meet the normal prerequisites of the feat.

**Improved Surge Bond:** At 5th level, the channeler may share ghostly emotions with allies or enemies. Whenever she invokes a wild surge, she may share the benefits of her spectral memories with one ally that she can see within 20 feet. She may also share ghostly whispers with an enemy she can see within 20 feet. If they fail a Will save with a DC equal to 10 + 1/2 the channeler's level + the channeler's Charisma modifier, they are confused for one round. This is a mind-affecting emotion effect. Every four levels beyond 5th, the channeler may choose one additional target, enemy or ally, for this ability.

## GHOSTBLADE (SOULKNIFE)

The first ghostblade forged the souls of the fallen into a blade of pure spiritual energy, drawing in equal measure on the purity and corruption of those souls. The modern ghostblade learns from his ancestor, forging the same blade anew - tempering it with his own psychic abilities.

**Class Skills:** The ghostblade gains Knowledge (religion) as a class skill.

**Spirit's Blade (Su):** Whenever the ghostblade would use his psychic strike, he deals negative energy damage instead of psychic damage. However, if he uses psychic strike on an undead target, he instead deals positive energy damage.

This ability modifies psychic strike.

**Blade of Life and Death:** At 4th level, the ghostblade may use his psychic energies for a different purpose. As a move action, he may expend his psionic focus and one use of psychic strike to alloy his spiritual blade with a living creature touched, healing them for an amount equal to his psychic strike. A creature can only benefit from a given ghostblade's Blade of Life and Death once each day.

This ability replaces the soulknife's 4th level blade skill.



*Ghostblade Blade Skills*

The following blade skills can only be selected by a ghostblade.

**Brilliant Flash:** When the ghostblade expends his psionic focus to dazzle an enemy via the Light Blade blade skill, if the dazzled target is adjacent to the ghostblade at the end of its next turn, the ghostblade blinds it and each enemy within 10 feet of the dazzled target until the end of the ghostblade's next turn. A successful Fortitude save (DC 10 + the ghostblade's base attack bonus) causes affected targets to be dazzled instead. The ghostblade must have the Light Blade blade skill to choose this blade skill.

**Dark Curse:** When the ghostblade expends his psionic focus to cause his attacks to deal additional damage via the Night Blade blade skill, if the afflicted target is adjacent to the ghostblade at the end of its next turn, it and all enemies within 10 feet of it suffer an additional 1d6 negative energy damage from all attacks until the end of the ghostblade's next turn. A successful Will save (DC 10 + the ghostblade's base attack bonus) prevents this. The ghostblade must have the Night Blade blade skill to choose this blade skill.

**Shadow Critical:** When a ghostblade confirms a critical hit, he can expend his psionic focus to grant vulnerability to either positive or negative energy damage (ghostblade's choice) to the target hit until the end of his next turn. This does not affect any healing the target would receive from positive or negative energy. A ghostblade must be at least 12th level to choose this blade skill.

**Light Blade:** When the ghostblade makes an attack with his mind blade, he can choose to have it deal positive energy damage instead of its normal damage. In addition, the ghostblade can expend his psionic focus when he hits with an attack to dazzle the creature hit for one round, and heal himself for an amount equal to his psychic strike. The ghostblade must be at least 6th level to choose this blade skill.

**Night Blade:** When the ghostblade makes an attack with his mind blade, he can choose to have it deal negative energy damage instead of its normal damage. In addition, the ghostblade can expend his psionic focus when he hits with an attack to have any of his attacks against the target deal an additional 1d6 negative energy damage until the end of the ghostblade's next turn.

**HARNESSER (VITALIST)**

Vitalists generally prefer to keep the members of their network safe and free from harm. The harnesser takes a direct route, transforming his flesh into spiritual energy and possessing the bodies of his allies. While doing so, he can safely use his own abilities, as well as prolong their survival and protect their souls.

**Guardian Spirit:** This ability functions identically to health sense, except that the harnesser also learns if any of the members of his collective are possessed or cursed.

This ability modifies health sense.

**Warden of Souls (Ex):** At 3rd level, a harnesser can protect the souls of his collective. Members of his collective gain a bonus on saves equal to the harnesser's Wisdom modifier against death effects and effects that require a soul. In addition, creatures in his collective extend the negative hit points at which they would normally die by the harnesser's Wisdom modifier.

For example, Kiren would normally die when her hit points reach -10. She is a member of Grant's collective, and Grant has a Wisdom modifier of +3. Instead of dying at -10 hit points, she now dies at -13, thanks to Grant's warden of souls ability.

This ability replaces steal health.

**Ally Possession (Su):** At 8th level, a harnesser can transform his body and possess his allies. A number





of times per day equal to his Wisdom modifier, as a standard action, the harnesser may expend his psionic focus to possess one ally in his collective. While he is possessing an ally, the harnesser is invisible, incorporeal, may communicate telepathically with the target, and shares the target's space. He may not move on his own, but automatically moves with the ally when they do - including via teleportation. Any ally possessed by the harnesser gains immunity to fear, a +4 morale bonus on saves against negative energy and death effects, and gains fast healing 1 as long as their hit points are below 0. This lasts for one minute, or until the harnesser ends it early as a full-round action. When the effect ends, the harnesser reappears in any square adjacent to the target. If the ally is ward by *protection from evil* or similar effect that applies to the warder's alignment, this ability fails.

This ability replaces swift aid and the accompanying benefits from the vitalist's selected method.

## HOUNFORGE (PSION)

When a psion reaches too far into the realm of the spirit, sometimes the spirits reach back. A hounforge is one that has made contact with these spirits, going so far as to animate an ectoplasmic vessel for them to inhabit. In return, he gains a loyal companion.

**Dollmaker:** Beginning at 1st level, the hounforge gains a competence bonus on Craft (dollmaking) checks equal to his class level.

**Spiritforged Companion:** At 1st level, the hounforge weaves together ectoplasm and spiritual energy to create the perfect host for the spirit to possess. He gains an eidolon, which functions exactly as if the hounforge was a summoner of half his class level (minimum 1), including evolution pool, except that it must be of the host base form. But, this is not without cost. A hounforge may never gain a psicrystal for any reason. If he already had a psicrystal, it immediately ceases functioning and becomes useless.

Whenever the eidolon takes enough damage to send it back to its home plane, the hounforge can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane. The hounforge may only activate this ability while he is holding his spirit doll (see below).

This ability replaces discipline, as well as any bonus skills, talents, or abilities gained from discipline.

### Host Starting Statistics

**Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Ability Scores** Str 14,





Dex 12, Con 11, Int 7, Wis 10, Cha 13; **Bonus Feat** Martial Weapon Proficiency (one chosen weapon).

**Free Evolutions** limbs (arms), limbs (legs), undead appearance.

At 2nd level, while the hounforge maintains psionic focus, he may spend a standard action to heal his eidolon. The hounforge must be able to see the eidolon, and must be holding his spirit doll. The hounforge may spend any number of power points, up to his class level, and the eidolon heals that many hit points. This is a supernatural effect.

At 4th level, while the hounforge maintains psionic focus, he may, as a standard action, share the senses of his eidolon. This enables him to hear, see, smell, taste, and feel everything the eidolon does. He can use this ability a number of rounds per day equal to his class level. There is no range to this effect, but the eidolon and the hounforge must be on the same plane, and the hounforge must be holding his spirit doll. The hounforge can end this effect as a free action. This is a supernatural effect.

At 8th level, the hounforge imbues his eidolon with the essence of the spirit. The eidolon's natural attacks count as if they had the *ghost touch* special weapon property. In addition, the hounforge may psionically focus his eidolon, just as if it were a psicrystal and he possessed the Psicrystal Containment feat. He may use this focus as his own as long as the eidolon is within arm's reach, or if he is currently holding his spirit doll.

At 14th level, twice per day as a swift action, the hounforge may expend his psionic focus while holding his spirit doll to summon his eidolon. This functions exactly as if the hounforge had summoned the eidolon normally, except that it only remains with the hounforge for one minute per class level, and can be dismissed at any time as a standard action. While summoned in this way, the eidolon cannot touch any creature warded by *protection from evil* or a similar effect if its alignment matches the effect, and your eidolon can be sent back to its home plane by *dispel magic*.

If the hounforge summons his eidolon in this way while it is already on his plane, it is instead teleported adjacent to the hounforge. The hounforge may summon his eidolon in this way even if it has been returned to its home plane due to damage. This is a supernatural effect.

At 20th level, the hounforge reaches the peak of attunement with the spirit. His eidolon is immune to mind-affecting effects, other than those originating from the hounforge. In addition, once per day, when the eidolon successfully hits an incorporeal enemy, that enemy must succeed at a Fortitude save (DC 20 + the hounforge's Intelligence modifier) or become shaken and lose the incorporeal ability for 1 minute. This is a supernatural effect.

**Spirit Doll:** At 1st level, the hounforge constructs a tiny spirit doll, which he uses to sculpt the ectoplasm for his spiritforged companion. This requires a Craft

(dollmaking) check with a DC equal to 10 + the hounforge's class level, and raw materials worth 10 gp per class level. This doll is linked to his eidolon, and is required for many of the eidolon's abilities. The hounforge may manifest psion powers with a range of touch on his eidolon from any range, as long as he is holding his spirit doll.

The spirit doll can be attacked and destroyed - any damage dealt to it is also dealt to the eidolon. The spirit doll has a hardness of 2, hit points equal to one half of the eidolon's normal maximum hit points, and heals any damage dealt to it whenever the hounforge would normally recover power points. If the spirit doll is destroyed, the eidolon is also destroyed and sent back to its home plane. In this case, the doll must be rebuilt, following the above rules, before the eidolon can be summoned again. However, while the spirit doll is being held by the hounforge that created it, it gains a measure of psychic protection, increasing its hardness by an amount equal to twice the hounforge's class level.

In addition, the eidolon and the spirit doll must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the eidolon gets closer to the hounforge, but its maximum hit point total does return to normal.

## KALFORE (CRYPTIC)

Some trickster spirits feed off the powers of fortune - feasting on luck, good and bad, in equal measure. The kalfore works closely with these spirits. She reads the eddies and currents of the spirit world, bringing the least fortunate possibilities to bear on her foes and the most fortunate to herself.

**Patterns of Fortune (Su):** At 1st level, the kalfore learns to manipulate luck by invoking the spirits. Whenever she successfully uses disrupt pattern on an enemy, instead of dealing damage, she may mark them for the spirits. This mark is astrally visible, and lasts for 24 hours. Once per day, while the enemy is marked by the kalfore, she may, as an immediate action, force them to reroll a d20 roll that has just been made before the results of the roll are revealed. The creature must take the result of the reroll, even if it is worse than the original roll. The kalfore may only use this ability on a given enemy once each day.

This ability replaces scribe tattoo and trapfinding.

**Luck and Skill (Ex):** At 1st level, whenever a target the kalfore can see would win an opposed skill check against her, she may, as a free action, spend one or more rounds (up to her Charisma modifier) of her altered defense ability. For every round she spends, she gains a +1d4 luck bonus on the roll. If, for whatever reason, she



still fails the check, she is dazed for a number of rounds equal to the number of rounds of altered defense she spent. At 6th level, she instead rolls d6s for this ability.

This ability replaces trapmaker and swift trapper.

**Trickster:** Starting at 2nd level, the kalfore gains a competence bonus equal to one half her class level on Bluff and Disguise checks made to conceal her identity or trick others. In addition, any target affected by the kalfore's disrupt pattern suffers a -2 penalty on saves against hexes.

This ability replaces hidden pattern.

**Curse of the Spirits (Su):** Whenever the kalfore would gain an insight, she may instead select one of the following hexes: charm, cursed wound, discord, evil eye, misfortune, peacebond, slumber, and unnerve beasts. She may use these hexes just as if she were a witch of her class level. This class ability does not allow the kalfore to qualify for anything requiring hexes, including prestige classes, feats, and items.

This ability modifies the cryptic's insights.

## SOUL CONDUCTOR (TACTICIAN)

Souls seek the bodies and experiences of the living. Soul conductors, specially trained tacticians, aim to use this truth. By adding select spirits to their network, these soul conductors can draw on their powers, shunt negative effects onto them, and bolster themselves and their allies.

**Spiritual Assistance (Su):** The soul conductor can temporarily add a helpful spirit to his collective, using it to grant assistance to his allies or harass his enemies. As a swift action, the soul conductor can select a member of his collective within his line of sight. He summons a helpful spirit adjacent to that target. While this spirit is active, the soul conductor can, as a move action, use the aid another action on the target from any distance, as long as he can see the target. The spirit moves with the target, cannot be affected or destroyed, and lasts for a number of rounds equal to the soul conductor's Charisma modifier (minimum 1). At 5th level and every four levels thereafter, this ability lasts an additional four rounds.

This ability may be used a number of times per day equal to 3 + the soul conductor's Intelligence modifier.

Activating this ability again, while already in use, immediately causes the previous duration to end.

This ability replaces coordinated strike.

**Harassing Spirit:** At 3rd level, the soul conductor can, as a swift action, select an enemy adjacent to a member of his collective targeted by his spiritual assistance. That ally is treated as if he were flanking the affected enemy until the end of the soul conductor's next turn.

This ability replaces telepathy.

**Collective Possession (Su):** At 8th level, the soul conductor can permit his spirit to partially possess his allies, protecting and bolstering them. He may, as a swift action, end his current use of spiritual assistance to choose an ally in his collective. For one minute, or

until the soul conductor uses Spiritual Assistance again (whichever happens first), the ally gains a bonus on Will saves equal to the soul conductor's Charisma modifier. He also gains an additional +2 morale bonus to his choice of one of the following: attack rolls, damage rolls, or skill checks. In addition, the ally may end this effect prematurely (a swift mental action) to end one of the following effects on himself: cursed (with a manifester level no greater than the soul conductor's), fatigued, paralyzed, shaken, or sickened. If an ally ends this ability this way, he may not benefit from collective possession again for one day.

This ability replaces echo effect.

**Spiritual Sacrifice (Su):** A master soul conductor can sacrifice a helpful spirit to attempt to save an ally. At 14th level, the soul conductor can, as an immediate action, end his current use of spiritual assistance and expend his psionic focus to create one of the following effects:

- Allow a member of his collective to count as if they succeeded on a save that they failed.
- Heal a member of his collective for an amount equal to the soul conductor's class level.
- Cause an attack targeting a member of his collective to suffer a penalty equal to half the soul conductor's class level.

This ability can only be used if the soul conductor currently has his spiritual assistance ability active.

This ability replaces pooled knowledge.

## SHACKLER (PSYCHIC WARRIOR)

The second, darker type of those psychic warriors that choose to bind themselves to the spirit world, the shacklers lay claim to the souls of the weak and the damned, bending them to their purposes. The shackler is most often a tyrant or a despot, but is always most concerned with power at any cost.

**Ghost Road:** Shacklers have a broader range of study than most psychic warriors. At 1st, 7th, and every six levels thereafter, the shackler adds one conduit power of his choice to his list of powers known. These powers can be of any level up to the highest level psychic warrior power that the shackler can manifest. In addition, the shackler gains the shackler path (shown below). However, the shackler gains no proficiency in heavy armor.

This ability replaces warrior's path and modifies armor proficiencies.

**Skulls and Spirits (Su):** At 9th level, the shackler gains the ability to shackle the souls of the fallen, adorning his armor with rattling bones and twisting souls. Three times per day, as a free action when he kills a living enemy, he may bind their spirit to himself, gaining temporary hit points equal to twice their hit dice. These temporary hit points last for ten minutes, or until they are depleted - whichever happens sooner. While



the shackler has temporary hit points from this ability, he gains a bonus on attack and damage rolls equal to the slain target's Charisma modifier (minimum +1) and a +2 deflection bonus to his armor class. He may end this effect early as a move action. If he does so, he may make an Intimidate check to demoralize all enemies within 30 ft. An enemy that has had its spirit bound to a shackler in this way cannot be raised from the dead until the duration of this effect expires. A shackler may only have one spirit bound to him in this way at a time. This is a supernatural death effect.

At 11th level, this ability improves. The shackler may bind an additional spirit, for a total of two at the same time, stacking all temporary hit points gained from doing so. In addition, he increases the bonus to attack, damage rolls, and armor class from this ability by +1.

This ability replaces secondary path.

### SHACKLER PATH

*The focus of shackler is on dominance and power, exploiting the spirit world for personal gain.*

**Powers:** guidance of the ancestors, ward the mind

**Skills:** Autohypnosis, Intimidate, Knowledge (religion)

**Bonus Class Skill:** Knowledge (religion)

**Trance:** Beginning at 3rd level, while maintaining psionic focus, the shackler may, as a free action once per round, attempt to use Intimidate to demoralize any creature he successfully hits, ignoring any immunity. At 4th level, he gains a +2 bonus on checks made to demoralize incorporeal creatures. This bonus increases by 1 for every four shackler levels thereafter. If the shackler successfully demoralizes an incorporeal creature, he may ignore its incorporeal ability for as long as it is affected..

**Maneuver:** Beginning at 3rd level, the shackler can attach spiritual shackles to an enemy. As a free action, when he successfully hits an enemy with a melee attack, the shackler can expend his psionic focus to cause the enemy to suffer a -2 penalty on attack rolls and be unable to move more than 10 feet from the shackler for a number of rounds equal to the shackler's class level. The creature may attempt to escape as a standard action on its turn by succeeding at a Will save (DC 10 + 1/2 the shackler's class level + the shackler's Charisma modifier). While this effect is active, spectral shackles and chains appear, visibly connecting the shackler and his target. A shackler may attempt to use Intimidate to demoralize a creature shackled to him in this way as a swift action. The shackler may only have one creature shackled to him in this way at a time. At 8th level and every four shackler levels thereafter, the shackler may shackle one additional target, affecting a maximum of five creatures at the same time at 20th level.





## FEATS

Presented below are new feats that introduce spirit-focused ideas for your character, from the ability to manipulate your psicrystal, to being able to literally burn away your own soul for power, these feats give you new options to explore the seventh path, spirits and the departed. Prerequisites marked with a \* are new character options presented in this book.

### PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers or with a reservoir of psionic power. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

### FEAT DESCRIPTIONS

The following format is used for all feat descriptions.

**Feat Name:** The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

**Prerequisites:** A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat may have more than one prerequisite.

**Benefit:** What a feat enables the character (“you” in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

**Special:** Additional unusual facts about the feat.

### BOUND SELF (PSIONIC)

As a last-ditch effort, you may bind your own soul to your psicrystal – preventing death at great cost.

**Prerequisites:** Bound Spirit\*, Psicrystal Affinity, Spirited Psicrystal\*, manifester level 15th.

**Benefit:** While on the edge of death, you can bind a piece of yourself into your psicrystal to be granted another chance. You may only use Bound Self if you currently have an active psicrystal. You may expend your psionic focus and gain two permanent negative levels to use one of the following abilities:

You may use Bound Self when you would fail a save against an effect that would instantly kill you to automatically succeed on the save.

You may use Bound Self when you would suffer enough damage to kill you to instead only suffer enough damage to reduce you to 0 hit points.

You may use Bound Self when you would be reduced to a Constitution score of 0 to instead be reduced to a Constitution score of 1.

If your psicrystal is destroyed while you possess any negative levels gained from Bound Self, you must succeed at a Fortitude save (DC equal to 10 + your manifester level) or die instantly.

**Special:** If you are immune to negative levels, you may not benefit from this feat.

### BOUND SPIRIT (PSIONIC)

By binding a willing spirit to your psicrystal, you grant further power to yourself and enhanced survivability to it.

**Prerequisites:** Psicrystal Affinity, Spirited Psicrystal\*, manifester level 10th.

**Benefit:** You make a pact with a spirit, binding it to your psicrystal. It may leave the psicrystal at any time as a free action, and you may free it at any time as a full-round action. If your psicrystal is destroyed, the spirit is immediately freed from it.

Three times per day, while the spirit is bound within your psicrystal, you may draw on its essence for power – choosing one of the following abilities. Each of these abilities takes a standard action to activate, is a psi-like effect, and functions at your manifester level. For each bonus you take, you owe one of the following to the spirit, to be paid within the next 24 hours: a part of your dreams (you must rest one additional hour to regain power points), some of your memories (you must spend one uninterrupted hour doing nothing but sitting and reminiscing), or a part of your soul (you gain one negative level). If you do not pay the spirit within the next 24 hours, you lose all benefits of this feat and cannot benefit from it again for one week.

Gain temporary hit points equal to 1d10 + 1 per manifester level.

Gain a bonus equal to 2 times your manifester level on the next attack roll you make. This attack must be before the end of your next turn, or the bonus is lost.

Sustain you for 24 hours without food and water, as if using *sustenance*.



Form a ghostly weapon. This weapon is a quasi-real masterwork melee weapon of a type you are proficient with. You may make attacks with this weapon as normal, dealing normal damage, except that this weapon only deals 1 point of damage to objects. This effect ends if the weapon leaves your possession.

Conceal your form, becoming invisible for a number of minutes equal to your manifester level.

### CEREBRIC GUARDIAN (PSIONIC)

You have bound a powerful spirit to your psicrystal, gaining a servant that grows as you do.

**Prerequisite:** Psicrystal Affinity, manifester level 1st.

**Benefit:** You replace your psicrystal with a three-headed psionic guardian, allying the splinter personality within it with a friendly spirit. Should your cerebri guardian be destroyed, you gain a new one in 24 hours. A new cerebri guardian must have the same personality as the original, and when created, may choose an additional two personalities. Once each day, when you would normally recover power points, you may choose which of the three personalities is active, gaining its benefits for the day.

A cerebri guardian is treated the same as a psicrystal for the purpose of stats and advancement, with the following changes.

*Piece of Mind (Ex):* A cerebri guardian is invisible and cannot interact with or be interacted with by any creature other than its owner. It is always treated as adjacent to its owner, and cannot be targeted by or included in any effect not originating from its owner.

This ability replaces flight.

*Manifest Mind (Ps):* At 7th level, once per day, you may manifest your cerebri guardian, just as if you were using *astral construct*, at a manifester level equal to 1/2 your HD. You spend power points to do so as normal, to a maximum of 1/2 your HD, but this is a supernatural effect and has a duration of 1 hour. While this astral construct exists, it counts as your cerebri guardian and can deliver touch powers for you, but loses all benefits of the *piece of mind* ability. If your cerebri guardian is destroyed while in this form, you cannot use manifest mind again for 24 hours, you lose power points equal to your character level and are stunned for one round. This astral construct cannot venture more than 100 feet from you – if it does so, the astral construct immediately disperses, returning your cerebri guardian to its original form.

This ability modifies deliver touch powers.

*Form of Fear (Su):* At 13th level, you may use manifest mind one additional time each day. When you use manifest mind, any enemy within 20 feet of the astral construct must succeed at a Will save (DC 13 + the primary manifesting ability score modifier of your highest level manifesting class) or be shaken for 5 minutes or until the cerebri guardian is no longer in astral construct form, whichever happens first.

This ability replaces sight link.

*Channel Power (Sp):* This ability functions as normal, except that it only functions if the cerebri guardian is within 100 feet of you.

### CONDEMNING GLARE (PSIONIC)

Your pretended judgments gain some true weight, promising true condemnation.

**Prerequisite:** Divine Judgment\*, conduit\* level 5th.

**Benefit:** When you succeed on a check to use the Divine Judgment feat, you may also attempt to use Intimidate to demoralize the target as a free action (including the bonus from Divine Judgment). You may demoralize a creature normally immune to fear or mind-affecting effects in this way. Once per day, while the target is demoralized by this effect, you may manifest *aversion* on that target as a psi-like ability, with a DC equal to 12 + your Charisma modifier and a manifester level equal to your HD, ignoring normal immunities to mind-affecting effects.

**Special:** You may not use both Condemning Glare and Words of Salvation on the same target within a 24-hour period.

### DENY THE LURE (PSIONIC)

Your resistance against ghosts and spirits gains additional potential.

**Prerequisite:** Resist the Lure\*, Wis 13.

**Benefit:** When you use the Resist the Lure feat, you gain a +2 bonus on saves instead of +1 while you maintain psionic focus.

You can expend your psionic focus as an immediate action when making a save against an effect created by an incorporeal creature to reroll the save, taking the new result. Use of this ability must be declared before the results of the roll are revealed.

### DIVINE JUDGMENT (PSIONIC)

Your words can cause fear and hope in even the dead, promising peace or judgment.

**Prerequisite:** Conduit\* level 5th.

**Benefit:** You gain a +5 bonus on the first check you make to control or deceive a given spirit each day. If you succeed on this check, that spirit suffers a -2 penalty on saving throws against conduit powers and effects that you create for 24 hours. If you fail this check, any attempts you make to influence that ghost or spirit for the next week instead suffer a -5 penalty.

This penalty for a given spirit decreases by one for each day that passes in which you do not attempt to control or deceive that spirit, to a minimum of 0.

### FEAST OF FOLLY (PSIONIC)

You can burn your mind and soul to preserve your life.

**Benefit:** As a free action, when you are reduced to 0 or fewer hit points, you can heal 1 hit point by taking 1 ability burn damage to one of your three mental ability scores: Intelligence, Wisdom, and Charisma. For example, you may heal 1 hit point by taking 1 point of ability burn to your Intelligence.



You can recover additional hit points for a proportional cost to Intelligence, Wisdom, or Charisma. If you expend your psionic focus when you use Feast of Folly, you heal 2 hit points for each point of ability burn you take. The amount you can heal this way in one use of Feast of Folly can not be higher than your HD and you cannot use this feat more than once per round.

For example, Telthor is reduced to -5 hp. He decides to take 5 points of ability burn and expends his psionic focus to heal 10 hit points. He then takes 3 points of Intelligence burn and 2 points of Charisma burn, leaving his Wisdom untouched.

**Special:** Only intelligent, sentient creatures can use this feat. Any creature immune to ability damage or ability burn is unable to benefit from this feat.

## LINGERING SPIRIT

Your spirit is unusually tenacious, and death does not become you.

**Prerequisites:** Con 13, character level 5th.

**Benefit:** You do not die until reduced to twice your Constitution score, expressed as a negative number (for example, a character with a 13 Constitution does not die until they are reduced to -26 hit points or lower).

**Normal:** A character without this feat dies when reduced to their Constitution score, expressed as a negative number.

## NEGATIVE ENERGY AFFINITY [PSIONIC]

Your connection to the spirits of the dead allows you to use negative energy.

**Prerequisite:** Ability to manifest a power that deals cold, fire, electricity, or sonic damage

**Benefit:** When you select your active energy type, you can choose negative energy. When manifesting a power that deals cold, fire, electricity, or sonic damage, you instead deal negative energy. Like a cleric using channel energy, negative energy heals undead and harms living creatures.

## RESIST THE LURE (PSIONIC)

Your force of will is heightened against the predations of ghosts and spirits.

**Prerequisite:** Wis 13.

**Benefit:** While you maintain psionic focus, you gain a +1 bonus on saves against the abilities of any incorporeal creature.

Additionally, if you expend your psionic focus as part of a save against one of these effects, you instead gain a bonus of +4 on that saving throw.

## SPIRITED PSICRYSTAL (PSIONIC)

Even after you die and return from death, your psicrystal remains bonded to you.

**Prerequisites:** Psicrystal Affinity, manifester level 5th.

**Benefit:** Whenever you die and are returned to life, your psicrystal automatically reforms immediately. When it reforms, it must have the same personality as the original.

In addition, having this extra bond strengthens you against further peril. While your psicrystal is active, you gain a +2 bonus on saves against death effects and on checks made to stabilize while you are dying.

**Normal:** When you die, your psicrystal is destroyed. When your psicrystal is destroyed, it reforms after 24 hours.

## SPIRIT FEAST (PSIONIC)

You have become far more efficient in your efforts to preserve your life.

**Prerequisites:** Feast of Folly\*, character level 10th.

**Benefit:** When you use the Feast of Folly feat, you heal 2 hit points for each point of ability burn taken instead of 1. If you expend your psionic focus, you heal 3 per point of ability burn instead.

The limit to the amount that you may heal through one use of Feast of Folly increases to twice your HD.

## TOUCH OF THE GRAVE

You've become more like the undead that you spend so much time with.

**Prerequisite:** Must be living.

**Benefit:** You gain a +2 bonus on all saving throws against pain and cold effects (including effects that deal cold damage and allow a save) however your skin becomes ice cold and your complexion sallow and sunken. You suffer a -4 penalty on Disguise checks to pose as anything living.

## WORDS OF SALVATION (PSIONIC)

Your false judgments bring real hope and the promise of a better future.

**Prerequisite:** Divine Judgment\*, conduit\* level 5th.

**Benefit:** When you succeed on a check to use the Divine Judgment feat, you may also attempt to use Diplomacy to change the attitude of the target (including the bonus from Divine Judgment) as a free action. Once per day, while the target is at least indifferent towards you, you may manifest *naija's compelling voice* on that target as a psi-like ability, with a DC equal to 12 + your Charisma modifier and a manifester level equal to your HD, ignoring normal immunities to mind-affecting effects.

**Special:** You may not use both Condemning Glare and Words of Salvation on the same target within a 24-hour period.



## PRESTIGE CLASS ARCHETYPES

In this section we introduce a new type of archetype, the prestige class archetype. Similar to the class archetypes presented above, these have an original prestige class that they modify (noted in parentheses after the archetype name) and the prestige class abilities that they modify are noted below each new ability. If an ability isn't noted as changed, it retains the original prestige class ability. In addition, for prestige class archetypes, the prerequisites presented in the archetype replace those of the original class.

### GRAVEBOUND (BODY SNATCHER)

Instead of stealing the bodies of the living, you bend the forms of the dead to your will.

#### REQUIREMENTS

**Skills:** Bluff 6 ranks, Knowledge (religion) 10 ranks.

**Feats:** Extend Power, Touch of the Grave, any other metapsionic feat.

**Psionics:** Manifest level 10th and the ability to manifest *clutching the shroud*\*.

**Class Skills:** The gravebound adds Knowledge (religion) to his list of class skills.

**Graverobber (Sp):** At 1st level, a gravebound adds *foot in the grave* to her powers known. A graverobber's manifest level for *foot in the grave* is equal to her normal manifest level plus her class level, which may allow her to manifest it even if she could not normally do so. This improves its level-dependent parameters, including the limit on HD it can affect and the amount of power points that can be spent manifesting it. For example, a conduit 11 / gravebound 4 has a manifest level of 14 normally, but manifests this ability as if her manifest level were 18.

In addition, for the purpose of all body snatcher and gravebound class abilities, you count *foot in the grave* as *mind switch*.

This ability replaces body thief.

**Unliving Mind (Su):** While manifesting *foot in the grave*, the gravebound armors her mind with the energies of her new body. She gains rudimentary or instinctive knowledge of the subject as normal for *foot in the grave*, she also learns the subject's name, cause of death and who raised it from the dead (if it knows), and who its principle associates and enemies are. While she remains in the subject's body, she also gains knowledge of all the subject's languages (written and spoken) and gains a +2 competence bonus per class level on saves against mind-affecting effects and any skill checks used to impersonate the subject. This ability replaces melding exchange.

**Rending Transfer (Ex):** When manifesting *foot in the grave*, a gravebound of 2nd level or higher may elect to make the process traumatic and disorienting to the unliving host. The subject is staggered for 2 rounds upon arriving in the gravebound's body, and is dazed for 1d4 rounds thereafter. This ability replaces traumatic transfer.

**Shroud Mind (Su):** A 3rd level gravebound, when manifesting *foot in the grave*, appears as if she were one of the undead when subjected to mind-affecting effects. If the gravebound succeeds on a saving throw against a mind-affecting effect while manifesting *foot in the grave*, the originator of the effect believes that the gravebound is undead (and as such, immune to mind-affecting effects). At 5th level, the gravebound, when manifesting *foot in the grave*, may emulate the alignment of the subject for purposes of fooling abilities that detect alignment. This ability replaces mimic mind.

**Soul Thief (Ex):** At 5th level, a gravebound is no longer limited to forms of flesh. When manifesting *foot in the grave*, she gains the following augment.

- **Augment:** If you spend an additional 5 power points, you may target an incorporeal undead. If the target has the malevolence ability, or some other similar ability, it gains a +4 bonus on the Will save to resist the switch.

This ability replaces greater melding exchange.

**Dig Deep:** A 6th level graverobber adds *both feet in the grave* to her powers known at 6th level, even if she is incapable of manifesting 9th level powers. She may apply all her gravebound class features (except seal the host and rapid transfer) to any manifestation of *both feet in the grave*. This ability replaces true mind switch.

### PHANTOM (PSION UNCARNATE)

You do not become a creature of pure will and psionic might, but instead transform yourself into a living ghost.

#### Requirements

**Skills:** Knowledge (religion) 5 ranks, Spellcraft 5 ranks.

**Feat:** Lingering Spirit\*.

**Psionics:** Able to manifest 3rd-level powers.

**Special:** Must have had some instruction by another phantom or a living ghost.

**Class Skills:** The phantom adds Knowledge (religion) to his list of class skills.

**Spectral Gift (Su):** At 4th level and higher, while incorporeal, a phantom may call upon the powers of his spectral patrons. Once per day, as a full-round action, he may merge his body with a creature that he can see on the Material Plane. While he is merged with the creature, its life force is temporarily trapped outside its body, unable to act, but visible on the Ethereal Plane. The phantom keeps his Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities (including psionics). The body retains its Strength, Dexterity, Constitution, hit points,



natural abilities, and automatic abilities. The phantom can't choose to activate this body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. The target can resist the attack with a successful Will save, with a save DC equal to 10 + the phantom's class level + the phantom's Charisma modifier. A creature that successfully saves is immune to that same phantom's use of this ability for 24 hours. If the phantom ceases to be incorporeal or the creature dies while it is active, the effect immediately ends, returning the phantom to his original square. He is then dazed for one turn. The phantom gains an additional use of this ability at 10th level.

This ability replaces assume likeness.

**Apotheosis (Su):** Phantoms gradually become closer and closer to the ghosts that they seek to emulate. Starting at 6th level, while incorporeal, a phantom gains immunities as if it were undead, and counts as both undead and living for all effects (if an effect would react differently based on these, the phantom chooses one).

At 10th level, this power reaches its peak. While incorporeal, the phantom gains a bonus on Fortitude saves equal to his Charisma modifier (minimum 1). In addition, whenever he becomes incorporeal, he gains temporary hit points equal to his manifester level. These last for as long as he remains incorporeal or for 24 hours, whichever happens first.

This ability replaces hide mind.

**Force of Will:** Starting at 7th level, while he is incorporeal, a phantom increases his Charisma score by 2. When he reaches 10th level, his Charisma is increased by an additional 2 while either material or incorporeal (to a total of +4 while incorporeal).

This ability replaces psionic talent.

**Emulation (Su):** At 9th level, the phantom has almost finished their transformation, gaining more ghostly

powers. When the phantom reaches 9th level, they may choose any single ghost special attack from the following list. Twice per day, while incorporeal, they may use the chosen attack. Once chosen, this ghost special attack cannot be changed. The save DC against these abilities is equal to 10 + the phantom's class level + the phantom's Charisma modifier.

- **Corrupting Gaze (Su):** The phantom makes a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage).

- **Corrupting Touch (Su):** The phantom makes an incorporeal touch attack as a standard action, inflicting a number of d6s equal to its class level in damage. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

- **Draining Touch (Su):** The phantom makes an incorporeal touch attack as a standard action that drains 1d4 points from any one ability score he selects on a hit. On each such successful attack, the phantom heals 5 points of damage to itself.

- **Frightful Moan (Su):** The phantom emits a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same phantom's moan for 24 hours.

This ability replaces uncarnate bridge.

**Living Ghost (Ex):** At 10th level, a phantom finishes his transformation into a living ghost. The character becomes permanently incorporeal and can instead use his shed body class ability to become material. This ability replaces uncarnate.



# POWERS

What book introducing a new psionic discipline would be complete without new powers for the manifesting classes? Herein we introduce almost a hundred new powers that allow you to reach beyond the shroud of death, into the lands of the dead, and wield the unyielding power of your mind upon the spirits. But these powers also explore the opposite, the transition from living to dead, and as such, the athanaist can also snuff out life.

## POWER LISTS

The following lists summarize all the new powers presented in this section. An <sup>A</sup> appearing at the end of a power's name in the power lists denotes an augmentable power.

**Order of Presentation:** In the power lists and the short descriptions that follow them, the powers are presented in alphabetical order by name except for those belonging to certain power chains. When a power's name begins with "personal," "true," or similar, the power is alphabetized under the second word of the power name instead.

## CRYPTIC POWERS

### 1ST-LEVEL CRYPTIC POWERS

**Guidance of the Ancestors<sup>A</sup>:** Use the minds of spirits to make Knowledge checks untrained.

**Morbid Fascination<sup>A</sup>:** Peer into the ethereal plane to find creatures.

### 2ND-LEVEL CRYPTIC POWERS

**Clutching the Shroud<sup>A</sup>:** You are treated as undead for effects.

**Dead Hand<sup>A</sup>:** One of your hands becomes ethereal.

**Shape the Shade<sup>A</sup>:** Alter the appearance of an incorporeal creature.

### 3RD-LEVEL CRYPTIC POWERS

**Resting with the Fallen<sup>A</sup>:** Send your spirit into a corpse to learn its memories.

**Shade Venom<sup>A</sup>:** Imbue a poison so it can affect incorporeal creatures.

### 5TH-LEVEL CRYPTIC POWERS

**Ex Nihilo<sup>A</sup>:** You gain traits of a ghost.

**Riding the Shell<sup>A</sup>:** Send your spirit into another body as a passenger.





## DREAD POWERS

### 1ST-LEVEL DREAD POWERS

**Breath of Thanatos<sup>A</sup>:** Exhale chilling breath that makes creature more prone to death effects and unable to stabilize.

**Unnatural Aura<sup>A</sup>:** Animals are repelled from the target.

### 2ND-LEVEL DREAD POWERS

**Banshee's Hearing<sup>A</sup>:** Gain blindsight for creatures with a heartbeat.

**Guide the Willing<sup>A</sup>:** End the life of a willing creature.

**Moan of the Sorrowful Dead<sup>A</sup>:** Frighten all living creatures in the area.

### 3RD-LEVEL DREAD POWERS

**Corporeal Haunt<sup>A</sup>:** Create a haunt.

**Living Haunter<sup>A</sup>:** Temporarily haunt an area.

**Mind Over the Immaterial<sup>A</sup>:** Remove immunity to mind-affecting effects.

**Phantasmagoria<sup>A</sup>:** Cause the appearance of horrific transformations within the affected area.

### 4TH-LEVEL DREAD POWERS

**Spiritual Lordship<sup>A</sup>:** Gain temporary control over a haunt.

**Tortured Visions<sup>A</sup>:** Summon spectral horrors to haunt a creature's dreams.

### 5TH-LEVEL DREAD POWERS

**Ghostly Possession:** Become ghostlike and possess creatures.

**Soul Feast<sup>A</sup>:** Feast on the soul of a dead creature to gain benefits.

## GIFTED BLADE POWERS

### 1ST-LEVEL GIFTED BLADE POWERS

**Morbid Fascination<sup>A</sup>:** Peer into the ethereal plane to find creatures.

### 3RD-LEVEL GIFTED BLADE POWERS

**Cold of the Grave<sup>A</sup>:** Block pain, reducing ability damage and ignore morale effects.

**Ghostslayer's Blade<sup>A</sup>:** Give a weapon ghost touch and undead bane.

**Shade Venom<sup>A</sup>:** Imbue a poison so it can affect incorporeal creatures.

**Tormenting the Dead<sup>A</sup>:** Lash and torment incorporeal creatures.

### 4TH-LEVEL GIFTED BLADE POWERS

**Scales of Damnation<sup>A</sup>:** Drain energy from the spirit world to gain insight.

## MARKSMAN POWERS

### 2ND-LEVEL MARKSMAN POWERS

**Dead Hand<sup>A</sup>:** One of your hands becomes ethereal.

### 3RD-LEVEL MARKSMAN POWERS

**Ghostslayer's Blade<sup>A</sup>:** Give a weapon ghost touch and undead bane.

## PSION/WILDER POWERS

### 1ST-LEVEL PSION/WILDER POWERS

**Find the Host<sup>A</sup>:** Find the nearest dead, but not undead, body in range.

**Guide the Willing<sup>A</sup>:** End the life of a willing creature.

**Mark of the Shroud<sup>A</sup>:** Mark a creature to know its condition and to extend its chance at being raised.

**Memories of Flesh<sup>A</sup>:** Grant corporeal senses to an incorporeal creature.

**Morbid Fascination<sup>A</sup>:** Peer into the ethereal plane to find creatures.

**Shroudsight<sup>A</sup>:** Detect undead and incorporeal creatures.

**Shunning of the Material<sup>A</sup>:** Make an object ethereal.

**Unnatural Aura<sup>A</sup>:** Animals are repelled from the target.

**Ward the Mind<sup>A</sup>:** Gain immunity to possession and protection against attacks by incorporeal creatures.

### 2ND-LEVEL PSION/WILDER POWERS

**Blackest Shade<sup>A</sup>:** Create a shadow creature to serve you.

**Breath of Thanatos<sup>A</sup>:** Exhale chilling breath that makes creature more prone to death effects and unable to stabilize.

**Clutching the Shroud<sup>A</sup>:** You are treated as undead for effects.

**Dead Hand<sup>A</sup>:** One of your hands becomes ethereal.

**Heartbinding<sup>A</sup>:** Form a protective bond with another creature.

**Lifeless Tongues<sup>A</sup>:** Summon spirits into a corpse to answer questions.

**Shape the Shade<sup>A</sup>:** Alter the appearance of an incorporeal creature.

**Tormenting the Living<sup>A</sup>:** Cause spirits to torment a living creature.

### 3RD-LEVEL PSION/WILDER POWERS

**Banshee's Hearing<sup>A</sup>:** Gain blindsight for creatures with a heartbeat.

**Feast of the Dead<sup>A</sup>:** Create a macabre banquet that grants benefits.

**Fettering the Shade<sup>A</sup>:** Grant ghost touch to an object.

**Follow the Strands<sup>A</sup>:** Learn about ties between a ghost and important objects.

**Living Haunter<sup>A</sup>:** Temporarily haunt an area.

**Mind Over the Immaterial<sup>A</sup>:** Remove immunity to mind-affecting effects.



**Moan of the Sorrowful Dead<sup>A</sup>:** Frighten all living creatures in the area.

**Phantasmagoria<sup>A</sup>:** Cause the appearance of horrific transformations within the affected area.

**Release Death's Hold<sup>A</sup>:** Turn an undead creature into a living creature.

**Shade Venom<sup>A</sup>:** Imbue a poison so it can affect incorporeal creatures.

**Spiritual Resting Place<sup>A</sup>:** Travel to the ethereal plane and gain temporary solace.

**Tormenting the Dead<sup>A</sup>:** Lash and torment incorporeal creatures.

**Volatile Rejection<sup>A</sup>:** Force out the entity possessing a creature.

## 4TH-LEVEL PSION/WILDER POWERS

**Aura of Decay<sup>A</sup>:** Creatures in area are more susceptible to ghosts. Objects begin to rot.

**Cold of the Grave<sup>A</sup>:** Block pain, reducing ability damage and ignore morale effects.

**Corporeal Haunt<sup>A</sup>:** Create a haunt.

**Raise the Shroud<sup>A</sup>:** Separate the material and ethereal planes temporarily.

**Spectral Stare<sup>A</sup>:** Make gaze attacks that damage the essence of a creature.

**Spiritual Lordship<sup>A</sup>:** Gain temporary control over a haunt.

**Waters of Lethe:** Wipe away memories from an incorporeal creatures.

## 5TH-LEVEL PSION/WILDER POWERS

**Ghostly Possession:** Become ghostlike and possess creatures.

**Riding the Shell<sup>A</sup>:** Send your spirit into another body as a passenger.

**Soul Exchange<sup>A</sup>:** You switch souls with another creature.

**Soul Feast<sup>A</sup>:** Feast on the soul of a dead creature to gain benefits.

**Tortured Visions<sup>A</sup>:** Summon spectral horrors to haunt a creature's dreams.

## 6TH-LEVEL PSION/WILDER POWERS

**Foot in the Grave<sup>A</sup>:** Switch bodies with a corporeal undead creature

## 7TH-LEVEL PSION/WILDER POWERS

**Soul Stealing<sup>A</sup>:** Rip a soul from a creature and turn it into a ghost.

## 8TH-LEVEL PSION/WILDER POWERS

**Shaken the Mortal Coil<sup>A</sup>:** Deal 150 damage to an undead creature.

## PSION DISCIPLINE POWERS

### CONDUIT (ATHANATISM) DISCIPLINE POWERS

**1 Guidance of the Ancestors<sup>A</sup>:** Use the minds of spirits to make Knowledge checks untrained.

**Insight of the Dead<sup>A</sup>:** See and hear the last sights and sounds of a corpse.

**Seance<sup>A</sup>:** Contact a dead creature to ask questions.

**2. Bond of Death<sup>A</sup>:** Animal companion or familiar reanimates as a ghost after the death of its master.

**Bring Forth the Soul<sup>A</sup>:** Bring the soul of a slain creature back temporarily to question or raise.

**Follow the Strands<sup>A</sup>:** Learn about ties between a ghost and important objects.

**Object Possession<sup>A</sup>:** Cast your spirit into an object and animate it.

**3. Deathbond<sup>A</sup>:** See the target's surroundings at their death.

**Quicken Rejuvenation<sup>A</sup>:** Restore a destroyed ghost.

**Resting with the Fallen<sup>A</sup>:** Send your spirit into a corpse to learn its memories.

**4. Binding of the Flesh<sup>A</sup>:** Grant a dead creature a temporary return to life.

**Gift of the Corpse<sup>A</sup>:** Put body into comatose state and become a shadow.

**Inverse Possession<sup>A</sup>:** Draw an incorporeal creature into your body to tap into its energy.

**Scales of Damnation<sup>A</sup>:** Drain energy from the spirit world to gain insight.

**5. Ephemeral Binding<sup>A</sup>:** Target object is both ethereal and material.

**Horrid Fetter<sup>A</sup>:** Bind a spirit to an item until it serves you.

**Orphic Descent<sup>A</sup>:** Bring back a deceased creature for one day.

**6. Autolingu<sup>A</sup>:** Gain information about legendary individuals or items.

**Bind Flesh to Soul<sup>A</sup>:** Link the target to the pain of nearby spirits.

**Death Pact<sup>A</sup>:** Turn a willing creature into a ghost.

**Ex Nihilo<sup>A</sup>:** You gain traits of a ghost.

**7. Horrid Transformation<sup>A</sup>:** Transform an incorporeal creature into a wraith.

**Sever the Strand:** Sever a creature's soul permanently after it has died.

**Spiritual Contingency:** Set a trigger for another power to manifest.

**8. Gate of Avernus:** Create a portal to the ethereal plane.

**Inurement:** You become a ghost when you die.

**9. Both Feet in the Grave:** Permanently exchange bodies with a corporeal undead creature.

**Rending the Veil:** Tear down the walls between the ethereal and material planes temporarily.



## PSYCHIC WARRIOR POWERS

### 1ST-LEVEL PSYCHIC WARRIOR POWERS

**Guidance of the Ancestors<sup>A</sup>:** Use the minds of spirits to make Knowledge checks untrained.

**Morbid Fascination<sup>A</sup>:** Peer into the ethereal plane to find creatures.

### 2ND-LEVEL PSYCHIC WARRIOR POWERS

**Dead Hand<sup>A</sup>:** One of your hands becomes ethereal.

### 3RD-LEVEL PSYCHIC WARRIOR POWERS

**Cold of the Grave<sup>A</sup>:** Block pain, reducing ability damage and ignore morale effects.

**Moan of the Sorrowful Dead<sup>A</sup>:** Frighten all living creatures in the area.

**Shade Venom<sup>A</sup>:** Imbue a poison so it can affect incorporeal creatures.

**Tormenting the Dead<sup>A</sup>:** Lash and torment incorporeal creatures.

### 4TH-LEVEL PSYCHIC WARRIOR POWERS

**Ghostslayer's Blade<sup>A</sup>:** Give a weapon ghost touch and undead bane.

**Scales of Damnation<sup>A</sup>:** Drain energy from the spirit world to gain insight.

## TACTICIAN POWERS

### 1ST-LEVEL TACTICIAN POWERS

**Mark of the Shroud<sup>A</sup>:** Mark a creature to know its condition and to extend its chance at being raised.

**Seance<sup>A</sup>:** Contact a dead creature to ask questions.

**Ward the Mind<sup>A</sup>:** Gain immunity to possession and protection against attacks by incorporeal creatures.

### 2ND-LEVEL TACTICIAN POWERS

**Blackest Shade<sup>A</sup>:** Create a shadow creature to serve you.

### 3RD-LEVEL TACTICIAN POWERS

**Heartbinding<sup>A</sup>:** Form a protective bond with another creature.

**Resting with the Fallen<sup>A</sup>:** Send your spirit into a corpse to learn its memories.

**Spiritual Resting Place<sup>A</sup>:** Travel to the ethereal plane and gain temporary solace.

### 4TH-LEVEL TACTICIAN POWERS

**Raise the Shroud<sup>A</sup>:** Separate the material and ethereal planes temporarily.

**Scales of Damnation<sup>A</sup>:** Drain energy from the spirit world to gain insight.

### 6TH-LEVEL TACTICIAN POWERS

**Bind Flesh to Soul<sup>A</sup>:** Link the target to the pain of nearby spirits

## VITALIST POWERS

### 1ST-LEVEL VITALIST POWERS

**Find the Host<sup>A</sup>:** Find the nearest dead, but not undead, body in range.

**Mark of the Shroud<sup>A</sup>:** Mark a creature to know its condition and to extend its chance at being raised.

**Memories of Flesh<sup>A</sup>:** Grant corporeal senses to an incorporeal creature.

**Shroudsight<sup>A</sup>:** Detect undead and incorporeal creatures.

### 2ND-LEVEL VITALIST POWERS

**Heartbinding<sup>A</sup>:** Form a protective bond with another creature.

**Tormenting the Living<sup>A</sup>:** Cause spirits to torment a living creature.

### 3RD-LEVEL VITALIST POWERS

**Quicken Rejuvenation<sup>A</sup>:** Restore a destroyed ghost.

**Volatile Rejection<sup>A</sup>:** Force out the entity possessing a creature.

### 4TH-LEVEL VITALIST POWERS

**Aura of Decay<sup>A</sup>:** Creatures in area are more susceptible to ghosts. Objects begin to rot.

### 5TH-LEVEL VITALIST POWERS

**Soul Exchange<sup>A</sup>:** You switch souls with another creature.

## POWER DESCRIPTIONS

The powers presented below are in alphabetical order, with the exception of those whose names begin with a qualifier (see Order of Presentation, above).

### AURA OF DECAY

**Discipline:** Athanatism; **Level:** Psion/wilder 4, vitalist 4

**Display:** Material and olfactory

**Manifesting Time:** 1 standard action

**Range:** Object touched

**Area:** 40-ft. radius emanating from the touched object

**Duration:** 2 hours/level

**Saving Throw:** Will negates; **Power Resistance:** no

**Power Points:** 7

You deeply infuse one object with the power of decay. Creatures in the area of this power must succeed on a Will save or suffer a -2 penalty on saving throws against ghost special attacks (such as malevolence, corrupting gaze, etc.). This penalty increases by one for each hour that they remain within the area of this power. Those that succeed on the saving throw are immune to this manifestation of this power. In addition, non-magical objects also rot away over time when exposed to this power, suffering 1d10 points of damage each hour, ignoring hardness.

**Augment:** This power may be augmented in one of the following ways.



1. By expending your psionic focus, you and any objects you carry or wield are immune to this manifestation.

2. You may spend an additional 2 power points to cause rapid aging in those affected. Those that fail the Will save also suffer 1 point of ability damage to Strength, Dexterity, and Constitution for each hour that they remain in the area of this power.

3. By spending 4 additional power points, you reduce the hardness of all non-magical objects in the area by 2. For each hour that an object remains in the area of this power, its hardness is reduced by a further 2. After two hours have passed, and after every two hours that passes thereafter, the hardness of magical objects in the area is reduced by 2 as well. These objects receive their own Will save to resist this power.

### AUTOLINGUA

**Discipline:** Athanatism; **Level:** Conduit 6

**Display:** Mental

**Manifesting Time:** See text

**Range:** Personal

**Target:** You

**Duration:** See text

**Power Points:** 11

You allow the spirit world access to your hands, gaining information on a person, place, or thing through their written words at the cost of some of your essence. If the person or thing is at hand, or if you are in the place in question, the casting time is 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *autolingua* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *autolingua* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the written words bring legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

**Augment:** This power may be augmented in one of the following ways.

1. By spending an additional 2 power points, you reduce the manifesting time of this power when the person, place, or thing is not at hand from 1d10 days to 1d10 hours.

2. By spending an additional 4 power points, you reduce the manifesting time of this power when you know only rumors of the person, place, or thing from 2d6 weeks to 2d6 days.

3. By spending an additional 4 power points, you create a map towards the person, place, or thing if it is not on hand. This map shows the shortest, most direct physical route to its location at the time you finish manifesting this power, as long as it is on the same plane as you. If you are not on the same plane as it, you instead learn which plane it is currently on.

### BANSHEE'S HEARING

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

**Display:** Auditory

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

**Power Points:** 3 (dread), 5 (psion/wilder)

Like the spectral undead, you attune your senses to the heartbeats of the living. You gain blindsight with a range of 60 ft. However, any target that does not have a heartbeat (undead, constructs, some aberrations, etc.) is treated as having total concealment from your blindsight. Your normal senses continue to function.

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

1. You may spend an additional 2 power points to increase the range of your blindsight from this power by 10 feet.

2. By spending an additional 4 power points, the duration of this power becomes 1 hour/level.

### BIND FLESH TO SOUL

**Discipline:** Athanatism; **Level:** Conduit 6, tactician 6

**Display:** Auditory and visual

**Manifesting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level (D)

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

**Power Points:** 11

You force a target to share in the pain felt by nearby spirits. While the duration lasts, the target takes all damage and heals all wounds that any incorporeal or ethereal creature within 30 feet of them takes. The target is also subject to magical and psionic effects of 3rd level or lower that target or effect any incorporeal or ethereal creature within 30 feet of them. If the effect offers a saving throw, the target gains one as well.

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

1. You may spend an additional 2 power points to have this power affect one additional target and have its DC increased by 1.



2. For every additional 4 power points spent, the maximum level of effects that are shared between the target and nearby incorporeal or ethereal creatures is increased by 1. For example, if you augment this power twice in this way, the target will be subject to magical or psionic effects of 5th level or lower that target or effect any incorporeal or ethereal creatures within 30 feet instead of 3rd or lower.

## BINDING OF THE FLESH

**Discipline:** Athanatism [healing]; **Level:** Conduit 4  
**Display:** Auditory and material  
**Manifesting Time:** 1 standard action  
**Range:** Touch  
**Target:** Dead creature touched  
**Duration:** 1 hour/level  
**Saving Throw:** None; **Power Resistance:** Yes (harmless)  
**Power Points:** 7

You bind pieces of the spirit world to the body of the fallen, granting it a new (if temporary) lease on life. The subject cannot be a construct, an elemental, an outsider, or undead, must have its soul free and willing to return, must have been dead no more than 1 round/level, must not have been killed by a death effect or turned into an undead creature, and its body must be whole. Any normal poison or diseases affecting the target are cured when it returns to life, but missing limbs, magical diseases, and curses remain unchanged. Your target returns to life with half of their full normal hit points, with any powers points or spells it had previously expended still expended. The target dies immediately when this power ends. When they do so, their bodies rot away to nothing in an instant, leaving their gear and possessions behind. They may not be the target of any power that expressly requires remains, such as *raise dead*, *binding of the flesh*, etc.

**Augment:** By spending an additional 4 power points, the duration of this power becomes 1 day/level.

## BLACKEST SHADE

**Discipline:** Athanatism; **Level:** Psion/wilder 2, tactician 2  
**Display:** Material and visual  
**Manifesting Time:** 1 standard action  
**Range:** Touch  
**Target:** One shadow touched  
**Duration:** 1 minute/level  
**Saving Throw:** None; **Power Resistance:** No  
**Power Points:** 3

By imbuing a shadow with psychic energy, you create a free-willed and friendly spirit. You create a harmless shadow spirit to serve your needs. This spirit is treated as a shadow, except that it cannot attack or take hostile actions and has a friendly disposition towards you. You may use it to scout, but it cannot venture more than 50 feet from you without vanishing, and it cannot speak (though it can communicate through mime or shadow puppetry). The shadow will generally follow you

commands, unless you command it to do something obviously self-destructive. It also suffers a -2 penalty on saves against any athanatism powers that you manifest on it.

**Augment:** By spending an additional 6 power points, increase the duration of this power to 1 hour/level.

## BOND OF DEATH

**Discipline:** Athanatism; **Level:** Conduit 2  
**Display:** Mental  
**Manifesting Time:** 5 minutes  
**Range:** Touch  
**Target:** One willing animal companion or familiar touched with 3 HD or less  
**Duration:** 1 day/level  
**Saving Throw:** None; **Power Resistance:** Yes (harmless)  
**Power Points:** 3

You reinforce the bond between a master and servant, allowing them to join in undeath. If the target's master dies and is animated as any kind of intelligent undead, the target immediately dies. They reanimate as a ghost, retaining all of the same benefits they had in life as a familiar or animal companion, including the bond to their master.

**Augment:** For every additional power point spent, the maximum HD of creature that this power can target is increased by 1.

## BOTH FEET IN THE GRAVE

**Discipline:** Athanatism; **Level:** Conduit 9  
**Manifesting Time:** 1 minute  
**Duration:** Instantaneous  
**Saving Throw:** Will negates; see text; **Power Resistance:** Yes  
**Power Points:** 17

As *foot in the grave*, except as noted here. You permanently exchange bodies with the subject. Since this power's duration is instantaneous, you cannot be forced to return to your natural body by means of *dispel psionics*, an *antimagic field*, or a similar effect. If the subject's body dies while you are in it, you are dead. The subject immediately suffers one permanent negative level, but otherwise survives the experience in your natural body. If your natural body dies while the subject is in it, you immediately suffer two permanent negative levels, but you likewise survive the experience in your new body. Negative levels gained in this way may only be cured by powerful healing, such as *cleanse spirit*, *greater restoration* or *restoration*; they do not fade over time.

Your "natural" body is always considered to be the last one you switched out of. If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with. In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body. Similarly, if your original body dies but you have since switched minds with a second subject,



you take no penalty. You suffer permanent negative levels only if the body you inhabited immediately prior to your current body is killed.

You suffer two temporary negative levels upon manifesting this power, as your mind adjusts to controlling a new body. These negative levels cannot be cured, but fade at a rate of one every 24 hours.

If you successfully use *both feet in the grave* while under the effect of *foot in the grave*, the original target of *foot in the grave* is returned to its original body, the new target of *both feet in the grave* occupies your original body, and you occupy the body of the target of *both feet in the grave*.

## BREATH OF THANATOS

**Discipline:** Athanatism; **Level:** Dread 1, psion/wilder 2

**Display:** Olfactory and visual

**Manifesting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 round/level

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

**Power Points:** 1 (dread), 3 (psion/wilder)

You exhale the chill of the grave onto your foes. Any creature that fails its save suffers a -2 penalty to saving throws against death effects and cannot be stabilized if brought below 0 hit points.

**Augment:** This power may be augmented in one of the following ways.

1. For every 2 additional power points you spend, increase the save DC of this power by 1.

2. By spending an additional 4 power points, you may deal negative energy damage equal to your manifester level to a target that fails its save.

For every 2 power points that you spend augmenting this power, increase the saving throw penalty by 1.

## BRING FORTH THE SOUL

**Discipline:** Athanatism; **Level:** Conduit 2

**Display:** Auditory and olfactory

**Manifesting Time:** 5 minutes

**Range:** 10 ft.

**Target:** One dead creature

**Duration:** 10 min./level (D)

**Saving Throw:** Will negates; see text; **Power**

**Resistance:** No

**Power Points:** 3

You bring back the soul of one that is recently dead, allowing you to question them freely or raise them more easily. A soul brought back in this way is treated as a shadow, except that they cannot create spawn and do not deal ability damage with their attacks. This soul is not obliged to stay or serve, and may attempt a Will saving throw to resist being brought back. The soul suffers a penalty on saves equal to your Charisma modifier against any Athanatism powers or effects that

you manifest in the future. A soul that succeeds on this saving throw may not be targeted again by this power by the same manifester for 24 hours. If the targeted creature has been dead for longer than a week, or died due to negative energy or soul-draining effects, this power fails. This power does not affect a corpse that has been turned into an undead creature. Each corpse can only be affected by one instance of this power at a time.

**Augment:** This power may be augmented in one of the following ways.

1. For every 2 additional power points you spend, the corpse targeted by this power may have been dead for one additional week.

2. By spending an additional 4 power points, increase the duration of this power to 1 hour/level.

3. By spending an additional 6 power points, increase the duration of this power to 1 day/level.

4. By spending an additional 10 power points, you may raise the soul from the dead. The soul must be willing to return. It returns to life with two permanent negative levels. If it is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A target that died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A manifester that died with power points is raised with half its maximum power points, round up. A raised creature has a number of hit points equal to its current HD. Any normal poison or diseases affecting the target are cured when it returns to life, but missing limbs, magical diseases, and curses remain unchanged. It retains the penalty to saves against your athanatism effects. When you augment this power in this way, you suffer a permanent negative level. This power gains the healing subtype.

## CLUTCHING THE SHROUD

**Discipline:** Athanatism; **Level:** Cryptic 2, psion/wilder 2

**Display:** Material and mental

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

**Power Points:** 3

You bridge the gap between life and death, counting temporarily as one of the undead. You detect as an undead creature (such as with *detect undead*, but not with magic that reveals your true form) and are treated as undead for the purposes of channeled energy, cure spells, and inflict spells, but not for other effects that specifically target or react differently to undead.

**Augment:** You may spend an additional 2 power points to gain a +2 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning.



## COLD OF THE GRAVE

**Discipline:** Athanatism; **Level:** Gifted blade 3, psion/wilder 4, psychic warrior 3

**Display:** Mental and visual

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Power Points:** 5 (gifted blade/psychic warrior), 7 (psion/wilder)

You lock off your pain receptors, becoming like one of the dead. While this power is active, you are immune to pain and emotion effects and reduce all mental ability damage you would take by two. In addition, whenever you are subjected to a morale effect, you may choose whether or not it affects you. If you choose to not be affected, you are immune to that instance of the particular effect. When this power ends, any such effects resume, provided that their duration has not expired in the meantime. However, any ability damage reduced by the use of this power remains reduced.

**Augment:** This power may be augmented in one of the following ways.

1. You may spend 4 additional power points to increase the amount you reduce mental damage you would take by 1.
2. You may spend 4 additional power points to reduce any physical damage you would take by 2.
3. By spending an additional 6 power points, increase the duration of this power to 1 hour/level.

## CORPOREAL HAUNT

**Discipline:** Athanatism; **Level:** Dread 3, psion/wilder 4

**Display:** Material and mental

**Manifesting Time:** 1 standard action

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

**Area:** See text

**Duration:** Instantaneous

**Saving Throw:** See text; **Power Resistance:** See text

**Power Points:** 5 (dread), 7 (psion/wilder)

By binding spiritual essence into an area, you effectively create a haunt. When you create this haunt, you may create a haunt from the table below with a ML of 7 or lower. Regardless of the haunt, it always acts on an initiative count of 0. When you haunt an area in this way, it takes on minor characteristics specific to the haunt (for example, ghostly hallways for the orbs haunt, or a spectral churchyard for the mad monk haunt). You are immune to all effects of this haunt. An area can receive only one *corporeal haunt* power at a time.

**Slamming Portal:** LE haunt (doors or shutters in 5-ft. radius); ML 1; Perception DC 10 (to see a portal closing); hp 2; tricked by *hide from undead*. The haunted door or window slams shut, held fast as if by *hold portal* for 1 minute or until the haunt is destroyed.

**Orbs:** CE haunt (10-ft.-by-20-ft; hallway); ML 2; Perception DC 10 (to notice pulsating, glowing orbs); hp

4; destroyed by *slow* effect. This swarm of glowing orbs, ranging in size from tiny peas to large melons, cause witnesses to be subjected to the effects of *scare* (DC 13).

**Cold Spot:** NE persistent haunt (15-ft. radius); ML 3; Perception DC 10 (to notice sudden temperature drop); hp 13; damaged by fire. When the area is entered, the temperature immediately drops to freezing, drawing warmth from the living. This duplicates *chill touch* (DC 11), automatically affecting all creatures in the area for each round they remain.

**Choking Hands:** CE persistent haunt (15-ft.-by-30-ft.; alleyway); ML 4; Perception DC 20 (to see coalescing vapor); hp 18; tricked by *hide from undead*. This spirit manifests as a pair of spectral skeletal hands, latching on to the throats of the victim. This +4 touch attack duplicates a *vampiric touch* each round, adding the temporary hit points to the haunt's hp total.

**Mad Monk:** CN haunt (25-ft.-radius; churchyard); ML 5; Perception DC 20 (to hear pouring liquid); hp 10. A robed monk materializes, offering a gold chalice to a target in the area. There is a 50% chance that the liquid within functions as a *cure critical wounds* - otherwise, it functions as the *poison* spell (DC 16). The haunt ends as soon as one creature drinks from the chalice.

**Baleful Apparition:** CE haunt (30-ft.-by-30-ft.; chamber); ML 6; Perception DC 18 (to feel an ominous presence); hp 12. Victims of the haunt are subject to disturbing, phantasmal images. These unnatural sights and sounds cause all in the area to be affected as if by *fear* (DC 16).

**Deathless Defenders:** CE haunt (30-ft. radius); ML 7; Perception DC 20 (to see spectral image of a decayed regiment); hp 14; tricked by *hide from undead*. Appearing as regiments of spectral, decaying warriors, these haunts charge those in the area bearing rusting arms and armor. These attacks mimic the effects of *eyebite* (DC 19).

**Ghastly Whispers:** CE haunt (up to 40-ft. radius); ML 8; Perception DC 20 (to hear whispers growing louder); hp 16. Those in the area can hear a faint whispering, growing louder and louder. This maddening disorientation functions as an *insanity* (DC 20).

**Ectoplasmic Miasma:** CE persistent haunt (30-ft. radius; ethereal cloud); ML 9; Perception DC 15 (to see congealing mist); hp 40; tricked by *hide from undead*. Dozens of spectral visages appear, howling and twisting, in the fog, their limbs and faces mangled. These figures pass through those in the area, duplicating both *solid fog* and *acid fog* (DC 17), except that they deal untyped damage.

**Headless Horseman:** CE persistent haunt (10-ft.-by-50. ft.; bridge); ML 10; Perception DC 20 (to hear the galloping of a phantom horse); hp 45. This haunt appears as a headless, mounted rider, wearing ancient armor, head swinging from the saddle of its rotting horse. Every round, it gallops by, attacking a target within the area as if with *mage's sword* (with a +16 attack bonus).

**Spectral Carriage:** CE haunt (15-ft.-by-60-ft.; roadway); ML 11; Perception DC 22 (to hear galloping



hooves); hp 22. Appearing as a translucent horse-drawn carriage, full of laughing ghosts in rotting finery, this haunt swerves to run down all the area. This functions as a *clenched fist* (+25 attack), affecting every target in the area.

**Hungry Earth:** CE haunt (80-ft.-radius; graveyard); ML 12; Perception DC 29 (to feel the ground shift); hp 24. Deep, yawning graves open in the earth beneath each target in the area, functioning as an *earthquake* cast on open ground (DC 15 or 20). Victims that fall into the grave are buried as normal until they free themselves or are recovered.

**Gjenganger:** CE persistent haunt (up to 65-ft. radius); ML 13; Perception 28 (to see the haunt becoming corporeal); hp 58. The gjenganger manifests corporeally, appearing as a twisted, stunted double of a target in the area. However it appears, the haunt relies on its “dead man’s pinch”, a +13 melee touch attack that causes bubonic plague, as if by *contagion* (DC 16).

**Keening Suicides:** CE haunt (60-ft.-radius; tower); ML 14; Perception DC 30 (to hear distant, plummeting screams); hp 28. This haunt appears with the awful wails of those leaping to their deaths from high atop the tower. These wails overwhelm the living, filling them with lethal sorrow. This functions as a *wail of the banshee* (DC 23) to all within the area.

**Augment:** For every 2 additional power points you spend, increase the possible ML of the haunt by 1, to a maximum of your manifester level.

## DEAD HAND

**Discipline:** Athanatism; **Level:** Cryptic 2, marksman 2, psion/wilder 2, psychic warrior 2

**Display:** Material and olfactory

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

**Saving Throws** Will negates; see text; **Power**

**Resistance** Yes

**Power Points:** 3

You bind a bit of the Ethereal Plane into your hand. You can interact with the Ethereal Plane as if one of your hands was also ethereal, but you cannot use that hand to manipulate the Material Plane. This means you cannot wield a two-handed weapon, and any shield, weapon, or item held in the ethereal hand can only affect the Ethereal Plane. If the item you are holding has the *ghost touch* special property, you can hold and wield it as normal. Any item dropped from the ethereal hand returns to the Material Plane at the end of your turn.

If you grapple a creature while this power is active, you may attempt to shunt it partially into the Ethereal Plane. If it fails a Will save, it counts as both ethereal and material and is shaken by the horrific sights it sees in the spirit realms. This lasts as long as you are grappling it or until this power expires, whichever happens first.

**Augment:** By spending 3 additional power points, you may manifest this power on one other hand. This hand may belong to you, or to another willing target. If both of your hands are ethereal, you may wield items and weapons as normal (albeit ethereally). If you use this augmented power on an ethereal creature, they instead gain one material hand.

## DEATHBOND

**Discipline:** Athanatism (scrying); **Level:** Conduit 3

**Display:** Auditory

**Manifesting Time:** 10 minutes

**Range:** Touch

**Target:** One creature touched

**Duration:** 1 day/level

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

**Power Points:** 5

You form a connection with the target’s soul, seeing their surroundings at the moment of their death. If the target dies while this power is active, you immediately know it, and can see the events of the previous round in its immediate area, including who and what killed it. This is treated as a scrying sensor, so you can still be fooled by disguises, invisibility, stealth, or other similar effects. In addition, in the round immediately following the target’s death, you may manifest any single athanatism power that requires a newly dead body or spirit, targeting them regardless of distance or line of effect.

**Augment:** By spending an additional 4 power points, you may place a sensor identical to the one created by *clairvoyant sense* at the location where the target died. This sensor lasts for 1 minute/level.

## DEATH PACT

**Discipline:** Athanatism; **Level:** Conduit 6

**Display:** Mental and visual

**Manifesting Time:** 10 minutes

**Range:** Touch

**Target:** One willing, living creature

**Duration:** Permanent

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 11

You form a lasting bond with a willing creature, ensuring them eternal unlfe even if death should claim them. All it costs them is their allegiance. When the target dies, they immediately become a ghost, applying the ghost template as normal. They only gain corrupting touch as a special attack, however. While the subject is affected by this power, they are friendly to you, share your motivations and goals, and are likely to follow any reasonable suggestions you make. You may not manifest this power on yourself.

**Augment:** You may augment this power in one of the following ways

1. You may expend your psionic focus to instead have the target become a free-willed wraith after they die. This wraith retains its initial alignment. This augment



may only be used if the target has 7 or more Hit Dice.

2. You may spend an additional 2 power points and expend your psionic focus to instead have the target become a free-willed spectre after they die. This spectre retains its initial alignment. This augment may only be used if the target has 9 or more Hit Dice.

3. You may spend an additional 6 power points and expend your psionic focus to instead have the target become a free-willed banshee after they die. This banshee retains its initial alignment. This augment may only be used if the target has 15 or more Hit Dice.

4. You may spend an additional 2 power points and gain a permanent negative level to grant the target one additional ghost special attack of your choice.

## EPHEMERAL BINDING

**Discipline:** Athanatism; **Level:** Conduit 5

**Display:** Auditory and visual

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** Object held

**Duration:** 1 min./level

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

**Resistance:** Yes

**Power Points:** 9

You cause a held object to serve as a bridge between planes. The object counts as both ethereal and material, and can be interacted with equally by each side. This functions exactly like the *ghost touch* special item property, except that it can be applied to any object that can be reasonably held by the manifester.

**Augment:** You may spend 4 additional power points to instead affect part of any object touched, up to 5 square ft./level. This can include parts of buildings, ground, or other similar objects.

## EX NIHILO

**Discipline:** Athanatism; **Level:** Conduit 6, cryptic 5

**Display:** Mental and visual

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** Pou

**Duration:** 10 minutes/level (D)

**Power Points:** 11 (conduit), 9 (cryptic)

This power functions exactly like *gift of the corpse*, except that you become similar to a ghost instead of a shadow, gaining the following changes for as long as this power is active: you become incorporeal, count as undead for all purposes (including immunities and vulnerabilities), gain a +4 enhancement bonus to Charisma, a deflection bonus to your AC equal to your Charisma modifier, temporary hit points equal to your manifester level, and channel resistance +4. While in this state, you cannot benefit from any gear you possess unless it has the *ghost touch* special property.

**Augment:** You may spend 4 additional power points to have your body temporarily vanish when you

manifest this power. If you do so, your body is immune to all damage and effects until this power ends, when it reappears wherever it was originally.

## FEAST OF THE DEAD

**Discipline:** Athanatism; **Level:** Psion/wilder 3

**Display:** Material

**Manifesting Time:** 10 minutes

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

**Target:** Personal plus one creature/level

**Duration:** 1 hour plus 12 hours; see text

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 5

You transform phantasmal remains into a sumptuous, macabre banquet, which you may share with one creature/level. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast gains 1d8 temporary hit points + 1 point per two manifester levels (maximum +10). The meat of the feast grants each target that partakes a +2 morale bonus on saving throws against curses and effects that sicken or nauseate for 12 hours. If the feast is interrupted for any reason, the power is ruined and all effects of the power are negated.

**Augment:** You may spend an 6 additional power points to grant all who join in the feast a +1 morale bonus on attack rolls. It also increases the granted bonus on saves against curses and effects that sicken or nauseate to +4. In addition, if you expend your psionic focus when manifesting this power, you may provide both of the following benefits to any that partake in the feast: dispel any magical or psionic effects reducing one of the subject's ability scores, cures 1d4 points of temporary ability damage to one of the subject's ability scores, eliminates fatigue, improves an exhausted condition to fatigued, and attempts to remove any curses currently affecting the creature. You must succeed at a manifester level check against the DC of each curse, with success meaning that the curse is removed.

## FETTERING THE SHADE

**Discipline:** Athanatism; **Level:** Psion/wilder 3

**Display:** Material and visual

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** Item touched

**Duration:** 10 min./level (D)

**Saving Throw:** None; **Power Resistance:** Yes

**Power Points:** 5

You force spiritual essence into an object you are touching, granting that object the *ghost touch* property.

**Augment:** This power may be augmented in one of the following ways.

1. You may spend an additional power point to (if the object is a weapon) grant it one of the following: any one of the +1 weapon special abilities suitable for its weapon type, or a +1 bonus on one type of combat maneuver that



can normally be used with that weapon type.

2. You may spend an additional 2 power points to (if the object is armor or a shield) grant it any one of the +1 armor or shield special abilities suitable for the object.

### FIND THE HOST

**Discipline:** Athanatism; **Level:** Psion/wilder 1, vitalist 1

**Display:** Material

**Manifesting Time:** 1 standard action

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

**Area:** Circle, centered on you, with a radius of 400 ft. + 40 ft./level

**Duration:** 1 min./level

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 1

You sense the direction of the nearest dead, mostly intact body. This power is blocked by even a thin sheet of lead. Undead creatures cannot be found by this power. Magical or psionic attempts to conceal the body fool this power.

**Augment:** You may spend an additional 6 power points to find the dead body of a specific creature, instead of just the closest dead body.

### FOLLOW THE STRANDS

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

**Display:** Auditory and visual

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** Object or ghost touched

**Duration:** Instantaneous

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

**Power Points:** 3 (conduit), 5 (psion/wilder)

You become attuned to the link between a ghost and its important possessions. If you target a ghost with this power, you learn what (if any) objects would be considered important to it, as well as their basic whereabouts. If you target an object with this power, you learn the name, alignment, and general location of a ghost that considers it important (if it is connected to a ghost). In the latter case, the ghost receives a Will save to negate the use of this power on its object. If it fails the Will save, it is not aware that anything has occurred. If the object or ghost is located on another plane, you learn which plane it is on in addition to its location. If more than one ghost considers the object equally important, you gain knowledge on a random one.

**Augment:** You may spend an additional 4 power points to instead gain knowledge on a living person that considers a targeted object important. If more than one living person considers the object equally important, you gain knowledge on a random one.

### FOOT IN THE GRAVE

**Discipline:** Athanatism; **Level:** Psion/wilder 6

**Display:** Visual

**Manifesting Time:** 1 round

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

**Target:** You and one other corporeal undead creature

**Duration:** 10 minute/level

**Saving Throw:** Will negates; see text; **Power**

**Resistance:** Yes

**Power Points:** 11

You can attempt to take control of a nearby corporeal undead creature, forcing your mind and soul into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your manifester level.

You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power. If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours.





You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body - mindless undead or undead with no Intelligence score will usually take no actions unless ordered to. The mind switch brings about the following changes.

- You count as undead for all purposes, gaining standard undead immunities.
- You gain the Strength and Dexterity scores of your assumed body.
- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
- You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities.
- You gain the possessions and equipment of your assumed body.
- You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and psi-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body).
- You suffer one negative level while in your assumed body.

Supernatural abilities that require a certain body part may be unavailable in your new form.

If either body is killed while the power is in effect, the other participant also dies when the power ends. If one participant's body becomes petrified, imprisoned by temporal stasis or imprisonment, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends.

A targeted *dispel psionics* (or similar spells or effects) successfully manifested on either participant causes both minds to return to their original bodies.

If you successfully use *foot in the grave* while already under the effect of *foot in the grave*, the original target is returned to its original body, the new target occupies your original body, and you occupy the body of the new target.

**Augment:** This power may be augmented in one of the following ways.

1. By spending 6 additional power points, you may expend your psionic focus while this power is active to attempt to take control of a different corporeal undead body. You may do this as many times as you wish while this power is active, but must expend your psionic focus each time to do so. Whenever you leave a body in this way, the original target is returned to its body.
2. By spending 4 additional power points, increase the duration of this power to 1 hour/level.

## GATE OF AVERNUS

**Discipline:** Athanatism; **Level:** Conduit 8

**Display:** Mental and visual

**Manifesting Time:** 10 minutes

**Range:** Medium (100 ft. + 10 ft./level)

**Duration:** Permanent (D)

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 15

You tear open a hole in the planes, bringing forth a gate to the Ethereal Plane.

Creating a *gate of Avernus* has two effects.

First, it creates an interdimensional connection between your plane of existence and the Ethereal Plane, allowing travel between these two planes in either direction.

Second, you may call a particular ethereal individual or kind of incorporeal being through the *gate of Avernus*.

When you manifest this power, you dedicate a part of yourself to maintaining it. Any power points that you spent manifesting this power cannot be regained or restored while the power exists. In addition, you suffer 1d6 points of Constitution and Wisdom drain when you finish manifestation.

The *gate of Avernus* is a circular hoop or disk from 5 to 20 feet in diameter (manifesters choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when manifesting the power, and anyone or anything that fulfills your entry terms, if any, that moves through is shunted instantly to the other side. However, this travel is not without risk. Those that would cross from the Ethereal Plane suffer 1d6 Wisdom drain, while those that would cross into the Ethereal Plane suffer 1d6 Constitution drain. Otherwise, this functions much like a *plane shift*.

**Planar Travel:** For this use, you may set entry terms, if you wish. If you do so, you may choose either keyed entry, only allowing certain people, or only allowing a certain type of people. Once you decide on these terms, they cannot be changed.

In the first case, any one in possession of a key or specific, special object, or knowing a certain passphrase may pass. This key or phrase must be decided when manifesting this power, and cannot be changed.

In the second case, you may indicate a number of people up to your manifester level when you manifest this power. These people, as well as yourself, are the only targets that may pass. No disguise, spell, or effect can fool this power.

In the third case, you may indicate a certain characteristic that all who would pass must share. This can be as concrete as alignment, hair color, or possession of a certain class ability, or as abstract as deity worshiped or personal philosophy.

**Calling Creatures:** The second use of this power is to call forth powerful spirits from the Ethereal Plane. By naming a particular being or kind of being as you



manifest this power (which must have the incorporeal subtype or be native to the Ethereal Plane, or this power fails, not expending any material components), you cause the *gate of Avernus* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate of Avernus*, although may choose to do so of their own accord. This use of this power creates a *gate of Avernus* that remains open just long enough to transport the called creatures. This use of this power has a material cost of 10,000 gp in intricate scrimshaw and rare tributes. This cost is in addition to any cost that must be paid to the called creatures.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature or several creatures. In either case, their total HD cannot exceed twice your manifester level, and they must either have the incorporeal subtype or be native to the Ethereal Plane. In the case of a single creature, you can control it if its HD does not exceed your manifester level. A creature with more HD than your manifester level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures dangerous. An uncontrolled being may return to the Ethereal Plane at any time.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. Some creatures may want their payment in "livestock", time spent possessing a mortal body, memories, or emotions (negative levels and ability drain) rather than in coin. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

### GHOSTLY POSSESSION

**Discipline:** Athanatism [polymorph]; **Level:** Dread 5, psion/wilder 5

**Display:** Auditory and material

**Manifesting Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

**Saving Throw:** Will negates; see text; **Power**

**Resistance:** No

**Power Points:** 9

You adopt a ghostlike form. You are treated as

incorporeal, but you may not make attacks, cast spells, or manifest powers in this state. Instead, you gain a single use of the following ability: you can merge your body with an adjacent creature that you can see on the Material Plane. While you are merged with the creature, its life force is temporarily trapped outside its body, unable to act, but visible on the Ethereal Plane. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities (including psionics). The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. You can't choose to activate this body's extraordinary or supernatural abilities. The creature's powers and psi-like abilities do not stay with the body. The target can negate this possession with a successful Will save. A creature that successfully saves cannot be possessed by you again for 24 hours. If this power expires or the creature dies while you are possessing it, the possession immediately ends, placing you in a square of your choice adjacent to the possessed creature.

### GHOSTSLAYER'S BLADE

**Discipline:** Athanatism; **Level:** Gifted blade 3, marksman 3, psychic warrior 4

**Display:** Material and visual

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute / level

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

**Resistance:** No

**Power Points:** 5 (gifted blade, marksman), 7 (psychic warrior)

You summon forth ancient slayers of ghosts, binding them into your weapons. The weapon touched gains the *undead bane* and *ghost touch* special properties.

**Augment:** This power may be augmented in one of the following ways.

1. By spending an additional 6 power points, any enemy you critically hit with this weapon loses the incorporeal trait for one minute.

2. For every 4 additional power points you spend, you may affect one additional weapon or natural weapon.

### GIFT OF THE CORPSE

**Discipline:** Athanatism; **Level:** Conduit 4

**Display:** Mental and visual

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

**Power Points:** 7

You exhale your life force temporarily, unbinding your spirit from your body. For the duration of this power, you lay in a deathlike comatose state.

While this power is active, you gain a shadow's



darkvision, defensive abilities (including incorporeal), fly speed, racial Stealth modifier, and Strength damage attack. You do not gain the creature's *create spawn* ability, nor its skill ranks or Hit Dice. Your spirit has Hit Dice and hit points equal to your own. Your spirit has the undead type and may be turned or affected as undead. If your spirit is slain, you return to your physical body and are immediately reduced to -1 hit points. Your condition becomes dying, and you must begin making Constitution checks to stabilize.

When this power ends, as long as your body has not been completely destroyed (such as through the effects of *disintegrate*) and is on the same plane of existence, you automatically return to it. If it is not, this power remains active except that if you have not reached your body after a number of minutes equal to your manifester level, your spirit dies instantly.

**Augment:** This power may be augmented in one of the following ways.

1. By spending an additional 2 power points, you may manifest this power on a willing creature that you touch.
2. By spending an additional 4 power points, you may manifest this power as an immediate action in response to being attacked. This has the added effect of making it appear that the triggering attack killed you.
3. By spending an additional 4 power points, the duration of this power doubles.

## GUIDANCE OF THE ANCESTORS

**Discipline:** Athanatism; **Level:** Conduit 1, cryptic 1, psychic warrior 1

**Display:** Auditory

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

**Power Points:** 1

By questioning the spirits of your ancestors, you gain vast knowledge. You may make Knowledge skill checks untrained. When you manifest this power, choose one Knowledge skill. You gain a +2 insight bonus on skills checks made using that skill.

**Augment:** This power may be augmented in one of the following ways.

1. For every additional power point you spend, you increase the bonus you gain to skill checks from this power by 1, to a maximum of +10.
2. You may spend an additional 4 power points and expend your psionic focus to you gain one armor or weapon proficiency of your choice.
3. You may spend an additional 2 power points to choose a language you do not speak. You may read, write, and speak it.

For every 4 power points you spend augmenting this power, you may choose another Knowledge skill.

## GUIDE THE WILLING

**Discipline:** Athanatism [death]; **Level:** Dread 2, psion/wilder 1

**Display:** Mental

**Manifesting Time:** 1 standard action

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

**Target:** One conscious, willing, and living target

**Duration:** Instantaneous

**Saving Throw:** None and Fort negates; see text; **Power**

**Resistance:** No and yes; see text

**Power Points:** 3 (dread), 1 (psion/wilder)

Your powers can grant the final mercy to those suffering. The target dies immediately. Any triggered effects that would normally activate on the target's death do not activate, and the target cannot be raised from the dead by any means. A target killed by this power does not become undead when it dies. If the target is coerced or compelled in any way, this power fails.

**Augment:** This power may be augmented in one of the following ways.

1. You may expend your psionic focus to have only effects of your choice trigger when the target dies.
2. By spending an additional 10 power points, the target does not have to be willing or conscious. This power has a range of touch, and the target receives a Fortitude save to resist its effects (as well as power resistance, if applicable).
3. By spending an additional 4 power points, the target can be a willing undead creature. The target is completely destroyed, releasing its soul to be raised as normal.

In addition, for every two power points spent augmenting this power, increase the power's save DC by 1.

## HEARTBINDING

**Discipline:** Athanatism; **Level:** Psion/wilder 2, tactician 3, vitalist 2

**Display:** Mental

**Manifesting Time:** 1 minute

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

**Target:** One living creature

**Duration:** 1 hour/level (D)

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

**Resistance:** Yes (harmless)

**Power Points:** 3 (conduit, vitalist), 5 (tactician)

By binding the soul of another to yourself, you form a protective bond. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. While this power is active, you or the target may choose to gain any morale bonuses granted to the other, just as if you were both targeted. In addition, if you or the target are subjected to an emotion effect that allows a saving throw, one of you may attempt the saving throw, applying the result to both of you. You must decide to use this effect before the save is made.



**Augment:** By spending an additional 6 power points, you may, as a standard action, end this power to heal the target 3d8 points of damage + 1 point per manifester level (maximum +25). This healing can return a recently dead target to life, as long as its hit points after the healing are at least equal to the hit points at which it would die. If you return a recently dead target to life this way, you suffer damage equal to the amount healed. You must touch the target to trigger this effect, and no more than one round may have passed since their death. This power gains the healing subtype.

### HORRID FETTER

**Discipline:** Athanatism; **Level:** Conduit 5

**Display:** Material and visual

**Manifesting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels); see text

**Target:** One incorporeal creature with 6 HD or less

**Duration:** Instantaneous; see text

**Saving Throw:** Will negates; **Power Resistance:** No and yes; see text

**Power Points:** 9

By using this power, you attempt to bind an incorporeal creature to an object important to it, which must lie within the powers' range. The called creature is bound to the object and to your service until it agrees to perform one service in return for its freedom.

First, you must locate an object important to that creature. This can be the breath of a dying man, a bloodied sword, or be an object that holds significance to members of its type (a mirror for a mirror shade, for example). When calling a specific individual, you would use things like an item that it wielded in life, a picture of it, the tears of its widow, or its corporeal remains if it is undead. The type of creature must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in manifesting this power.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the power. If the saving throw fails, the creature is immediately drawn to the object (power resistance does not keep it from being called), and is unable to harm or act against you for as long as you hold or own the object it is bound to. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various psionic sigils) to make the circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to manifest a *wrench* spell on the circle during the round before manifesting any summoning power. The anchor holds any called

creatures in the circle for 24 hours per manifester level. A creature cannot use its power resistance against a circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see below), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

The creature can flee from you by successfully pitting its power resistance against your manifester level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your manifester level + your Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. If the creature is held within a successful circle enhanced by *wrench* (as described above), they may not escape by dimensional travel.

If the creature does not break free of this power, you may keep it bound for as long as you wish. You can attempt to compel a creature to perform a service by describing the service and either offering some sort of reward or damaging the object to attempt to coerce it. In either case, you can only attempt to issue the creature commands or negotiate for services once in a 24-hour period, and impossible demands or unreasonable commands are never agreed to.

For the former case, you make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other effect. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the power's effect and can escape or attack you.

In the latter case, you may damage the object a total of five times to attempt to compel the creature. After the fifth time, the object breaks, and this power ends. When you damage the item (a standard action), the creature takes damage equal to half its maximum hit points, round up, and is sickened for 1 round/level. Instead of taking damage, the creature may follow one command you give it to the best of its ability.

Once the service or command is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the power remains in effect for a maximum of 1 day per manifester level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was called). Note that a clever recipient can subvert some instructions.

**Augment:** For each additional power point that you spend, increase the HD of the creature that you can summon by 1. In addition, you may expend your psionic



focus to target up to three creatures of the same kind, as long as their total Hit Dice is no more than the total creature HD you are summoning. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

## HORRID TRANSFORMATION

**Discipline:** Athanatism [evil, death]; **Level:** Conduit 7  
**Display:** Auditory and mental  
**Manifesting Time:** 1 round  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One incorporeal creature  
**Duration:** 5 rounds  
**Saving Throw:** Will negates; **Power Resistance:** Yes  
**Power Points:** 13

By wracking a incorporeal creature with incredible pain and suffering, you attempt to transform it into a wraith. The target is stunned for the duration of this power. It can attempt a new save at the end of each of its turns to end this effect – but it receives a penalty on this save equal to the number of rounds it has been stunned (for example, the target's second save is at a -2, the third at a -3, and so on to a maximum of -5 for the fifth save). If all five rounds pass and the target is still stunned by this power, it is immediately destroyed, returning as a wraith in 1d4 rounds. You gain no special control or influence over this wraith – in fact, it is likely to be enraged towards you for the pain you caused it. However, a wraith created through this power suffers a permanent penalty on saves equal to your Charisma modifier against athanatism powers or effects you create.

**Augment:** You may spend an additional 2 power points to have this power target a corporeal creature within range.

**Special:** Though this is a death effect, incorporeal undead creatures gain no immunity against this power.

## INSIGHT OF THE DEAD

**Discipline:** Athanatism; **Level:** Conduit 1  
**Display:** Mental and visual  
**Manifesting Time:** 1 round  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One corpse  
**Duration:** Instantaneous  
**Power Points:** 1

You see through the eyes of the dead, accessing their last living memories. When you manifest this power, you see and hear the last round of the creature's life. The base chance for receiving a meaningful result is 70%, and shows exactly what the creature saw and heard during that time. This includes illusions, darkness, or anything else that might alter or obscure perceptions. If the creature was unconscious during this time, you see and hear nothing, but you learn that it was unconscious. If the power fails, the vision is flawed, changing or obscuring the details.

**Augment:** For each additional power point you spend, you may see an additional round before the creature died. For every power point you spend augmenting this power, increase the chance of a meaningful result by 5%, to a maximum of 90%.

## INUREMENT

**Discipline:** Athanatism; **Level:** Conduit 8  
**Display:** Auditory and visual  
**Manifesting Time:** 5 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** 1 day/level  
**Saving Throw:** None; **Power Resistance:** No  
**Power Points:** 15

By binding your soul to a ghostly power source, you ensure your own eternal unlife. If you are killed while this power is active, you immediately become a ghost. When you do so, you suffer two permanent negative levels, just as if you had been hit by an energy-draining creature. These negative levels cannot be removed unless the one attempting to remove them succeeds on a DC 26 manifester level check. Your ghostly form retains your personality, memories, and class levels. For selecting ghost special attacks, you count as if your CR were equal to half your manifester level. Except as noted above, this functions exactly as if you were applying the ghost template to your character.

## INVERSE POSSESSION

**Discipline:** Athanatism; **Level:** Conduit 4  
**Display:** Olfactory and visual  
**Manifesting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One incorporeal creature  
**Duration:** 1 min./level (D)  
**Saving Throw:** Will negates; **Power Resistance:** Yes  
**Power Points:** 7

You draw an incorporeal creature Into your body, where you are free to draw on it for power. The target is immune to all damage and effects while this power is active, and it cannot take actions or do anything but communicate with you. As a free action, once per HD the incorporeal creature possesses, you may increase the DC of a conduit power you manifest by 1. This power ends once you have gained the above bonus a number of times equal to the HD of the incorporeal creature. You may only have one instance of this power active at a time. When this power ends, the incorporeal creature is returned from whence it came.

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

1. By spending an additional 2 power points, you may make this power incredibly draining for the target. When the power ends, the target suffers a penalty to attack rolls, damage rolls, and skill checks equal to the number



of times you activated this power. This penalty lasts for half as long as this power was active. For example - Deren targets a 10-HD creature with this power. He uses the power's bonus ten times in the following six rounds, ending it early. The creature receives a -10 penalty on attack rolls, damage rolls, and skill checks for 3 rounds, since 3 is half of the number of rounds it was affected by this power.

2. By spending an additional 2 power points, you may drain the creature of power. Instead of increasing the DC of a conduit power you manifest, you may gain a number of temporary power points equal to your Charisma modifier. These temporary power points vanish 5 minutes after this power ends.

## LIFELESS TONGUES

**Discipline:** Athanatism [language-dependant]; **Level:** Psion/wilder 2

**Display:** Auditory and mental

**Manifesting Time:** 10 minutes

**Range:** 10 ft.

**Target:** One dead creature

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates; see text; **Power**

**Resistance:** No

**Power Points:** 3

Conduits say that the lips of the dead hold many secrets, known only to the dying and the passed. You summon helpful spirits into a corpse, allowing it to answer your questions. You may ask up to three questions. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the power as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to either *Speak with Dead* or *Lifeless Tongues* within the past week, the new power fails. You can manifest this power on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This power does not affect a corpse that has been turned into an undead creature.

**Augment:** This power may be augmented in one of the following ways.

1. For every 2 additional power points spent, you can ask one additional question.

2. By spending 4 additional power points, you may target an incorporeal creature with this power. If the incorporeal creature fails its saving throw against this

power, it must honestly answer your questions to the best of its ability.

In addition, for every 2 power points spent augmenting this power, increase the power's save DC by 1.

## LIVING HAUNTER

**Discipline:** Athanatism [spirit]; **Level:** Dread 3, psion/wilder 3

**Display:** Mental

**Manifesting Time:** 1 standard action

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

**Area:** 100 sq. ft./level (S)

**Duration:** 1 round/level (D)

**Saving Throw:** None and Will negates; see text; **Power**

**Resistance:** No and yes; see text

**Power Points:** 5

You haunt an area by binding your soul to it. When you manifest this power, your soul leaves your body - you count as both unconscious and helpless, but you are also immune to mind-affecting effects. While this power is active, you may spend a standard action each turn to do one of the following.

**Animate:** You may animate a Small or smaller object within the area as the *control object* power. If you do not maintain this effect as a standard action, this animation ends.

**Hallucinations:** You create vivid hallucinations, creating the visual illusion of an object, creature, or force, as visualized by you. You may also create sounds, but not coherent speech. You can move the image within the limits of the size of the effect whenever you maintain this effect as a standard action. If you do not maintain this effect as a standard action, this effect ends.

**Movement:** You may alter the speed of any single creature in the area of this power. If you choose to accelerate them, they gain a +1 bonus on attack rolls, a +1 dodge bonus to AC, an increase in all modes of movement of 30 feet (to a maximum of twice the subject's normal speed using that mode), and an additional attack with a natural or manufactured weapon whenever the subject makes a full attack action, using the subject's full base attack bonus and other applicable modifiers. This effect is not cumulative with similar effects, such as *haste* or a *speed* weapon. If you choose to decelerate them, they are staggered, may take only a single move action or standard action each turn, take a -1 penalty on attack rolls, AC, and Reflex saves, and move at half their normal speed. If you do not maintain this effect as a standard action, this effect ends. A creature targeted by this use may attempt a Will save to resist it (power resistance applies).

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

1. For every additional power point you spend, you may target one additional creature with the movement ability of this power.

2. By spending an additional 4 power points, you may



include full sound, smell, and thermal elements with the hallucinations ability of this power.

3. For every 2 additional power points you spend, you can animate one additional Small object with the animate ability of this power. You may instead animate fewer, larger objects, as per *control object*.

4. By spending an additional 6 power points, increase the duration of this power to 1 min./level.

If you spend at least 6 power points augmenting this power, you may sustain any of its effects as a move action, instead of a standard. This allows you to maintain more than one effect each turn.

## MARK OF THE SHROUD

**Discipline:** Athanatism; **Level:** Psion/wilder 1, tactician 1, vitalist 1

**Display:** Material and mental

**Manifesting Time:** 1 standard action

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

**Target:** One living creature touched per three levels

**Duration:** 1 min./level

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

**Power Points:** 1

By marking mortal creatures, you gain knowledge of their mortality. You are aware of direction or distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. You may also allow the soul to linger in the marked creatures for the duration of this power. This extends the period of time that spells and powers such as *raise dead* would be effective. Once this power has been manifested upon the subjects, the distance between them and the manifester does not affect the power as long as they are on the same plane. If a subject leaves the plane, or if it dies, the power ceases to function for it.

**Augment:** This power may be augmented in one of the following ways.

1. By spending an additional 2 power points, increase the duration of this power to 1 hour/level.

2. By spending an additional 4 power points, increase the duration of this power to 1 day/level.

3. For every 2 additional power points you spend, you extend the negative hit point total at which targets die by 1 hit point.

In addition, for every 2 power points you spend augmenting this power, targets gain a +1 bonus on saves against death or negative energy effects.

## MEMORIES OF FLESH

**Discipline:** Athanatism; **Level:** Psion/wilder 1, vitalist 1

**Display:** Auditory, olfactory, and visual

**Manifesting Time:** 1 round

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

**Target:** One incorporeal creature

**Duration:** One hour

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

**Resistance:** Yes (harmless)

**Power Points:** 1

You reward the target with memories of life, letting it feel alive and corporeal for a limited time. It can smell the living world, feel the warmth of the sun, and any number of other purely aesthetic effects, and gains a +1 bonus on all d20 rolls for the duration. You gain a +5 bonus on all Charisma-based skill checks except Intimidate against the target for the duration of this power.

**Augment:** By spending an additional 6 power points, the target loses any immunity to pain and morale effects that you create. When augmented this way, this power is no longer harmless for the purpose of saves or power resistance.

## MIND OVER THE IMMATERIAL

**Discipline:** Athanatism; **Level:** Dread 3, psion/wilder 3

**Display:** Auditory and olfactory

**Manifesting Time:** 1 standard action

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

**Target:** One incorporeal creature

**Duration:** 1 round/level (D)

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

**Power Points:** 5

Your mastery of the immaterial weakens the mind of those once protected by it. The target loses any immunity it has to mind-affecting effects, spells, and powers. However, it gains a +4 inherent bonus on saves against mind-affecting effects not created by you.

**Augment:** By spending an additional 4 power points, you can manifest this power as a swift action.

## MOAN OF THE SORROWFUL DEAD

**Discipline:** Athanatism [emotion, fear, mind-affecting];

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

**Display:** Auditory and visual

**Manifesting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 10-ft.-radius spread

**Duration:** 1 round/level

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

**Power Points:** 3 (dread), 5 (psion/wilder, psychic warrior)

The sounds of the tortured dead cause each living creature in the area to become frightened unless it succeeds on a Will save. Upon success, the creature is shaken for 1 round.

**Augment:** This power may be augmented in one of the following ways.

1. By spending an additional 4 power points, any target that fails its Will save is panicked instead of frightened.

2. You may spend an additional 4 power points to have any target that succeeds on its Will save be shaken for an additional round.

3. For every 4 additional power points you spend, you increase the radius of this power by 5 feet.



In addition, for every two power points spent augmenting this power, increase the power's save DC by 1.

### MORBID FASCINATION

**Discipline:** Athanatism; **Level:** Cryptic 1, gifted blade 1, psion/wilder 1, psychic warrior 1  
**Display:** Mental and visual  
**Manifesting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Power Points:** 1

You cast your eyes far off into the Ethereal, catching occasional glimpses of its inhabitants. You can see creatures in the Ethereal Plane and pinpoint their locations, but they are treated as having total concealment from you. This link with the Ethereal makes you dangerously curious about the dead and ghosts. While this power is active; you gain a +2 bonus on Diplomacy checks made against followers or advocates of death and ghosts, but suffer a -2 penalty on Will saving throws and Bluff checks against the same.

**Augment:** By spending an additional 4 power points, you may, as a swift action at any time during the duration of this power, expend your psionic focus to instead treat creatures in the Ethereal Plane as if they had concealment instead of total concealment for one round.

### OBJECT POSSESSION

**Discipline:** Athanatism; **Level:** Conduit 2  
**Display:** Auditory and mental  
**Manifesting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)  
**Saving Throw:** None; **Power Resistance:** No  
**Power Points:** 3

You take a ghostlike form, leaping into a nearby object. This object must be of Small size or smaller, and must be no further away than 50 feet. You effectively become that object, counting as an animated object of the object's size and shape, except that you do not gain immunity to mind-affecting effects. If the object is destroyed while you are inhabiting it, this power immediately ends and you are dazed for one round.

**Augment:** This power may be augmented in one of the following was.

1. By spending an additional 4 power points, increase the duration of this power to 10 minutes/level. However, if you augment the power in this way, the object targeted does not become animated - instead, you can take no action while inside it other than to dismiss this power. You may observe the object's surroundings using your skills and normal senses, however.

2. You may spend an additional 3 power points to

increase the size of object you may animate by one step (to a maximum of Huge).

### ORPHIC DESCENT

**Discipline:** Athanatism; **Level:** Conduit 5  
**Display:** Material and visual  
**Manifesting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 8 hours  
**Power Points:** 9

You descend into the vaults of night, returning hours later with a fallen soul. For the duration of this power, you vanish, effectively ceasing to exist. The duration of any effect active on you continues as normal, and may expire while you are gone. When this power ends, you return in the same location you left, bringing with you the spirit of a currently dead person you were at least familiar with, who is then restored to life at full hit points and with all spells prepared and power points regained, just as if they had rested and recovered them naturally. This power ends automatically at the next midnight, at which point target immediately dies, its spirit returning from whence it came. If the spirit died of old age, is unwilling to go with you, or is a construct, outsider, or undead creature, this power fails, ending after only 4 hours.

**Augment:** By spending an additional 6 power points, you may attempt to target an unwilling spirit by succeeding on a manifester level check against a DC of 10 + the target's Hit Dice + the target's Charisma modifier. If you return an unwilling spirit to life in this way, they are controlled by you as if through a *geth's mind control* power manifested by you.

**Special:** This power may only be manifested at night.

### PHANTASMAGORIA

**Discipline:** Athanatism [mind-affecting, fear]; **Level:** Dread 3, psion/wilder 3  
**Display:** Material and olfactory  
**Manifesting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** One 10-ft. cube/level (S)  
**Duration:** 10 min./level (D); see text  
**Saving Throw:** Will negates; see text; **Power Resistance:** Yes  
**Power Points:** 5

You draw on ghostly essences to cause horrific apparent changes to take place in the environment, such as people appearing dead or rotting, walls peeling or bleeding, and food decaying. This power has different effects based on how close creatures are to the affected area. Multiple effects stack - for example, if a creature is inside the area, they are also affected as if they were within 30 feet, 10 feet, and inside the area. If a creature would be affected by more than one if the following effects, it makes saves against each effect separately, in order.



*Within 30 feet:* Creatures within 30 feet of the affected area must succeed at a Will save or suffer a -2 penalty on saves against any of your other mind-affecting powers for as long as they remain within 30 feet of the affected area, and one minute thereafter.

*Within 10 feet:* Creatures within 10 feet of the affected area must succeed at a Will save or become shaken for as long as they remain within 10 feet of the affected area, and one minute thereafter.

*Inside:* Creatures that are inside the affected area must succeed at a Will save or be frightened for as long as they remain within the affected area, and 5 rounds thereafter.

**Augment:** By spending an additional 6 power points, all creatures within the area that fail their save also become confused for as long as they remain within the affected area.

## QUICKEN REJUVENATION

**Discipline:** Athanatism [healing]; **Level:** Conduit 3, vitalist 3

**Display:** Material and mental

**Manifesting Time:** 1 standard action

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

**Target:** 1 ghost destroyed within the last round

**Duration:** Instantaneous

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

**Resistance:** Yes (harmless)

**Power Points:** 5

You infuse unnatural vitality into the target, returning it to unlife. The recently destroyed ghost immediately activates its rejuvenation ability, restoring itself completely. A ghost may not targeted by this power more than once in a given week.

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

1. By spending an additional 6 power points, you may target a ghost that was destroyed a number of days ago equal to your manifester level (round down) or less.

2. By spending an additional 6 power points and expending your psionic focus, you may manifest this power on yourself as an immediate action when you would be reduced to 0 or fewer hit points. When you do, you and your gear are immediately destroyed, returning to life 2d4 days unharmed with all gear intact. You must currently be incorporeal or under the effects of a power with the spirit subtype to augment the power in this way.

## RAISE THE SHROUD

**Discipline:** Athanatism; **Level:** Psion/wilder 4, tactician 4

**Display:** Material and mental

**Manifesting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius spread

**Duration:** 1 round/level (D)

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

**Power Points:** 7

You forcibly and temporarily separate the Ethereal

and the Material planes. This power affects both the Ethereal and the Material Plane in the area. Affected ethereal creature and effects cannot affect the Material Plane, and affected material creatures and effects cannot effect the Ethereal Plane while within the area of this power. In addition, powers or effects that attempt to bridge the planes such as *dead hand* or *ethereal jaunt* cannot function within this area, and are suppressed for as long as they are in the area.

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

1. You may spend an additional 4 power points to increase the radius affected by this power by 10 feet.

2. By spending an additional 4 power points, increase the duration of this power to 1 minute/level.

3. By spending an additional 8 power points, increase the duration of this power to 10 minutes/level.

4. By spending an additional 4 power points, you may center the area of this power on a held object, allowing it to move as the object does.

## RELEASE DEATH'S HOLD

**Discipline:** Athanatism; **Level:** Psion/wilder 3

**Display:** Mental and olfactory

**Manifesting Time:** 5 minutes

**Range:** Touch

**Target:** One undead creature

**Duration:** 1 round/level

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

**Power Points:** 5

You temporarily infuse an undead creature with life energy. The undead creature touched must succeed at a Will save or it becomes infused with life, no longer undead. The target loses the undead type (do not change its HD, skills, or saves), regaining whatever its type was in life (if its original type is uncertain, it instead becomes a magical beast). Its Constitution score becomes 10 temporarily, but it continues to use Charisma to determine hit points and bonus added to Fortitude saves. If it was mindless, it remains mindless. It also loses all undead immunities, channel resistance, and any energy drain abilities it may have possessed. If it was incorporeal, it loses the incorporeal subtype and grows a temporary body similar to the one it had in life, except that it has a Strength score of 10. It also becomes sensitive to pain. Whenever it suffers an amount of damage equal to or greater than its HD, it must succeed at a Will save or become sickened for one round.

**Augment:** By spending an additional 6 power points and expending your psionic focus, you may allow this power to become contagious. The next undead creature that the target touches is subjected to a second manifestation of this power, including all augments and other enhancements. This second manifestation costs you no additional power points and does not require you to expend your psionic focus.

**Special:** If this power is manifested on a willing target,



the duration becomes 10 min./level and they do not suffer the sensitivity to pain.

## RENDING THE VEIL

**Discipline:** Athanatism; **Level:** Conduit 9

**Display:** Material and mental

**Manifesting Time:** 1 standard action

**Range:** 40 ft.

**Area:** 40-ft. radius spread centered on you

**Duration:** Instantaneous

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

**Power Points:** 17

You tear down the walls between the ethereal and the material, juxtaposing the planes. All creatures in the area become corporeal for 24 hours, losing any and all ethereal or incorporeal special abilities or defenses they had (this includes the special ability to become ethereal). If the target lacks a corporeal body, it assume a form of ectoplasm of the same size and shape, effectively identical to its incorporeal form (except that it is corporeal). Any targets that were incorporeal or ethereal when you manifested this power are dazed for 1d4 rounds.

## RESTING WITH THE FALLEN

**Discipline:** Athanatism; **Level:** Conduit 3, cryptic 3, tactician 3

**Display:** Auditory and mental

**Manifesting Time:** 1 round plus up to 1 round/level; see text

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

**Target:** One dead body

**Duration:** See text

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 5

You transfer your soul into a dead body, claiming their memories as your own. When you manifest this power, your body is emptied – you are treated as unconscious and helpless. However, as you are not within your body, you are immune to mind-affecting effects for this time. While this power is active, you may dredge through the target's most recent memories. For each round that you remain in the target's mind (up to 1 round/level), you access two rounds worth of memory. These memories start from immediately before the target died, and continue backwards from there (for example, if you were in their mind for 4 rounds, you would learn the last 8 rounds of their memories prior to death). You only learn anything they experienced or learned in that time period.

If the target's body is destroyed, raised from the dead, or animated as undead while you are in it, this power immediately ends, and you must succeed at a Will save or be dazed for 1d6 rounds.

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

1. By spending an additional 6 power points, you

instead gain access to 1 hour of memories for each round you spend in the target's mind.

2. By spending an additional 6 power points, you may corrupt any memories you access, changing them subtly in ways you choose. This affects any future manifestations of this or other similar effects on the target, as well as affecting the target's memories should they be later raised or become undead.

3. By spending an additional 4 power points, you may animate the body. While this power is active, the dead body is treated as a wight, completely under your control.

## RIDING THE SHELL

**Discipline:** Athanatism [spirit]; **Level:** Cryptic 5, psion/wilder 5

**Display:** Material and mental

**Manifesting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 10 min./level (D)

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

**Power Points:** 9

You take a ghostlike form, leaping into the body of a nearby creature. For the duration of the power, you see and hear everything they do, can not be attacked or affected in any way, and can only take purely mental actions, but may not regain your psionic focus, manifest powers, or use psi-like abilities. The duration of this power may be extended to 1 hour/level by targeting a willing creature. If you were hidden from the target at the time of manifestation, they are not aware of this power or that you are currently inhabiting them.

**Augment:** By spending an additional 2 power points, you may expend your psionic focus as a standard action at any time during the duration of this power to manifest a single power or use a single psi-like ability. You may not apply metapsionic feats to a power manifested this way.

## SCALES OF DAMNATION

**Discipline:** Athanatism; **Level:** Gifted blade 4, conduit 4, psychic warrior 4, tactician 4

**Display:** Mental and olfactory

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

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

**Power Points:** 7

By binding yourself to the spirit world, you can send power to it, or draw its power into yourself. While this power is active, you may, as a standard action, either give or drain energy from the spirit world. When you give energy to the spirit world, you may expend any amount of hit points. You extend the duration of this power by 1 round for every 2 hit points you lose this way. When you drain energy from the spirit world, you gain a +2 insight



bonus to AC and all saving throws until you give energy to the spirit world.

**Augment:** This power may be augmented in one of the following ways.

1. By spending an additional 6 power points, you gain temporary power points equal to twice your Charisma modifier whenever you drain energy from the spirit world. These power points disappear when the power ends, and may not spent for this power or its augments.
2. You may spend an additional 2 power points and lose 5 hit points to increase the insight bonus to AC and saving throws by 1.

## SEANCE

**Discipline:** Athanatism; **Level:** Conduit 1, tactician 1

**Display:** Mental

**Manifesting Time:** 1 hour

**Range:** Unlimited; see text

**Target:** One specific departed soul

**Duration:** 1 hour

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

**Power Points:** 1

You and a group of allies summon pieces of a departed soul for questioning. You may include up to two others in this power as members, whom you must remain in close proximity to for the entire manifestation time. When you manifest this power, you must specify a departed soul by name. That departed soul is the target, and can be targeted on different planes. The departed soul is physically drawn to your location, and cannot take any actions while there except to communicate. It is not an actual creature, and cannot be attacked or effected in any way. You and each other that aided you in the manifestation of this power may each ask the departed soul a question, which the departed soul must answer - though it only knows what it knew in life. The departed soul can be deceptive or cryptic, if it so wishes.

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

1. For every 2 additional power points spent, you can include an additional member in the manifestation of this power.
2. By spending an additional 8 power points, you may target a departed soul that has been destroyed in the last week.

## SEVER THE STRAND

**Discipline:** Athanatism; **Level:** Conduit 7

**Display:** Auditory

**Manifesting Time:** 1 standard action

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

**Target:** One corpse

**Duration:** Permanent

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 13

Using your mastery of the spirit world, you sever a soul from the newly-dead. The subject must have been

dead no more than 1 round/level. Once you have severed the soul, it cannot be returned to life or animated as an undead creature by any means (including, but not limited to, *wish* or *miracle*).

## SHADE VENOM

**Discipline:** Athanatism; **Level:** Cryptic 3, gifted blade 3, psion/wilder 3, psychic warrior 3

**Display:** Material

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One dose of poison or poisonous natural weapon touched

**Duration:** 1 min./level

**Saving Throw:** Fortitude negates (harmless); **Power**

**Resistance:** Yes (harmless)

**Power Points:** 5

You enhance a poison so that it can affect even the immaterial. The target can poison incorporeal creatures as if they possessed no immunity or resistance, substituting a Will save for the normal Fortitude save of the poison.

**Augment:** For every 2 additional power points spent, you increase the save DC of the target by 1 against incorporeal creatures.

## SHAKEN THE MORTAL COIL

**Discipline:** Athanatism; **Level:** Psion/wilder 8

**Display:** Mental

**Manifesting Time:** 1 standard action

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

**Target:** One undead creature

**Duration:** Instantaneous

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

**Power Points:** 15

Your power threatens to tear the target's body down to the spirit. This power instantly deals 150 points of damage. If the target succeeds on its save, it instead takes  $3d6 + 15$  damage. If this damage destroys the target, it cannot return or reform, such as through a ghost's rejuvenation ability.

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

1. For every additional power point spent, power deals an additional 10 points of damage on a failed save. For every two points you spend augmenting this power, increase the save DC by 1.
2. By expending your psionic focus, you may target a living creature touched with this power.

## SHAPE THE SHADE

**Discipline:** Athanatism; **Level:** Cryptic 2, psion/wilder 2

**Display:** Material and mental

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One willing incorporeal creature touched



**Duration:** 1 hour/level (D)

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 3

You sculpt an incorporeal creature, making it appear as something else. You may make the creature appear either living or dead, corporeal or incorporeal, and can even effect clothing, armor, weapons, and equipment. This power can make the target seem 1 foot shorter or taller, thin, fat, or in between. It can change the apparent subtype of the target, can add or obscure a minor feature, or make it look like an entirely different sex.

This power does not provide any abilities or mannerisms of the chosen form. If this is used to create a disguise, the target gets a +10 bonus on the Disguise check.

**Augment:** This power may be augmented in one of the following ways.

1. By spending an additional 5 power points, you may choose two points worth of evolutions from the list of evolutions available to summoner's eidolons that you may apply to the target while this power is active.

2. By spending an additional 2 power points, you may target a living creature with this power. However, any disguise must be to make them appear dead or as some form of undead.

3. By spending an additional 4 power points, you may make the target appear as a different creature type.

## SHROUDSIGHT

**Discipline:** Athanatism; **Level:** Psion/wilder 1, vitalist 1

**Display:** Mental and visual

**Manifesting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 1

You attune your eyes to the energies of the dead and the half-living, detecting undead and incorporeal creatures. The amount of information revealed depends on how long you study a particular area.

**1st Round:** Presence or absence of undead or incorporeal auras.

**2nd Round:** Number of incorporeal or undead auras in the area and the strength of the strongest incorporeal or undead aura present. If you are of good alignment, and the strongest incorporeal or undead aura's strength is overwhelming (11 HD or greater), and the creature has HD of at least twice your character level, you are stunned for 1 round and the power ends.

**3rd Round:** The strength and location of each incorporeal or undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can turn to detect incorporeal creatures or undead in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

For the purpose of detecting incorporeal undead, you count as if you had spent three rounds focusing whenever you manifest this power, automatically granting you the maximum amount of information.

**Augment:** By spending an additional 3 power points, gain a +1 bonus on attack rolls, power save DCs, and skill checks against any creatures that you detected with this power. This bonus lasts for a number of rounds equal to your key manifesting modifier.

## SHUNNING OF THE MATERIAL

**Discipline:** Athanatism; **Level:** Psion/wilder 1

**Display:** Mental

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One object no larger than 2 cubic feet/level

**Duration:** 1 min./level

**Saving Throw:** Will negates; see text; **Power**

**Resistance:** Yes; see text

**Power Points:** 1

You send an object into the Ethereal Plane, making it ethereal. While it is ethereal, the object cannot affect or be affected by any force on the Material Plane, except those that can normally interact with the ethereal (such as through *ghost touch*). Any creatures inside the object must succeed at a Will save, or be transported along with it. Any creatures transported this way become fully ethereal, not incorporeal until they leave the object - at which time they immediately return to the Material Plane. If the object was part of a larger object, or interacted with another object in a significant way (such as the support beam or keystone for a building, or a single part of a complex weapon), the structure of the other objects that interact with the target is unchanged.

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

1. By spending an additional 6 power points, you may shift an area instead of an object. You may shift up to 3,000 sq. ft./level with this augmented use of this power. Any creatures inside the area to be transported gain Will saves as described above.

2. By spending an additional 4 power points, increase the duration of this power to 1 hour/level.

## SOUL EXCHANGE

**Discipline:** Athanatism; **Level:** Psion/wilder 5, vitalist 5

**Display:** Material and mental

**Manifesting Time:** 1 round

**Range:** Touch

**Target:** Willing, living creature touched

**Duration:** Instantaneous

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 9

You muddle that which affects a soul, switching them between different souls. You and the target exchange all soul-based curses, blessings, or effects. In addition, you exchange all mental ability damage and drain, as well as



negative levels. If any of these effects could be reduced or removed with a save, their new owner may attempt a new save against each such effect. This does not count as if you gained a new version of whatever effect you receive – instead, the duration on any of these effects continues as normal, just as if nothing had happened. If either target is possessed when you manifest this power, the possessing entity may succeed on a Will save to choose one of the targets to transfer to – otherwise, they remain with the body they were originally possessing.

**Augment:** By spending an additional 4 power points, this power may target an unwilling, living creature touched, unless they succeed on a Will save. Power resistance provides protection from this use as normal.

## SOUL FEAST

**Discipline:** Athanatism; **Level:** Dread 5, psion/wilder 5

**Display:** Olfactory and material

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One corpse

**Duration:** Instantaneous

**Saving Throw:** None; **Power Resistance:** No

**Power Points:** 9

You devour the most delectable parts of the souls of the fallen. The target must have been dead no more than 1 round per manifester level. You gain a soul pool, with soul points equal to the target's HD plus its Charisma modifier. You may spend one or more soul points from this pool to grant yourself one of the following bonuses: heal a point of ability damage (this costs 3 soul points), heal a point of ability drain (this costs 5 soul points), heal a negative level (7 soul points), or gain temporary hit points equal to the target's HD (1 soul point). Spending soul points from a soul pool is always a free action.

The soul pool and any bonuses or temporary hit points granted by this power vanish at the end of the day. In addition, anyone attempting to return a target of this power to life or raise a target of this power as an undead creature must succeed on an opposed manifester level check with you – if they fail, the attempt fails. If you manifest this power while you have soul points in your soul pool (such as from a previous manifestation of this power), the previous soul pool is emptied, and all bonuses or temporary hit points gained from it are immediately lost.

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

1. You may spend an additional 2 power points to share this feast with one ally that is also adjacent to the target. That ally gains temporary hit points equal to the target's HD. These temporary hit points vanish at the end of the day.

2. By spending an additional 2 power points, while you have one or more soul points from this power, you gain a bonus on saves against negative energy, death effects, and energy drain equal to the target's Charisma modifier.

## SOUL STEALING

**Discipline:** Athanatism [death]; **Level:** Psion/wilder 7

**Display:** Olfactory and visual

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous

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

**Power Points:** 13

You rip the soul from another, killing them and turning the stolen essence into a ghost. This power deals 10 points of damage per manifester level to the target. If the target's Fortitude save succeeds, it instead takes 3d6 + 1 point/manifester level. If damage from this power kills the target, you may immediately animate their soul as a ghost that shares your alignment and motivations (and will generally be friendly towards you). In addition, the ghost suffers a permanent -2 penalty on saves against athanatism powers or effects that you manifest.

**Augment:** For every two additional power points you spend, increase the save DC of this power by 1.

## SPECTRAL STARE

**Discipline:** Athanatism; **Level:** Psion/wilder 4

**Display:** Olfactory and visual

**Manifesting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

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

**Power Points:** 7

You emulate the horrific gaze attacks of the spectral dead, causing corruption with a glance. As a standard action as long as this power's effects persist, you may direct your *spectral stare* at a creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 Charisma damage. A successful save negates the Charisma damage but not the physical damage.

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

1. By spending an additional 4 power points, you expend your psionic focus when directing your gaze at a creature to grant them 1d4 negative levels instead of Charisma damage. They may negate this by succeeding at a Fortitude save. This is a death effect.

2. For every 4 additional power points spent, you deal an additional 1d10 damage points of damage, as well as an additional point of Charisma damage to those that fail the save.

In addition, for every two power points spent augmenting this power, increase the power's save DC by 1.



**SPIRITUAL CONTINGENCY**

**Discipline:** Athanatism; **Level:** Conduit 7  
**Display:** Olfactory  
**Manifesting Time:** 10 minutes or longer; see text  
**Range:** Personal  
**Target:** You  
**Duration:** One day/level (D) or until discharged  
**Power Points:** 13

You link a power to your spiritual essence, causing it to trigger under some condition you dictate when manifesting *spiritual contingency*. The *spiritual contingency* power and the companion power are manifest at the same time. The 10-minute manifesting time is the minimum total for both manifestations; if the companion power has a manifesting time longer than 10 minutes, use that instead. The power to be brought into effect by the *spiritual contingency* must be one that affects your person and be of a power level no higher than one-third your manifester level (rounded down, maximum 6th level).

The conditions needed to bring the power into effect must be clear and discernible, although they can be general. In all cases, the *spiritual contingency* immediately brings into effect the companion power, the latter being “manifested” instantaneously only when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the power combination (*spiritual contingency* and the companion power) may fail when called on. The companion power may one that affects a dead creature, in which case the power combination manifests immediately upon your death.

You can use only one *spiritual contingency* companion power at a time; if a second is manifested, the first one (if still active) is dismissed.

**SPIRITUAL LORDSHIP**

**Discipline:** Athanatism ; **Level:** Dread 4, psion/wilder 4  
**Display:** Material and mental  
**Manifesting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One haunt  
**Duration:** 1 round/level (D)  
**Saving Throw:** None; **Power Resistance:** No  
**Power Points:** 7

You exert your authority over a nearby haunt. By succeeding at an opposed manifester level check, you gain temporary control over the target. While you are in control of a haunt, you may manually trigger it with a mental command (a standard action) and may choose targets that it affects (a free, mental action).

**Augment:** For every 2 additional power points spent, you increase the effective caster or manifester level of the haunt by 1, to a maximum of your manifester level.

**SPIRITUAL RESTING PLACE**

**Discipline:** Athanatism; **Level:** Psion/wilder 3, tactician 3  
**Display:** Mental and visual  
**Manifesting Time:** 1 standard action  
**Range:** Touch  
**Target:** Yourself and one willing creature touched/level  
**Duration:** 2 hours/level (D)  
**Saving Throw:** None; **Power Resistance:** No  
**Power Points:** 5

You and the willing creatures you touch are transported to the Ethereal Plane, where you are contained within a impenetrable, transparent, 20 ft. radius dome. This dome is a force effect, and no effects or attacks can travel through it in either direction (though it can be seen through in either direction, and does not hinder sound). You do not have to remain touching the targets while the power is active. When this power ends, you and the creatures you brought with you are returned to the area you were in when this power was manifested.

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

1. By spending an additional 4 power points, you may instead target yourself and two willing creatures touched/level.
2. By spending an additional 2 power points, you may send only the willing creatures touched, excluding yourself.
3. By spending an additional 10 power points, you may instead send one unwilling creature touched. This creature receives no save, but may resist with power resistance as normal. When augmented this way, this power has a duration of 10 minutes. A creature targeted by this power may take a full-round action to end this power by succeeding at a DC 20 Charisma check.

**TORMENTING THE DEAD**

**Discipline:** Athanatism; **Level:** Gifted blade 3, psion/wilder 3, psychic warrior 3  
**Display:** Auditory and olfactory  
**Manifesting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One incorporeal creature  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude half; **Power Resistance:** Yes  
**Power Points:** 5

You summon ethereal implements to lash and torment the incorporeal. This power deals 5d8 damage to the target; this damage is not reduced by the incorporeal trait.

**Augment:** This power may be augmented in one of the following ways.

1. For every one additional power point you spend, the power deals an additional 1d8 damage.
2. By spending an additional 4 power points, you may wrack all targets hit with pain. If they fail the Fortitude save, they are also sickened for 1d6 rounds. This special use of the sickened condition affects incorporeal undead normally, regardless of any immunity they may have.



3. By spending an additional 4 power points, this power affects all incorporeal creatures in a 20-ft.-radius spread, instead of only a single target.

In addition, for every 2 power points spent augmenting this power, increase the power's save DC by 1.

## TORMENTING THE LIVING

**Discipline:** Athanatism [mind-affecting, fear]; **Level:**

Psion/wilder 2, vitalist 2

**Display:** Auditory and material

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature touched

**Duration:** 1 hour/level

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

**Power Points:** 3

You bind a spirit to a living creature, goading it into tormenting and torturing them. They are constantly harassed by ghostly hallucinations, suffering a -2 penalty on Reflex saves and AC against attacks of opportunity. During your turn, as a swift action, you may expend your psionic focus to empower the spirit, haunting the creature more intensely. It is shaken for a number of rounds equal to your Charisma modifier.

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

1. By spending an additional 4 power points, any incorporeal creature that attacks the target gains a +2 bonus on attack rolls, damage rolls, and save DCs of powers it manifests or effects it creates.

2. By spending an additional 2 power points, increase the duration of this power to 1 day/level.

3. By spending an additional 4 power points, increase the duration of this power to 1 week/level.

## TORTURED VISIONS

**Discipline:** Athanatism [mind-affecting, evil]; **Level:**

Dread 4, psion/wilder 5

**Display:** Auditory and mental

**Manifesting Time:** 10 minutes

**Range:** Unlimited

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text; **Power**

**Resistance:** Yes

**Power Points:** 7 (dread), 9 (psion/wilder)

You summon the spectral horrors of the Ethereal Plane to haunt the dreams of a specific creature that you name or otherwise specifically designate. These *tortured visions* prevent restful sleep and cause 1d10 points of damage. The *tortured visions* leave the subject fatigued and unable to regain arcane spells or power points for the next 24 hours.

The difficulty of the save depends on your knowledge of the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

\*You must have some sort of connection to a creature of which you have no knowledge.

*Dispel psionics* manifested on the subject while you are manifesting this power dispels the *tortured visions* and causes you to be stunned for 10 minutes per manifester level of the *dispel psionics*. If the recipient is awake when the power begins, you can choose to cease manifesting (ending the power) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the manifesting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of manifesting a power or the power ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance (you always fails Will saving throws, for example). Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this power.

**Augment:** By spending an additional 4 power points, a creature that fails its save is haunted for 24 hours by imaginary creatures. The creature suffers a -2 penalty to all d20 rolls and is shaken. In addition, they may see into the Ethereal Plane within 20 feet of them.

## UNNATURAL AURA

**Discipline:** Athanatism [fear, mind-affecting]; **Level:**

Dread 1, psion/wilder 1

**Display:** Olfactory and visual

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature touched

**Duration:** 10 min./level (D)

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

**Power Points:** 1

You cause the target to radiate the unnatural chill of the grave, repelling animals. Any animal must succeed on a Will save to willingly approach within 20 feet of the target. If they fail the save and are forced to approach, they are shaken for as long as they remain within 20 feet of the target.



**Augment:** This power may be augmented in one of the following ways.

1. For every additional power point spent, you can target one additional living creature when manifesting this power.

2. By spending an additional 4 power points, you may cause any animal that fails the save and is forced to approach to become frightened.

3. By spending an additional 6 power points, you may cause any animal that fails the save and is forced to approach to become panicked.

In addition, for every two power points spent augmenting this power, increase the power's save DC by 1.

## VOLATILE REJECTION

**Discipline:** Athanatism; **Level:** Psion/wilder 3, vitalist 3

**Display:** Auditory and material

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One possessed creature touched

**Duration:** Instantaneous

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

**Power Points:** 5

You force out any entity possessing the target creature. The possessing entity must succeed at a Will saving throw or suffer 3d6 points of damage and be immediately expelled, ending the possession. This damage is not reduced by the incorporeal trait as normal.

**Augment:** This power may be augmented in one of the following ways.

1. For every 2 additional power points spent, this power's damage against the possessing entity increases by one die (d6).

2. By spending 4 additional power points, this power also deals half its damage (round down) to the possessed creature.

In addition, for every two power points spent augmenting this power, increase the power's save DC by 1.

## WARD THE MIND

**Discipline:** Athanatism; **Level:** Psion/wilder 1, tactician 1

**Display:** Mental

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature touched

**Duration:** 1 min./level

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

**Resistance:** Yes (harmless)

**Power Points:** 1

This power wards the mind and soul of the living from the predations of the undead. The target is immune to future possession and possession-like effects such as *magic jar* - if the target is already possessed, this power does not remove that effect. They also gain a +2 deflection bonus to AC and a +2 resistance bonus on saves, but only

against attacks made or effects created by incorporeal creatures.

**Augment:** This power may be augmented in one of the following ways.

1. For every additional power point spent, you can target an additional creature when you manifest this power.

2. For every 2 additional power points spent, you increase the bonuses granted by this power by 1.

3. By spending an additional 4 power points, this power affects a 10-ft.-radius emanation from the target. Summoned incorporeal creatures cannot enter the area of this power.

In addition, if you spend at least 4 power points augmenting this power, increase the duration of this power to 10 minutes/level.

## WATERS OF LETHE

**Discipline:** Athanatism; **Level:** Psion/wilder 4

**Display:** Olfactory

**Manifesting Time:** 1 standard action

**Range:** Touch

**Target:** One incorporeal creature

**Duration:** Instantaneous

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

**Power Points:** 7

You draw on the powers of Lethe to wipe away the past of an incorporeal creature. Starting with the present, you can wipe all memories going back a number of days equal to 2 per level. This can erase anger, rage, frustration, or even knowledge of the target's cause of death. Following the use of this power, you or others may attempt to "fill in" these blanks using skill checks or roleplaying, at the GM's discretion.



## MONSTERS

Captured within these pages are a number of horrific creatures, summoned up from the depths of stories, myths and legends, given form to haunt adventurers of all kinds. While tied to the incorporeal nature of the seventh path, these monsters aren't all undead or spirits, instead running the gamut of monster types from outsiders to augmented humanoids and aberrations.

### EGOPHILE

*Spectral faces expressing a range of stifled emotion form a cloak around this barely-humanoid creature, trailing back behind it into muddy, golden threads. Each of these threads connects with one of its husks. In a flash, the creature is gone, and one of the husks bears its horrific cloak.*

#### EGOPHILE

CR 7

XP 3,200

Human egophile warrior 7

CE Medium outsider (incorporeal, native)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +18

#### DEFENSE

**AC** 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

**hp** 80 (7d10+42); fast healing 5

**Fort** +6, **Ref** +5, **Will** +6

**Defensive Abilities** cowl of repression, incorporeal;

**DR** 5/deep crystal; **Immune** emotion effects, fear, cold; **PR** 12

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** draining touch +10 (1d4 Wisdom plus devour psyche)

**Special Attacks** create husks, crush will (DC 17), devour psyche (2 levels, DC 17), psychic hunger

#### STATISTICS

**Str** -, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 18

**Base Atk** +7; **CMB** +10 (+11 grapple); see mental hold; **CMD** 25

**Feats** Alertness, Dodge, Improved Initiative, Mobility, Iron Will, Spring Attack, Toughness

**Skills** Bluff +20, Fly +21, Knowledge (psionics) +10, Perception +18, Sense Motive +12, Stealth +19; **Racial**

**Modifier** +6 Bluff, +6 Perception, +6 Stealth

**Languages** Common; telepathy 100 ft.

**SQ** mental hold

### ECOLOGY

**Environment** any

**Organization** solitary or passion (one egophile plus 5-10 husks)

**Treasure** standard

When creatures die while engaging in extreme emotional repression, sometimes their souls become something... else. Only barely resembling what it once was, an egophile wears the faces of its emotional conquests as a visible shroud, taking pleasure and sustenance in devouring the hopes and dreams of the living. It delights in turning those especially prone to logical thought or empathy into husks - those emptied of that which most made them unique. In a truly cruel twist, egophiles enslave these husks, claiming their individuality and uniqueness as just another body to wear and discard.

Encounters with egophiles should never be straightforward, and should never be a single fight. By design, egophiles are incredibly difficult to pin down, watching and learning all they can of their opponents through the eyes of their sacrificial husks. They are far more clever than classically intelligent, and understand the value of throwing waves of expendable allies at enemies to wear them down before finishing them personally. Any pride or ego the egophile once had, it lost in its transformation - it has little desire to answer challenges itself, and feels no shame in fleeing a losing battle. The sample egophile is an aged warrior, having taken his own life in service to his lord and his honor, despite his own doubts. After his death and subsequent rebirth, his lord and all of his members of the court became his first husks - not out of a sense of vengeance, but out of the convenience of proximity.

#### CREATING AN EGOPHILE

"Egophile" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most egophiles were once humanoids, fey, or monstrous humanoids. An egophile uses the base creature's stats and abilities except as noted here.

**CR:** Same as the base creature + 2.

**AL:** Any evil.

**Type:** The creature's type changes to outsider. Do not recalculate class Hit Dice, BAB, or saves. It gains the incorporeal and native subtypes.

**Senses:** An egophile gains darkvision 60 ft.

**Armor Class:** An egophile gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or *ghost touch* items.

**Hit Dice:** Change all racial Hit Dice to d10s. Class Hit Dice are unaffected. Egophiles use their Charisma modifier to determine bonus hit points (instead of Constitution).



**Defensive Abilities:** An egophile gains DR 5/deep crystal, power resistance equal to 5 + the egophile's Hit Dice, the incorporeal ability, and immunity to cold, fear, and emotion effects. An egophile also gains fast healing 5. If reduced to 0 hit points in combat, an egophile possesses the nearest available husk (see *create husks*). Once possessing a husk, the egophile regains 1 hit point after 1 hour, then may manifest separately again and resumes healing at the rate of 5 hit points per round. If no husks are available when the egophile is reduced to 0 or fewer hit points (whether they are destroyed, on another plane, or if the egophile is unable to teleport for whatever reason), the egophile is destroyed.

**Speed:** An egophile gains a fly speed of 30 ft. (perfect), losing all other forms of movement.

**Melee:** An egophile's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. The egophile's draining touch can also cause Wisdom damage and negative levels.

**Special Attacks:** An egophile gains several special attacks. Save DCs are equal to 10 + 1/2 egophile's HD + egophile's Charisma modifier unless otherwise noted.

**Cowl of Repression (Su):** Egophiles can seek refuge within any husks connected to them. They may, as a swift action, possess any husk on the same plane that is connected to them, teleporting to it and controlling its actions. It uses all of the husk's statistics, including hit points and armor class, except for Will saves and skill checks based on Intelligence, Wisdom, or Charisma. An egophile possessing a husk retains its egophile special attacks and any strictly mental abilities, including psionics. While a husk is possessed by an egophile, it manifests obvious signs of the egophile's presence (usually the cloak of faces). If an egophile is possessing a husk when the husk is killed, the egophile is ejected into a square adjacent to the husk.

Generally speaking, egophiles do not venture from the safety of a husk body. Having lost many of their own senses, they delight in the sensations gained through this possession, and will almost always be encountered within a husk. Should they be deprived of a husk body to flee to, they will generally flee themselves - their first priority being to create more husks.

**Create Husks (Su):** An egophile can create husks out of those it slays with psychic drain or devour psyche, provided that the slain creature is of the same creature type as the egophile's base creature type. The victim rises from death as a husk on its next turn. If the creature was slain by having its Intelligence drained to 0, it becomes an empty husk. If the creature was slain by having its Charisma drained to 0, it becomes a shattered husk. If the creature was slain by the egophile's devour psyche, it becomes either type, chosen by the egophile when it rises. This husk is under the command of the egophile that created it, and remains enslaved until its master's destruction. An egophile may have enslaved husks totaling no more than twice its own Hit Dice;

any husks it creates that would exceed this limit become free-willed undead. An egophile may free an enslaved husk in order to enslave a new husk, but once freed, an egophile or husk cannot be enslaved again. While a husk is enslaved to an egophile, if viewed astrally, it possesses a muddy golden thread linking it to the egophile. Husks remain members of their previous types, but gain the augmented subtype, and their stats change to mirror those in the husk entry.

**Crush Will (Su):** An egophile can crush a humanoid opponent's will as a standard action. Anyone the egophile targets must succeed on a Will save or fall instantly under the egophile's influence, as though by a *geth's mind control* power (manifest level equal to the egophile's hit dice). The ability has a range of 30 feet. At the GM's discretion, some egophiles might be able to affect different creature types with this power.

**Draining Touch (Su):** Egophiles drain the will and emotions of those they touch. They leech them away with a touch of their incorporeal hand, dealing 1d4 points of Wisdom damage. This damage is doubled on a critical hit. Any target that has suffered Wisdom damage from this effect has an agonized copy of its face added to the egophile's cloak. This has no in-game effect, but is permanent.





**Devour Psyche (Su):** An egophile is able to consume the memories and experiences of those it comes in contact with. A creature hit by an egophile's draining touch attack must succeed at a Will save (DC equal to 10 + the egophile's Charisma modifier + 1/2 the egophile's hit dice) or suffer two negative levels.. This ability only triggers once per round, regardless of the number of attacks an egophile makes. A creature with negative levels from this ability suffers a -4 penalty on saves to resist this egophile's crush will ability.

**Psychic Hunger (Su):** An egophile can drain intellect or emotion from a grappled opponent; if the egophile establishes or maintains a pin, it drains either intellect or emotion, dealing 1d4 points of either Intelligence or Charisma damage, respectively. The egophile gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it psychic drains. In addition, if the creature drained was maintaining one or more psionic focuses, the egophile gains an additional 5 temporary hit points and one of the psionic focuses is immediately ended.

**Special Qualities:** An egophile gains the following:

**Mental Hold:** Egophiles may initiate and maintain grapples while incorporeal, as long as they are grappling a sentient, living creature. They may choose to exit a grapple at any time as a free action. For determining its CMB for grapples, an egophile substitutes its Charisma modifier for its Strength modifier.

**Telepathy:** An egophile can communicate telepathically with any creature within 100 feet that has a language. It may also give telepathic commands at any range to husks connected to it, as long as they are on the same plane.

**Ability Scores:** Dex +2, Int +2, Wis +4, Cha +6; as an incorporeal creature, an egophile has no Strength score.

**Skills:** Egophiles gain a +6 racial bonus on Bluff, Perception, and Stealth checks. An egophile always treats Bluff, Diplomacy, Fly, Intimidate, Knowledge (psionics), Perception, Sense Motive, and Stealth as class skills. Otherwise, skills are the same as the base creature.

**Feats:** Egophiles gain Dodge, Improved Initiative, and Toughness as bonus feats.

## HUSK, EMPTY

*Once a humanoid, this simpering, drooling creature seems devoid of whatever could have made it unique. A barely visible muddy, golden thread extends from the base of its skull back into the darkness.*

### HUSK, EMPTY

CR 4

XP 1,200

LE Medium humanoid (augmented)

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 26 (4d8+8); fast healing 2

**Fort** +3, **Ref** +2, **Will** +5

**Defensive Abilities** emptiness; **DR** 5/deep crystal;

**Resist** cold 10, electricity 10

**Weaknesses** resurrection vulnerability

### OFFENSE

**Speed** 30 ft.

**Melee** slam +4 (1d4+1 plus siphon)

**Special Attacks** psychic hunger, siphon (1 level, DC 13)

### STATISTICS

**Str** 12, **Dex** 12, **Con** 15, **Int** – (see projected mindlessness), **Wis** 13, **Cha** 13

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

**Feats** Blind-Fight, Skill Focus (Perception)

**Skills** Intimidate +2, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

**Languages** Common

**SQ** projected mindlessness

### ECOLOGY

**Environment** any

**Organization** solitary, pair, gang (3-6), pack (7-12), or passion (5-10 plus one egophile)

**Treasure Value** standard

### SPECIAL ABILITIES

**Emptiness (Ex):** While they may still be among the living, the souls and minds of the husk have been siphoned and devoured to nearly nothing. Husks are immune to mind-affecting effects and death effects. In addition, they are not at risk from death by massive damage, but are immediately destroyed when reduced to 0 hit points.

**Projected Mindlessness (Su):** While an empty husk possesses no Intelligence score, it still counts for all purposes as if it had an Intelligence score of 11. This score may not be increased or reduced by any means, and it is immune to all Intelligence damage and drain.

**Psychic Hunger (Su):** A husk can drain intellect or emotion from a grappled opponent; if the husk establishes



or maintains a pin, it drains either intellect or emotion, dealing 1d4 points of either Intelligence or Charisma damage, respectively. The husk gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it psychic drains. In addition, if the creature drained was maintaining one or more psionic focuses, the husk gains an additional 5 temporary hit points and one of the psionic focuses is immediately ended.

**Resurrection Vulnerability (Su):** Husks have had their souls bound to the egophile, and attempts to reclaim that soul breaks this tenuous bond. A *raise dead* spell or similar power manifested on a husk destroys it (Will negates). Using this spell in this way does not require a material component.

**Siphon (Su):** A creature hit by a husk's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks an egophile makes.

## HUSK, SHATTERED

*Once a humanoid, this twitching, crying creature seems devoid of whatever could have made it unique. A barely visible muddy, golden thread extends from the base of its skull back into the darkness.*

### HUSK, SHATTERED

CR4

XP 1,200

LE Medium humanoid (augmented)

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 26 (4d8+8); fast healing 2

**Fort** +3, **Ref** +2, **Will** +5

**Defensive Abilities** emptiness; **DR** 5/deep crystal;

**Resist** cold 10, electricity 10

**Weaknesses** resurrection vulnerability

### OFFENSE

**Speed** 30 ft.

**Melee** slam +4 (1d4+1 plus siphon)

**Special Attacks** psychic hunger, siphon (1 level, DC 13)

### STATISTICS

**Str** 12, **Dex** 12, **Con** 15, **Int** 11, **Wis** 13, **Cha** – (see projected hopelessness)

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

**Feats** Blind-Fight, Skill Focus (Perception)

**Skills** Intimidate +1, Knowledge (religion) +4,

Perception +8, Stealth +9; **Racial Modifier** +8 Stealth

**Languages** Common

**SQ** projected hopelessness

## ECOLOGY

**Environment** any

**Organization** solitary, pair, gang (3-6), pack (7-12), or passion (5-10 plus one egophile)

**Treasure Value** standard

## SPECIAL ABILITIES

**Emptiness (Ex):** While they may still be among the living, the souls and minds of the husk have been siphoned and devoured to nearly nothing. Husks are immune to mind-affecting effects and death effects. In addition, they are not at risk from death by massive damage, but are immediately destroyed when reduced to 0 hit points.

**Projected Hopelessness (Su):** While a shattered husk possesses no Charisma score, it still counts for all purposes as if it had an Charisma score of 13. This score may not be increased or reduced by any means, and it is immune to all Charisma damage and drain.

**Psychic Hunger (Su):** A husk can drain intellect or emotion from a grappled opponent; if the husk establishes or maintains a pin, it drains either intellect or emotion, dealing 1d4 points of either Intelligence or Charisma damage, respectively. The husk gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it psychic drains. In addition, if the creature drained was maintaining one or more psionic focuses, the husk gains an additional 5 temporary hit points and one of the psionic focuses is immediately ended.

**Resurrection Vulnerability (Su):** Husks have had their souls bound to the egophile, and attempts to reclaim that soul breaks this tenuous bond. A *raise dead* spell or similar power manifested on a husk destroys it (Will negates). Using this spell in this way does not require a material component.

**Siphon (Su):** A creature hit by a husk's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks an egophile makes.

Husks are those poor, ruined creatures that fell victim to the psychic drain of an egophile. Despite what they once were, they all look and function nearly identically to one another, having been sapped of their unique natures and abilities. They live only to serve as host bodies for the egophile, and fly into a blind rage should the egophile be destroyed.

Two types of husk are presented above - those that were drained of thought, and those that were drained of personality. The two types express slightly different traits (enough to tell them apart), but function mostly identically.



## MINDBORN

*This creature appears as a normal spectral humanoid, except that his features blur into mist and his exact appearance is ever-changing. A constant curtain of this mist, laced with ectoplasm and shining flecks of crystal, weeps from the corners of his eyes and trails behind him.*

### MINDBORN

CR 12

XP 19,200

Human mindborn shaper 11

CN Medium outsider (incorporeal, native)

**Init** +6; **Senses** darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 23, touch 19, flat-footed 20 (+4 armor, +6 deflection, +2 Dex, +1 dodge)

**hp** 92 (11d6+53)

**Fort** +7, **Ref** +7, **Will** +11

**Defensive Abilities** ectoplasmic protection\* (1/day), incorporeal; **Immune** cold, electricity, mind-affecting; **PR** 19

### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** incorporeal touch +7 (1d10+5)

**Special Attacks** psychokinesis (ML 11), read thoughts (DC 18)

**Typical Psionic Powers Known** (ML 15, concentration +21; power points 139 [currently 138], base save DC 16 + power level)

**1st** - astral construct, ecto protection, inertial armor, mind thrust (DC 17\*), vigor

**2nd** - ego whip (DC 18\*), reconstruction, specified energy adaptation, swarm of crystals

**3rd** - dispel psionics, ectoplasmic cocoon (DC 20), energy burst (DC 19\*), touchsight

**4th** - crystalline bonds (DC 21\*), fold space, intellect fortress, wither (DC 20)

**5th** - Anselm's hail of crystals (DC 22), pierce the veils, planar travel, psychic crush (DC 21\*)

**6th** - Willian's temporal acceleration

\*Power can be augmented.

### STATISTICS

**Str** -, **Dex** 15, **Con** 14, **Int** 22, **Wis** 14, **Cha** 17

**Base Atk** +5; **CMB** +7; **CMD** 24

**Feats** Advanced Constructs, Boost Construct, Combat Manifestation, Craft Crystalline Focus, Dodge, Improved Initiative, Overchannel, Power Penetration, Psionic Body, Psionic Meditation, Quicken Power, Talented

**Skills** Acrobatics +8, Autohypnosis +10, Bluff +24, Craft (crystals) +18, Disguise +24, Fly +18, Knowledge (arcana) +17, Knowledge (planes) +17, Knowledge (psionics) +25, Perception +14, Spellcraft +20, Stealth +11; **Racial Modifier** +8 Bluff, +8 Disguise, +8 Fly

**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Eleven, Infernal; telepathy 100 ft.

**SQ** assume likeness, hide mind, summoner's call\* (+3 rounds), true manifestation (psion)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** NPC gear (cloak of resistance +2, crystal mask [Knowledge (psionics)], headband of vast intelligence +2 [Perception], power stone of psychoport, psionatrix of metacreativity, third eye [view])

\* Shaper powers (*Ultimate Psionics*, page 51)

Few creatures more perfectly embody the concept of the selfless mentalist than the mindborn. Once psychic practitioners, they have transcended the need for a body, an identity, or even a name, most changing between these as one would normally change clothes. They are undying, almost impossible to detect, and even harder to predict. The only common ground between all mindborn is that they must construct and attune themselves to a deep crystal cocoon of sorts, in which they suspend a portion of their psyche (including their original identity). This projection crystal allows the mindborn to study and research indefinitely, slipping between personas as convenience demands.

This process is not quick or without risks. First, the prospective mindborn must study the methods used by ancient psionics to perfectly forge deep crystal. Second, they must meditate and attune themselves to the crystal, learning how to isolate and separate their identity from the remainder of their mind. Third, they forge the cocoon, which must be specific to the individual in both form and composition. Finally, they embed themselves into the essence of the cocoon. This discorporates their body and shatters their mind, reforging it in the deep crystal crucible. Bits of crystallized flesh and bone merge with ectoplasm, identity blends with mist and psychic energy, and the mindborn is reborn - in its new, true form.

### THE MINDBORN'S COCOON

All mindborn must construct a cocoon in which to reform their body and mind into a single entity. The only way to absolutely destroy a mindborn is to destroy its cocoon. Unless this occurs, a mindborn can reform its body after it is killed (see Creating a Mindborn, below).

Each mindborn must create its own cocoon by using the Craft Crystalline Focus feat. The character must be able to manifest powers and have a manifester level of 11th or higher. The cocoon costs 120,000 gp to create and has a manifester level equal to that of its creator at the time of creation.

The most common form of cocoon is a sealed deep crystal sphere containing bits of ectoplasm and crystallized pieces of the mindborn's body. The cocoon is Tiny and has 40 hit points, hardness 20, and a break DC of 40.



The cocoon can be differently shaped or mounted in a number of different items and devices (including rings, amulets, or even weapons), but is always a sealed geometric shape of some kind.

## CREATING A MINDBORN

*“Mindborn”* is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required cocoon. A mindborn retains all the base creature’s statistics and special abilities except as noted here.

**CR:** Same as the base creature + 2.

**Alignment:** Any.

**Type:** The creature’s type changes to outsider, and it gains the incorporeal and native subtypes. Do not recalculate BAB, saves, or skill ranks.

**Senses:** A mindborn gains darkvision 60 ft.

**Armor Class:** A mindborn gains a deflection bonus to its AC equal to its Intelligence modifier (minimum +1). It loses the base creature’s natural armor bonus, as well as all armor and shield bonuses not from force effects or *ghost touch* items.

**Hit Dice:** Change all of the creature’s racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged.

**Defensive Abilities:** A mindborn gains immunity to cold, electricity, and mind-affecting effects, and power resistance equal to its current CR + 7. The mindborn also gains the following defensive ability.

**Gathering Thoughts (Su):** When a mindborn is destroyed, its cocoon (which is generally hidden by the mindborn in a safe place far from where it chooses to dwell) immediately begins to gather stray thoughts and ectoplasm, rebuilding the creature’s form within itself. This process takes 1d10 days - if the body is destroyed without destroying the cocoon, the process begins anew. After the time passes, the mindborn emerges from the cocoon fully healed, usually with a lesson learned and a need for vengeance gained.

**Speed** Mindborn lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature had a higher fly speed.

**Melee Attack:** A mindborn has an incorporeal touch attack that it can use once per round as a natural weapon. A mindborn fighting without weapons uses its natural weapons (if it has any) in addition to its incorporeal touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A mindborn armed with a weapon uses its weapons normally, and can use its incorporeal touch attack as a secondary natural weapon.

**Damage:** A mindborn’s incorporeal touch attack uses psychic energy to deal 1d10 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the mindborn. A mindborn can take a full-round action to infuse itself with this energy, healing damage as if it had used its incorporeal touch attack against itself.

**Special Attacks:** A mindborn gains the *psychokinesis* and *read thoughts* special attacks.

**Psychokinesis (Su):** A mindborn can create an effect similar to *telekinetic force* or *telekinetic maneuver* as a standard action. For the purpose of this ability, the mindborn has a manifester level equal to its HD.

**Read Thoughts (Su):** A mindborn can read thoughts as per the power of the same name (ML 18th). It can suppress or resume this ability as a free action. When a mindborn uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a Will save with a DC equal to 10 + 1/2 the mindborn’s HD + the mindborn’s Charisma modifier.

**Special Qualities:** A mindborn gains the following special qualities.

**Assume Likeness (Su):** A mindborn can assume the likeness of any Small, Medium, or Large creature as a standard action. Its abilities do not change, but it appears to be that creature, relying on its Bluff and Disguise skills to deflect suspicion. While the mindborn is assuming a creature’s likeness, it is corporeal, has a Strength score equal to its Intelligence score, and can be detected, scried, or located, but only as if it were the creature it is impersonating. The mindborn may end this ability at any time as a swift action.

**Hide Mind:** A mindborn cannot be identified as psionic by any spells or powers, and cannot be located by any psionic means. This includes any form of scrying, detection power, or locating effect. If one of these effects would include the mindborn in its area, the mindborn does not appear – effects that reveal invisible or hiding targets do not reveal it. However, any spells or powers active on or any items possessed by the mindborn may be detected as normal. The mindborn may suppress or resume this effect at any time as a free action.

**Telepathy (Su):** A mindborn can communicate telepathically with any creature within 100 feet that has a language.

**True Manifestation (Su):** A mindborn has a more powerful link to its internal power than most entities do. It gains a +4 circumstance bonus to its manifester level in a single manifesting class, chosen when it becomes a mindborn. Once chosen, this class cannot be changed. This increased manifester level does not provide bonus power points, and is similar to the bonus gained from the Overchannel feat.

**Abilities:** Con +4, Int +4, Wis +2, Cha +2. As an incorporeal creature, the mindborn has no Strength score.

**Skills:** Mindborn have a +8 racial bonus on Bluff, Disguise, and Fly checks. When using *assume likeness*, a mindborn gains an additional +10 competence bonus on Disguise checks. If it can read an opponent’s mind, it gains a further +4 circumstance bonus on Bluff checks. A mindborn always treats Bluff, Disguise, Fly, Knowledge (arcana), Knowledge (psionics), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

**Feats:** Mindborn gain Psionic Body and Psionic Meditation as bonus feats.



## MIRROR SHADE

*The mirror wobbles upright, wisps of ectoplasm trailing from its frame. Within its surface, you can barely see the reflection of small creatures scampering amidst your entranced friends. You turn to look - but nothing is there.*

### MIRROR SHADE

CR 5

XP 1,600

CE Small aberration (incorporeal)

**Init** +8; **Senses** darkvision 60 ft.; mirrorsight; Perception +12

### DEFENSE

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

**hp** 44 (8d8+8)

**Fort** +5, **Ref** +6, **Will** +7

**Defensive Abilities** incorporeal; **DR** 5/silver; **Immune** gaze attacks, mind-affecting effects; **PR** 14

### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** incorporeal touch +12 (5d8 negative energy plus essence drain [DC 18])

**Special Attacks** essence drain, mirror shards, subtle lure (DC 18)

### STATISTICS

**Str** -, **Dex** 19, **Con** 13, **Int** 15, **Wis** 13, **Cha** 18

**Base Atk** +6; **CMB** +10; **CMD** 24

**Feats** Dodge, Great Fortitude, Improved Initiative, Weapon Focus (incorporeal touch)

**Skills** Bluff +12, Diplomacy +12, Fly +12, Intimidate +12, Knowledge (local) +11, Knowledge (religion) +7, Perception +12, Spellcraft +13

**Languages** telepathy 100 ft.

**SQ** glassbound, glassjump

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or prism (2-5)

**Treasure Value** standard

### SPECIAL ABILITIES

**Essence Drain (Ex):** The incorporeal touch of the mirror shade slowly draws out the essence of the living. Any creature that it hits with its incorporeal touch attack must succeed on a Will save or be staggered for 1d4 rounds. The save DC is Charisma-based. A creature that successfully saves is not subject to the same mirror shade's essence drain for 24 hours. The creature must attempt a new save each turn as a full-round action, with a success removing this effect. However, the effect becomes worse with each failed save. On the second failed save, the creature is instead stunned for 2 rounds. On the third failed save, the creature suffers negative

levels equal to its half its current Hit Dice, round down. On the fourth failed save, the creature is the target of an effect similar to *mind seed* (the mirror shade counts as a Large creature for the purpose of this effect) - the mirror shade eventually becomes the creature's new psyche, and the creature's original psyche is copied into the nearest reflective surface at the end of the week. This effectively destroys the creature, with it becoming a mirror prisoner, under the complete control of the mirror shade in 1d4 hours. This is a mind-affecting effect.

**Glassbound (Ex):** Mirror shades are bound within the essence of reflection, and are permanently invisible. However, they can be viewed in reflective surfaces, granting them partial concealment when targeted in this way instead of total concealment. In addition, they cannot willingly leave their mirror - they must always maintain line of sight to their mirror. If they are forced to break line of sight, they may take no actions except those that bring them closer to it. A mirror inhabited





by a mirror shade is reinforced by psychic fury, gaining additional hardness equal to the mirror shade's hit dice, and additional hit points equal to twice that number.

As a last resort, if the host mirror of the mirror shade is broken, it enrages the shade. The mirror shade is no longer incorporeal, loses the glassbound special quality, the mirror shards special attack, and does everything in its power to both destroy the one that broke its mirror and leap to another home using its glassjump ability. If it is not within another reflective surface after 10 minutes have passed, the mirror shade is completely destroyed, and cannot be returned to life.

**Glassjump (Su):** Mirror shades can, twice per day, jump into another reflective surface that they can sense. This is treated as a *fold space* power, except that it can be manifested as a move action, and it can only target a non-wielded reflective surface at least as large as a floor mirror. A mirror shade may not glassjump to a magical reflective surface or a reflective surface occupied by another creature. If a mirror shade uses glassjump, they cannot use subtle lure for 24 hours, as it takes time for them to rebuild their psychic architecture. A reflective surface that a mirror shade glassjumps to is thereafter treated as its host mirror for the purpose of glassbound.

**Mirror Shards (Su):** Three times per day, as a standard action, a mirror shade may choose to shatter any non-magical reflective surface that it can sense. It makes an incorporeal touch attack against each creature within 10 feet of the target reflective surface, dealing 5d8 negative energy damage plus essence drain to targets hit. Using this ability utterly destroys or renders uninhabitable the targeted reflective surface. Other mirror shades and mirror prisoners are immune to this ability.

**Mirrorsight (Su):** Mirror shades have a unique sense for reflections. They can see from any reflective surface within 60 feet, able to draw both line of sight and line of effect from them. They may also tell the relative size and nature of each such surface, as well as whether or not it is in a creature's possession. However, if the reflective surface is damaged while they are currently seeing through it, they must succeed at a Will save (DC 5 + damage dealt) or take half that amount of damage.

**Subtle Lure (Su):** The psychic call of the mirror shade beckons to the minds of the weak, drawing them to its side. When the mirror shade activates this as a standard action, all creatures aside from other mirror shades within a 300-foot spread must succeed on a DC 18 Will saving throw or become captivated. A creature that successfully saves is not subject to the same mirror shade's subtle lure for 24 hours. A victim under the effects of the subtle lure moves toward the mirror shade using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the mirror shade simply stands and offers no resistance to the mirror shade's attacks.

This effect continues for as long as the mirror shade maintains it as a standard action, and for 1 round thereafter. This is a mind-affecting charm effect. The save DC is Charisma-based.

Myths and legends have long surround the mirror shade, but few have the right of it. Ranging from chanting names to summon bloody entities, to making alien pacts with creatures only shown in the mirror, these bits of folklore have one thing in common - there is a mirror shade behind them. They hail from a dimension long ago lost to even their memories, where whatever grand conflict ended this dimension also suspended the mirror shades between planes, trapping them within the essence of reflection.

By necessity, these creatures are dedicated ambush hunters, visible only in reflections from their host mirror. With their limited mobility, they must use half-seen reflections or half-remembered dreams of things loved and lost to lure in their prey, subduing them so that the shade may drain their essence. The ultimate goal of all shades is to be free once more, and they achieve this goal by completely devouring the life energies of a living creature. However, the mirror dimension in which they are trapped requires balance. When the mirror shade emerges triumphant, its hapless prey is trapped within the mirror as a mirror prisoner.

Mirror shades can exist in any reflective surface - they simply favor mirrors. In the rare instances that they are visible, they appear as small, crystallized clouds of silver and glass, only barely resembling a human form. Their true size is impossible to tell, but the bit of themselves that they extend into the Material Plane is always shorter than 3 feet tall.



## MIRROR PRISONER

*The mirror shakes, ripples forming in its surface. Desperate weeping fills your mind, begging you to just come closer. In the mirror's surface, you see the reflection of a small, blurry creature, pleading before you - but there is nothing there.*

### MIRROR PRISONER

CR 3

XP 800

N Small undead (incorporeal)

Init +3; Senses darkvision 60 ft.; Perception +8

Aura desperation (DC 16)

### DEFENSE

AC 16, touch 16, flat-footed 13 (+2 deflection, +3 Dex, +1 size)

hp 32 (5d8+10)

Fort +3, Ref +4, Will +5

Defensive Abilities incorporeal; Immune gaze attacks, undead traits; PR 10

### OFFENSE

Speed fly 30 ft. (perfect)

Ranged incorporeal bolt +7 (3d8 negative energy plus misery)

Special Attacks incorporeal bolt, misery

### STATISTICS

Str -, Dex 16, Con -, Int 11, Wis 13, Cha 14

Base Atk +3; CMB +6; CMD 19

Feats Ability Focus (desperation), Point-Blank Shot, Precise Shot

Skills Bluff +6, Diplomacy +6, Fly +9, Knowledge (dungeoneering) +3, Knowledge (local) +2, Perception +7, Sense Motive +6

Languages telepathy 100 ft.

SQ glassbound, scrypact

### ECOLOGY

Environment any

Organization solitary

Treasure Value none

### SPECIAL ABILITIES

**Desperation (Su):** The pitiful cries and pleas of those captured by the mirror prisoner echo into the mind. Any hostile creature within a 20-foot radius of a mirror prisoner must succeed on a Will save to resist its effects. The save DC is Charisma-based. Those who fail suffer the effects of *inflict pain* for 10 minutes or until the mirror prisoner is destroyed or chooses to end it (a standard action). A creature that has successfully saved against this effect cannot be affected again by the same mirror prisoner's desperation for 24 hours.

**Glassbound (Ex):** Mirror prisoners are bound within the essence of reflection, and are permanently invisible. However, they can be viewed in reflective surfaces, granting them partial concealment when targeted in this way instead of total concealment. In addition, they cannot willingly leave their mirror - they must always

maintain line of sight to their mirror. If they are forced to break line of sight, they may take no actions except those that bring them closer to it. A mirror inhabited by a mirror prisoner is reinforced by psychic despair, gaining additional hardness equal to the mirror prisoner's hit dice, and additional hit points equal to twice that number.

As a last resort, if the host mirror of the mirror prisoner is broken, it frees the prisoner. The mirror prisoner is no longer incorporeal, loses the glassbound and scrypacts special qualities, and does everything in its power to destroy the creature that broke the mirror. After it has done so, or after 10 minutes have passed (whichever is sooner), the mirror prisoner is completely destroyed, and cannot be returned to life.

**Incorporeal Bolt (Ex):** Mirror prisoners use incorporeal bolts to attack those unwilling to help them. These bolt are incorporeal ranged touch attacks with a range of 100 ft. with no range increment. A mirror prisoner does not provoke attacks of opportunity for using incorporeal bolts while threatened.

**Misery (Su):** Mirror prisoners share their misery and pain with those they strike. Any creature a mirror prisoner hits with its incorporeal bolt is sickened for 1d4 rounds. If the creature is already sickened, it is instead staggered for one round.

**Scrypact (Sp):** The mirror prisoner still maintains much of its original allegiances, and will trade its abilities for memories or experiences of life. Any creature that the mirror prisoner views as friendly may enter into a scrypact with it. To do so, the creature suffers one negative level. They must be adjacent to the mirror prisoner's host mirror and suffer some penalty from the negative level (for example, undead creatures cannot enter into a scrypact, as they cannot suffer from negative levels). They may then manifest an effect identical to *dyne's clairvoyant sense*, with a manifester level equal to the creature's Hit Dice. Whatever is being viewed is displayed on the host mirror's reflective surface, and can be viewed by anyone with line of sight to it. A given creature can only enter into one scrypact in a 24-hour period, and the scrying effect ends if the creature moves more than 5 feet away from the mirror prisoner, if the mirror prisoner is damaged or attacked, or if either the mirror prisoner or the creature ends it as a standard action.

Unlike their captors, mirror prisoners are sad, desperate creatures, longing for a return of that which was stolen to them. Having their reflections and essence stolen by a mirror shade is invariably a traumatic experience, and mirror prisoners tend to lose most of their memories, as well as a good portion of their sanity. The process also deludes them into believing that freedom is unattainable - instead of calling on heroes to break the glass that jails their soul, they fiercely defend it. However, despite their peculiar madness, they are more often friendly than hostile, often forging pacts with the living to trade images of far-off places and things for just a few memories of life.

Mirror prisoners are visible more commonly than mirror shades, though they share the ability to only be visible in reflections. When they seek to plead for help with the living, or whenever they form a scrypact with an individual, their form becomes apparent - that of a miniature version of the creature they once were, body formed of silvery mist and a shining mirror replacing their face.



## NATTMARA

*This creature is forged of the deepest nightmares - its form shifting subtly to echo your fears. No matter your fear, its spectral form is all but devoid of features. A huge, gaping maw, filled with ashes and many rows of lamprey-like teeth, dominates its head.*

### NATTMARA

**CR 10**
**XP 9,600**
**CE** Medium outsider (incorporeal)

**Init** +9; **Senses** darkvision 60 ft.; **Perception** +14

### DEFENSE

**AC** 22, touch 21, flat-footed 16 (+5 deflection, +5 Dex, +2 dodge)

**hp** 123 (13d10+52)

**Fort** +13, **Ref** +9, **Will** +12

**Defensive Abilities** incorporeal; **Immune** fear; **PR** 21

### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** incorporeal touch +18 (7d8 negative energy plus nightmare plague)

**Psi-Like Abilities** (ML 13th; concentration + 18)

**3/day** – *fold space*, *induce nightmare* (DC 20), *moment of terror* (DC 19)

**1/day** – *deadly fear* (two targets; DC 21\*), *fear cascade* (30-ft.-radius; DC 21\*), *shatter mind blank* (DC 19)

**Special Attacks** nightmare haze (15-ft. cone, unconscious for 1d4 rounds, Will DC 21 to be staggered for 1 round instead, usable every 1d4 rounds), nightmare plague

### STATISTICS

**Str** -, **Dex** 20, **Con** 16, **Int** 10, **Wis** 15, **Cha** 21

**Base Atk** +13; **CMB** +18; **CMD** 35

**Feats** Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Psionic Dodge, Toughness

**Skills** Disguise +21, Fly +16, Intimidate +21, Knowledge (religion) +13, Perception +18, Sense Motive +14, Stealth +20

**Languages** Common; telepathy 100 ft.

**SQ** dream eater

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or mockery (3)

**Treasure Value** standard

### SPECIAL ABILITIES

#### Dream Eater (Ex)

The nattmara specialize in devouring the dreams of the unconscious. Attacks made by a nattmara run no risk of waking sleeping creatures, regardless of why they are asleep. In addition, if a nattmara deals damage to a sleeping or unconscious creature with its incorporeal

touch attack, it heals an amount of hit points equal to half the damage it dealt, round down. This healing cannot take it above its normal maximum hit points. For one round after it attacks an unconscious character, the nattmara loses the incorporeal subtype as it becomes bloated with dark dreams and nightmares. This allows others to notice it with Perception checks as normal.

**Nightmare Haze (Su):** The spectral haze of the worst nightmares follow the nattmara. A creature that fails its Will save against the nightmare haze is thrown into a state of restless slumber for 1d4 rounds. A creature that succeeds on their save is instead staggered for one round. Wounding an affected creature allows them to attempt a Will save to wake up, but slapping them or any sounds will not wake them. This is a mind-affecting effect.

**Nightmare Plague (Ex):** A nattmara inflicts maddening nightmares upon those it touches.

Curse – incorporeal touch; save Will DC 21; *frequency* 1/day; *effect* 1d4 Wisdom drain and target is fatigued; *cure* 3 consecutive saves or *cleanse spirit*, *dispel evil*, *dream*, or *remove curse*. If a creature fails a save against this curse, it may not regain arcane spells or power points until it successfully saves against this curse or the curse is removed. Sleeping or unconscious creatures suffer a -4 penalty on saves against this curse.

**Telepathy:** A nattmara can communicate telepathically with any creature within 100 feet that has a language.

For those who have ever wondered what happens to those that die within nightmares - the answer is not always an innocent “nothing”. Sometimes, when those nightmares are wrought with extreme pain or terror, the soul of the dreamer is drawn from its body, corrupted by the dark dreams of the world, and returned as a nattmara, a walking nightmare. These creatures are similar to their weaker cousins, the animate dream, except that they are motivated by hatred and fear, not madness and mischief. Like the animate dreams, the nattmara spread sleep-like curses with their touch - but there, the similarities end. Nattmara devour the dreams of the living, leaving only nightmares and raw, unchecked terror in their wake.

The nattmara are usually tall and slender, often reaching heights of nearly seven feet. They tend to operate independently, but have been known to devour large amounts of dreams or subdue shared threats, usually dispersing rapidly afterwards. Two or more nattmara sharing a “hunting ground” for prolonged periods of time tends to lead to competitions, with the best nightmares and the most dead proclaiming the winner. While they are perfectly capable of assembling all the pieces to create more of their kind, no single nattmara knows exactly how to go about doing it. There are rumors, however, of a mockery of exceedingly powerful nattmara that dictate the course of all nightmares, and can create or destroy those that feed on them with a whim.



## WHISPER

This hazy lemur-like creature, though small, has some of the longest, spindliest fingers you have ever seen. Each finger is dotted with numerous tiny hooks, suited for grasping and tearing. A long lash of a barbed tongue flicks out from its toothless mouth as it looks at you hungrily.

### WHISPER

CR 13

XP 25,600

NE Small outsider (evil, incorporeal, native)

**Init** +11; **Senses** darkvision 60 ft. mindsense; Perception +24

**Aura** maddening whispers (30 ft.)

### DEFENSE

**AC** 27, touch 27, flat-footed 18 (+7 deflection, +7 Dex, +2 dodge, +1 size)

**hp** 136 (16d10+48)

**Fort** +8, **Ref** +17, **Will** +15

**Defensive Abilities** incorporeal; **Immune** mind-affecting

### OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** incorporeal touch +24 (8d8 negative energy plus 2d4 Wis drain [Will DC 21])

**Special Attacks** ally inversion, psionic powers, ride the mad

**Psi-Like Abilities (ML 16th)**

**At will** – *telekinetic force* (375 pounds; DC 20\*)

**3/day** – quickened *naija's compelling voice* (possessed target only, DC 19), *id insinuation* (5 targets, DC 23\*), *telekinetic maneuver* (CMB +23\*)

### STATISTICS

**Str** -, **Dex** 24, **Con** 16, **Int** 17, **Wis** 20, **Cha** 25

**Base Atk** +16; **CMB** +22; **CMD** 41

**Feats** Dodge, Improved Initiative, Point-Blank Shot, Precise Shot, Psionic Dodge, Psionic Endowment, Psionic Meditation, Quicken Spell-Like Ability (*naija's compelling voice*)

**Skills** Autohypnosis +20, Bluff +25, Disguise +25, Fly +34, Knowledge (psionics) +22, Perception +24, Sense Motive +21, Spellcraft +14, Stealth +26, Use Magic Device +24

**Languages** Common, Draconic, Elven, Giant; telepathy 100 ft.

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure Value** standard

## SPECIAL ABILITIES

**Ally Inversion (Su):** A whisper twists the perception of those around it, warping alliances and friendships. 1/day, as a swift action, the whisper may empower its maddening aura. Any creature currently within the whisper's maddening aura must succeed at a Will save (DC 23) or be confused for 1 minute. This save DC is Intelligence-based and includes a +2 racial bonus. This is a mind-affecting effect.

**Maddening Whispers (Su):** Whispers project a constant psychic muttering and whispering around them, driving those that hear it to madness. Any hostile creature within a 30-foot radius of a whisper must succeed on a Will save each round (DC 23) to resist its effects. This save DC is Intelligence-based and includes a +2 racial bonus. Those who fail suffer 2 points of Wisdom drain, until they either leave the aura or succeed on the save. A creature that has succeeded on this save cannot be affected again by the same whisper's aura for 24 hours. This is a mind-affecting effect.

**Mindsense (Ex):** The whisper notices and locates sentient minds within 60 feet, just as if it possessed the blindsight ability. It can also distinguish whether or not the minds are immune to mind-affecting effects.

**Psionic Powers:** A whisper manifests powers as a 10th-level psion (telepath). The save DCs are Intelligence-based.





**Typical Psion Powers Known** (power points 103, base save DC 13 + power level)

**1st** – *attraction\** (DC 14), *déjà vu\** (DC 14), *emphatic connection\** (DC 14), *mind thrust\** (DC 14), *telempathic projection\** (DC 14)

**2nd** – *aversion\** (DC 15), *brain lock\** (DC 15), *psychic bodyguard\**, *read thoughts\** (DC 15)

**3rd** – *baleful mind trap of surtr\**, *false sensory input\** (DC 16), *forced share pain\** (DC 16), *quas'thelin's psionic blast\** (DC 16)

**4th** – *alienation\** (DC 17), *fear cascade\** (DC 17), *geth's mind control\** (DC 17), *incite passion* (DC 17), *memory modification* (DC 17)

**5th** – *mind probe\** (DC 18), *psychic crush\** (DC 18), *shatter mind blank\** (DC 18)

\* power can be augmented.

**Ride the Mad (Su):** The most powerful ability of the whispers is to bind themselves to the form of a creature. A whisper may, as a standard action, attempt to possess a sentient, living creature within 50 feet as if using *parasitic possession*. The creature receives a Will save (DC 24) to repel the whisper. This save is Charisma-based, and includes a +2 racial bonus. If the creature succeeds on the save, it is immune to the same whisper's attempt to ride it for 24 hours. This is a mind-affecting effect.

**Telepathy:** A whisper can communicate telepathically with any creature within 100 feet that has a language.

No one is certain how the first whispers came to be. Scholars agree, however, that they have existed at least as long as sentient minds - for where there is logic, will, and focus, there exists chaos, madness, and corruption. Whispers are manifestations of the latter concepts. They function as psychic parasites, only existing in the physical world as their namesakes, speaking their corrupting words in the ears of the strongest of souls. By driving the living mind they have chosen as host to greater heights of decadence and depravity, they gain that which gives them sustenance - emotional extremes. Given their favorite food, they are most often found in the company of those relying upon their emotions for power, such as barbarians and wilders.

Whispers are most often found perched on the shoulder of their most recent host, hissing constantly into their ear. They are not large - no taller than three feet, and most often appear bloated with their dark feasts. Whispers are cowards at heart, and if spotted and assaulted, it will usually fight just long enough to assess the strength of its enemies before fleeing. If this means abandoning an ideal host, they will return if possible when the creature is alone and vulnerable.



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